



# **TROPICO: PARADISE ISLAND UNOFFICIAL STRATEGY GUIDE**

**A HURRICANE GAMING STRATEGY GUIDE**

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## Tropico: Paradise Island

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### Welcome Back Presidente!

Ah, welcome back Presidente! The Caribbean has changed much since your last visit and it is I, your faithful Advisor, who will bring you up to speed. No, Presidente, the Caribbean is still a wonderful place--the margaritas and cigars remain as fresh as the morning breeze. And the people, Presidente, the people long for the days of your ruling hand. Yes, Presidente, even those filthy capitalist pigs have been heard reminiscing about the good 'ol days when they would complain about the lack of a profitable industry on the island and you would reply by declaring Martial Law... ah, those were good times, eh Presidente?

Your Excellence, although the island may seem the same as it was when you set sail in your dingy, Tropico has been frequented lately by new types of tourists. No longer are we simply a cheap getaway for those Yanqui bastards, but their drunken college-aged brats now also crowd our lovely streets as well. All is not so bad. Your council has found a way to cater to the SUV crowd as well, Presidente. It's true, Tropico now even gets its share of Eco-Tourists! Yes, Presidente, some of those soccer moms certainly are delectable--it's good to see you haven't gone, shall we say, *soft* over the years!

On a more important note, Presidente, the effects of global warming are starting to be felt. Tropico is now inundated by tropical storms and hurricanes year after year... Presidente, if only there was a way to convince Mr. Bush to sign the Kyoto Protocol...sigh. That is not the last of the challenges that have come up during your absence. Our goods are no longer considered "stable" and their values have become subject to the whimsical nature of the foreign markets. Even our hand-rolled cigars sometimes drop in value! I know, Presidente, such things defy logic! I agree.

Of course, Presidente, your staff has been busy crafting powerful new laws and edicts to help keep you in that fabulous office of yours. While some are kind and just like the Social Security edict, others also cater to your... darker side... Yes, your Excellence, the Capture edict *can* be used to lock someone away in the dungeon. Yes, Presidente, you can 'bring out the Gimp' anytime you like.

#### About This Guide:

This guide provides detailed strategies on how to beat each and every scenario in Tropico: Paradise Island. Each scenario was played repeatedly until an efficient winning strategy was developed and then confirmed by even more play. For each scenario, exhaustive descriptions are provided concerning what to expect from game modifiers and random events as well as possible alternate goals that may arise. Screenshots are included to provide reference points on building placement. In addition to the scenario walkthroughs, the guide also includes comprehensive information and pointers concerning when and when not to use each of the six new edicts!

The author of this guide is also responsible for the Tropico Strategy Guide appearing at Gamespy.com. If you're in need of information on the original edicts, scenarios, or on an overall strategy concerning making your people happy and keeping them that way, the guide appearing at Gamespy.com shouldn't be missed!

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### Edicts: The New Laws that Govern the Land

This section of the strategy guide will provide a brief overview of the edicts that have been included with the Paradise Island add-on. As was the case with the many original edicts, knowing when to issue these powerful laws and rules is oftentimes the key to securing a long and prosperous career as Presidente. For detailed tips and suggestions on all of the original edicts, please refer to the guide we wrote for Gamespy.com last year.

#### People Edicts

*Tip:* Issuing the People Edicts is unfortunately a cumbersome task. Use the various lists of Faction Leaders to find the targeted person (or click on the protester) to highlight them and then track them on screen into open space. Once you've got a lock on them, pause the game to keep them from ducking into a building and issue the edict while on pause.

##### Capture

Requirements: \$500, Colonial Fort Dungeon

Forcing someone to endure the cruel solitude of a 3yr term in the dungeon is not only a comical way of ridding the island of one of its many nagging denizens, but it is far less damaging to your reputation as, say, killing someone. While the victim will feel much better about you should he/she survive the sentence, their family will be very unhappy if they should die. If you're the type of player who enjoys punishing people, and the scenario has a Colonial Fort nearby, go ahead and convert it into a dungeon and have a blast. Otherwise, this is a neat but seldom-used edict.

#### Economic Edicts

##### Spring Break Package

Requirements: \$4000, Any Hotel, Pub, Airport

Make Tropico the next Spring Break "hot spot" and experience drunken shenanigans like never before. By issuing this edict, the island's tourism rating gets a 40% increase and the likelihood of your island being visited by Spring Breakers increases for 3 years. While this may sound good, be forewarned that most Spring Break tourists have a maximum spending limit of five measly dollars! This means that they won't likely be spending money in your Spa, your Tennis Courts, or your Casino or Nightclub. They'll spend their time in the Pub or at an inexpensive Beach Site and maybe, just maybe, purchase a cheap (wet) t-shirt. Are these really the type of people you want visiting your island, Presidente?

##### World Geographic Special

Requirements: \$7000, Any Hotel, Any Developed Site

You can't go wrong with this puppy! Sure, it's expensive but the increase in tourism rating (+30%) and increases in respect from the Environmental and Intellectual Factions (+30%) is highly worth it. You also gain an increase in respect from all other factions by 10%! Lastly, the chance for Eco-Tourists visiting the island is given a shot in the arm for 3 years. Since you can only issue this wonderful edict once, make sure you use it wisely. Avoid issuing the World Geographic Special unless you have plenty of high-dollar tourist attractions for the well-heeled tourists that will be coming. If you're struggling to build more than a couple of Cheap Hotels and a lousy Souvenir Shop, save it! Your money will be better spent elsewhere.

#### Political

##### Conscription

Requirements: \$2500, Army Base

This is an interesting edict that doesn't prove as helpful as it appears at first. The idea behind Conscription is that it allows for the uneducated to be drafted into the military to fill vacant positions in Guard Posts. The problem arises when the specifics are encountered. Should the conscript be more intellectually inclined than militaristic, he will likely leave the island. On the other hand, if he's simply not happy or not the militant type, he'll likely join a band of rebels! Still intrigued? Well, conscripts are also 50% more likely to flee during an attack! Unless playing one of the military-centered scenarios or in need of a quick force to scare off some rebels, issuing the Conscription edict is not advised.

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### Military Modernization

Requirements: \$500 per Army Base and \$50 per General or Soldier per year, Army Base

If your island has an Army Base and isn't struggling to make ends meet, issuing this edict is a no-brainer! By issuing the Military Modernization edict, the efficiency of your military will rise by 20%. Not only that, but the quality of housing and health care at the Army Bases will also increase--this is a quick fix for a lagging Housing or Health Care rating! House enough people on Army Bases and issue this edict every 10 years and the Housing and Health Care ratings will take care of themselves!

### **Social Edicts**

#### Social Security

Requirements: \$500

Presidente, sometimes you have to reach into your pockets and help those who can't always help themselves. By issuing the Social Security edict, every student and retiree will be paid two-thirds the average Tropicana wage. Not only does this increase respect among all Tropicans by 5% but it also allows you to collect rent from the elderly! Sure it will cost the Treasury some pesos, but no longer will you need to build free housing for the old and retired!



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### Paradise Island: Miscellaneous Scenarios

#### Back to the Skies: Easy

##### Che Guevera

Self-Made Man  
Heir Apparent  
Hard Working and Green Thumb  
Womanizer and Cheapskate

##### Significant Game Modifiers:

Since this is essentially the first scenario in Paradise Island, the game modifiers are basically all good. For starters, Democratic Expectations are so abysmally low you can get away with refusing all elections and still walk the streets of the island without armed guards—even when the Happiness rating is 40 or below! Most of the factions will resent you with the exception of the Environmentalists, but it doesn't matter. Another benefit to El Presidente is a rise in Worker Productivity (+10%) and a drop in Building Costs (-5%).

##### Objective:

To construct an Airport within 20 years so as to be able to fly your crashed plane off the island. And no, you can't simply build a boat!

Starting Population: 24

Treasury: \$4,500

##### Strategy

*\*You're stranded on an isolated island with 24 helpless buffoons who will allow you to command them any way you see fit. Ignore their cries for proper shelter, religion, and health care Presidente, and refuse their demands for an election as well! The quicker the airport is built, the sooner you can rid yourself of these fellow castaways.*

Begin this scenario by building a Teamster's Office right between the pre-constructed Logging Camp and Dock. With the left over money, build two Goat Farms and either a Corn Farm or Pineapple Plantation. Prioritize the building so that the Teamster's Office is built last; this will allow plenty of lumber to be ready for delivery immediately. Fire a couple of the Dock Workers and reign in the Construction Workers as well; the goal for now is to keep the Logging Camps fully staffed.

Between the sale of lumber and goat, and the refusal to build anything



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else, the Tropicana Treasury should have the \$14,250 needed to build the Airport. Place the Airport in the southeast corner of the map; it's possible to order construction on the Airport as early as 1955, but you should prevail so long as construction is begun by 1960.

Your construction workers will end up wasting a lot of time traveling to and from the worksite, the Construction Office, and their shantytowns if you don't accommodate them better. Once the Airport has been paid for, erect a Tenement and another Construction Office near the Airport. Fire the majority of your loggers and Teamsters and bump up the pay for construction workers and set their schedule to "slave labor". It will take approximately 4 to 5 years for 10 construction workers to clear and level the land for the Airport and one additional year to actually build it.



So long as money is still dribbling in from the sale of goat and the occasional log, build an Immigration Office and set it to "Open Immigration". This will provide backup in case emigration and the occasional epidemic threatens to wipe out your staff of construction workers.

**Alternate Goal:** Once the Tropicana Treasury exceeds \$12,000 your advisor will offer you a change of plans: agree to funnel \$10,000 into a Swiss Bank Account and get a 5 year extension on the deadline to build the Airport.

If you choose to go for the alternate ending, you had better issue the Special Building Permit edict before you pay for the Airport. Also, while the edict is in effect build an additional Corn Farm, and a Bank. Despite saying that he would be back with a free Bank, your advisor never seems to return until **after** you build one yourself. So long as money is flowing in from the sale of lumber, goat, and a little bit of corn, you can cancel the Special Building Permit and order up some college boys to cook the books in the Banks! Set the Banks (you will get one for free) to "Presidential Slush Fund" and build a Tenement and Construction Office near the Airport site. Be sure to keep everyone's salaries relatively low there shouldn't be anything for them to spend it on anyway and build an Immigration Office to help staff your Construction Offices. Work to keep the Treasury over \$8,000 and try to get two bankers in each Bank.

**Random Events:** The biggest threat encountered in this scenario was an early hurricane that destroyed the original Logging Camp. Although you will receive \$2,500 in aid following a disaster of this type, the loss of over 15 units of lumber was tough to recover from. Another risk in the above strategy is an outbreak of Hoof & Mouth disease wiping out your goat population. On the other hand, the price for goat cheese often rises during this scenario thanks to the Hollywood elitists and their fetish for smelly edibles.



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### Gold Rush: Moderate

#### Che Guevera

Booze Barron  
Elected as a Capitalist  
Hard Working and Entrepreneurial  
Moronic and Cheapskate

#### Significant Game Modifiers:

El Presidente's traits have remarkable impact on how this scenario plays out. Rum can be exported for unusually high prices (+100%) and Guevera's hardworking attitude has lead to rises in both Factory Productivity (+20%) and Overall Productivity (+10%). While his close ties to capitalism have landed the island in good favor of the Americans (+15%) and have risen the sense of Liberty on the island (+20%), the expectation for fair and regularly occurring elections is very high. Lastly, El Presidente's reputation for being Moronic not only means that students take much longer to educate (-50%), but that Colleges are not allowed.

#### Objective:

To employ at least 40 miners and get a Happiness rating of 55 or higher. You have 50 years to meet this challenge.

Starting Population: 94

Treasury: \$20,000

#### Strategy

*\*Word has spread throughout the Caribbean that the hills of Tropico are loaded with precious minerals and hordes of people have flocked to your shores to strike it rich! Although there is some gold in 'dem hills, it's not enough to appease everyone; you'll have to get creative if you want to keep everyone fat and happy, and yourself in office!*

Getting 40 miners to work on your island is not the challenge; gaining a Happiness rating of 55 is. For this reason, it's important to treat the Tropicans well right from the start and worry about building additional Mines later on. After all, with the expectations for fair elections being so high, any ballot tampering or election refusal is extremely difficult to overcome. Once the Tropicans are happy and have been given proper housing, health care, and religious outlets, you can then begin building the numerous mines.

One of the things that make the Gold Rush scenario so challenging is





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the horrendous path finding that occurs near the original Dock location. For this reason, while the game is paused, you must switch this Dock to "Yachts Only" and build another one in the alcove northwest of it. In addition to the Dock, use your initial stash of money to construct a Gold Mine, Tenement, Apartment Building, Construction Office, and three Sugar Plantations--you'll want to put that Booze Barron experience to good use right away! The other small, but helpful tactic to employ early on is to fire the attendants at the Beach Site and the Scenic Outlook, as well as all of the guys working the original Dock--there's no need for them until you've built a Hotel!

As jobs become available and less of your islanders are living in shacks, the Happiness rating will slowly start to increase. Provided you don't completely ignore them you should be in good standing for the first round of elections in 1956. Once the money starts rolling in from exported gold, corn, and sugar you should have enough cash on hand to build a Church, a Clinic, and either a Rum Distillery or Jewelry Factory. While building the infrastructure of the island is very important, don't forget to give the little guy a pay raise. A \$1 pay raise every 5 years goes a long way towards keeping them happy.

Spend the first 20 years of the scenario taking care of the people. Add numerous housing communities fit for multiple income groups (including the unemployed) and try to see to it that there are no less than two Churches and Clinics and build a High School as well. Once the High School is finished, hire a couple of overseas teachers and issue the Literacy Program edict so as to speed up the education process, as well as to make up for the inability to construct a College in the eyes of the egg-heads. As the money from the Rum Distillery and Jewelry Factory pours in, add additional Sugar Plantations and a fourth Gold Mine and begin expanding westward behind the Palace with additional Corn Farms.



Since Mines are easy to staff (firing construction workers is the quickest way), you should continue working on getting each of the Happiness categories above 35 and building the Treasury. One of the indirect challenges in this scenario is the ever-declining Living Environment. As you build more and more Mines, the quality of the environment drops. Counter this by building multiple Large Fountains, lining your paths with flowerbeds and trees, and by issuing the Pollution Control edict. Finally, when the time comes to build a Power Plant, be sure to place it on the northern coast of the island, downwind from the Tropicans.

Once the Treasury is holding steady over \$200,000 issue the Social Security and Tax Cut edicts. Continue issuing the Tax Cut and Mardis Gras edicts every chance you get for the remainder of the game. Once the Power Plant is up and running, build a Hospital, Nightclub, and Movie Theatre immediately. Once the Hospital is open and staffed, use the next batch of revenue to build a Cathedral if you haven't already; be sure to keep it away from the Cabaret!

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To stay on top of the housing and food situation, you'll have to expand throughout the western portion of the island. Build more than enough Pineapple, Corn, and Papaya Farms and add extra Tenements (free rent makes everyone happy) and Police Stations. Lastly, aim to build 4 Bauxite Mines near the Bauxite deposit in the South section of the map and no less than 5 Gold Mines in the north. The Immigration Office should help with any staffing difficulties, but the biggest employment challenge here is keeping the college-educated islanders from not fleeing. Pay them well and hire many of them--even if it costs you over \$20,000 for a single Doctor.

As time runs down, give everyone pay raises and start dropping the rent on Apartments. Movie Theatres and Radio Stations can be used to increase the respect they have for you (figured into Happiness), but so does the Early Elections edict. Use it throughout the 1980's and 1990's to gain even more favor from the masses.

**Random Events:** One of the inevitable events in this scenario is a mine collapse. Sometime during the 1950's you can expect one of your Gold Mines to collapse, thus losing all of the buckets of gold that were about to be delivered to the Dock. Protect your fortune by having numerous Teamsters working steadily to haul the precious ore to the Dock just as fast as the miners extract it from the ground. The other danger is the occasional Hurricane that threatens your island. Expect to have to rebuild Fountains, Farms, and possibly a Mine or Immigration Office after the storm heads back out to sea.

## I've Got a Secret: Very Hard

### Ferdinando Topo

Leftist Author

Installed by KGB

Athletic and Sociable

Compulsive Liar and Alcoholic

#### **Significant Game Modifiers:**

Ferdinando may be a Yanqui-lover in his heart but the people only know him as the partying commie and thus many of his less-American traits impact the island most significantly. For starters, the Religious Faction (-30%) doesn't appreciate his character flaws whereas the Communist Faction (+25%) and Russian Relations (+50%) love him. To make matters worse, the island is void of Liberty (-30%) and Crime has run rampant (+10%). Although these modifiers will definitely make your "surprise" party a bit more difficult to pull off, democratic expectations are low enough that you can survive one or two election scandals rather easily. Also of note is the increased tendencies for Education (+20%) and the bargain pricing on Sports Complexes (-20%) and its Rating (+50%). Finally, don't bother kissing up to the tourists, most of them are there for Spring Break and will seldom spend more than \$5 on a single attraction. The only thing worse than a Yanqui bastard is a *cheap, college-aged*, Yanqui bastard!

#### **Objective:**

This one's pretty tricky: you have 30 years to switch the country completely over from a communist nation to a devoted American ally. A numerical rating system is used to track your relationship with each of the superpowers. Tropico's relationship with the USA must be greater than 80 and its relationship with Russia must be 50 or less. That's not all, you've also got to stash at least \$20,000 aside in your Swiss Bank Account.

Starting Population: 50

Treasury: \$10,000

### Strategy

*\*Who would have known that you were actually an American spy working deep undercover with the Ruskies? Now that you're in office, set to the task of turning this communist nation into a model of capitalism. Money makes the world go round and fine-crafted cigars and a moderate tourism industry will certainly keep those Yanqui greenbacks rolling in! Ally yourself with the*

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*Americans once the islanders have a taste of liberty... they won't put up a fight if timed properly!*

This is actually a rather straightforward scenario *if* you manage to get the economy off to a good start. Oh, it's still plenty hard and a simple thing like a Teamster being late with a delivery can really ruin your chances for success, but it's not impossible. The actual switch of bed partners from Russia to the USA is a fairly easy task to accomplish; staying in office long enough to stash twenty thousand smackers is where the challenge lies. Before starting the clock use all \$10,000 to build a Cigar Factory across the path from the Movie Theatre and switch the two Corn Farms over to Tobacco.



Sure, there's people starving and children sleeping in the dirt, but one can't solve their problems without some pesos. Also, firing the lady working at the Newspaper will make her find work in the Power Plant as an engineer. This will allow you to open the Movie Theatre for business. Set the Theatre to "Hollywood Classics" to begin luring your people over to capitalism right from the get-go.

Much of your management will come in spurts. Namely, every time a shipment of cigars leaves the docks. Once the first bundle of blunts, err, I mean cigars leaves the island use the money to pass the Special Building Permit edict and build 2 more Tobacco Farms and a Tenement. The next bundle of export revenue will likely enable you to build a High School, Clinic, Police Station, and 2 or 3 Papaya Farms. Of course, cigars, tobacco, and corn aren't the only sources of income. Set the Cheap Hotels to 80% occupancy and drop the prices of all touristy amenities to \$5, as the majority of the island's visitors are Spring Breakers and cheap Slob Tourists. Build a Beach Site and an extra Cheap Hotel when the funds allow it.

Since impressing the Yanquis is rather easy, don't rush into building a Diplomatic Ministry too soon--especially since the Russians are sending \$4,000 to \$5,000 in cash each year! Instead, build a Bank, Immigration Office, a College, and Hospital as well as additional housing first. Set the Immigration Office to "Skilled Workers Welcome" (the uneducated will wash upon your shores without prodding) and alternate the Bank back and forth between "Tourists' Offshore Banking" and "Presidential Slush Fund" depending on the state of the Treasury. Once all of these infrastructure essentials are built, concentrate on erecting a Diplomatic Ministry and staffing the College and Hospital. Not only does setting the Diplomatic Ministry to "Pro-American Policies" help build strong ties with the Americans, but continuous passing of the Praise US edict will demonstrate your long-term commitment.

Depending on the state of the Treasury and how many islanders there are, consider giving the Tropicans a Tax Cut. This will gain some favor with them while you wait for the Happiness ratings for Health Care, Religion, and Liberty to improve. Other edicts that can be issued to help improve El Presidente's reputation are the Food for the People, Sensitivity Training, and Literacy Program. Although they are very helpful in getting past a tight election, try to avoid passing them before 1965 as their cost can be



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prohibitive later on when pay raises are needed. Nevertheless, the Mardis Gras edict should be passed at least once every five years or so every three years if possible.

Once everyone has been provided adequate religious and medical accommodations and homelessness is all but eliminated, El Presidente should begin the push for increased liberty on the island. Build a Radio Station and set the dial to "Radio Free Tropico" for an instant rise in the Liberty Rating. Similarly, set the Newspaper to "Financial Times" to further impress those in the Capitalist Faction.



If you've followed the above strategy close enough, you should have over \$10,000 in the Swiss bank account by 1970 and Tropico's relations with the superpowers should have flip-flopped. Once the relations with the USA gets over the desired level of 80, you will start to feel the heat from a small band of rebels representing the former Socialist Order of Future People's Heroes of Industry. Pay your soldiers well and erect a Guard Station near the Papaya Farms behind the Power Plant. Continue passing the Praise US edict and build a second Cigar Factory to further demonstrate your commitment to capitalism. Once the second Cigar Factory is constructed (don't forget to hire more Teamsters), add an Auto-Roller to the other Cigar Factory. Use the increased money to go on a spending spree with the Special Building Permit and make sure your Bankers are skimming off the top as best they can.

One of the subtle challenges in this scenario has to do with Ferdinand's relations with Russia being +50%. The Russians are too damn forgiving of your democratic tendencies





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and will cling to relations of 51, 52, or 53 for a long time. Sure, they will occasionally drop below 40 but their hatred is short lived. If the \$20K requirement is just about fulfilled and time is quickly running out, try this strategy: Pass the Praise US edict in 1976 to swing the pendulum further towards the Americans. Work on getting the last bit of money over to Switzerland and allow the edict to expire in 1978. If a single shipment of cigars is all that's keeping you from getting the last of the money to Switzerland, wait on passing any more edicts until the freighter is in view. Once the Treasury has enough dough in it, ally yourself with the US to put the final nail in your relations with Russia.

Ok, you're probably wondering why to not ally with the Americans earlier. Fair enough. Unfortunately, the scenario is built to counter that tactic. Should you become a US ally too soon, not only do the Russians learn to live with the idea of there being a US military base on your island, but the Americans will try to force you into building an Airport and sending a Trade Delegation to Washington. If that wasn't bad enough, you are much more likely to encounter a coupe de' resistance.

**Random Events:** Despite playing this scenario over and over and over with Random Events set to "Occur Regularly" no hurricanes, market fluctuations, or outbreaks of Hoof & Mouth had ever occurred. This is due to either a bug in the game or scenarios labeled as "Very Difficult" being kept manageable by not having Random Events occur.

## Marooned!: Moderate

### Che Guevera

Fortunate Son

Heir Apparent

Financial Genius and Entrepreneurial

Ugly and Paranoid

### Significant Game Modifiers:

It's your island and these lousy, stinking castaways expect *you* to pay for their removal. At least they have the sense to keep their expectations for democracy low. Few factions or character traits will matter in this scenario as the population is incredibly low and a cunning Presidente can rid his island of the 7 squatters in no time. Nevertheless, a couple important things to keep in mind are that Banks and Shops cost 25% and export prices are +10%, thanks to your financial genius and entrepreneurial background. The other truism about this island is that the Police are resented as much as armed soldiers are--don't hire either of them!

### Objective:

In this tribute to Gilligan's Island, 7 stranded castaways have found their way onto your "off-limits" island and you must pay for their removal via money from your Swiss bank account. It will cost you \$1,000 to remove each person, regardless of whether they are one of the original intruders or not. Also, should the population drop below 7 or if any soldiers are hired the scenario will be lost and it will be El Presidente sent adrift in the sea. You only have 30 years to accomplish this task.

Starting Population: 7

Treasury: \$5,000

### Strategy

*\*The Gilligan's Island castaways represent a diverse group of people--some of which are already college educated. El Presidente needs to work them hard in order to build up the Swiss bank account, but must also keep the population low and the living conditions deplorable. Without a military it will be impossible to assassinate anyone--that would be too easy--so you'll have to keep them alive until there's at least \$7,000 stashed away overseas and then slowly starve them all to death to reduce any excess population. Where are the headhunters when you need them?*

Let's meet the cast, shall we? Arriving on your shores are Salty Skipmeister as "Skipper" (fisherman),

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William Gillibert as "Gilligan" (attendant), Ray Quantum as "Professor" (professor), Maryjo Cornhusker as "Mary Ann" (cook), Oregano Jones as "Ginger" (showgirl), and Burston and Lovely Moneybags as "Mr. and Mrs. Howell" (banker and journalist, respectively). Of course once they arrive, they will all take on the roles of construction workers since other than a couple of shacks, a Construction Office is the only thing going. Use the initial \$5,000 to build a Dock, Corn Farm, and a Teamster's Office. As each one of the buildings are finished fire people from the Construction Office to force them to fill the vacancies at the other workplaces. Lovely Moneybags will retire soon after her arrival on the island, so you really only have 6 people to employ. Hire one at the Dock, Construction Office, and Teamster's Office, and allow for three of them to work at the Corn Farm.



Russian foreign aid will be quite generous throughout most of the scenario so you will be able get other buildings up quickly. Once the first batch of aid rolls in, issue the Special Building Permit edict to begin the money laundering and build a Logging Camp and some Country Homes. The next thing you'll need to build is a Bank (set to "Presidential Slush Fund"). Once all of these structures are completed, you'll have to force the islanders to each work independently at one of the buildings. Resist the urge to hire additional bankers; you can get most of the money into your Swiss bank account via the Special Building Permit.

Lovely Moneybags' retirement isn't the only personal event to make the scenario more difficult. With the paucity of entertainment on the island, you can count on Maryjo and Oregano getting married and then providing their own nightly amusement with the art of baby making! Unfortunately, the three couples (don't forget the Moneybags) are capable of spitting out a heck of a lot of kids and you'll need \$1,000 for each of them too! The island's population can grow from 7 to 16 in the blink of an eye!

It's wise to try and keep the islanders relatively content throughout the 1950's. Issue the Tax Cut edict once to make them gain respect for you and try to give pay raises every 3 years or so. Nevertheless, do not build any Churches or Clinics and don't feed them too well, we want them weak and easy to kill off for later. Lastly, ignore any requests for elections even if the predictions have you as a heavy favorite. It's your island after all; who do these scoundrels think they are?

Regardless of the fact that there is no one to fill their vacancies, spend the Treasury's money on additional Houses and other expensive structures like Hotels And Spas to raise the money needed to remove the castaways from the island. Eventually all of the babies will reach their teenage years and will be able to work at your Logging Camp, Dock, Construction Office, etc. Open up some of the jobs and try to force one or two of the ladies into working at the Hotels so as to make extra money from the few tourists who will stop by.

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By the time 1970 rolls around you should have the \$7,000 needed to send the original 7 castaways packing. At this time, issue the Litter Control and Prohibition edicts to dash their sense of liberty and to raise the crime rate and then fire all of your farmers except for one. At this time, issue the Food for the People edict to make them go through the food reserves twice as fast. Raise the rent at each of the Houses and Country Homes to force the unwed back into the shacks. Keep someone working at each of the facilities though, because you'll want to continue purchasing additional buildings in case you only get the population down to 8 or 9. Slowly but surely the islanders will die of starvation and the population will drop to a number you can afford to remove.



The above strategy works great, but does have one inherent risk--US Gunboats! If you make things too miserable for the islanders too soon, you run the risk of having buildings destroyed and a foreign power usurping your throne. This is why it is important to not add to the population by paying for foreign educated workers. Also, aim to keep the Happiness level between 38 and 42 until you are ready to kill them off.

**Random Events:** This strategy worked well even when Red Tide, market fluctuations, and multiple hurricanes threatened the island. Losing the Bank to a hurricane made stashing the money in Switzerland more challenging, but it was still possible through the Special Building Permit. The only foreseeable event that could make success nearly impossible would be an epidemic breaking out in the early 1950's and killing off your initial batch of castaways. Should this happen, promptly return to the Main Menu and try again.

## Mt. Sucio: Hard

### Enrique Volcan

Developer  
Elected as Capitalist  
Hardworking and Entrepreneurial  
Ugly and Compulsive Gambler

#### Significant Game Modifiers:

Presidente, your people have elected you because they feel that you have the business sense and commitment to democracy that will enable Tropico to benefit from the generosity of those rich Yanquis to the north. Although you gain the benefits of increased factory productivity (+25%), liberty (+20%), USA relations (+15%), and export prices (+10%) it will mean nothing if you fail to hold regularly occurring **fair** elections. Finally, Presidente, the volcanic gases escaping from the island are not the only source of



## Tropico: Paradise Island

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pollution—if you don't mind me saying so, Presidente, you're a capitalist pig and you treat the environment as if the world is your toilet. As a result pollution on the island is 50% greater than it would be with a greener dictator.

### Objective:

This former island paradise has been ravaged by a violent volcanic eruption and it's your job to bring the economy back to its former levels. You have until the end 2000 to reach the following revenue milestones: farming (\$500,000), mining (\$200,000), logging (\$250,000), tourism (\$250,000), and industry (\$500,000).

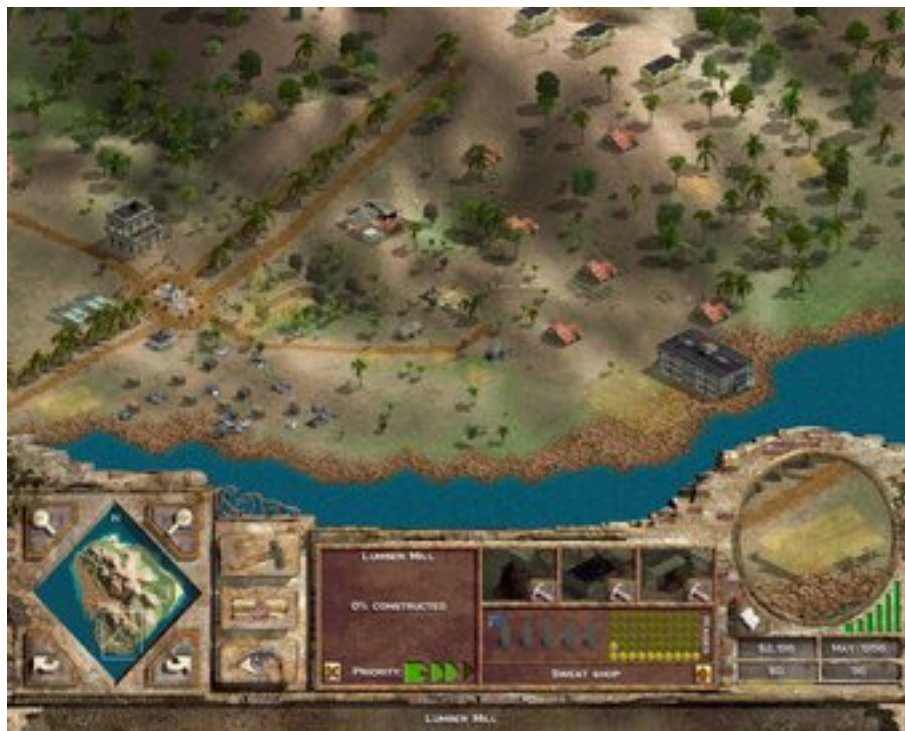
Starting Population: 60

Treasury: \$10,000

### Strategy

*\*Don't be intimidated by those dollar amounts--there's plenty of time to sell, sell, sell! The key to this scenario is getting a good start on the logging and farming so you can earn enough money to provide for the hundreds and hundreds of Tropicans that will be flocking to your island oasis. The Americans will take care of jumpstarting your tourist industry and, as you'll see, they will inadvertently help with the mining. All is not conflict free; horrendous tropical storms and hurricanes can obliterate your island and an evil corporation known as FakeFoods, Inc., will attempt to slash your bottom line.*

Although the entire western corner of the island is covered in mud and ash, several of your workers have persevered and continue to work tirelessly at the Dock, Luxury Hotel, and Scenic Outlook--fire their asses! Use the initial \$10,000 to build a Logging Camp, some Coffee Plantations on the slope above the Corn Farms, and even a couple of Papaya Groves for diversity. Use any extra money to build a couple of Country Homes and raise everyone's pay to \$6 a month to make housing more affordable. Actually, by raising their pay to \$6, you can safely charge \$2 a month for housing, whereas you can only charge \$1 a month if



you're paying the workers \$5 you get more return on your money this way. As money starts to roll in, hire someone at the Diplomatic Ministry and begin issuing the Praise US edict to increase the amount of foreign aid they send. Build a High School, Church, and second Construction Office when possible, and add the Horticulture Station and Tool Shop upgrades to your Logging Camp. Add a College and Cathedral as soon as possible to appease the Intellectual and Religious Factions, respectively.

As more and more money flows into the Treasury, build a Lumber Mill and position it along the road near the Dock. One of the most surefire ways to lose this scenario is by having a Dock and 40 units of goods



## Tropico: Paradise Island

fall into the ocean during a hurricane. Protect against this by building a second Dock slightly to the east of the original one. Add another Teamster's Office near the farms so they don't get ignored. As the high-quality Tropicana lumber begins to ship, use the cash to build loads of Apartments, Houses, Police Stations, and an Armory. Issue the Literacy Program and Air Pollution Standards edicts, as well as the Tax Cut edict if you can swing it. Go ahead and give the locals something to cheer about and build them a Bar and a Restaurant too!



The Americans are going to play a big role in your success on the island and their assistance comes quickly in the form of foreign aid and the Environmental Task Force. Every 5 years this group of environmental scientists will show up (invisibly) and assist in controlling the volcanic gases on the island. You'll have to fork over \$5,000 each time they visit, but the improvement on the living environment is well worth it. The other way in which they help out is by sending 10 workers and a pre-purchased Construction Office, Dock, Hotel, and 6 Bunkhouses. Once the workers show up on the eastern beaches, quickly place the buildings to coerce them into finding employment on that side of the island.

Now with some minor infrastructure laid out on the eastern shores of the island, it's time to begin mining those Bauxite deposits. Rather than wait around year after year for your construction workers to climb to the top of the mountain and build mines way out of sight, place 4 Bauxite Mines in the woods near the eastern beaches. Build a second Dock nearby to accommodate freighters (restrict the one from the USA to yachts only) and begin building up the community aspect of this side of the island. After all, the workers will need housing and food nearby or else they will spend most of their day traveling. Build a Market, Apartment, a Teamster's Office, and a Corn Farm. The key here is making certain that there are enough Teamsters around to get the Bauxite to the Dock. Add an additional Logging Camp on this side of the island to increase your lumber exports.

Now that money is starting to pour in from mining and tourism, it's time to power the island. Issue the US Development Aid edict to get a reduced price on a Power Plant and build it near the center of the island. Build a network of Substations around the volcano to string the power all the way to your Bauxite Mines and outfit the mines with Crushers to increase the payload. Also, add at least one Hospital to the island to care of the sickly.

Although the Lumber Mill was a good source of money, 2x4's and plywood don't sell for nearly as much as handcrafted furniture made from the finest Tropicana hardwoods! Erect a Furniture Factory near the Lumber Mill to increase the make reaching the industry requirement that much easier. Also, build a Cannery at the base of the volcano in order to add freeze-dried coffee to your list of exports.

Accomplish the above steps by the mid 1980's and your island will be well on its way to meeting each and every goal outlined in the scenario. That isn't to say that there won't be any turbulence along the way.

## Tropico: Paradise Island

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An American company by the name of FakeFoods, Inc., will attempt to drive down the value of Tropicana exports by making cheap, fake alternatives to many of the goods your island produces. It will start with a harmless coffee substitute but will spread to pineapple and bauxite as well. Take the price drops in stride and bide your time... before too long the Tropicana Liberation Army will blow up their main factory in the States and prices will return to normal. Of course, one of the ways to increase revenue while FakeFoods, Inc., is still afloat is by building a Television Station and issuing the Industry Ad Campaign and the Tourism Ad Campaign edicts.



**Random Events:** Batten down the hatches, mates; this is Hurricane Alley! None of the previous scenarios are impacted so fiercely by hurricanes and tropical storms as this one. During one game a single hurricane had wiped out 10 farms, multiple houses, and two docks! Sure, the international community sent \$60,000 in aid, but that didn't replace the 50 units of furniture, coffee, and bauxite that were sitting on the docks when they collapsed. The key to protect against this mishap is to build multiple Docks within a close proximity to one another so your Teamsters will "spread the wealth" and congestion won't become an impassable hurdle. Besides hurricanes, the occasional epidemic can reduce your workplace momentarily and in some instances the maritime industry will go on strike, but these are short-lived struggles that are easily overcome.

## Peg Leg's Cove: Easy

### Sancho Baraego

Chief of Police  
Communist Rebellion  
Hardworking and Entrepreneurial  
Compulsive Liar and Tourette's Syndrome

#### Significant Game Modifiers:

Presidente, your rise to the dictatorship at the end of the rebellion has left many of the Tropicans with very low democratic expectations. This is a good thing, though, for both the Religious Faction and Intellectual Factions are opposed to your leadership (-15%) and should the need arise to alter the ballot count you will be able to do so with little repercussions. On a happier note, the islanders are impressed with your background and crime has dropped significantly (-40%). Also, the people's productivity and the value of our island's exports have both been raised (+10%). Lastly, Presidente, many of the Americans enjoy watching your profanity-laced State of the Island Addresses each year on Pay-Per-View and the island gains \$1,000 annually from the syndication.



## Tropico: Paradise Island

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### Objective:

Presidente, an undisturbed gold deposit has been discovered on the far side of the island and is there for the taking. What do you say we stash \$50,000 in the Swiss Bank Account within 30 years and hightail it for a better island?

Starting Population: 46

Treasury: \$10,000

### Strategy

*\*This is essentially an introductory scenario designed to ease players further into the game after the tutorial. So long as you keep the Happiness rating over 40 elections won't be an issue, and so long as elections aren't lost, this scenario can be conquered with relative ease. Accept the offer from Pepe el Laguntiga to increase the gold extraction process and make sure you have plenty of bankers funneling money from the Treasury to Switzerland.*

Once the scenario begins, issue the Special Building Permit to get the money flowing to Switzerland immediately. Construct a Tenement near the Palace and begin the eastward expansion by placing a Gold Mine and several Bunkhouses near the enormous gold deposit. Allow your workers to continue mining the lesser deposit near the Jewelry Factory, as their sporadic contributions to the Treasury will aid in the island's initial development.

At the beginning of 1952 a representative from the Acme Gold and Precious Metals Mining Research Enterprises, Inc., will offer a chance to purchase

million-dollar gold extraction technology for a measly \$10,000. Sound too good to be true? Well, the catch is that the money has to come from Presidente's Swiss account. Since the bank account will not have anywhere near that amount in 1952, Pepe will return when the money is available--purchasing the 50% increase in gold extraction is highly recommended, so long as you can get the technology prior to 1965.

Once a large stash of jewelry and corn is shipped and the Treasury gets enough money, you can start building many of the island's necessities. Construct several Tenements or Apartments as well as a Church, High School, and Clinic. The smell of gold is all it takes to bring hordes of immigrants to your shores, so don't worry about building an Immigration Office. Although there will be plenty of money to gain from mining the gold, another lucrative source of income is through the exporting of logs and lumber. Add a Logging Camp to the island and then upgrade your industry with a Lumber Mill later on.

By the mid 1960's the money should be rolling in quite steadily and El Presidente shouldn't have any trouble pleasing the people by passing the Tax Cut edict. Since one good turn deserves another, go ahead and construct a second Bank and send away for a handful of corrupt suits to cook the books in



## Tropico: Paradise Island

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your favor. Add a Power Plant to the island and furnish all of the Gold Mines with Screeners to make the work go even faster. Speaking of Gold Mines, there should be at least three fully staffed mines near the large gold deposit, as well as housing, a Marketplace, a Teamster's Office, and a nearby Dock to help speed up the time it takes the gold to be shipped.

Upgrade the Jewelry Factory and Lumber Mill with their available options to start what should be a very fun spending spree. Although the Bankers will work tirelessly to funnel money away to

Switzerland, El Presidente can help by taking advantage of the Special Building Permit and laying out the groundwork for an enormous Condominium complex. Condos, condos, everywhere! Congratulations Presidente, \$50,000 will be ready for you in no time at all!



**Random Events:** In keeping with the "Easy" difficulty rating, very few random events take place during this scenario and those that do (maritime strike, red tide, weak tropical storms) have little to no effect on the above strategy.

## Ride 'Em Caballero: Ridiculously Hard

### Don Temarario

Self-Made Man

Capitalist Rebellion

Hardworking and Incorruptible

Ugly and Short-Tempered

### Significant Game Modifiers:

Welcome to the Graveyard of Presidents, err... Presidente. Seldom has a leader lasted more than two years on this island and it's a toss-up if you will either. Presidente, although democratic expectations are low and the Religious Faction (+10%), Capitalist Faction (+20%), and the USA (+35%) are all glad to have you around, the loss of liberty (-10%) felt by those on the island will be very hard to triumph over. Thankfully, Presidente, the people have been impressed by your history of hard work and productivity (+10%) and factory productivity (+25%) are much higher than they have been with other Presidents.

### Objective:

Presidente, the goal on this island is quite simple--stay in power for 30 years to become beyond a shadow of a doubt, the most popular Presidente of this god-forsaken island.

Starting Population: 80

Treasury: \$15,000



## Tropico: Paradise Island

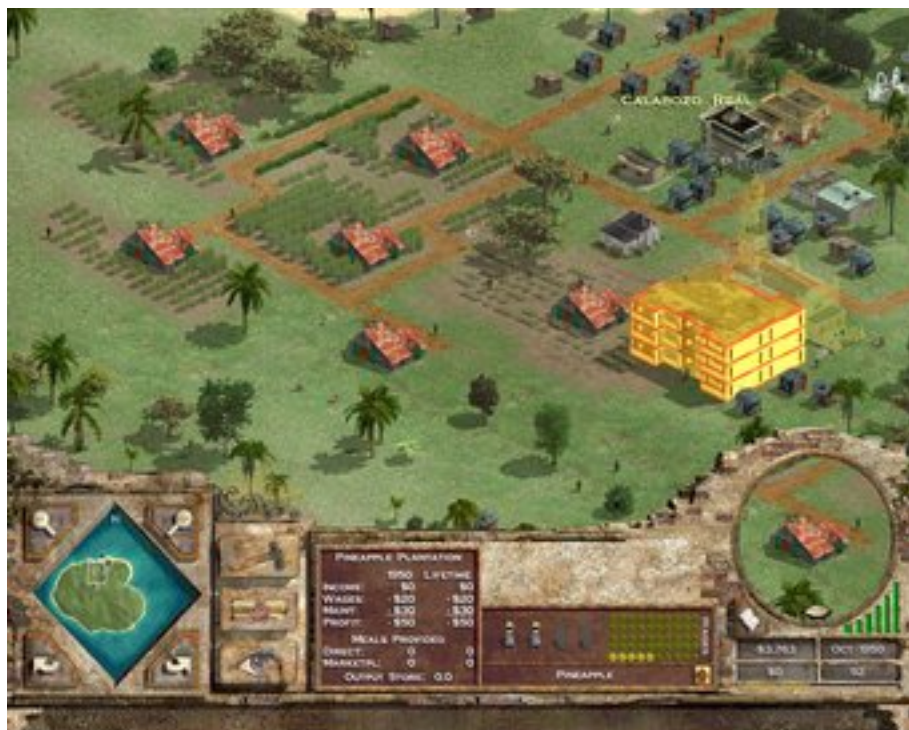
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### Strategy

*\*This scenario is quite arguably the most difficult one ever to be played. Not only are the people ready to flee into the trees and become rebels if you so much as look at them wrong, but the barrage of hurricanes and tropical storms will leave the islands spiraling down the commode into the oblivion of unemployment and homelessness. As your advisor will most likely mutter at some point, "Your people's hatred for you knows no bounds". As much as I'd hate to say it, the outcome in this scenario depends a lot on the hurricanes and which buildings they destroy. Even when being played with Random Events set to "Never Occur" they do, and often.*

**Disclaimer:** In case you didn't catch the gist of what I was saying above, this scenario is incredibly hard (thanks to the cheapness of the hurricane scripts) and what works one time may not work the next. Nevertheless, after having played this scenario dozens and dozens of times I believe the following to be the best way to tackle Ride 'Em Caballero. But, as they say in the automobile industry, your mileage may vary.

Although the people on the island are all unhappy with the current state of affairs, it's best to let them suffer some additional indignities in order to truly help them later. Rather than blow your initial funds on tons of cheap housing and meaningless jobs, build them a Bauxite Mine, Apartment, and a Church. While the game is still frozen in January of 1950, flip the switch on all of the Corn Farms to make them plant seeds for something that will actually grow--four of the farms should be switched to Sugar Plantations and the other four to Pineapple Plantations. This will allow the people to feed off the spiny fruit while the sugar gets sent straight to market.



Since overcoming a shortage of liberty isn't really as difficult as rebuilding after repeat hurricanes, use the initial money from the sugar and bauxite exports to double up your island's infrastructure: erect a second Dock, Construction Office, and Teamster's Office. Furthermore, the relief money that flows into the Treasury after hurricanes is seldom enough to rebuild half of what was knocked down--and if you lose your one and only Dock it will take a long time before more money arrives--be sure to leave at least \$4000 in the Treasury in case of a rainy day. Literally.

Is everything going well so far? If so, save your progress. It's time to borrow the first-person shooter's best friend--the quick save--and put it to use here. Should a particularly nasty hurricane blow down every single farm and tenement on the island, reload your last save. Update your game save after every profitable shipment of goods or whenever the people smile in your direction with a friendly election. It's not exactly the most noble of strategies, but neither is enduring 4 hurricanes in 1 year!!!

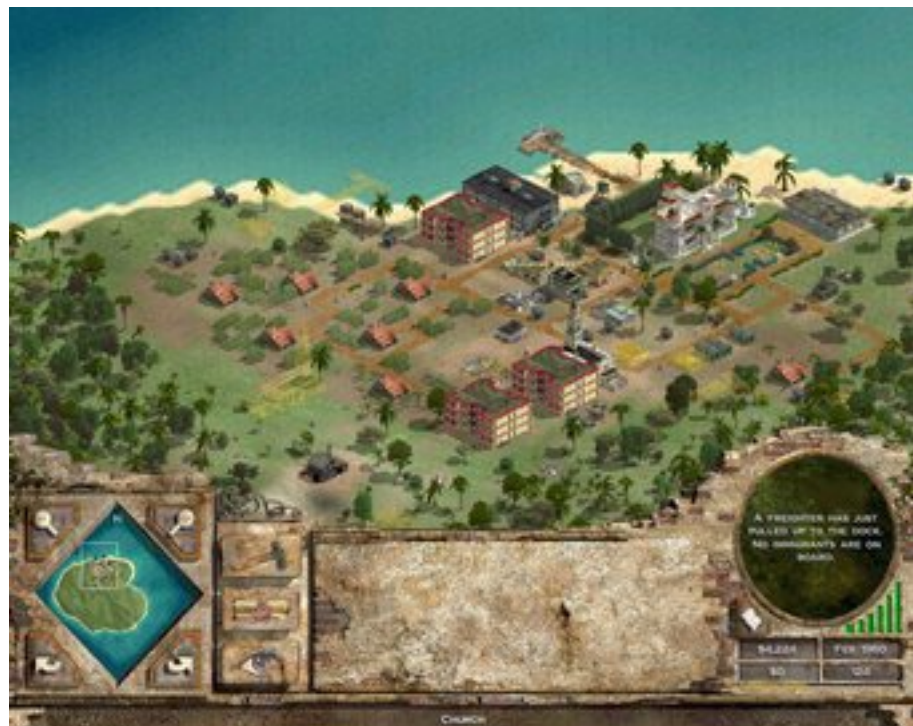
## Tropico: Paradise Island

Now the hurricane preparedness has been addressed, it's time to try and make the people, and especially your military, happy. Spend the money rolling in from the sugar and bauxite wisely. Use some to continue building Apartments and Bunkhouses, but make sure to also erect a High School and Bar soon. You'll find that hurricanes make keeping an adequate number of Generals in the Armory a challenge, so avoid the temptation of building extra Guard Posts. On the other hand, it doesn't hurt to construct an Immigration Office and set it to "Love it or Leave it", as this will encourage unhappy citizens to leave rather than take up arms.



By the time 1965 rolls around, the scenario is already won or lost. Build one or two Cheap Hotels to increase revenue and to make the Capitalist Faction happy. Similarly, if money is good, construct a Cannery or Rum Distillery to increase the island's take on all of that pineapple and sugar. Although the hurricanes and occasional epidemic will keep the population under control, be sure to add a few extra Pineapple Plantations and Sugar Plantations to the island to make sure everyone stays fat and happy. Speaking of happy, everyone in your military needs to be given a pay raise every 2-3 years if they're to be relied upon during a rebel attack or possible coup. Finally, issue the Mardis Gras, Literacy Program, and Food for the People edicts if possible. Even better, the Social Security edict can be useful if you find yourself with an aging population.

A word on elections. The Tropicans have little sense of liberty and their expectations for fair elections are quite low.





## Tropico: Paradise Island

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That having been said, outright refusing to have elections tends to harm the Happiness rating less than altering the ballots. Unless the Happiness rating is increasing and you're in a position to issue the Early Elections edict, it may be best to not have elections at all. Especially given the rapid swing of opinion following a hurricane when everyone is unemployed and hungry!

**Random Events:** Try to turn them off, and they keep on coming. Unfortunately, rather than simply making a difficult scenario via political challenges, the designers have made this one nearly impossible by throwing endless strings of tropical storms and hurricanes at your poor island. Everything from Red Tide to market fluctuations to category 5 hurricanes will blow upon your island in this scenario. The strategy outlined above provides advice in coping with them. Better advice may be to not play this scenario altogether!

## Triassic Park: Moderate

### Ferdinando Bis

Farmer

Communist Rebellion

Green Thumb and Scholarly

Ugly and Short-Tempered

#### Significant Game Modifiers:

Once again, Presidente, the Tropicans' expectations for democracy are quite low. Actually, Presidente, other than expecting you to cheat in elections (which you should even if you're going to win the election anyway) the people's opinion of you is quite good all around. For starters, they are impressed by your farming credentials and farm production is much higher due to it (+60%). Not only that, but pollution is down (-50%), education is up (+30%), and the relations with Russia are vastly improved (+25%).

#### Objective:

Presidente, there simply isn't enough room on the island for El Presidente's Triassic Park Dinoland. We must reduce the population to 100 or less to accommodate the dinosaurs! Oh, the park is going to cost \$100,000 as well. Better start saving--you only have 30 years to pull this off!

Starting Population: 204

Treasury: \$10,000

### Strategy

*\*Forget what was said about hurricanes in the previous scenario--they're a lifesaver in this one! A healthy lumber/furniture industry combined with a touch of tourism and mining can grow the Treasury to six-figures in no time at all. Convincing people to leave your island paradise is a bit trickier. Raise the rent, cut their pay, and pollute the ground their children play in: these are just a couple of the ways. When all else fails, and Hurricane Alba failed to wipe the island clean, execute them!*

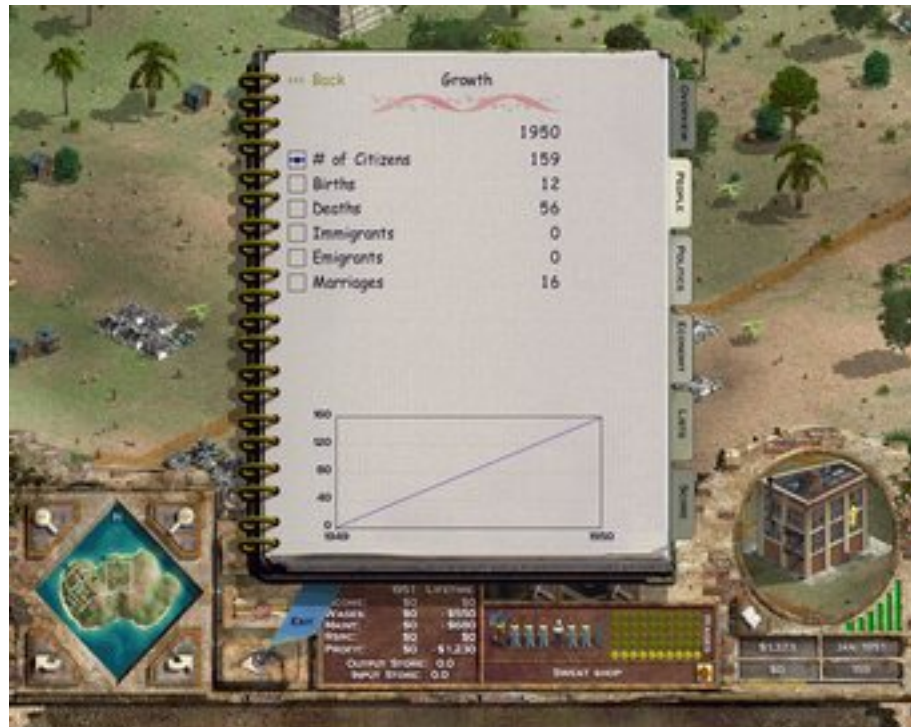
What it takes to win this scenario is quite different depending on the weather systems. Should your island be pounded unmercifully by gale force winds and torrential downpours early in your Presidency, things will be quite easy. For starters, many of the people will already be dead and those that aren't will likely be out of a job and/or homeless. Secondly, the lingering effects from the inevitable loss of farms and ranches will lead to starvation which, in turn, will kill even more of your people. Should Mother Nature smile down upon you and unleash meteorological hell on your peasants and working-class citizens, the population will be halved in no time and you'll be free to begin working on the economy.

Ok, so natural disasters can't always be relied upon. Aw, shucks! Once the scenario starts, use the initial money in the Treasury to construct a Bauxite Mine near the Palace. Also, build a Teamster's Office in the vicinity of the Cattle Ranches--they are easily forgotten, but can factor into the Treasury's bottom line over the course of 30 years. The reason for the Bauxite Mine is twofold. Not only does it provide for some



## Tropico: Paradise Island

added exports, but it is also a glaring eyesore and is a source of pollution right in the heart of the island. For this reason, do **not** issue the Air Quality Standards edict, nor should you switch the Power Plant from coal to gas. Along these lines, when you build a Fishing Wharf, make sure to set it to "back out to sea" to increase the pollution further and do not build any upgrades at the Lumber Mill or Furniture Factory that aim to reduce pollution. One of the ways to tick off the people is to make every breath of air sting their throat and burn their eyes just ask the folks in Houston, they'll tell ya!



One of the first things El Presidente needs to do when taking over in 1950 is raise the rent on all of the housing. Tenements should go to \$2, Apartments and Country Homes to \$4, Luxury Houses to \$7, and Condominiums to \$8. Houses? Bulldoze them! There's little time to waste in laying down the law on those measly Tropicans and you mustn't stop with raising rent. Fire half of the teachers, priests, and doctors and close the vacancies to keep them from being filled. Another subtle way of reducing their liberty and making their lives tougher is by issuing the Litter Control edict. If years start to go by without a hurricane, periodically bulldoze a Luxury House or Tenement and replace it with a few Bunkhouses... set to "roach patrol" of course.

It's essential that you know whose face should be rubbed in the dirt and whose shoes should be polished. Your military, for example, needs to be taken care of particularly well. Provide them with pay raises every 2-3 years, send for foreign employees to fill vacancies at the Army Base and Armory and build additional Guard Stations when possible (this will help to reduce liberty further and provide added protection in case of a rebel attack). Your



## Tropico: Paradise Island

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factory workers, teamsters, and loggers also need to be taken care of. Provide them with an occasional pay increase to compensate for the "sweat shop" work conditions and help them perform their jobs better with any upgrades that can be added to their places of employment. So long as the Lumber Mill is kept stocked and the Furniture Factory gets their deliveries of fresh lumber, the Tropicana Treasury will be on it's way to \$100,000 easily.

Depending on how bad the hurricanes are, the island may lose its Dock. If this should happen while the Luxury Hotel is stocked with tourists, set the price to \$50 at the Luxury Hotel and take your time rebuilding the lost Dock. No one can leave the island without a Dock (assuming no Airports) and the tourists will be forced to pay the exorbitant fees. It's quite possible to rack up \$8000 at the Luxury Hotel in just a few months by using this technique. Of course, to truly profit the Dock will need to be rebuilt and staffed. Monitor those working at the Construction Office and fire the men if you're in need of teamsters or dockworkers and fire the women if its farmers that you need.

Once the Treasury is holding steady over \$100,000 (if you haven't won the scenario already) it's time to put the military to use. Build additional Guard Stations and issue the Army Base Modernization and Conscription edicts. Give everyone in the military a fat pay raise too. If the population is over 125, you'll have to start bulldozing Tenements and issue the Prohibition edict, but if you're hovering somewhere between 100 and 125, you'll be better off using the Eliminate edict to cull the population. Slow the game down so it's easier to click on people with the pointer and scroll around the island, targeting the



elderly and the homeless. Try to avoid eliminating the wives of those living in your Army Base the soldiers don't take kindly to that and the threat of a coup will arise. Watch the Treasury to make sure you're still above \$100,000 and keep on eliminating the people until the scenario is won.

**Random Events:** Hurricanes are a blessing in disguise in this scenario. Pray for one early on and hope that it takes out half of your population and buildings. There's no such thing as too many hurricanes in this scenario; just make sure you keep the Logging Camp, Lumber Mill, and Furniture Factory operational. Of course, that Horticulture Station will be essential once all the trees are blown out to sea.

## Tropicolegio: Hard

### Tropicolegio

Harvard University

Heir Apparent

Incorruptible and Scholarly

Ugly and Pompous



## Tropico: Paradise Island

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### Significant Game Modifiers:

Presidente, the planets must all be aligned, for everything seems to be in your favor during this very difficult campaign. Both the Religious and Capitalist Factions are pleased (+10%) by your background and the Intellectuals Faction is absolutely giddy (+30%). Although edicts will cost 30% more than normal, and the Russians aren't too crazy about you having graduated from Harvard, the people will become educated 50% quicker than normal! There is one small matter worth mentioning, Presidente. It appears that the United Nations is watching over us very closely and will be there to make certain that elections are held fairly and regularly.

### Objective:

Presidente, your goal to make Tropico into the most educated island in the Caribbean is one of true genius! Of course, making certain that the island has 50 high school graduates and 25 college graduates in 40 years is a bit easier said than done. You'll see...

Starting Population: 60

Treasury: \$10,000

### Strategy

*\*The problem with having an educated populace is that they know too damn much! Not only do elections have to be fair, but the egghead nation you are trying to establish will protest and rebel at the first sight of an immigrant--you better not allow anyone to take their jobs from them Presidente! As you'll see, providing them with high paying jobs is not enough; you're people need luxury goods and outlets for them to see that it is truly worth getting that college education.*

One may not expect military might to play a role in an education-based scenario such as this one, but failing to establish a moderate military force in the early goings is self-destruction. Use the initial money in the Treasury to construct a High School and set it to "Military Education". Also, switch three of the Corn Farms to Tobacco Plantations and add 2 more with the remaining money. Presidente, you may want to direct your Immigration Office to allow "Skilled Workers" but this would be political suicide; the Tropicans are very nervous about losing their jobs to foreign workers and will rebel against you at a moment's notice. Not only must you keep the Immigration Office set to "Tropico First" to reduce immigration, but it's important to maintain a full staff of employees there, even if it means firing teachers and other high school educated females from jobs they may enjoy.

As the tobacco money begins to pour into the Treasury, act quickly to build an Armory, Guard Station, some housing, a Church, Clinic, and a second Dock for insurance against the inevitable hurricane or tropical storm. In February of 1952 a rich alumnus will donate a College to the island to help you reach your loft goals. Place the College and set it to "Military Education" also. Once the necessities are built and the tide of unrest





## Tropico: Paradise Island

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is starting to turn in your favor, build a Cigar Factory and possibly a Restaurant and some nicer Houses for the higher paid.

The first election will most likely be won by a small margin; if the Treasury is in the black and there aren't many Rebels, go ahead and save the game's progress. This will serve as added protection from hurricanes. Now that the means for one to acquire an education are in place, it's important to create jobs that will make use of their additional schooling. Construct buildings such as a Police Station, Guard Station, Newspaper, Diplomatic Ministry (set to "Neutral Policies"), and even a second Cigar Factory. Continue to add additional Apartments and Houses as well



as one or two Tenements where those with no income can reside for free. Although the Armory, Clinic, and College serve as workplaces for college-educated men, it's important to build at least one Newspaper so as to convince women to also attend college.

By the mid to late 1960's you should be thinking about adding a second High School to the island to accommodate those living in other areas of the island. Drop the original High School from "Military Education" to "General Education" and set the second High School to "Parochial Education" to help make up for what is likely a failing reputation amongst the Religious Faction. Also build a second Clinic set to "Obstetrics" to make certain that as the island becomes educated there will still be workers to tend to the farms and other jobs requiring hard labor.

If Mother Nature has been kind and all is going according to the above plan, the Treasury should be getting quite fat by the late 1960's and the Happiness rating should be about to crest the all-important 50-mark! Solidify your public approval by issuing the Literacy Program, Sensitivity Training, Social Security, Air Pollution Standards, and Mardis Gras edicts! They will cost quite a bit of money, but nothing impresses a population more than seeing their government spend good money on public service. Once again, save the game's progress and prepare for the final push for excellence in intelligence!

Having high paying jobs available is not enough to coerce your people into furthering their education if everything on the island can be purchased on a tobacco farmer's wage. No, to entice them into hard training and even harder work, you must make luxury goods and services available. To start down this path, build a Power Plant, Radio Station (set to "Ossified Opera"), TV Station (set to "Learning with Larry"), and Cathedral so that there will be plenty of jobs available for the college-educated. Once the need is there, show the people the fruits of their labor by erecting Condominiums, a Casino, Movie Theatre, and a Gourmet Restaurant. Be sure to set the fees out of the reach of the uneducated and pay them well to make sure they don't leave.

With all of this in place, the Happiness Rating will likely be over 60 and the threat of a rebel attack is almost completely gone. Once there's over 50 high school grads walking around and over 20 college grads, you can go ahead and pay the fees to hire foreign educated college grads to meet the scenario

## Tropico: Paradise Island

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requirements. By the time they show up on your shores and the people begin to protest the scenario will be won! Should you not have enough money in the Treasury to do this, and the 1990 deadline is approaching fast, you can consider switching the Immigration Office setting from "Tropico First" to "Open-door Immigration" or "Skilled Workers Welcome". However, you must be warned that the switch should only last for one boatload of immigrants; otherwise rebels are likely to burn down your Immigration Office. Without an Immigration Office to keep them away, even more immigrants will come to the island and further tick off your rebels. It's a vicious cycle that can spell the end of your Presidency.



**Random Events:** This scenario is plenty hard without the threat of hurricanes and tropical storms wiping out everything you own. Nevertheless, they do happen occasionally and must be planned for. Aim to keep an emergency stash of money in the Treasury to quickly rebuild lost farms and housing and make certain that there are two Docks and two Construction Offices on the island. Fishing Wharves can be built as an additional food supply to bolster government food reserves; they're also relatively resistant to storms.