

TROPICO 6



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GETTING STARTED

TITLE SCREEN



Once Tropicó 6 starts you will be presented with the title screen.

GAME MODES

TUTORIAL

The tutorial serves as a basic introduction to Tropicó 6. The tutorial is separated into five chapters, covering topics which range from the controls, to building up your economy, to more advanced topics such as politics, public transport and tourism.

MISSIONS

Missions are independent stories set on islands located across the Caribbean. Follow the adventures of El Presidente and Penultimo as they journey through 15 distinct missions to make Tropicó the greatest nation. Overcome a unique set of challenges on each map, spanning across all four eras on a variety of different island layouts.

SANDBOX

In sandbox mode you can customize your map settings, allowing you to choose your starting era, population and money. You can tweak your difficulty settings which include: politics, disasters, opposition, foreign aid and Caribbean happiness. You can select a custom victory condition or have an open-ended sandbox game. There are several unique sandbox maps to play on, or you can choose one of the mission maps to play in a fully sandbox environment.

GENERATED MAPS

In sandbox or multiplayer mode you have the option to create a randomly generated map. There are a variety of different options that you can use to personalize your custom map:

- **SIZE** – The size of the generated map. A larger size will expand the ocean boundaries.
- **DENSITY** – The size of the landmass. A lower density will create smaller landmasses which can increase the difficulty as the building space is more limited.
- **ELEVATION** – A higher elevation will create more mountains and cliffs.
- **DIVERSITY** – An exclusive diversity will create fewer islands, whereas a fragmented diversity will create many islands. A map with more players will also spawn more islands.
- **CLIMATE** – A tropical climate will spawn a lush environment full of trees, while dry and arid climates will fill the land with a barren wasteland.
- **RICHNESS** – The richness will determine the density and volume of resources on the map.

USER INTERFACE



The main user interface consists of the following elements:

1. **MAIN MENU BUTTON** – Create/Load Save Games, Restart Map, Options, Exit Game.
2. **STATUS BAR** – Money, Population, Election Support.
3. **NEWSFEED** – Certain events are displayed here in the form of short notifications.
4. **TASK TRACKER** – Displays your currently active tasks.
5. **CONTROL PANEL** – Date/Mandate Time, Pause/Play, Game Speed, Toggle Archipelago View, Select El Presidente.
6. **ACTION BUTTONS** – Task Overview, Construction, Edicts, Overlays, Almanac, Research, Raids, Trade, Era Outline, Broker, Constitution, Politics.
7. **BUILDING/CITIZEN INFORMATION PANEL** – Displays various statistics and functions available for the selected target.

HISTORICAL ERAS

There are four distinct Eras in Tropico 6, each with their own set of goals and challenges to overcome.

COLONIAL ERA

El Presidente starts as a governor with a mandate from the British Crown to rule an island in the tropical sea. The island contains basic infrastructure and is ready to grow. The Crown is the only superpower present at this time. A spokesman representing the crown will show up with different tasks during this era. This era is time boxed, since the mandate as a governor runs out. When the mandate time runs out without having reached independence, the game is over. You can extend the mandate time by fulfilling the demands of The Crown. To become independent, you must complete the era progression task. This task involves reaching a certain level of approval with the Revolutionaries and to have the majority of your population support the Revolutionaries.

WORLD WAR ERA

The world lives in the horror of war. Small countries like the new founded nation of Tropicopolis need to stay low and not get in between the Axis and Allies. On the other hand, war is a chance and offers a lot of possibilities for the smart trader. The political interests of the Tropicopolitans switches from independence to economic values. New factions rise in this era and you must deal with them. These have much more needs and power than before and ignoring them or treating them poorly may lead to a faction escalation. Tropicopolis needs to survive until the World War is over, with as much money in the pocket as possible and the best setup for the next era, on the path to become a big global player in the future.

COLD WAR ERA

The heat of war is over and new interests arise. While a growing industry was always good in the past, now pollution becomes a factor. During the times of open war, the nation of Tropicopolis stuck together, but now the factions become more important and greedier of their goals. Faction disasters and rebellions have a higher chance to occur in the Cold War compared to before. The player needs to establish a military force to defend the power of El Presidente. Agricultural industry and simple refined products lose

their value in favor of more specific industries. While coal and steel were great exports at the time of the World War, the Cold War boosts the need for information and higher developed goods. With the end of the World War, entertainment and tourism become more important.

MODERN TIMES

Modern Times is the end game era, all options to rule Tropicopolis are at your disposal. Every building, constitution, edict and research can be unlocked. The largest amount of factions and superpowers needs to be handled. The challenge here is to keep the island running alongside all the needs and greed of your Tropicopolitans, the factions and the superpowers.

MULTIPLAYER

In multiplayer you can create your own game, which other players can join, or browse and join games created by other players. If you create a game you can choose from several sandbox maps which support up to 2-4 players, or create your own randomly generated map. You can then alter the map settings in the same way you can in sandbox mode. Once you have created or joined a game, you will be placed in a lobby with other players where you can set your teams and color. Players can communicate with each other in the lobby via the in-game chat.

Each player owns the portion of the map that they started in; only that player can construct buildings in this area. There are also several unclaimed territories. To build in these unclaimed territories, players must purchase outposts with swiss dollars. Outposts are placed in the unclaimed territories.

Players can send the military to conquer the Palace or Outposts of other players. You can switch the work mode of your military buildings to offensive; this will ready the troops for an attack. Then select the Palace or Outpost of an enemy player and issue the command to conquer this structure.

Victory is awarded to the player or team who endures the longest, or meets the victory condition first. A victory condition can only be set in the map settings before the game has started. Players can lose the game in several ways which include: running out of mandate time, losing the election or being invaded by a superpower/enemy player.

TRADE

Raw resources are generated by production buildings and can be transported by teamsters to industrial buildings for processing. These resources are then transported by teamsters to a Dock, where a freighter will arrive every few months to ship any stored goods off for export. The price of some goods can vary depending on the era - for example oil and cars are worth more in the later eras, whereas steel and weapons are more valuable in the earlier eras. The Customs Office, Off-Shore Office and Global Market Economy constitution can slightly increase the price of exports. You can also elect ministers in the ministry to slightly boost the export rates and the efficiency of production buildings.

Trade licenses can be purchased to establish trade routes for buying resources or selling resources at better rates than usual. The rates depend on your standing with the superpower that offers the trade route. Trade routes expire once you have traded the requested volume of resources. The better your standing with a superpower, the more trade routes they will be willing to offer. Fulfilling a trade route offered by a superpower will increase your standing with that superpower, but lower your standing with its rivals.

RESEARCH

There is a total of 6 constitutions, 35 edicts and work modes for 66 buildings that can only be unlocked in the research menu by spending knowledge. Knowledge is generated by the Library and Research Lab. Knowledge can also be purchased from the broker with swiss dollars in your swiss bank account. The Spy Academy can perform raids that generate knowledge and even steal research.

RAIDS AND WORLD WONDERS

Raids are a way for El Presidente to be proactive beyond the borders of Tropicó through more subtle means. Raids are missions fulfilled by raiders, which are the workers of raid buildings. There is 1 raid building for each era, starting with the Pirate Cove in the Colonial Era, the Commando

Garrison in the World War Era, the Spy Academy in the Cold War Era and the Cyber Operations Center in Modern Times. You can perform raids from raid buildings of previous eras, allowing you to perform up to 4 raids simultaneously.

Raid points are required to start raids. They are generated by the workers of raid buildings and can be purchased at the broker in exchange for swiss dollars. Once a raid has begun the raiders will leave Tropicó temporarily for the duration of the mission. Raids offer various benefits ranging from rewards, such as resources and immigrants, to gameplay altering effects, such as improving your tourist rating, lowering the Caribbean happiness or inciting a rebellion.

Heists are a different kind of raid that allow you to steal various world wonders from other nations. Heists take much longer than raids to complete and require the player to complete tasks called setbacks. The progress of the raid will pause until you have fulfilled the requirements of the setback. A world wonder can only be built once you have completed the corresponding heist. You may only perform one heist from each raid building. World wonders offer a wide variety of benefits which include: increasing the speed of all ships, increasing the tourist vacation time and fee, preventing citizens dying from poor health care and granting all children high school education automatically.

FACTIONS

REVOLUTIONARIES – The Revolutionaries disapprove of colonial tyranny and strive for an independent and self-sufficient Tropicó nation. They like anything that educates or supports the people, as well as military buildings to defend their ideals. They dislike anything that contributes to the increased wealth and dominance of The Crown.

ROYALISTS – The Royalists want Tropicó to stay a colony governed by The Crown. They directly oppose the Revolutionaries and dislike anything that supports the people or military buildings which pose a threat to The Crown.

COMMUNISTS – All men are equal to the communists. They believe in the Tropicó government. They like public institutions made available to the whole population like homes, jobs, education, safety, welfare and public transportation. They dislike anything that favors the rich or oppresses the poor.

TECHNICAL SUPPORT AND CUSTOMER SERVICE

CAPITALISTS – Having money and generating more money - this is the main motivator of the capitalist faction. They like buildings that have high profit margins. Governmental tools that increase profits while decreasing costs are their favorites. They dislike welfare and investment without a monetary payoff.

RELIGIOUS – The religious faction promotes peace, welfare and tradition. They like buildings that supply basic needs like faith, food, health and shelter to the people. They dislike leisure activities that involve extravagant lifestyles, excessive alcohol and governmental tools that cause war, crime or progressive thinking.

MILITARISTS – Discipline, uniformity and strength are the pillars of the militarists' creed. They like governmental tools that strengthen the government and improve security, in addition to buildings that contribute to military strength. They dislike anything that in their opinion weakens Tropic by putting too much focus on “unimportant” topics like education, welfare or the environment.

ENVIRONMENTALISTS – The environmentalists love everything that supports and preserves Mother Earth. They like renewable energy sources, parks and anything that reduces pollution. They dislike any industrial buildings that cause pollution.

INDUSTRIALISTS – Industrialists are passionate about turning Tropic into a powerful economic player. Growth is their aim and exploitation their means. They see war as a chance to improve sales. They like all industrial buildings and support education and progress as long as they then foster the exchange of goods. They dislike anything that improves public welfare or benefits the environment.

CONSERVATIVES – They want to preserve the founding principles of the Tropic state, resisting change and the influence of modern, progressive ideologies. They like tradition - both in terms of buildings and governmental tools. They'll gladly sacrifice personal liberties for security, defense and keeping the country free from non-Tropic influences. They dislike progressive governmental tools and prefer buildings that provide safety or have a nostalgic touch.

INTELLECTUALS – Open-minded globalists who challenge the old ways of thinking and doing things. They like buildings with new technologies and governmental tools that improve conditions for the people. They dislike old-fashioned religious and military traditions. They dislike edicts and work modes that promote backward thinking or the exploitation of minorities.

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