



# TROPICO 4

## MODERN TIMES



## 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; and 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](http://www.ESRB.org).

## Family Settings

Windows Parental Controls (Vista and Windows 7) enable parents and guardians to restrict access to mature-rated games and set time limits on how long they can play. For more information, go to [www.gamesforwindows.com/isyourfamilyset](http://www.gamesforwindows.com/isyourfamilyset).



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## GETTING STARTED

### System Requirements

Operating System: Windows XP SP2 (32-bit), Vista / 7 (32 or 64-bit)

Processor: 3 GHz Single core or 2 GHz Dual Core

Memory: 1 GB RAM

HDD: 4 GB free hard disk space

Graphics: Shader Model 3.0 (Geforce 6 Series, Radeon X1600-Series), 256 MB, DirectX 9.0c

Drive: DVD-ROM

## “MODERN TIMES” CAMPAIGN

Tropico 4: Modern Times features a new campaign, consisting of 12 new missions. The new campaign can be accessed from the main menu by clicking on “Play” and then selecting “Modern Times Campaign”. The campaign from the original Tropico 4 is located under the name “Campaign”.

### TIMELINE

The Timeline is a set of events that affect the economy and the politics of your island. Timeline events will also unlock new building options in Tropico.

During the course of gameplay, the Timeline events will be triggered when a specific year arrives. Each different game will generate its own different set of events that will unravel in time. You can see what Timeline events will occur in the next years by looking at the Timeline Interface (see below). Some Timeline events, like the Vietnam War Unrest or the Cuban Missile Crisis, are based on actual historical events.

The events that unlock new buildings (like the Solar Power Plant, or the Seven-Star Hotel) occur at the same date in every game. The unlocked buildings may be entirely new or they may replace old buildings with similar functionality (e.g. the Bio Farm which replaces the Farm). Once the replacement new buildings are unlocked, the respective old buildings can no longer be constructed.

The Timeline Interface gives you an overview of upcoming events. It can be accessed from the clock-shaped icon next to the Almanac icon (above the upper right corner of the minimap):

The Timeline on-screen notifications provide in-game information about the Timeline events which are currently active or have just happened. The Timeline On-screen notifications appear above the minimap.

### **“MODERN TIMES” OPTION IN SANDBOX MODE**

There is a new “Modern Times” option in the Game Settings interface for Sandbox mode. If set to “On”, it will enable both the new buildings and the Timeline events in the sandbox game. If set to “Off”, neither the new buildings nor the timeline events will be available in the sandbox game.

## **NEW BUILDINGS**

### **NATIONAL BANK**

#### **Description**

The National Bank replaces the Bank. It accepts Tropicans and tourists on every work mode.

#### **Parameters**

Price: \$ 12,000

Workers: 7 Bankers

Electricity: 5 MW

#### **Work modes**

- Investment Banking - generates money based on the number of people with salaries above 20 on the island.
- Loan Banking - raises the spending limit of all employed citizens in the area by up to 10.
- Urban Development - decreases the construction costs of all buildings by up to 28%. Several banks on this work mode may decrease the costs up to 60%. The effect will be applied gradually and will reach its maximum number faster if the Bankers are more skilled.
- Slush Fund - siphons money from the Treasury to the Swiss Bank Account. No effect while the country is in debt.

## **MODERN APARTMENT**

### **Description**

Modern building that replaces and upgrades the Apartment. It has better housing quality and produces less crime and pollution.

### **Parameters**

Price: \$10,000

Blueprint cost: \$4,000

Housing quality: 75

Number of families: 12

Electricity: 5 MW

### **Work modes**

- Normal Maintenance - maintains respectable living conditions.
- Roach Patrol - the maintenance needed for the building is cut in half, but the housing quality is lowered by 30%.

### **Upgrades**

- Climate Control - improves housing quality by 15.
- Doorman Kiosk - reduces crime in a small area around the building.

## **MODERN CONDOMINIUM**

### **Description**

Modern building that replaces and upgrades the Condominium. Generates less pollution and crime and requires less upkeep. Houses more citizens.

### **Parameters**

Price: \$12,000

Blueprint cost: \$6,000

Housing quality: 95

Number of families: 8

Electricity: 10 MW

### **Work modes**

- Normal Maintenance - maintains respectable living conditions
- Roach Patrol - the maintenance needed for the building is cut in half, but the housing quality is lowered by 30%.

### **Upgrades**

- Doorman Kiosk - reduces crime in a small area around the building.



## **BUSINESS CENTER**

### **Description**

The Business Center offers employment to uneducated Office Workers. The wages for this building are automatically set to the island average.

### **Parameters**

Price: \$8,000

Workers: 10 Office Workers

### **Work modes**

- Life-Insurance Company - generates money based on the population living in the area, but also generates expenses when a disaster occurs.
- Mortgage Company - generates money based on families living in the area (families in Shacks and Shanties are exempt from this).
- Advertisement Company - generates money based on the number of Newspaper, Radio, and TV Stations nearby.

### **Upgrades**

- Cubicles - the number of workers is doubled but job satisfaction drops by 10.
- Water Coolers - job satisfaction is increased by 20.

## **SEVEN-STAR HOTEL**

### **Description**

The Seven-Star Hotel is a luxurious tourist accommodation that replaces the Skyscraper Hotel. It offers even better accommodations, houses more visitors and produces even less pollution and crime.

### **Parameters**

Price: \$30,000

Workers: 6 Maids

Families accepted: 16

Base service quality: 120

Electricity: 50 MW

## METRO STATION

### Description

The Metro Station brings a new type of transportation to the citizens of Tropic and is a great way to reduce traffic jams. Each successive Metro Station is more expensive.

### Parameters

Price: \$6,000 (+ \$4,000 for every successive Metro Station)

Workers: None

Electricity: 5 MW

## SOLAR PLANT

### Description

The Solar Plant is an expensive building that generates no pollution. Initially it produces a relatively small amount of power, but can be upgraded for increased output. It replaces the Wind Turbine.

### Parameters

Price: \$15,000

Power generated: 100 MW

Workers: None

Upgrade (3 different upgrades) Solar panels - + 100 MW power

## TELECOM HQ

### Description

The Telecom HQ offers mobile coverage to the citizens of Tropic. Buildings with mobile coverage have their housing and job quality increased by 5. It can be upgraded to have an increased radius of coverage.

### Parameters

Price: \$15,000

Workers: 6 Engineers

Electricity: 50 MW

### Work modes

- Customer Satisfaction - increases housing and job quality by an additional 0-10, depending on the worker skill level.
- Cold Calling - spams Tropicans and tourists with marketing ads. Increases the revenue of entertainment buildings in the area by up to 20%, depending on

the worker skill level. Double upkeep.

- Phone Games - scams Tropicans with games of luck that they can hardly win. Generates profits based on the number of citizens living nearby, depending on the worker skill level. Double upkeep.

### **Upgrades**

Increase Coverage (3 different upgrades) - increases the current coverage radius by 100m.

## **AERODROME**

### **Description**

The Aerodrome is a more advanced and expensive Airport. All upgrades to the old Airport are considered built-in. In addition, 0-2 high-school and college-educated immigrants arrive with each plane.

### **Parameters**

Price: \$24,000

Workers: 2 Engineers

Electricity: 20 MW

### **Upgrades**

- Second Terminal - extra plane arrives at the airport (double the amount of passengers and immigrants).
- Charter Flights - smaller planes (old plane model) also arrive and carry additional tourists.
- Duty-Free shop - each passenger carried generates 50% more money.

## **WATER TREATMENT PLANT**

### **Description**

The Water Treatment Plant acts as a better Garbage Dump. It depletes pollution more quickly and has a larger radius.

### **Parameters**

Price: \$10,000

Workers: 4 Garbagemen

Electricity: 10 MW

### **Work modes**

- Water Treatment - normal upkeep and effect.
- Water Purification - Tropicans living nearby need healthcare less often. Double upkeep.

- Happy Powder - the respect of all citizens living in the area is increased by 30, but 0-2 of them die each year. (Requires \$30,000 Swiss Bank Account)
- Recycling - increases the respect of Environmentalists but the upkeep is doubled.

## **SANATORIUM**

### **Description**

The Sanatorium accepts tourists and Tropicans. For tourists it is a sports attraction, for Tropicans it offers healthcare.

### **Parameters**

Price: \$7 500

Workers: 3 Doctors

Visitors: 10

### **Work modes**

- Preventive Medicine - after a visit, the patient will need healthcare 20% less often.
- Obstetrics - after a member of the family visits the building, the chances of the woman becoming a mother increase by 50%.
- Gerontology - increases the lifespan of visitors by 1 year for each visit (up to 5 years in total).
- Rehab - the Sanatorium accepts only tourists, but the profits are increased by 150%.
- Psych Ward - brainwashes Tropicans to respect El Presidente more, increasing the respect of each visitor. (Requires \$15,000 Swiss Bank Account)

## **SUPERMARKET**

### **Description**

The Supermarket replaces the Marketplace. It has increased output storage capacity so it can store more food. Also citizens getting food from the Supermarket receive higher food quality satisfaction than normal.

### **Parameters**

Price: \$5,000

Workers: 4 Shopkeepers

### **Work modes**

- Junk Food - the food satisfaction of visitors is raised even further, but their life expectancy is decreased.

- Normal Food - provides normal food satisfaction to visitors.
- Healthy Food - the food satisfaction of visitors is less, but their life expectancy is increased.

## **DIAMOND CATHEDRAL**

### **Description**

The Diamond Cathedral replaces the Cathedral. It accepts more visitors, employs more workers, has better service quality and raises the beauty in the area.

### **Parameters**

Price: \$40,000

Workers: 5 Bishops

### **Work modes**

- Fundraising - generates money depending on each visitor.
- Televangelists (TV Station required) - converts people in the radius of all TV Stations to the Religious Faction.
- Presidente's Sect - El Presidente is God's man on Earth. The respect of all visitors is increased, depending on the amount of money in the Swiss Bank Account. (Requires: \$40,000 Swiss Bank Account)

## **THEATER**

### **Description**

The Theater is a new Entertainment building that replaces the Cabaret. In addition to Tropicans, it accepts wealthy and spring break tourists.

### **Parameters**

Price: \$6,000

Workers: 4 Showgirls

### **Work modes**

- Comedy - improved service quality.
- Tragedy - converts some visitors to Intellectuals.
- Burlesque - accepts only male visitors. The profits generated are doubled.

## SWAT HQ

### Description

The SWAT HQ replaces the Armory. It employs SWAT members - high-school educated workers who act as both policemen and soldiers.

### Parameters

Price: \$15,000

Workers: 6 SWAT members

Electricity: 4 MW

### Work modes

- Serve Community - the SWAT members will protect society.
- Personal Death Squad - only Loyalists can join the SWAT team, but they will automatically execute criminals. (Requires \$25,000 Swiss Bank Account)

## SPACE PROGRAM

### Description

This building starts a special mini-mission. It can not be demolished.

### Parameters

Price: \$80,000

Workers: None

Electricity: 50 MW

## BIO FARM

### Description

The Bio Farm is an advanced farm that produces several types of crops simultaneously. It replaces the Farm. On placement, the normal Farm work modes (to check the overlays) are presented. After placement, the work mode is automatically changed to the corresponding Bio Farm work mode. The Bio Farm fields do not deplete the soil.

### Parameters

Price: \$5,000

Workers: 4 Farmers

### **Work modes**

- Corn - produces only corn on all its fields.
- Food Crops - produces all food crops except corn.
- Cash Crops - produces all cash crops.

## **ORGANIC RANCH**

### **Description**

An advanced ranch that produces all animal products simultaneously. It replaces the Ranch. Produces smoked beef, goat cheese and llama wool on every work mode. The Smoke House upgrade (of the normal Ranch) is considered to have been built for this building.

### **Parameters**

Price: \$4,000

Workers: 3 Farmers

## **BOREHOLE MINE**

### **Description**

The Borehole Mine replaces the Mine. It can only be placed on deposits but can continue working even after they have been depleted (but with poorer production). If placed on several deposits, the Borehole Mine will exploit all of them at the same time.

### **Parameters**

Price: \$7,000

Workers: 3 Miners

## **CITY PARK**

### **Description**

The City Park provides a lot of beauty to the area surrounding it.

### **Parameters**

Price: \$8,000

Workers: None

## **FISH FARM**

### **Description**

The Fish Farm replaces the Fisherman's Wharf. It affects the fishing overlay in a large circular area.

### **Parameters**

Price: \$5,000

Workers: 3 Fishermen

### **Work modes**

- Extra Fish - produces more fish.
- Fish and Shrimp - in addition to producing fish, the Fish Farm also boosts the service quality of all restaurants in the area.
- Fish and Oysters - in addition to producing fish, generates money based on the worker skill level.

## **CAR FACTORY**

### **Description**

The Car Factory produces cars from both iron and bauxite.

### **Parameters**

Price: \$18,000 (Blueprint cost: \$5,000)

Workers: 6 Factory Workers

### **Work modes**

- Sweat Shop - standard 14-hour work day, full of joy and merrymaking.
- Easy-Does-It - job quality is increased by 10, but work time is 25% shorter.

### **Upgrades**

- Sports Line - raises production at the cost of increased resource consumption per unit. Only one upgrade may be built for this building.
- Hybrid Line - lowers resource consumption per unit produced but production stays the same. Only one upgrade may be built for this building.



## **ELECTRONICS FACTORY**

### **Description**

The Electronics Factory produces chips from both gold and bauxite. Up to 4 Electronics Factories can be built.

### **Parameters**

Price: \$11,000 (Blueprint cost: \$4,000)

Workers: 4 Factory Workers

### **Work modes**

- Sweat Shop - standard 14-hour work day, full of joy and merrymaking.
- Easy-Does-It - job quality is increased by 10, but the work time is 25% shorter

### **Upgrades**

- Pirate Shop - raises production. May randomly drop foreign relations with the US for a year.  
Clean Room - the export price of all electronics is increased (cumulative across all Electronic Factories).
- Consumer Electronics Line - huge electricity consumption, increased production.

## **PRESIDENCY**

### **Description**

The Presidency replaces the Palace. Once it becomes available, the player has to satisfy several requirements to upgrade his Palace to a Presidency - increase the population, amass a Swiss Bank Account, increase the Overall Happiness and pay the cost of the building.

It contains all Palace upgrades. It also lowers crime and liberty in a nearby radius, depending on the amount of money in the Swiss Bank Account.

### **Parameters**

Workers: 6 SWAT members.

## **ZIGGURAT**

### **Description**

The Ziggurat is a huge residential building that houses 50 families. The housing quality depends on the player's Swiss Bank Account. Doesn't generate pollution or crime.

### **Parameters**

Price: \$100,000

Housing quality: up to 100

Electricity: 100 MW

## **BABEL TOWER**

### **Description**

El Presidente's private mega-corporation. The wages are set to the island average. The Babel Tower provides monthly rent between \$500 to \$1500, depending on the amount of money in the Swiss Bank Account. Only one may be built.

### **Parameters**

Price: \$120,000

Workers: 50 Office Workers

Electricity: 50 MW

## **SHIP-O-RANT**

The Ship-O-Rant is an Entertainment building that replaces the Restaurant.

### **Work Modes:**

- Pirate Cove - accepts all tourists, including children.
- Seafood Special - the service quality is improved for each Fisherman's Wharf/ Fish Farm in the area.

## NEW EDICTS

### BALLOON FAIR

(requires Balloon Ride, cost \$5,000, may be issued once)

Visualization: A lot of different balloons appear outside the map and float above the island, to disappear on the other side.

**Effect:** Increases the Entertainment satisfaction of all Tropicans instantly by 20. Boosts tourism rating by 20.

### FERTILIZE!

(requires Chemical Plant, \$10,000, may be issued once)

**Effect:** This edict improves the overall soil fertility of the island.

### FESTIVAL OF LOVE

(requires Cabaret/Theater, \$7,500, may be issued once every 5 years)

**Effect:** Causes a baby boom. Increases the spending limit of all tourists by 10 for 2 years.

### POLICE STATE

(can be toggled on and off, requires SWAT HQ, \$500 upkeep/month while the edict is active)

**Effect:** No new criminals appear, overall crime safety is improved by 25, liberty is decreased.

### ARMY DRILL

(requires Army Base, \$5,000, may be issued once every 3 years, can't be issued during a conflict)

**Effect:** All Soldiers, SWAT members and Generals gain 50 job experience, but 0-2 (random) of them die by accident.

### CHINA DEVELOPMENT AID

(requires excellent relations with China, Immigration Office, \$10,000, may be issued once)

**Effect:** 100 new uneducated immigrants will arrive on the next ship.

### BAN SOCIAL NETWORKS

(can be toggled on and off, upkeep: \$250 per month, requires Telecom HQ)

**Effect:** All production is increased by 5%, Twitter/Facebook integration is disabled

## **INTERNET POLICE**

(can be toggled on and off, upkeep: \$300 per month, requires Telecom HQ)

**Effect:** Lowers overall liberty by 25, provides 6-month advanced warning (estimate) of Rebel Attacks.

## **HEALTHCARE REFORM**

(may be issued once, requires Sanatorium)

**Effect:** The Healthcare Reform requires \$500/month for 24-48 months. Once the reform is completed, all healthcare buildings will have 4 more visit slots.

## **“SPECIAL” DIPLOMAS**

(requires Science Academy, may be issued once, \$20,000)

**Effect:** 50% of the uneducated (or grade school) Loyalists become high-school educated. 25% of the high-school educated Loyalists become college educated.



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## TECHNICAL SUPPORT

Free customer service

Our customer service is available 24 hours a day, seven days per week via email. If you have any questions or problems with one of our products, we offer you answers and solutions to the frequently asked questions at our forum or you can drop us an email under the following address:

support@kalypsomedia.com  
forum.kalypsomedia.com

Therefore, we need the following information:

- The complete product name.
- If available, the exact error message and a description of the problem.

Both services are free of charge. Please note, that we are not able to answer requests concerning tips and tricks via email.

However, before you contact our support team:

- Please make sure that your PC fulfills the system requirements.
- When you are placing the call, please make sure that your PC is switched on. Additionally, please start the DxDiag program before your call, as the information of this Microsoft software will help us to find the problem.

How to start the DirectX diagnostic program ("DxDiag"):

Windows XP: Please click on the "Start"-Button on the taskbar and afterwards „Run". Please enter "dxdiag" (without quotation marks) and click on „OK".

Windows Vista / 7: Please click on the "Start"-Button. Under "Start search" please enter "dxdiag" and push the „Enter"-Button.

Exchange of serial codes (serial number / CD-Key)

NOTE: serial codes cannot be replaced! Please make sure, that you don't lose your serial code. In case of loss, you have to buy a new game. Therefore, please avoid requests in this vein.

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VERY SPECIAL THANKS TO  
The creators of the original Tropic

SPECIAL THANKS TO  
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PRODUCT KEY

HAEMIMONT  
GAMES

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