Building	general info	Efficiency	Work mode	Research	Era		Upgrade	Era	price		standing faction Building
Palace	Budget 70 $	Efficiency scales the chance to discover hidden roles and the rate of fire .				Engages enemy squads during military conflicts and has the chance to discover hidden roles of passer_by . Decreases liberty nearby . the palace is the symbol of El presedente's power if it's gets destroyed you lose the game	More Guards		2600 $	Adds 4 job positions	
	4 uneducated workers										
	Wage 10 $										
	Job quality 60										
	Military strength 50										
Traffic & infrastructure											
Colonial											
Dock	Budget 80 $	Efficiency scales the freighter frequency				Trans -shipment center for logistic. Handles the import and export of goods . Handles the immigration and emigration of people					revolutionaries +6
	6 uneducated workers		Regular Control			Decreases the crime safety nearby .					royalists +6
	Wage 12 $		Sniffer dog			The building operates on basic settings					Capitalist +6
	job quality 40					Decreases the generated crime of the dock by 15 . decrease the efficiency by 20%					Environmentalist -6
											Industrialist +2
											Conservative -2
Construction office	Budget 58 $	Efficiency scales the construction rate at construction site				Construction workers travel to construction site to contribute to the construction process	More hands		1200 $	adds 4 job positions	revolutionaries +2
	6 uneducated workers		better safe than sorry			The building operates on basic settings					royalists +2
	Wage 9 $		Ignore safety Regulation			The construction rate of workers from this building is increased by 20 %. Each worker has a 10 % risk of death on a construction site					
	job quality 40										
Teamster's office	Budget 74 $	Efficiency scales the storage capacity of the teamsters				Organizes logistics on one island . Transport goods from production to processing buildings . Transports goods to dock for export	Second shift	World Wars	2600 $	Adds 6 job positions	revolutionaries +2
	6 uneducated workers		Safe load			The building operates on basic settings					royalists +2
	Wage 11 $		Loose load limit			Increase the capacity of teamster by 50 %. Each teamster might lose up to 10 % of its freight					Environmentalist -2
	Job quality 45										Industrialist +2
	Set Emergency Job	Teamster will do this job and this job only until this restriction is lifted									
Landing	Refit	Teamster Port 1700$				allow citizens and tourists to get into boats. People travelling on boats can dock at landing					
		Tourist port 9000 $									
Teamster port	budget 85	Efficiency scales the storage capacity of the teamsters deployed by the Teamster Port				Enables teamsters to transport goods to other islands	Deck hand		1,300$	Adds 6 job positions	revolutionaries +2
	Refit	landing 300 $	safe load			The building operates in basics setting					royalists +2
		tourist port 9000 $	loose Speed limit			Increase the speed of cargo ships by 50% . Each ship might lose up to 5% of its freight					Environmentalist -2
											Industrialist +2
Warehouse	Budget 10 $					Stores a massive amount of up to three different goods. Allows customisation of logistic guidelines for the stored goods	High Rise Racks	Cold wars	6000$	Increase the storage capacity of each storage slot by 9000 . Increase upkeep by 20 $	
							Random Warehousing	Modern times	15000$	Increase the storage capacity of each storage slot by 50%. Increases upkeep by 10 $	
World Wars											
Electric Substation	Electricity -10 MW					Expands the electrical power grid coverage . Emits pollution					
Power Plant	budget 220 $	efficiency scales the supplied amount of electrical power				Processes coal to supply electrical power . Provides an electrical power grid . Emits pollution	Central Air conditioning	cold wars	4000 $	Increase job quality by 20 . Output is reduced by 5 MW of electrical power	Environmentalist -3
	8 workers high school						Pollution Filter	cold wars	8000 $	Decrease pollution by 25 %	Industrialist +2
	Job quality 45						Oil fueled furnace	cold wars	6000 $	the building gets an additional in stock for 800 units of oil and can produce power from oil	
	Wage 208										
	storage in Coal 1360										
parking deck	budget 75					Allows rich citizens and all tourists to access and park cars or taxis. Emits pollution. decrease crime safety around	camera surveillance	modern times	800 $	Decreases the crime safety penalty by 10	capitalist +2
	1 workers Uneducated										Environmentalist -2
	job quality 50										
	Wage 38										
Bus garage	Budget 32 $	Efficiency affects how much citizens are willing to take the bus				Comes with two bus stops . Buses will transport passengers between both stops . Emit little pollution	Electric Buses	modern times	1600 $	the building emits no more pollution . th building require 40 MW electrical power	capitalist -2
	4 workers uneducated		ticket to ride			Brake citizens cannot use this means of transportation . Every passenger pays 1$					Environmentalist +2
	job quality 45		free ride			Citizens of all economics wealth levels can use this means of transportation for free					
	wage 6 $										
Tunnel connection						two tunnel exists to create a shortcut road connection going through elevated terrain . Base cost is increased depending on the length of the connection					Environmentalist -4
											Industrialist -4
cargo airport	budget 80 $	efficiency scales the airplane frequency				A small industrial airport that can be used to transport goods within Tropico or import / export goods in and out of Tropico . Planes carry no passenger					capitalist +6
	6 workers uneducated		Transport			Transport good between cargo airports on Tropico					communist -2
	job quality 40		Import / Export			Import and export goods in and out of Tropico					religious +2
	wage 128										Environmentalist -6
Cold Wars											
Nuclear Power plant	budget 540 $	Efficiency scales the supplied amount of electrical power				Processes uranium to supply electrical power . provides an electrical power grid . emit little pollution	Holding Basin		4,000$	Increases the capacity of the uranium in stock by 500	Environmentalist -6
	4 workers college		Electricity focus			The building operates on basic setting	Lead Shielding		6,000$	Increases job quality by 15	Industrialist +6
	job quality 66		Uranium Enrichment	O	Cold wars	Electric power output is decreased by 30% . Decrease the upkeep of the nuclear program by 30 % on medium budget . The bonus can be accumulated up to a cap of 60 % . Increases the bank production rate of the nuclear program by 20 % on medium budget . the bonus can be accumulated up to a 60 %					
	wage 345										
	storage in Uranium 825										
Metro station	budget 848	Efficiency scales the housing quality bonus to nearby residential and tourist accommodation buildings				Passengers can travel from one metro station to any other metro station on the same island . Improves the housing quality of nearby residential buildings and accommodations . passengers must be at least poor . The more stations that are connected , the longer the travel times will be . Decreases crime safety in the area	More light	modern times	900 $	Decreases the negative impact on crime safety by 10 . The building requires additional 2 MW of electrical power	Capitalist -2
	2 workers Uneducated										environmentalist +2
	job quality 56										intellectual +2
	Wage 75										conservatist -2
	electricity -20 MW										
	transportation										
	Required Wealth poor										
	fee income 2 $										
Teleferic station	budget 38 $					Continuously transports passengers via cable cars between two stations . Both stations require electric power of 16 MW	Audio tour guide	modern time	1600 $	Increases the efficiency of tourist attraction buildings in the vicinity of ether station by 8%. the bonus does not stack	capitalists -4
	4 workers Uneducated		Ticket to ride			Brake citizens cannot use this means of transportation . Every passenger pays 1$					environmentalist -4
	job quality 60		free ride			Citizens of all economic wealth levels can use this means of transportation for free					Industrialist +4
	Wage 78										Conservative +4
	electricity -16 MW										
Modern Time											
Wind turbine	budget 30$	efficiency scales the amount of generated power . Terrain height increase the efficiency				Supplies a smaller amount of electrical power . provides an electrical power grid. decrease housing quality of residential building around by - 10					Environmentalist +2
			catch the wind			the building operates on basic settings					Industrialist +2
			sixty four RPM			Increase upkeep by 100 % . Electric power output is increased by 30 % . The housing quality of buildings in the vicinity is decrease by an additional 5					conservative -5
Solar Power plant	budget 324 $	Efficiency scales the supplied amount of electrical power				Supplies electrical power provides an electrical power grid	Supra surface 3000 mega		8000 $	increase the power output by 10 %	Environmentalist +5
	3 workers high school		Sunny afternoon			the building operates on basic settings					Conservative -5
	job quality 70		Solar overload			increases the power production by 25 % . The solar power plant deteriorates over time .					
Drone delivery service	Budget 33 $	Efficiency scales drone charging time				Drones fly to and from specified destinations delivering all types of goods . They fly independently between set destinations . they carry less than teamsters, but aren't bound to the road network . Drones have a limited charge and need to recharge periodically . they also tend to crash every now and then . Any crashed drone are lost to thieving seagulls in act of revenge					religious -3
	3 workers Uneducated										Militarist +2
	Job quality 50										
	Wage 10$										
	electricity 20 MW										
	storage in logistic drone 50										
drone taxi	budget 42 $	Efficiency scales drone charging time				Transport people to their destinations within the area of effect					
	3 workers college		Equal service			the drone taxi has no priority and services everyone in the area of effect equally					
	job quality 40		Work Commute			The drone taxi only serves customers going to work					
	wage 128		Joy rides			The drone taxi only serves customers looking to fulfil their needs					
	electricity 20 MW		Long Distance Flights			The drone taxis area of effect increases by 260 % . but there are fewer Drone Taxis available . The taxi won't accept short slight anymore					
	storage in Passenger Drone 7										
Colonial											
Food & resource											
Coconut Harvester	budget 39 $	efficiency scales the yield rate				Harvest coconuts from palms in the vicinity	Coconut Cutter		390$	Increases job quality by 4 . Increases efficiency by 15 %	Environmentalist +2
	6 workers Uneducated						Treatment	Cold wars	1,500$	Decrease the time coconuts require to grow by 50%	Industrialist -2
	Job quality 40										
	Wage 5 $										
	Food quality 42										
	storage out coconut 3369										
logging camp	budget 62 $	efficiency scales the yield rate				Cuts down trees in the vicinity to produce logs . Emits little pollution	tree nursery	1,500$	World Wars	reduces the time for saplings to grow fully by 50 %	
	6 workers uneducated		take and give			For every felled tree, workers plant a sapling	Chainsaws	1,200$	Cold Wars	Increases efficiency by 20 % . Increase job quality by 15	
	job quality 35		clearing woods			Workers do not plant saplings					
	wage 75										
	storage out logs 3326										
fishermen's Wharf	budget 40 $	efficiency scales the yield rate				Sends out boats to nearby deposits to catch fish	Fishing Dredge	7900		In addition to fish , the workers harvest 0.25 units of shellfish on base efficiency	
	6 workers uneducated		forefathers style			every fisher produces 1.75 units of fish for every 1 unit taken from the fishing ground					
	job quality 35		drift Netting	World wars		every fisher produces 2.20 units of fish for every 3 units taken from the fishing ground					
	wage 58		Supply local market	Cold wars		The output is decreased by 20 % . While this building is operational, the efficiency of each gourmet restaurant is increased by 10 % on medium budget . the bonus can be accumulated up to a cap of 30 %					
	food quality 44										
	storage out fish 2686 shellfish 537										
Plantation	budget 968	efficiency scales the yield rate				Cultivate a chosen type of crop in an area around the plantation to produce the corresponding goods	green Waste chopper	1,500$	World wars	Decreases the upkeep of nearby Ranches and factory ranches by 2 $	Communist +2
	8 workers Uneducated		mono culture			the building operates on basic settings	Modernize	3,675$	modern time	Upgrade this building into a Hydroponic plantations	Industrialist -2
	Job quality 35		multi culture			decreases the efficiency by 40% . the plantation does not decrease the fertility over time . The plantation gets 10 % efficiency for other plantations in the vicinity with a different crop running on the same work mode					

crop (continued)

Stat / Produce	Output	Upgrade	Cost	Era	Effect
wage 7$					
Corn		selective breeding	600$	World wars	Increases efficiency by 1% every month up to a cap of 20 %
food quality 42					
storage out corn 4872					
banana		Small Parcel Growth	1,500$	World wars	Increases job quality by 10
food quality 42					
storage out banana 6088					
Pineapple		pollindon parcel	1,200$		Increases efficiency on nearby pineapple plantations by 3 %
food quality 42					
storage out pineapple 6088					
sugar		Fiber fertilization	2,000$	Cold war	Increases efficiency on nearby plantations and hydroponic plantations by 10% up to a cap of 20 %
storage out sugar 3653					
Cocoa		Inoculation	4,500$	Modern times	Increase the efficiency by 30 %
storage out cocoa 2436					
Tobacco		extensive fertilization	4,000$	Cold wars	Increase the efficiency by 50%
storage out tobacco 4263					
Coffee		bean processing	1,500$	Modern times	Increases the efficiency by 10 %
storage out coffee 2436					
Cotton		Mechanization	2,000$	World wars	Increases the upkeep by 0.$ Increase job quality by 15
storage out Cotton 6526					
Rubber		Bigger Buckets	700$		Decrease the amount of job positions by 1. Increase efficiency by 20%
storage out rubber 3044					

manure spreader

Stat	Value	Mode	Description	Upgrade	Cost	Era	Effect	Faction
budget	26 $		Efficiency scales the manure distribution rate				Distributes manure across Plantations and ranches in its area of effect to counteract soil degradation. Manure is produced on ranches with the Pasture Prohibition workmode	
workers uneducated	3	Widespread Spray	Building operates on the basics settings. Manure is distributed evenly across all affected buildings in the area of effect	Nasal Clamps	300$		Increases the job quality by 10	
job quality	20	Concentrated Spray	Reduced area of effect to 30%. Soil regeneration and manure consumption is increased by 200 %	stock it tighter	600$		Increase stock of Manure by 2000	
wage	7$							
storage in manure 1000								

Ranch

Stat	Value	Mode	Description	Upgrade	Cost	Era	Effect	Faction
Budget	42 $		Efficiency scales the production rate				Grows a chosen type of farm animal to produce milk, meat, wood hides,or leather	
workers uneducated	4	Human exploit	the building operates on basic settings	Veterinary Vaccination	800$	cold wars	Increases by 10 %. Upkeep is increased by 5$	communist +2
job quality	40	Pasture prohibition	The ranch does not decrease the fertility in its vicinity. decrease the efficiency by 15 %. the ranch gains a stock of manure that can be transported to manure spreaders	Modernize	3,600$	modern times	Upgrade this building into a factory ranch	Environmentalist -2
wage	88							
produce cattle				Manure fertilizer	600$		Increases efficiency of nearby plantation and hydroponic plantations by 10%. this bonus does not stack. In addition , the ranch produce manure as if it were running the pasture Prohibition workmode	
food quality 42								
storage out meat 1826 Hides 2436				Sheep Conveyor Line	2,500$	World Wars	Increases efficiency by 15 %	
Sheep								
food quality 42								
storage out wool 1826 Milk 609				chainmail gloves	600$		Increase job quality by 10	
crocodile								
out leather 1218				Overfeeding	1,200$	World wars	Increase efficiency by 10 %	
pig								
food quality 42								
out meat 2436				Shaving pens	1,800$	World wars	Removes 1 job position . Increase efficiency by 10 %	
Llama								
out wool 2436				mechanical Milker	2,500$	Cold Wars	Increases job quality by 10 . Increases efficiency by 20 %	
Goat								
food quality 42								
out milk 2436								

Mine

Stat	Value	Mode	Description	Upgrade	Cost	Era	Effect	Faction
budget	40$		Efficiency scales the extraction rate				Extract mineral resource from a coal, iron,gold,nickel, aluminium, or uranium deposit . Emits pollution	
workers Uneducated	5	Almost human protocol	the building operates on basic settings	power drill	3,000$	Cold war	the building requires 18 MW of electrical power . increases the efficiency by 25 %	Communist +2
job quality	26	Profit Protocol	Increase the efficiency by 16 %. Decrease job quality by 10 . The duration of work shifts is increased by 38	Canary	790$	world wars	Decreases the risk of this building catching fire	religious -2
Wage 7$				Modernize	6,000$	modern times	upgrade this building into an automated mine	Environmentalist -5
mineral coal				Coal Preparation plant	1,500$	World wars	Adds 2 additional job positions	industrialist +6
out coal 2688								
iron				Roasting chamber	1,000$	World wars	Increases efficiency by 10 % increases pollution by 10	
out iron 2688								
gold				Big Pocketed boiler suits	800$	Cold war	Increase efficiency by 15 % increases wage by 1.$	
out gold 606								
uranium (cold wars)				Dangerous waste disposal	2,000$	Modern time	Decreases pollution by 10	
out uranium 0.07								
aluminium(cold wars)				Chemical extractor	1,000$	Modern Time	Increases efficiency by 20 %. decreases job quality by 5	
out aluminium 2688								
Nickel (world wars)				Froth flotation cells	2,500$	Cold War	Increases job positions by 1 efficiency is increased by 26 %	
out nickel 1612								

Oil well

Stat	Value	Mode	Description	Upgrade	Cost	Era	Effect	Faction
budget	44 $		efficiency scales the extraction rate				Extracts oil from a deposit on land Emits pollution	religious -2
workers high school	4			Fracking posts	3,500$		Increase efficiency by 20% Increase pollution by 50%	militarist +2
job quality	30			Coiled tubing rig	2,500$	Cold War	Decreases consumption of the deposit to 60 % of the produced units of oil	environmentalist -6
Wage 7 $								industrialist +6
out oil 1029								

Cold War

Fish farm

Stat	Value	Mode	Description	Upgrade	Cost	Era	Effect
budget	36 $		efficiency scales the production rate				produce fish or shellfish
workers high school	4	From the cradle to the can	Default work mode	bigger tanks	2,000$		Increase the production rate by 10 Increase the out stock capacity by 1600
job quality	40	supply local market	The output is decreased by 25 % . While this building is operationnel , the efficiency of each gourmet restaurant is increased by 10 % on condition that the accumulated up to a cap of 30 %	Tide simulator	4,000$	modern times	Increase the production rate by 25 % . the fish farm consumes an additional 25 MW of electrical power
Wage 7$		Sea_lab studied	O Modern time	Increase the efficiency by 10 %. Decrease job quality by 10 . The duration of work shifts is increased by 38	Sea water pipeline	790$		the fish farm is unaffected by negative effects from droughts . The building becomes non flammage
food quality 42							
electricity -10 MW							
storage out fish 4031 out shellfish 4031							

oil Rig

Stat	Value	Mode	Upgrade	Cost	Era	Effect	Faction
Budget	200$	efficiency scales the extraction rate				Extract oil from seaborne deposits . Emits pollution .	religious -2
workers high school	6		Automated Extinguishing system	1,000$		the building cannot catch fire anymore . Increases the upkeep by 100 %	militarist +2
job quality	36		High integrity pressure protection system	3,000$	Modern time	Increase the production rate by 10 %	environmentalist -4
wage	10$		laser Drilling	3,000$	modern time	Upkeep is decreased to 75 %. the building require an additional 25 MW of electrical power	industrialist +6
storage out oil 2061							

Modern Time

Hydroponic plantation

Stat / Produce	Output	Mode	Upgrade	Cost	Era	Effect	Faction
budget 60$		efficiency scales the yield rate				Cultivates a chosen type of crop to produce the corresponding goods, independent from the local crop condition	environmental +1
workers high school 4		almost natural	green Waste chopper	1,500$		Decreases the upkeep of nearby Ranches and factory ranches by 3 $	industrial +3
job quality 55		almost free of nature O Modern Time	Increases the consumption of electrical power by 10MW Increases the efficiency by 10%				
wage 12 $							
electricity -30 MW							
crops Corn			selective breeding	600$		Increases efficiency by 1% every month up to a cap of 20 %	
food quality 42							
storage out corn 4872							
banana							
food quality 42							
storage out banana 6088			Small Parcel Growth	1,500$		Increases job quality by 10	
Pineapple			pollinidon parcel	1,200$		Increases efficiency on nearby pineapple plantations by 3 %	
food quality 42							
storage out pineapple 6088							
sugar			Fiber fertilization	2,000$		Increases efficiency on nearby plantations and hydroponic plantations by 10% up to a cap of 20 %	
storage out sugar 3653							
Cocoa			Inoculation	4,500$		Increase the efficiency by 30 %	
storage out cocoa 2436							
Tobacco			extensive fertilization	4,000$		Increase the efficiency by 50%	
storage out tobacco 4263							
Coffee			bean processing	1,500$		Increases the efficiency by 10 %	
storage out coffee 2436							
Cotton			Mechanization	2,000$		Increases the upkeep by 0.$ Increase job quality by 15	
storage out Cotton 6526							
Rubber			Bigger Buckets	700$		Decrease the amount of job positions by 1. Increase efficiency by 20%	
storage out rubber 3044							

Factory ranch

Stat / Produce	Output	Mode	Description	Upgrade	Cost	Era	Effect	Faction
budget 86 $			Efficiency scales the production rate				Grows a chosen type of farm animal to produce milk, meat, wool hides, or leather; independent from the local livestock condition . Requires corn for feeding the animals (Not for crocodiles) Emit little pollution	religious -2
workers uneducated 4		Industrial livestock farming	the building operates on basics setting	Veterinary Vaccination	800$		Increases by 10 %. Upkeep is increased by 5$	environmental -6
job quality 45		almost adequate animal hosting O Modern Times	the production rate is decreased by 20 % while increasing the consumption by 20 % . increase job quality by 10					industrialist +6
Wage 98		light and stun belt O Modern Times	Increase the consumption of electrical power by 10 MW. Increases efficiency by 20 %. Decrease job quality by 15					conservative +2
electricity -26 MW								
animals cattle				Manure fertilizer	600$		Increases efficiency of nearby plantation and hydroponic plantations by 10%. this bonus does not stack	
food quality 42								
storage in Corn 3653 out meat 7307 Hides 9744				Sheep Conveyor Line	2,500$		Increases efficiency by 15 %	
Sheep								
food quality 42								
storage in corn 3653 out wool 7307 Milk 2436				chainmail gloves	600$		Increase job quality by 10	
crocodile				Overfeeding	1,200$		Increase efficiency by 10 %	
out leather 1218								
Pig								
food quality 42				Shaving pens	1,800$		Removes 1 job position . Increase efficiency by 10 %	
storage in corn 3378 out meat 10961								
Llama								
storage in corn 3653 out wool 9744				mechanical Milker	2,500$		Increases job quality by 10 . Increases efficiency by 20 %	
Goat								
food quality 42								
storage in corn 2436 out milk 9744								

Automated mine

Stat / Produce	Output	Mode	Description	Upgrade	Cost	Era	Effect	Faction
Budget 76$			Extract mineral resources from a coal, iron gold, nickel,aluminum or uranium deposits at a higher rate. Emits pollution					environmentalist -6
workers Uneducated 2		Sensitive protocol	standard output rate					industrial +6
job quality 30		Waste not protocol O Modern times	The building requires additional 15 MW electrical power . the efficiency is increased by 20%. Decreases the amount mined from the deposit by 0.08 per produced unit					
wage 12 $								
electricity -90 MW								
mineral coal				filter system	1,500$		Increase job quality by 10	
storage out coal 6376								
iron				Smelting everything	1,500$		increase efficiency by 10 % Pollution is increased by 10	
storage out iron 6376								
Gold				Physical Inspection	1,500$		Increases efficiency by 10 % Upkeep is increased by 10$	

storage out gold 1612

Item	Upgrade	Cost	Effect
Uranium	protective sphere	1,500$	Decrease pollution by 10
storage out uranium 1076			
Aluminium	Easy lifting	1,500$	Increases efficiency by 10% / Increase job quality by 10. Wage is increased by 66
storage out aluminium 3376			
Nickel	Automated overseer	1,500$	Increases efficiency by 13% / Decrease job quality by 9
storage out Nickel 3225			

Industry

Colonial

Lumber Mill
- budget 49$ — Efficiency scales the production rate of the building
- 4 workers Uneducated
- Job quality 40
- Wage 12$
- storage in logs 5206 out planks 12386

Processes logs to produce planks. Emits little pollution

Mode		Upgrade	Cost	Era	Effect	Alignment
Efficient debarking	the building operates on basic setting	Power Saw	5,000$	World wars	Increases the efficiency by 30%. The building requires 10 MW electrical power	revolutionaries +2
Hasty Debarking	Increase the log consumption by 30% Efficiency is increased by 30%	Finger insurance	3,200$	modern times	Increases the upkeep by 10$ Increase job quality by 10	royalist +2
						Environmentalist +2

Rum distillery
- budget 73$
- 4 workers Uneducated
- Job quality 50
- Wage 17$
- storage in sugar 7307 out rum 3763

Processes sugar to produce rum. Emits little pollution

Mode		Upgrade	Cost	Era	Effect	Alignment
Genuine export blend	the building operates on basic setting	Dunder still	5,000$		Decreases sugar consumption by 20%	revolutionaries +2
Supply local market	The output is decreased by 20%. While the building is operational. The efficiency of each tavern and cocktail bar is increased by 10% on medium budget. The bonus can be accumulated up to a cap of 30%	Electric stills	5,000$	World wars	Increases the efficiency by 22% The building requires 30 MW of electrical power	royalist +2
						Communate +2
						religious -2
						militarist -2

Tannery
- Budget 64$
- 6 workers uneducated
- job quality 20
- Wage 13$
- storage in Hides 4972 out Leather 2436

Processes hides to produce leather. Emits pollution

Mode		Upgrade	Cost	Era	Effect	Alignment
Well measured	the building operates on basic setting	Chrome tanning	5,000$	Worlds wars	Decreases the consumption of hides by 20%	revolutionaries +2
The more the better	Increases the efficiency by 80%. Pollution is increased by 100% and upkeep is increased by 100%	Scent Spray	2,500$	Cold war	Increases job quality by 10	royalist +2
						militarist +2
						Environmentalist -6
						conservative +4

Toy Workshop
- Budget 33$
- 4 workers uneducated
- job quality 55
- wage 12$
- storage in logs 4667 out toys 4462

Processes different goods to produce toys. depending on the work mode. Emits pollution

Mode		Upgrade	Cost	Era	Effect
Wooden toys	The building operates on basic setting and produces toys from logs	TAAS - Toys As A Service	2,000$	World wars	Increases efficiency by 15%
Cuddly Toys	world wars — Processes cotton to produce toys	Snug Workspace	2,500$	cold war	Increases job positions by 2
Rubber Toys	cold wars — Processes rubber to produce toys	Set A sign	5,000$	modern times	reduces the pollution by 50%
Radio controlled Toys	modern time — Combines rubber and electronics to produce toys				

World wars

Cannery
- Budget 139$
- 8 workers uneducated
- job quality 45
- wage 16$
- food quality 42
- Electricity 76 MW
- storage in Fish 4531 Pineapple 6069 out Canned Goods 5376

Processes either pineapples or fish to produce canned goods. Emit pollution

Mode		Upgrade	Cost	Era	Effect	Alignment
Yes We can	the building operates on basic setting	High Pressure Canner	5,000$		the building gets an additional in stock for 3480 units of meat and can produce canned goods out of meat	militarist +2
Supply local Market	The output is decreased by 20%. While this building is operational. The efficiency of each grocery is increased by 10% on medium budget. The bonus can be accumulated up to a cap of 30%	Flash freezer	8,000$	cold wars	the building gets an additional in stock for 2320 units of coffee and can produce canned goods out of coffee. Require 16 MW of electrical power	environmentalist -2
		Automated line	6,000$	cold wars	Removes 4 job positions. Increases efficiency by 80%	Industrialist +2

Creamery
- Budget 69$
- 4 workers uneducated
- job quality 50
- wage 16$
- food quality 42
- storage in milk 2456 out cheese 4031

Processes milk to produce cheese. Emits little pollution

Mode		Upgrade	Cost	Era	Effect
Destrorotatory lactic acid	the building operates on basic setting	Butter churner	1,500$		Increases job quality by 10
Leevorotatory lactic acid	the building operates on alternative basic setting and some people swear it works better this way	Ripening Refrigerators	2,000$	cold wars	The building require 26 MW of electrical power. Increase the output by 20%

Cigar Factory
- Budget 97$
- 5 workers High school
- job quality 60
- wage 16$
- storage in tobacco 4600 out cigars 3368

Processes tobacco to produce cigars. Emit little pollution

Mode		Upgrade	Cost	Era	Effect	Alignment
Rollin, rollin, rollin	the building operates on basic setting	Automated line	6,000$		removes 2 job positions. Increases efficiency by 30%	capitalist +2
Supply local Market	The output is decreased by 20%. While this building is operational. The efficiency of each yacht club and bank is increased by 10% on medium budget. The bonus can be accumulated up to a cap of 30%	Climate Control	4,000$	cold wars	Input is decreased by 20%. the building requires an additional 5 MW of electrical power	militarist -2
		Machine Choppers	5,000$	cold wars	The building requires an additional 30 MW of electrical power. the efficiency is increased by 10%	conservative +4

Shipyard
- Budget 98$
- 5 workers High school
- job quality 50
- wage 17$
- storage in Planck 10366 out Boat 1344

Processes planks to produce boats. Emits pollution

Upgrade	Cost	Era	Effect
Heavy duty crane	7,500$		Increases the efficiency by 20% Increase job quality by 10
Welding plant	5,000$	Cold war	the building get an additional in-stock for 7690 units of aluminium and 3840 unit of steel. the shipyard can produce ships out of steel or aluminium. in addition to planks. Requires 6 MW of electrical power

Steel mill
- Budget 120$
- 8 workers High school
- job quality 36
- wage 15$
- storage in Coal 2868 Iron 2688 out steel 5376

Processes coal and iron to produce steel. Emits pollution

Mode		Upgrade	Cost	Era	Effect	Alignment
Standard process	the building operates on basic setting	Electric Arc Furnace	3,500$	modern times	Decreases the coal consumption by 60%. The building requires 60 MW of electrical power	religious -2
Top Gas recycling	Decreases efficiency by 10% and pollution by 20%					militarist +2
Hot rolling	Increases efficiency by 20% and upkeep by 20%					environmentalist -6
						Industrialist +4

Textile Mill
- Budget 154$
- 10 workers Uneducated
- Job quality 40
- Wage 16$
- storage in Cotton 6526 wool 4872 out Cloth 5376

Processes either wool or cotton to produce cloth. Emits pollution

Mode		Upgrade	Cost	Era	Effect	Alignment
Conventional Dyes	The building operates on basic setting	Workshop expansion	4,500$		adds 2 job positions	communate +4
Acrylic Dyes	Efficiency is increased by 10% Pollution is increased by 50%	Fine Fabric Rolling	3,600$		Increases efficiency by 10%. the building requires 60 MW of electrical power	militarist +6
Organic dye	O Modern Time — Pollution is decreased by 90%. Efficiency is decreased by 20%	Unified Weaving feeder	8,000$	Cold Wars	Uses both wool and cotton. as long as both goods are available increases the output by 10% while both goods are used to produce cloth	environmentalist -2
						Industrialist +4

Weapons Factory
- Budget 184$
- 8 workers High School
- job quality 45
- wage 16$
- storage in Nickel 3225 Steel 5376 out Weapons 4300

Processes steel and nickel to produce weapons. Emits pollution

Mode		Upgrade	Cost	Era	Effect	Alignment
Handguns	the building operates on basic setting	Pressurized Storage Tanks	5,000$		Increases job quality by 16	religious -6
Supply Military	The output is decreased by 20%. While this building is operational. The efficiency of barracks, forts, guard towers. watch towers and the palace is increased by 10% on medium budget. increasing the power of the squads the deploy. The bonus can be accumulated up to a cap of 30%	Heavy Machinery	12,000$	cold war	Increases efficiency by 20%. the building requires 36 MW of electrical power	militarist +6
						Industrialist +2
						intellectual +2

Cold War

Chocolate Factory
- Budget 97$
- 6 workers Uneducated
- job quality 60
- wage 16$
- storage in Cocoa 4872 Sugar 3660 out Chocolate 4031

Processes cocoa and sugar to produce chocolate. Emits little pollution

Mode		Upgrade	Cost	Effect	Alignment
Sweet chocolate	the building operates on basic setting	Fully Automated Conche	2,000$	Increases the job quality by 20. The building requires an additional 16 MW of electrical power	religious -6
Dark chocolate	Consumes 200% more cocoa and no sugar to produce chocolate				environmentalist +6
					Industrialist +2
					intellectual -2

Furniture Factory
- Budget 76$
- 6 workers Uneducated
- job quality 50
- wage 14$
- Electricity 24 MW
- storage in planks 10366 out furniture 2688

Processes planks to produce furniture. Emits pollution

Upgrade	Cost	Era	Effect	Alignment
Assembly line		modern times	the building requires an additional 25 MW of electrical power. Efficiency is increased by 100%	militarist -2
Casting Molds	8,000$	modern time	Adds an additional in-stock for plastics of 9320 capacity. The building requires an additional 36 MW of electrical power	Industrialist +2
CAD Software	2,500$	modern time	Workers require High School education . Decrease plank consumption by 20%	

Jewelry Workshop
- Budget 94$
- 4 workers high school
- job quality 70
- wage 20$
- storage in gold 1612 out Jewelry 1604

Processes gold to produce jewelry. Emits little pollution

Mode		Upgrade	Cost	Era	Effect	Alignment
Atelier	the building operates on basic setting	Laser beam welders	5,000$	modern times	Increase the efficiency by 10%. Decrease job quality by 10 . The duration of work shifts is increased by 36	capitalist +4
Assembly	Decrease the job quality by 20 and adds 2 job positions. Efficiency is decreased by 15%	Workplace Surveillance Cameras	1,000$		Decreases the job quality by 10 and increases production by 10%	communist -6
						religious +2
						intellectual -2

plastic plant
- Budget 77$
- 6 workers Uneducated
- job quality 40
- wage 14$
- electricity 26 MW
- storage in oil 1034 out plastics 8736

Processes oil to produce plastic. Emits much pollution

Mode		Upgrade	Cost	Era	Effect	Alignment
standard fabrication	the building operates on basic setting	Secure Disposal appliances	8,000$	Modern time	Decrease pollution by 90%. upkeep is increased by 200%	militarist -2
High speed fabrication	Consumption is increased by 100% production is increased by 70%	Bio Polymer fabrication facility	7,500$	modern time	the building gets an additional in stock for 3498 units of corn and can produce plastics out of corn	environmentalist -6
						Industrialist +6
						intellectuals +2

Vehicle Factory
- Budget 176$
- 10 workers High School
- job quality 55
- wage 17$
- electricity 48 MW
- storage in steel 5376 Rubber 9098 out Cars 2688

Processes steel and rubber to produce vehicles. Emits pollution

Mode		Upgrade	Cost	Era	Effect	Alignment
Car company	the building operates on basic setting	Crash test dummies	1,000$		Increases job quality by 5	Militarist +2
Company car	All employees can use cars, regardless of their economic wealth. The upkeep is increased by 2 $ for each employed worker Increases the job quality by 6	Fully Automated Assembly	5,000$	modern time	Removes 2 job positions. Increases efficiency by 30%. The building requires an additional 16 MW of electrical power	environmentalist -6
		Improved Emission test software	500$	modern time	Increases environmentalists standing by 5	Industrialist +4
						conservative +2

Modern Time

Electronics factory
- Budget 148$ — Efficiency scales the production rate
- 8 workers High School
- job quality 50
- wage 16$
- electricity 97 MW
- storage in plastic 8736 Gold 1612 out Electronics 5813

Processes gold and plastics to produce electronics. Emits pollution

Mode		Upgrade	Cost	Effect	Alignment
line assembly	the building operates on basic setting	Assembly Robot	2,000$	Increases production by 30%. the building requires an additional 100 MW of electrical power	religious -2
Sweatshop	O Modern time — Work shift duration is increased by 100% the production rate is decreased by 20% and the quality is decreased by 50%. Workers have a 500% risk of dying at the end of their shift				industrialist +2
					intellectuals +4
					conservative -6

Fashion Company
- Budget 50$ — Efficiency scales the production rate
- 4 workers Uneducated
- job quality 66
- wage 12$
- electricity 24 MW
- storage in leather 4972 Cloth 5376 out Apparel 3660

Processes cloth or leather to produce apparel. Emits little pollution

Mode		Upgrade	Cost	Effect	Alignment
Hasty Couture	the building consumes cloth or leather to produce apparel	Factory outlet	15,000$	Increases the housing quality of residential buildings within a radius of 12 grid cells by 5 % on base efficiency . Production is decreased by 1	communist +2
Haute couture	The building consumes cloth and leather to produce apparel. increases wage by 200% and job quality by 20%				religious -2

Pharmaceutical Company
- Budget 138$ — Efficiency scales the production rate
- 5 workers High School
- job quality 75
- wage 20$

Processes oil to produce pharmaceuticals. Emits pollution

Mode		Effect	Alignment
Genuine Generics	the building operates on basic setting		capitalist +4
Powerful Placebo	O Modern Time — Consumes 2463 sugar instead of oil to produce pharmaceuticals		religious -6
Supply local Market	The output is decreased by 20%. While this building is operational. The efficiency of each hospital is increased by 10% on medium budget. The bonus can be accumulated up to a cap of 30%		environmentalist -2
			industrialist +2

electricity 76 MW
storage in oil 2079 out Pharmaceuticals 4031

Building	Stats	Efficiency	Setting	O	Era	Description / Setting effect	Item	Cost	Era	Upgrade effect	Faction
Juicery	Budget 99$	Efficiency scales the production rate				Processes bananas or pineapples to produce juice. Emits little pollution	nut cracker	8,000$		the building gets an additional in stock for 9600 units of coconut and can produce juice from coconuts	Environmentalist +1
	9 workers Uneducated		Single fruit flavor			the building operates on basic setting and produces juice from either in stock					Intellectual +2
	job quality 50		Banana pineapple flavor			Combines banana and pineapple to produce juice					
	wage 14$		banana coconut flavor		nut cracker	Combines banana and coconut to produce juice					
	food quality 42		coconut pineapple flavor		nut cracker	Combines coconut and pineapple to produce juice					
	electricity 28 MW										
	storage in: banana 12178 pineapple 12179 out juice 6719										
Smart furniture studio	Budget 130$	Efficiency scales the production rate of the building				Processes furniture and electronics to produce smart furniture. Emits little pollution	In house influencer	10,000$		the building requires an additional 50 MW of electrical power. Efficiency is increased by 50 %	
	10 workers Uneducated		Hip'n' Comfy			the building operates on basic setting					
	job quality 60		More Hip			Furniture consumption is decreased by 33 %electronics consumption is increased by 33 %					
	wage 14$		More Comfy			Furniture consumption is increased by 33 %electronics consumption is decreased by 34 %					
	electricity 33 MW										
	storage in: furniture 4202 electronics 1074 out smart furniture 4320										
drone factory	Budget 101$	Efficiency scales production output				Produces drones of any type. Each type of drone requires different resource to build. Completed drones fly to where they are needed autonomously default work mode , uses batteries and aluminium to produce logistic drones					
	8 workers Uneducated		logistic drones								
	job quality 40		passenger drone	O	modern times	Produces Passenger drones using batteries and cloth					
	wage 12$		surveillance drones	O	modern times	Produces Surveillance drones using batteries and electronics					
	electricity 37 MW		all drone type	O	modern times	the factory produces drones of every type . Drones are produced as their required resources become available . Consumes Batteries, aluminium, cloth , and electronics					
	storage in: Batteries 3169 Aluminium 6298 out logistic drone 10500										
battery plant	Budget 122$	Efficiency scales production output				Processes nickel and aluminium to produce batteries					militarist +2
	10 workers Uneducated		safety regulations			battery plant operates under normal conditions with a job quality of 45					environmentalist -6
	job quality 45		Hazardous environment	O	Modern time	job quality decreases to 22.5 , but efficiency increases by 20 %					Industrialist +6
	wage 12$										conservative +2
	electricity 48 MW										
	storage in: nickel 6200 Aluminium 5250 out batteries 62899										
Colonial:											
Residential:											
Country house	Budget 88	Efficiency scales the housing quality				low quality residential building for 2 households . Tenants must be well off or better . Emits little pollution	Electrification	250$	World wars	increases efficiency by 25 %. the building requires 2 MW of electrical power	Revolutionaries +1
	2 residence well off		better than shack			the building operates on basic setting	Modernize	1,466$	world wars	Upgrade this building into a house	communist -1
	housing quality 46		Little Eden			Increase the upkeep cost by 60 % .The housing quality is increased by 12 and resident rent a bit longer					environmentalist +2
											intellectuals +1
											conservatives +2
Bunkhouse	Budget 126$	Efficiency scales the housing quality				low quality residential building for 6 households . Tenants must be at least poor . Emits little pollution	Electrification	300$	World wars	increases efficiency by 25 %. the building requires 8 MW of electrical power	Revolutionaries -1
	6 residence poor		normal occupancy			the building operates on basic setting					royalist +1
	housing quality 32		stack them higher			Increase the maximum number of households by 2. the housing quality is decreased by 8. Broke citizens can afford to live in this building . the rent is 0 $					capitalist -2
											communal +4
											religious -2
											Militarist +2
Mansion	Budget 326$	Efficiency scales the housing quality				High quality residential building for 2 households . Tenants must be rich or better . Emits little pollution	Electrification	350$	World Wars	increases efficiency by 25 %. the building requires 5 MW of electrical power	Revolutionaries -2
	2 residence rich		Upper class			the building operates on basic setting	Modernize	2,275$	Modern time	Upgrade this building into a modern mansion	royalist +2
	housing quality 79		Upper Upper class			Tenants need to be filthy rich. increases the rent by 16$					capitalist +4
											communist -6
											industrialist -1
											conservatives +1
World wars											
House	Budget 146$	Efficiency scales the housing quality				Better quality residential building for 3 households . Tenants must be well off or better . Emits little pollution	Electrification	400$		increases efficiency by 25 %. the building requires 3 MW of electrical power	Capitalist +2
	3 residence Well off		Normal Maintenance			the building operates on basic setting					militarist -1
	housing quality 64		Show off	O	World Wars	increases the upkeep by 10 %. the building increases the beauty in the vicinity by 5					industrialist -2
											Conservative +2
Apartment	Budget 646$	Efficiency scales the housing quality				Good quality residential building for 10 households . Tenants must be well off or better . Emits little pollution	Electrification	790$		increases efficiency by 25 %. the building requires 18 MW of electrical power	militarist +2
	10 residence Well off						Modernize	8,196$	modern times	Upgrade this building into a modern Apartment	
	housing quality 52										
official residence	1 residence broke					high quality residential building for 1 household . Tenants must be a faction leader and pay the rent directly to the Swiss bank	Spring cleaning	3,500$	modern time	increases beauty in its vicinity by 5	
	electricity 16 MW		just like the others			the building operates on basic setting					
			bragging rights		cold war	rent increased by 383. Upkeep increased by 100 %					
Cold Wars											
Convertile	Budget 326$	Efficiency scales the housing quality				Fair quality residential building for 20 household . Housing quality deteriorates over time . Tenants must be at least poor . Emits little pollution	Electrification	900$		increases efficiency by 25 %. the building requires 20 MW of electrical power	capitalist -2
	20 residence poor		Minimal Maintenance			the building operates on basic setting					communist +2
	housing quality 36		Let it rot			the decay rate is increased by 2 . Decreases the upkeep by 50 % . Broke citizens can afford to live in the building and they do not need to pay rent					industrialist +1
			Auto recovery			when the housing quality drops below 30 the recovery action is executed automatically					conservative +1
		renovate	Renovate the building to restore its housing quality 500 $								
Tenement	Budget 526$	Efficiency scales the housing quality				Lower quality residential building for 16 households . Tenants must be at least poor . Emits little pollution . Decrease crime safety in the area	Electrification	900$		increases efficiency by 25 %. the building requires 32 MW of electrical power	communist +2
	16 residence poor		Normal Maintenance			the building operates on basic setting					environmentalist -2
	housing quality 40		Armed Caretaker			Increases the housing quality by 10 Decreases the crime safety penalty by 6 Increases upkeep by 12 %					industrialist +2
											intellectuals -2
Modern Times											
modern apartment	Budget 146$	Efficiency scales the housing quality				High quality residential building for 16 households . Tenants must be well off or better . Emits little pollution	solar panel windows		3,000$	the building require -30 MW less electrical power	capitalist +1
	16 residence Well off										religion -1
	electricity 50 MW										intellectuals +2
											Conservatives -2
Modern mansion	Budget 546$	Efficiency scales the housing quality				best quality residential building for 3 households . Tenants must be rich or better . Emits little pollution					capitalist +4
	3 residence Rich		upper class			the building operates on basic setting					communists -6
	Electricity 18MW		upper upper class			Tenants need to be filthy rich. increases the rent by 20$					industrialist -1
											Conservatives -1
Entertainment											
Colonial											
Tavern	budget 24 $	efficiency scales the service quality of the building . Beauty increases the efficiency				provides fun to visiting citizens and tourist . Preferred by cultural tourists . Visitors must be at least poor . Decrease crime safety in the area					Revolutionaries +1
	3 workers uneducated		liquid melancholy			the building operates on basic setting					Royalists -1
	job quality 40		All you can Drink			Decrease job quality by 20 efficiency is increased by 25 %					capitalists -1
	wage 6$										communist +1
	visitors 12 poor										religious -1
	service quality 36										militarist +1
	fee income 48										
	Tourist only 49 $										
circus	budget 52 $	efficiency scales the service quality of the building				provides fun to visiting citizens and tourist . Preferred by child tourists . Visitors must be at least poor .	fire protection system	1900	Cold war	Decreases the chance of the building catching fire	Revolutionaries +2
	6 workers uneducated		clowns and popcorn			the building operates on basic setting					Royalists -2
	job quality 46		beasts and blood	O	colonial	Visitor slot are decreased to 6 per employed worker . the fee is increased by 2 $					communists +3
	wage 76		wizard and magic	O	colonial	Visitor slots are increased by 1 per employed worker . decrease service quality by 10					religious -2
	visitors 36 poor										
	service quality 46										
	fee income 76										
	Tourist only 42 $										
botanical garden	budget 24 $	efficiency scales the service quality of the building . Beauty increases the efficiency				provides fun to visiting citizens and tourist . Preferred by backpacker tourists . There is no wealth requirement for visitor . Reduce pollution in its vicinity	Butterflies	3,000$	cold wars	increases service quality by 5 . child tourist will also prefer this building	Environmentalist +6
	2 workers uneducated		public garden			the building operates on basic setting	Air Conditioned Dome	5,000$	cold wars	increases service quality by 10 . The building requires an additional 5 MW of electrical power . Relaxation tourist will also prefer this building	Industrialist -6
	job quality 46		private garden			Require an economic wealth level of well off . the fee is increased by 10$					
	wage 88		experimental garden	O	Modern time	Increases the efficiency of pharmaceutical consumption by 5 % on base efficiency . The bonus can be accumulated up to a cap of 15%. the service quality is decreased by 10 . reduce the health care happiness of visitors by 5					
	visitors 18 broke										
	service quality 29										
Funfair pier	budget 82 $	efficiency scales the service quality of the building . Beauty increases the efficiency				provides fun to visiting citizens and tourist . Preferred by child tourists . Visitors must be at least poor .	Concrete pier	3,000$	cold war	decreases the upkeep by $10 . the risk of catching fire is reduced	environmentalist -2
	6 workers uneducated		Fun for big and small			the building operates on basic setting	More light	2,000$	cold war	increase service quality by 10 . the building requires an additional 40 MW of electrical power	industrialist +2
	job quality 46		extra round	O	Cold wars	increases the service quality by 20 % Visitors stay longer					
	wage 76										
	electricity 20 MW										
	visitors 24 poor										
	fee income 15 $										
	tourist only 80 $										
Restaurant	budget 64 $	efficiency scales the service quality of the building				provides fun to visiting citizens and tourist . Also increases the food happiness of visiting citizens . Visitors must be well off or better	freezer	3,000$	cold war	Increases the service quality by 10 The building requires 10 MW of electrical power	
	4 workers uneducated		cloth Napkins			the building operates on basic setting					
	job quality 46		All you can eat	O	Cold War	Decreased the upkeep by 25 % . service quality is decreased by 10 . relaxation tourists prefer this building					
	wage 96		kid menu	O	Cold War	Increase the fee by 25 % . Job quality is decreased by 10 . child tourists prefer this building					
	visitors 12 well of										
	fee income 14 $										
	tourist only 84 $										
cold wars											
Arcade	budget 22 $	efficiency scales the service quality of the building				provides fun to visiting citizens and tourist . Preferred by child tourists . Visitors must be well off or better .	International High Score Ranking system	3,000$	modern time	increases the fee by 1 $	environmentalist +2
	3 workers uneducated		Open all day			the building operates on basic setting					Industrialist +2
	job quality 50		online			Job quality is decreased by 10 . the fee is increased by 15 . every employee adds 1 visitor slots . Increase the tourist rating from visiting tourists by 10 %					intellectual +6
	wage 65		penny arcade	O	modern time	Job quality is decreased by 5 . the fee is decreased by 15 . The required wealth for visitor is poor					conservatives -2
	electricity 10MW										
	visitors 12 well of										

Building	Stat	Efficiency	Mode	Opt	Era	Description	Upgrade 1	Cost 1	Upgrade 2	Cost 2	Era 2	Effect	Faction
	fee income 10$												
	tourist only 60 $												
Fast food Joint	budget 36 $	efficiency scales the service quality of the building				provides fun to visiting citizens and tourist . increases the food happiness of visiting citizens . Preferred by relaxation and child tourists Visitors must be at least poor	oil cleaning system	3,000$				increases job quality by 5 . increases the service quality by 6	capitalist +5
	4 workers uneducated		burger as usual			the building operates on basic setting							environmentalist -6
	job quality 40		Free delivery	O	Cold Wars	Increases housing quality of residential building within a radius of 10 grid cells by 5 . service quality decreased by 10							
	wage 5$		free refill	O	Cold Wars	Increases the service quality by 5 . Decreases the fee by 1$							
	visitors 20 poor												
	service quality 40												
	fee income 6$												
	tourist only 36 $												
Movie theater	budget 47 $	efficiency scales the service quality of the building				provides fun to visiting citizens and tourist . Preferred by relaxation tourists . Visitors must be at least poor .							communist +3
	4 workers uneducated		Blockbuster			the building operates on basic setting							militarist +2
	job quality 40		Stand by tradition	O	cold wars	Decrease the service quality by 10 . Every visiting citizen has a chance of 25 % to shift their political orientation towards the conservative faction . Does not affect die hard orientation							intellectuals +3
	wage 8$		With subtitles	O	cold wars	Decrease the service quality by 10 . Every visiting citizen has a chance of 25 % to shift their political orientation towards the intellectual faction . Does not affect die hard orientation							conservatives -3
	electricity 20MW		Karma IV	O	cold wars	Decrease the service quality by 10 . Every visiting citizen has a chance of 25 % to shift their political orientation towards the environmentalist faction . Does not affect die hard orientation							
	visitors 24 poor		Hight Wheels	O	Cold wars	Decrease the service quality by 10 . Every visiting citizen has a chance of 25 % to shift their political orientation towards this industrialist faction . Does not affect die hard orientation							
	fee income 12$		One voice	O	Cold wars	Decrease the service quality by 10 . Every visiting citizen has a chance of 25 % to shift their political orientation towards the communist faction . Does not affect die hard orientation							
	tourist only 72 $		Before the gold rush	O	Cold Wars	Decrease the service quality by 10 . Every visiting citizen has a chance of 25 % to shift their political orientation towards the capitalist faction . Does not affect die hard orientation							
			In nomini angeli	O	Cold Wars	Decrease the service quality by 10 . Every visiting citizen has a chance of 25 % to shift their political orientation towards the religious faction . Does not affect die hard orientation							
			Hold the line	O	Cold Wars	Decrease the service quality by 10 . Every visiting citizen has a chance of 25 % to shift their political orientation towards the militant faction . Does not affect die hard orientation							

Modern Times

Building	Stat	Efficiency	Mode	Opt	Era	Description	Upgrade 1	Cost 1	Effect	Faction
Aqua Park	budget 50 $	efficiency scales the service quality of the building				Provides fun to visiting citizens and tourist . Preferred by relaxation and child tourists Visitors must be at well or better	Water Preparation Module	600$	one time standing increase with the environmentalist faction of 10	environmentalist -3
	3 workers uneducated		Fresh and clean			the building operates on basic setting	High Pressure Water Jet	3,000$	Increase job quality by 5 . Increases the fee by 1$. Decreases the visiting time	industrialist +2
	job quality 50		Child Care			Only children are allowed to visit the building . Increase the fee by 100 %				
	wage 8$		No children			Children are not allowed to visit the building . Increase service quality by 10				
	electricity 10MW									
	visitors 18 Well off									
	fee income 14$									
	tourist only 84 $									
Rollercoaster	budget 63 $	efficiency scales the service quality of the building				Provides fun to visiting citizens and tourist . Preferred by thrill seeking and child tourists Visitors must be at least poor	Special Momentum	3,000$	The fee is increased by 1$. Increases service quality by 5	militarist +2
	3 workers uneducated		g-Factor 1			the building operates on basic setting . One ride takes on round				environmentalist -6
	job quality 50		g-factor 2	O	modern time	Increases the upkeep by 50 . Fee is increased by 1$. One ride takes two round				industrialist +6
	wage 6$		Best g Ever			Increases the upkeep by 100, fee is increased by 2$. Service quality is increased by 5 . One ride takes three rounds . Children are not allowed to visit the building				conservatives -2
	electricity 30MW									
	visitors 18 Poor									
	fee income 24$									
	tourist only 144 $									
Stadium	budget 304 $	efficiency scales the service quality of the building				Provides fun to visiting citizens and tourist . Visitors must be at well of or better	VIP Tribune	3,000$	Increases the fee by 2 $. Increases job quality by 5 . increases the service quality by 5	religious +2
	12 workers uneducated		May the best win			the building operates on basic setting				environmentalist -3
	job quality 50		May We All Win	O	modern time	Increases the fee by 50 % . Wage is increased by 3 $. Upkeep is increased by 10 . Every visitor has a chance of 40 % to damage the building for 20 points after their visit				intellectuals-6
	wage 12$									conservatives +6
	electricity 60MW									
	visitors 40 Well off									
	fee income 48$									
	tourist only 288 $									

Luxury Entertainment

Colonial

Building	Stat	Efficiency	Mode	Opt	Era	Description	Upgrade	Cost	Effect	Faction
Theater	budget 59 $	efficiency scales the service quality of the building				Provides fun to citizens and tourist . Preferred by cultural tourist . Visitors must be at well of or better				revolutionaries -1
	6 workers High school		Classical Staging			the building operates on basic setting				royalist +2
	job quality 50		Impov Theater		cold wars	Decrease the fee by 20 % . The required economic wealth is poor . Each citizen oriented towards the intellectual faction visiting the theater has a chance (efficiency /2) to increase the standing of the corresponding faction by 1				capitalist -2
	wage 8$		El Presidente - The musical		cold wars	Increases the upkeep by 20 % . Each citizen visiting the theater has a chance (efficiency /2) to increase their approval. No tourists prefer the building.				communist +2
	visitors 24 Well off									
	fee income 16$									
	tourist only 90 $									
Opera house	budget 92 $	efficiency scales the service quality of the building . Efficiency is increased by nearby decoration and luxury hotels but decreased for resource producing and industrial buildings				Provides fun to visiting citizens and tourist . Preferred by cultural tourist . Visitors must be rich or better	prima donna	Cold war	1,600$ Increase fee by 4$. Wage is increased by 2 $	revolutionaries -3
	8 workers High school									royalist +6
	job quality 60									capitalist +5
	wage 10$									communist -5
	visitors 16 Rich									
	Service quality 70									
	fee income 36$									
	tourist only 216 $									

World Wars

Building	Stat	Efficiency	Mode	Opt	Era	Description	Upgrade	Cost	Effect	Faction
Cabaret	budget 49 $	efficiency scales the service quality of the building				Provides fun to visiting citizens and tourists . Preferred by cultural tourists. Visitors must be well off or better	Playback Equipment	3,000$ cold war	Increases the efficiency by 10 % the building requires an additional 25 MW of electrical power	Communist +3
	4 workers High school		Dance acts			the building operates on basic setting				Religious -6
	job quality 50		Burlesque Acts	O	cold war	Increases service quality by 15 and fee by 6$ Job quality is decreased by 10 . Required wealth level for visitors is rich. Relaxation tourists will prefer this building				Intellectual +6
	wage 10$		Political Acts	O	Cold war	Service quality is decreased by 10 , provides a liberty value of 56 to visiting citizens. Visiting citizens lose approval.				conservatives -2
	visitors 16 Well off									
	Service quality 60									
	fee income 16$									
	tourist only 96 $									
El Presidente Club	budget 250 $	efficiency scales job happiness				Faction Leader "working" in the club receive a personal experience boost of 10 and also a special flat gain of 5 on all happiness values when finished with their "work" . Club member have a higher influence on their faction than casual faction leader . The club generates 1.7 corruption per club member per month	taka Charity	7,500$	El presidente club increases liberty by 15 in the vicinity	
	4 club members						Message a Trois	3,000$	Increase happiness gain on club member by 2	
	job quality 90									
	wage 250$			action for all member	dismiss member	Propose Successor	Build Whatever	free edict	ask someone else	no rational opinion	
		for X units of rum , the club members convince their faction to over their demands as full filled . Does not affect dual demand . This action has a cooldown of 36 month	Have a drink instead	The dismissed club member takes personal experience	the faction leader drops their role and the faction will vote for a new leader for a new leader Cost 1600 5$	Building construction does not decrease standing of factions	The activation of edicts does not decrease the standing of faction	The faction does not request any demands	Tropicans arriving at Tropico have higher chance of being a member of the factions		
		For 1000$, the personal experience of the club members is increased by 5 for 12 months	Money talks	action for the faction	capitalists	Communists	religious	militarists	Environmentalist	Industrialists	Intellectuals	Conservatives
					Money Laundering	Shared suffering	strong belief	Mercenary service	Just watching flowers	Surplus Plus	forget old News	once and forever
					Gaining and spending Swiss money generates less corruption (20%)	Corruption has less impact on freedom and crime safety	Corruption has less impact on factions (50 %)	Barracks, army base and aircraft Carrier have no upkeep cost	Reduce the corruption production per club member (20%)	Efficiency of all industry building increased (10 %)	increase monthly decay of corruption (20 %)	The standing of the conservatives faction gets set to 70 and does not change

Cold War

Building	Stat	Efficiency	Mode	Opt	Era	Description	Upgrade	Cost	Era2	Effect	Faction
Casino	budget 74$	efficiency scales the service quality of the building				Provides fun to visiting citizens and tourists . Preferred by thrill seeking tourists. Visitors must be well off or better					capitalist +4
	6 workers High school		fair play			the building operates on basic setting					communist -5
	job quality 60		Back room	O	Cold wars	The job quality is decreased by 10 . Increases the fee by 1$. The building decreases crime safety around by 10					religious -2
	wage 8$		Double or nothing	O	Cold Wars	Doubles the upkeep , the fee, and the wages. Visitors stay twice as long					conservatives +2
	electricity 25 MW										
	visitors 24 Well off										
	fee income 24$										
	tourist only 144 $										
Cocktail bar	budget 33$	efficiency scales the service quality of the building . Beauty increases the efficiency				Provides fun to visiting citizens and tourists . Preferred by relaxation tourists. Visitors must be well off or better	One-way Mirror	2,500$		Increases the efficiency of the spy academy by 5 %. this effect can be accumulated up to a cap of 20 %	capitalist +4
	3 workers Uneducated		Tropico Blue			the building operates on basic setting					communist +3
	job quality 60		Upper class	O	Cold war	Visitors much be rich . increases the fee by 6$ and upkeep by 8 $					conservatives +2
	wage 7$		Happy hour	O	Cold War	increases service quality by 5 . decrease the fee by 3$					
	visitors 12 Well off										
	fee income 16$										
	Tourist only 108 $										
Golf Course	budget 104$	efficiency scales the service quality of the building . Beauty increases the efficiency				Provides fun to visiting citizens and tourists . Preferred by relaxation tourists. Visitors must be well off or better	Gopher Deterrence System	5,000$	Modern time	the building requires 25 MW of electrical power . Service quality is increased by 5. job quality is increased by 10	capitalist +4
	4 workers Uneducated		Beginner course			the building operates on basic setting					militarist -2
	job quality 45		Club Membership Required			The required economic wealth is rich . Fees are increased by $10 . increase service quality by 10					environmentalist -6
	wage 6$		No green fee			The required economic wealth is broke . fees are decreased to 100 % . Decreases service quality by 20 . Decrease the job quality by 5					conservatives +2
	visitors 20 Well off										
	service quality 67										
	fee income 30$										
	Tourist only 180 $										
Gourmet restaurant	budget 148$	Efficiency scales the service quality of the building				Provides fun to visiting citizens and tourist . Increases the food happiness of visiting citizens . Preferred by cultural tourists Visitors must be rich or better	Exquisite Wine Cellar	25,000$		the building requires 15 MW of electrical power . Service quality is increased by 10. increased upkeep by 10 $	capitalist +4
	6 workers High school		Golden Silverware			the building operates on basic setting					communist -5
	job quality 60		Haute cuisine	O	Modern time	Increases the upkeep by 50 % . Increases the service quality by 10 . Increases the fee by 20 %					religious -2

Building	Stat	Upgrade	O	Era	Description	Special	Cost	Era	Special Description	Political
	wage 16$	Sushi Mastery	O	Modern time	Increases the wages by 150 %. Increases the fee by 10%. Increases the bonus from fisherman's wharves running so "supply local market" by 2. Visiting time is decreased. Cultural tourist prefer this building.					intellectual +2
	electricity 16 MW	Dignitaries Only			The building cannot be visited by common people anymore. Increases the standing of invited Superpowers by 10 on base efficiency. This bonus is capped at 30					
	visitors 12 Rich									
	fee income 50$									
	Tourist only 300 $									
Night club	budget 70 $				Provides fun to visiting citizens and tourist. Preferred by thrill seeking tourists. Visitors must be well off or better. Decrease crime safety in the area	laser show	15,000$	modern times	Increases the service quality by 15. The building requires additional 24 MW of electrical power	capitalist +2
	4 workers uneducated	No dress code			the building operates on basic setting					religious -5
	job quality 90	High Roller club			The building requires visitors to have a minimum economic wealth of rich. Increases the fee by 50 %. Increase upkeep by 100 %. The service quality is increased by 0					conservative -2
	wage 10$									
	electricity 16 MW									
	visitors 20 well off									
	fee income 32$									
	Tourist only 192 $									
snorkel Bay	budget 56 $	Preserve the reef			Provides fun to visiting citizens and tourist. Preferred by landscape and thrill seeking tourists. Visitors must be well off or better					environmental -0
	4 workers High school				the building operates on basic setting					intellectual +3
	job quality 60	allow wild catches	O	Cold wars	Every visitor decreases the fish resource by 5 units. Increases the service quality by 10. Increases the fee by 60					
	wage 10$	Lure Fishes	O	Cold Wars	Increases the replenishment of the fish source by 8 on base efficiency. Decreases job quality by 15					
	visitors 12 well off									
	Service quality 72									
	fee income 16$									
	Tourist only 108 $									

Modern Times

Building	Stat	Upgrade	O	Era	Description	Special	Cost	Era	Special Description	Political
Beach resort	budget 47 $	open door			Provides fun to visiting citizens and tourist. Preferred by relaxation tourists. Visitors must be well off or better	Automated Beach cleaner	1,500$		Increases service quality by 10	capitalist +2
	4 workers Uneducated	Cocktail time	O	Modern Times	the building operates on basic setting. Children are not allowed to visit the building. increases the service quality by 10. increases the upkeep by 30 % and the fee by 60 %					environmental -2
	job quality 56									
	wage 8$									
	visitors 20 well off									
	Service quality 61									
	fee income 12$									
	Tourist only 72 $									
Hang Gliding	budget 34 $	fly like the wind			Provides fun to visiting citizens and tourist. Preferred by thrill seeking tourists. Visitors must be well off or better	High power Engine	3,000$		Increases the fee by 15, service quality is increased by 5	communist -2
	2 workers Uneducated	Extra tour	O	Modern Times	the building operates on basic setting. Fee is increased by 100 %. Wages are increased by 2 & Upkeep is increased by 10%. Well time is doubled					militarist +2
	job quality 90	Extra fuel	O	Modern Times	Increase upkeep by 20 & Raiders from the spy academy will always use hang gliders to leave Tropico. decreases the duration of raid and heists by spy academy by 20%					
	wage 8$									
	visitors 12 well off									
	Service quality 82									
	fee income 20$									
	Tourist only 120 $									
Museum of Modern art	budget 125 $	recent			Provides fun to visiting citizens and tourist. Preferred by culture tourists. Visitors must be well off or better					capitalist +2
	4 workers College	Modern Masterpieces	O	Modern Times	the building operates on basic setting. Increases the fee by 4 $. increases the upkeep by 10$. Children are not allowed to visit					militarist -2
	job quality 75	Ultra Modern open access	O	Modern Times	The building operates on basic settings. decrease the fee by 60. Service quality is decreased by 10. Increases the efficiency of all high school and colleges by 10 %. this bonus does not stack					intellectual +5
	wage 10$									conservatives -6
	visitors 20 well off									
	Service quality 70									
	fee income 368									
	Tourist only 216 $									
Yacht club	budget 96 $	Easy Sunset			Provides fun to wealthy visiting citizens and tourist. Visitors must be rich or better	Private landing	5,000$		Filthy rich tourists can use the building for departure. increases the personal rating of tourists departing from here	capitalist +6
	4 workers Uneducated	Mucho importante	O	Modern Times	the building operates on basic setting. Require an economic wealth level of filthy rich. Increases the fee by 100 %. service quality is increased by 10. Wages are increased by 50 %					communist -5
	job quality 75	Look but do not touch	O	Modern Times	Require an economic wealth level of well off. decreases the fee by 60 %. service quality is decreased by 12. Upkeep is decreased by 50 %. Job quality is decreased by 15					environmentalists -2
	wage 88									conservatives +2
	visitors 8 rich									
	Service quality 96									
	fee income 160$									
	Tourist only 960 $									

Media & Education
Colonial

Building	Stat	Upgrade	O	Era	Description	Special	Cost	Era	Special Description	Political
Newspaper	budget 66 $	Open mind			Increases liberty nearby. Publishes propaganda affecting citizens living nearby					Revolutionary +6
	4 workers High school	The Independent		Colonial	the building operates on basic setting					royalist -6
		the dependent		World wars	Citizens living in the vicinity of the newspaper have chance of 25 % to shift their political views towards the Revolutionary faction every time they rest. Does not affect die hard orientations					capitalist +2
	job quality 60	Pennysaver			Slightly increases the approval of citizens living in vicinity of the newspaper every time they rest. Decreases the liberty by 30					environmentalist -2
	wage 10 $	Red star	O	World Wars	You earn 4 $ foreach citizen living in the vicinity of the newspaper every time they rest. Decreases the liberty by 5					intellectual -2
		Deals and profit	O	World Wars	Citizens living in the vicinity of the newspaper have chance of 25 % to shift their political views towards the communist faction every time they rest. Does not affect die hard orientations. Decreases the liberty by 10					conservative +2
		The word	O	World Wars	Citizens living in the vicinity of the newspaper have chance of 25 % to shift their political views towards the capitalist faction every time they rest. Does not affect die hard orientations. Decreases the liberty by 10					
		Gunny	O	World Wars	Citizens living in the vicinity of the newspaper have chance of 25 % to shift their political views towards the religious faction every time they rest. Does not affect die hard orientations. Decreases the liberty by 10					
		Earth and wind	O	World War	Citizens living in the vicinity of the newspaper have chance of 25 % to shift their political views towards the militarist faction every time they rest. Does not affect die hard orientations. Decreases the liberty by 10					
		Next level	O	World War	Citizens living in the vicinity of the newspaper have chance of 25 % to shift their political views towards the Environmentalist faction every time they rest. Does not affect die hard orientations. Decreases the liberty by 10					
		the preserver	O	World war	Citizens living in the vicinity of the newspaper have chance of 25 % to shift their political views towards the Industrialist faction every time they rest. Does not affect die hard orientations. Decreases the liberty by 10					
		think 1	O	World wars	Citizens living in the vicinity of the newspaper have chance of 25 % to shift their political views towards the Conservative faction every time they rest. Does not affect die hard orientations. Decreases the liberty by 10					
					Citizens living in the vicinity of the newspaper have chance of 25 % to shift their political views towards the intellectual faction every time they rest. Does not affect die hard orientations. Decreases the liberty by 10					
Library	budget 82 $	Approved Portfolio			Generate knowledge for the research of regime tools	Academic Department	2,000$	World War	Increases the efficiency by 20 %	revolutionaries +2
	3 workers High school	Support public service			the building operates on basic setting. The efficiency is decreased by 25 %. While this building is operational, the efficiency of each high school and college is increased by 10 % on medium budget. The bonus can be accumulated up to a cap of 30%	E-Bookshelves	5,000$	Modern Times	Decreases the job position by 1. The knowledge production rate is increased by 50 %	royalist -2
	job quality 60	Uncensored Portfolio	O	colonial	the building emits 16 liberty. the knowledge generation is reduced by 66 %					communist +2
	wage 24 $									religious -2
										Militarists -6
										intellectual +6
										conservative +2

World Wars

Building	Stat	Upgrade	O	Era	Description	Special	Cost	Era	Special Description	Political
High School	budget 61 $	General Education			Provides high school education to uneducated citizens	Interactive Education	4,500$	modern times	Increases the efficiency by 20 % the building require 8 MW of electrical power	environmentalist -2
	4 workers High school	Military Education	O	Cold War	the building operates on basic setting					intellectual +2
	job quality 90	Parochial Education	O	Cold War	Efficiency is decreased by 10 %. All graduate have a 50 % chance of shifting their faction orientation towards the militarist faction					
	wage 18 $				Efficiency is decreased by 10 %. All graduate have a 50 % chance of shifting their faction orientation towards the religious faction					
	student 32 broke									
College	budget 84 $	Brain cells			Provides a college education to citizens with a high school education	Interactive Education	4,500$	modern time	Increases the efficiency by 20 % the building require 16 MW of electrical power	capitalist +2
	3 workers College	Brain Sells	O	cold War	the building operates on basic setting					militarist -2
	job quality 70				Every time a student graduates there is a 80 % chance that he will emigrate in exchange for 300 $					intellectual +6
	wage 24 $									conservative -2
	student 24 broke									
Radio station	budget 30 $	Open mind			Increases the liberty in the area. Broadcast propaganda affecting workers at their workplaces	Music all day	3,000$	cold wars	Increases the service quality of all entertainment buildings in the vicinity of the radio station by 5. this bonus does not stack	communist +2
	2 workers High school	Channel 1			the building operates on basic setting					intellectual -2
	job quality 65	Public Service Advertisements			Slightly increases the approval of citizens employed in the vicinity of the radio station every time they Work. Decreases the liberty by 30					conservatives +2
	wage 10 $	one for all	O	World work	You earn 8 $ foreach citizen employed in the vicinity of the radio station every time they work. Decreases the liberty by 5					
	electricity 16MW	climbing coin	O	World work	Citizens employed in the vicinity of the radio station have chance of 25 % to shift their political views towards the communist faction every time they work. Does not affect die hard orientations. Decreases the liberty by 10					
		the voice	O	World Wars	Citizens employed in the vicinity of the radio station have chance of 25 % to shift their political views towards the capitalist faction every time they work. Does not affect die hard orientations. Decreases the liberty by 10					
		Honor & pure	O	World Wars	Citizens employed in the vicinity of the radio station have chance of 25 % to shift their political views towards the religious faction every time they work. Does not affect die hard orientations. Decreases the liberty by 10					
					Citizens employed in the vicinity of the radio station have chance of 25 % to shift their political views towards the militarist faction every time they work. Does not affect die hard orientations. Decreases the liberty by 10					

Building	Parameter	Notes	Option	Type	Era	Effect			Faction
			Radio now	O	World Wars	Citizens employed in the vicinity of the radio station have chance of 26 % to shift their political views towards the Environmentalist faction every time they work. Does not affect die hard orientations. Decreases the liberty by 10			
			tech talk	O	World Wars	Citizens employed in the vicinity of the radio station have chance of 26 % to shift their political views towards the Industrialist faction every time they work. Does not affect die hard orientations. Decreases the liberty by 10			
			Stay as you are	O	World Wars	Citizens employed in the vicinity of the radio station have chance of 26 % to shift their political views towards the Conservative faction every time they work. Does not affect die hard orientations. Decreases the liberty by 10			
			42	O	World Wars	Citizens employed in the vicinity of the radio station have chance of 26 % to shift their political views towards the intellectual faction every time they work. Does not affect die hard orientations. Decreases the liberty by 10			

Cold Wars

Childhood Museum	budget 70 $	efficiency scales the service quality and the impact of the influence on visitor. Liberty decreases the efficiency				Provides fun for visiting citizens and tourists. Influence visitors. No Wealth requirement for visitors	Animatronics	25,000$		Increase the efficiency by 20 %. The building requires an additional 40 MW of electrical power. Child tourist will prefer this building.	capitalist -2
	4 workers High-school		Nothing but the truth			Conservatives have a constant standing bonus of 9.875 on base efficiency					communists +6
	job quality 55		Golden Sun	O	Cold wars	Increases the approval of visiting citizens. Increases the efficiency of all luxury entertainment building by 8%. USA, Middle East, and Russia have a constant relations bonus of 15 on base efficiency. Western Powers and Eastern Bloc have a constant relation penalty of 3 on base efficiency. EU and china have a constant relations penalty of 15 on base efficiency. Capitalists have a constant standing bonus of 15 on base efficiency					intellectuals -5
	wage 10$		Religious Fostering			Increases the approval of visiting citizens. Increases the efficiency of all public service building by 8% Western Powers and USA have a constant relations bonus of 15 on base efficiency. Eastern bloc and Middle East have a constant relation penalty of 7 on base efficiency. Religious have a constant standing bonus of 15 on base efficiency					conservatives +2
	visitors 19 broke		Pinnacle of the working class	O	Cold wars	Increases the approval of visiting citizens. Increases the efficiency of all plantations and mines by 8% Eastern bloc and china have a constant relations bonus of 15 on base efficiency. Western power and EU have a constant relation penalty of 7 on base efficiency. Communist have a constant standing bonus of 15 on base efficiency					
	Service quality 99		Ex KGB colonel	O	Cold wars	Increases the approval of visiting citizens. Increases the efficiency of all barracks, army bases the commando garrison, and the spy academy. by 8%. Eastern bloc and Russia have a constant relations bonus of 15 on base efficiency. Western power and USA have a constant relation penalty of 7 on base efficiency. Militarist have a constant standing bonus of 15 on base efficiency					
			Raised by Llamas	O	Cold wars	Increases the approval of visiting citizens. Increases the efficiency of all ranches and factory ranches by 8% . Western power,Eastern bloc, USA, EU, China,Russia, and Middle East have a constant relations penalty of 15 on base efficiency. Environmentalist have a constant standing bonus of 15 on base efficiency					
			Self Made Entrepreneur	O	Cold wars	Increases the approval of visiting citizens. Increases the efficiency of all industrial by 8%. Western Powers and USA have a constant relations bonus of 15 on base efficiency. Eastern bloc and Middle East have a constant relation penalty of 7 on base efficiency. Industrialist have a constant standing bonus of 15 on base efficiency					
			Oxford Graduate	O	Cold wars	Increases the approval of visiting citizens. Increases the efficiency of all libraries, research lab, high-schools, and college by 8%. Western Powers and EU have a constant relations bonus of 15 on base efficiency. Eastern bloc and China have a constant relation penalty of 7 on base efficiency. Intellectuals have a constant standing bonus of 15 on base efficiency					

Mausoleum	budget 90 $	efficiency scales the service quality and the impact of the influence on visitor. Liberty decreases the efficiency				Provides fun for visiting citizens and tourists. Influence visitors. Gain Money for up to 90 filthy-rich citizens upon their death. Preferred by cultural tourists No Wealth requirement for visitors	Cryogenic Vault	25,000$	modern time	Clears the current occupancy. Dying citizens will be stored in the cryogenic vault. Each of them will cast their vote for EU Socialist candidate. The building requires an additional 100 MW of electrical power. During power outages stored citizen will decay per month. Wages are increased by 30 $. Workers are required to have a High School education	capitalist -2
	4 workers High-school		The Greatest of all			Increases the approval of visiting citizens and the final rating of tourists by 10 on base efficiency					communists +6
	job quality 60		The Mastermind of progress	O	Cold wars	The bonus on the approval of visiting citizens and the final rating of tourists is increased by 10 on base efficiency . Each citizen oriented towards the communist or intellectual faction visiting the mausoleum increases the standing of the corresponding faction by 0.2					intellectuals -5
	wage 10$		The offspring of old Money	O	Cold wars	The bonus on the approval of visiting citizens and the final rating of tourists is increased by 10 on base efficiency . Each citizen oriented towards the capitalist or conservative faction visiting the mausoleum increases the standing of the corresponding faction by 0.2					conservatives +2
	electricity 20 MW		the Custodian of Harmony	O	Cold wars	The bonus on the approval of visiting citizens and the final rating of tourists is increased by 10 on base efficiency . Each citizen oriented towards the environmentalist or religious faction visiting the mausoleum increases the standing of the corresponding faction by 0.2					
	visitors 20 broke		The engineer of conflict	O	Cold wars	The bonus on the approval of visiting citizens and the final rating of tourists is Decreased by 10 on base efficiency . Each citizen oriented towards the militarist or industrialist faction visiting the mausoleum increases the standing of the corresponding faction by 0.2					
	Service quality 99										

TV station	budget 90 $	Efficiency scales the liberty bonus.				Increases the liberty nearby. Broadcast propaganda affecting citizens living nearby. Especially effective on children and retired people					capitalist +1
	4 workers High school		Telenovela			the building operates on basic setting					militarist -2
	job quality 70		Channel 1			Slightly increases the approval of citizen living in electrified building in the vicinity of the TV station every time they rest . Decreases the liberty by 5					intellectuals -5
	wage 20 $		Pay TV			You earn 10 $ foreach citizen living in electrified building in the vicinity of the TV station every time they rest . Decreases the liberty by 5					conservative +5
	electricity 45 MW		Yesterday Gold	O	Cold wars	Citizens living in electrified building in the vicinity of the TV station have a chance of 26 % to shift their political views toward the conservative faction every time they rest . Does not affect die-hard orientations . Decrease the liberty by 10					
			Global news	O	Cold wars	Citizens living in electrified building in the vicinity of the TV station have a chance of 26 % to shift their political views toward the intellectual faction every time they rest . Does not affect die-hard orientations . Decrease the liberty by 10					
			the planet and you	O	Cold wars	Citizens living in electrified building in the vicinity of the TV station have a chance of 26 % to shift their political views toward the environmentalist faction every time they rest . Does not affect die-hard orientations . Decrease the liberty by 10					
			Machines Galore !	O	Cold wars	Citizens living in electrified building in the vicinity of the TV station have a chance of 26 % to shift their political views toward the industrialist faction every time they rest . Does not affect die-hard orientations . Decrease the liberty by 10					
			We Watch	O	Cold wars	Citizens living in electrified building in the vicinity of the TV station have a chance of 26 % to shift their political views toward the Communist faction every time they rest . Does not affect die-hard orientations . Decrease the liberty by 10					
			Buy today	O	Cold wars	Citizens living in electrified building in the vicinity of the TV station have a chance of 26 % to shift their political views toward the capitalist faction every time they rest . Does not affect die-hard orientations . Decrease the liberty by 10					
			Pray Tv	O	Cold wars	Citizens living in electrified building in the vicinity of the TV station have a chance of 26 % to shift their political views toward the Religious faction every time they rest . Does not affect die-hard orientations . Decrease the liberty by 10					
			Channel of duty	O	Cold wars	Citizens living in electrified building in the vicinity of the TV station have a chance of 26 % to shift their political views toward the militarist faction every time they rest . Does not affect die-hard orientations . Decrease the liberty by 10					

Inspiring Billboard						Needs to be placed next to a road . Increases the approval of each driven by					
			campaign Coordination			All inspiring billboards with this option set use the same work mode					
			Yours Truly			Slightly increases the approval of driven by					
			Tropico flag			Decreases the chances of citizens living in the vicinity (3-tile radius) emigrating					
			Recycle !			Decreases the pollution of residential buildings in the vicinity (3-tile radius) by 10 %					
			Watch Yourselves !			Decreases the chance of citizens living in the vicinity(3- tile radius) becoming criminal					
			Never trust fire			Decreases the chance of building in the vicinity(4-tile radius) to catch fire by 66 %					
			Heavy rotation			The billboard automatically alternate between each work mode every 90 to 180 days					

Inspiring Statue			Passionate leader			slightly improves the approval of citizens working or living near the statue over time					
			welcome to the family			Increase the approval of immigrants living or working near the statue. Effects from multiple statues do not accumulate					
			unforgiving overseer			Decreases liberty around . Citizens living around the statue are less likely to become rebels . effects from multiple statues do not accumulate					
			Humble servant			Increases the liberty around and improves the relation towards superpowers in nearby embassies. Effects from multiple statues do not accumulate					
			Inspire people			Inspires people in surrounding areas and improves their overall happiness. Effects from multiple statues do not accumulate					

Research lab	Budget 160 $	Efficiency scales the knowledge generation rate				Generates a lot of knowledge for the research of regime tools	Cloud Computing	15,000$	modern time	Decreases upkeep by 70 %. Decreases required electrical power by 20 %	religious -2
	3 workers College		Keep Knowledge			the building operates on basic setting	Artificial Neural Network	3,000$	modern time	The research lab continuously generates 1 knowledge per day on base efficiency. Independent from the presence of workers	militarist +2
	job quality 70		Invent Knowledge		Modern time	The Knowledge generation rate is decreased by 70 %. While the building is fully staffed the efficiency of each office is increased by 0.1 on medium budget . the bonus can be accumulated up to a cap of 0.3					intellectuals +5
	Wage 32 $		Share Knowledge		Modern Time	Generated Knowledge is converted into raid points with a ratio of 1 to 0.26					conservative -5
	electricity 70 MW										

Space program	Budget 460 $	Efficiency scales the increase of knowledge generation of other building				Increases the knowledge generation of other buildings . Allows knowledge to the used to start missions that reward money or raise the approval of citizens	Clean Lift off	5,000$	modern time	Launches do not emit pollution . Increases job quality by 5	capitalist -2
	10 workers college		Accelerate Progress			Increases the efficiency of each library and research lab by 50 % on base efficiency					religious -5
	job quality 90		Worship the stars		modern time	Instead of boosting knowledge generation the building increases the faith happiness of each citizen by 1 on base efficiency					militarist +5
	Wage 36 $										environmentalist -2

Building	Stats	Efficiency	Upgrade		Era	Description	Item	Cost	Era	Effect	Faction
	electricity 100 MW										industrialist +2
	Commercial Mission	Send a rocket into space earning 2000S$ upon completion , needs 365 days to complete .cost 5000 knowledge									intellectuals +2
	Prestige Mission	Send a rocket into space to show off and increase the approval of all tropicans by 5 require 365 days to complete cost 5000 knowledge									
Nuclear Program	Budget 200$	Efficiency scales the construction speed and maintenance rate of the bomb				Allows the construction of a bomb that keeps superpowers from test, trading superpower relations for enhanced approval and better standing for the militarist and conservative factions	Rapid Bomb Manufacture	modern time	20,000$	Increase the bomb construction rate by 50 %. increases the power requirement by 150 %	militarist +6
	6 Workers College										environmentalist -2
	Job quality 70										industrialist +6
	Wage 26 $										intellectuals -6
	electricity 100 MW	Start the construction of a nuclear bomb . After the construction , the bomb has to be maintained to keep it ready. While the bomb is ready no superpower will launch an invasion									
	Build Bomb										
	Flex Muscles	Test the tropican bomb to increase the approval of all citizens and increase militarist and conservative standing by 5 . -10 relations with all Superpowers									
Modern time												
Central Intelligence	Budget 24 $	efficiency scales drone charging time				Central Intelligence use surveillance drones to spy on the citizens of Tropico					
	3 workers uneducated		Big Brother			Central intelligence uses surveillance drones to search for hidden rides within chosen routes area of effect . Impacts security and liberty					
	job quality 50		Consume, Sleep, obey			Generate 50 $ for every citizen living in the area of effect					
	wage 85		The golden Truth			Tropicans living in the area of effect have a 20% chance of shifting their political views towards the Capitalist faction . Their personal experience also improves					
	electricity 30 MW		the red truth			Tropicans living in the area of effect have a 20% chance of shifting their political views towards the Communist faction . Their personal experience also improves					
	configure route		the old truth			Tropicans living in the area of effect have a 20% chance of shifting their political views towards the Conservative faction . Their personal experience also improves					
			the Green truth			Tropicans living in the area of effect have a 20% chance of shifting their political views towards the Environmentalist faction. Their personal experience also improves					
			The Industry truth			Tropicans living in the area of effect have a 20% chance of shifting their political views towards the Industrialist faction . Their personal experience also improves					
			the factual truth			Tropicans living in the area of effect have a 20% chance of shifting their political views towards the Intellectual faction . Their personal experience also improves					
			the Military truth			Tropicans living in the area of effect have a 20% chance of shifting their political views towards the Militarist faction . Their personal experience also improves					
			the Holy truth			Tropicans living in the area of effect have a 20% chance of shifting their political views towards the Religious faction . Their personal experience also improves					
Tourism												
Cold wars												
Tourist Port	Budget 43$	Efficiency scales the tourist ship frequency				Well of or rich tourists will arrive and depart from here via ship . Decrease crime safety in the area	Flower Lei Dispenser	350$		Increase the overall happiness of tourists arriving by 5	capitalist +2
	6 workers uneducated		Economy Linear			Tourists arriving at the tourist port are well off					environmentalist +2
	job quality 5		Luxury Linear	O	Cold war	Tourists arriving at the tourist port are rich. Upkeep is increased by 50 %. The passenger capacity is reduced by 60 %					
	wage 75										
	refit	teamster port (1700$) landing(3000$)									
Cabin	Budget 12$	Efficiency scales the service quality . Beauty increases the efficiency				Good quality tourist accommodation with 1 room . Preferred by back paper tourists . Guests must be well off or better					communist -2
	1 residence well off										environmentalist +2
	housing quality 42										
Beach Villa	Budget 44$	Efficiency scales the service quality . Beauty increases the efficiency				High-quality accommodation with 2 room . Preferred by tourists seeking stress relief. Guests must be rich or better	Air condition	2900$		Increases efficiency by 25%. the building requires an additional 6 MW of electrical power	capitalist +2
	2 residence Rich		Scenic View			the building operates on basic setting					environmentalist -2
	housing quality 60		Quiet House	O	Modern times	Increase housing quality by 12 . Job quality by 20, and expenses by 60 $. Reduces accommodation slot by 1 . Guests must be filthy rich . Can only be booked by guests without children					
	1 workers High school										
	Job quality 50										
	Wage 100$										
Cabana village	Budget 36 $	Efficiency scales the service quality . Beauty increases the efficiency				Good quality tourist accommodation with 4 rooms . Preferred by thrill-seeking tourists . Guests must be well off or better	Mini Mars	900$		Increase the efficiency by 25 %. The building requires an additional 8 MW of electrical power	
	6 Residence Well off										
	Housing quality 48										
	2 workers uneducated										
	Job quality 43										
	Wage 6 $										
Motel	Budget 24$	Efficiency scales the service quality .				lower quality tourist accommodation with 8 rooms . Guests must be well off or better	Ceiling Fan	390$		Increases efficiency by 25 %. The building requires 10 MW of electrical power	capitalist -2
	8 Residences Well off		Seasonal Cleaning			the building operates on basic setting					communist +2
	Housing quality 32		Personal Cleaning			Housing quality is increased by 16 . Job quality is decreased by 10. Thrill-seeking tourists will prefer the building					
	2 Workers Uneducated		Regular			Housing quality is increased by 8. Upkeep is increased by 90 %. Relaxation tourists prefer the building					
	job quality 40										
	Wage 86										
Hotel	Budget 69$	Efficiency scales the service quality .				High quality tourist accommodation with 12 rooms . Preferred by tourists seeking stress relief. Guests must be well off or better	Air condition	7000$		Increases efficiency by 20 %. the building requires 20 MW of electrical power	
	12 residences Well off		Hotel Tropicana			the building operates on basic setting	Elevators	9900$		Increases efficiency by 25 %. the building requires 30 MW of electrical power	
	housing quality 50		Hotel Camarote			Increases the number of accommodations slots by 4 . Decreases the housing quality by 10					
	4 workers Uneducated		Supply Local Business	O	Cold wars	Room slot are decreased by 2 . Housing quality is decreased by 6 . While the building is operated , the efficiency of each office is increased by 10 % on medium budget . The bonus can be accumulated up to a cap of 30 %					
	Job quality 45										
	Wage 86										
Scenic Outlook	Budget 6 $	Efficiency scales the service quality . Efficiency is scaled by beauty and the elevation				Low cost attraction that provide fun to visiting tourists . Visitors must be well off or better	Coin slots	1,900$		Adds a fee of 3$ of base efficiency to the building	capitalist -2
	4 visitors Well of										environmentalist +2
	service quality 45										
Souvenir Shop	budget 19 $	Efficiency scales the service quality . Efficiency is scale reach by world wonders				Provide fun to visiting tourists . Visitors must be well off or better					capitalist +2
	2 workers uneducated		Meager Mementos			The building operate on basic settings. the required economic wealth of visitors is well off					intellectuals -2
	job quality 45		Pretentious Kitsch	O	Cold wars	Increase the fee by 300 %. The service quality is increased by 10. the required economic wealth of visitors is fifty rich					
	wage 7 $		Tacky Toys	O	cold Wars	Increases the fee by 60 %. the service quality is decreased by 6 . The required economic wealth of visitors is well off. Children tourists prefer the building					
	12 visitors well off										
	service quality 60										
	fee income 68										
	tourist only 36$										
Tour office	Budget 30$	Efficiency scales the service quality				Provides fun to visiting tourists . Visitors must be well off or better					environmentalist+2
	3 workers uneducated		Tourist Information			the building operates on basic setting					conservatives +2
	job quality 45		Hiking Trips			You need to designate a tour destination. Visitors will travel to the destination. the efficiency is scaled by the beauty of the tour destination and increased by a bonus of 0%. that is decreased for every non-decoration building or road in the vicinity by 5 %. Increases the fee by 100 %. Backpacker tourist prefer this building					
	wage 85		Insider Tips			You need to designate a tour destination. Visitors will travel to the destination. the efficiency is scaled by the beauty of the tour destination and increased by 5 %. for every entertainment building in the vicinity to a cap of 20%. Increase the fee by 100 %. thrill seeking tourist prefer this building					
	24 visitors well off										
	service quality 60										
	fee income 68										
	tourist only 36$										
ancient ruins	Budget 62$	Efficiency scales the service quality . Beauty increases the efficiency				Ancient ruins can only be constructed on existing undeveloped ancient ruin sites . provides fun to tourists . preferred by cultural and back paper tourists . visitors must be well off or better					religious -2
	4 workers Uneducated		Almost Pristine			the building operates on basic setting					environmentalist -2
	Job quality 50		Theme park exploit			Preferred by relaxation, thrill seeking and child tourists . the base fee is increased by 10%. The base service quality is increased by 6. Add 1 job positions					intellectuals -2
	Wage 12 $		Archeological Digging Side			the base fee is increased by 200% and visitor need to be filthy rich. The base wage is increased by 58. Workers require college education. Visitors slots are decreased to 2 per employed worker . The building generates knowledge points. Not preferred by any tourist type					conservatives +2
	24 visitors well off		Unofficial Scavenging Site			the building has no visitors slots . The base wage is increased by 200%. the building decreases crime safety nearby by 10. The building generates money for the Swiss Bank Account					
	service quality 94										
	fee income 158										
	tourist only 36$										
Ethnic Enclave	budget 39 $	Efficiency scales the service quality . Beauty increases the efficiency				Provides fun to visiting tourist . Visitors must be well off or better					intellectuals -2
	4 workers uneducated		Theme park			the building operates on basic setting					conservatives +2
	Job quality 50		Folklore Festival	O	Cold wars	Cultural tourists prefer this building. Decreases the service quality by 10 . Fees are increased by 30 %					
	wage 6 $										
	16 visitors well off										
	service quality 55										
	fee income 158										
	Tourist only 90$										
Balloon Tours	Budget 42$	Efficiency scales the service quality				Takes tourist on scenic flights around tropico . Beauty along the route influences tourist happiness	Balloon advertisements	1,900$	modern time	Installs advertising banners on the side of the balloon. Reduces passenger enjoyment by 10 % but generates 50$ for each residential building in the balloons area of effect	
	4 workers uneducated		Scenic flights			The balloon tour operates on normal setting					

Job quality 45	High speed flights			The balloon tour flies faster but passenger enjoyment is reduced by 35 %				
Wage 88								
32 visitors well off								
service quality 45								
fee income 88								
tourist only 468								

Modern Time

Airport

budget 725	efficiency scales the airplane frequency			Rich or filthy rich tourists will arrive and depart from here via airplanes. Decreases crime safety in the area	Duty free shop	2,500$	Every adult tourist spends 20$ when arriving on tropico via this airport	capitalist +5
6 workers high school		Economic Airliner		Tourists arriving at this airport are well off.	In-Flight Meals	1,000$	Increases the overall happiness of tourists arriving on Tropico by 15	communist -2
job quality 66		No Frill airliner	O	modern times	Tourists arriving at this airport are well off. Upkeep is decreased by 25%	Metro Station	4,000$	The airport requires an additional 10 MW of electrical power. The airport also acts as a metro station for tourists	religious -2
wage 103		Luxury Airliner	O	modern times	Tourists arriving a this airport are filthy rich. Upkeep is increased by 50%. The passenger capacity is reduced by 80%				environmentalist -6
electricity 15MW								
Transportation								
required wealth poor								
fee income 18								

Economy Hotel

budget 100$	Efficiency scales the service quality			Fair quality accommodation with 16 rooms . preferred by backpacker tourists. Guests must be well off or better	Process Optimisation	2,500$	Increases the efficiency by 10% Upkeep is reduced by 10%	capitalist -2
18 residence well off		Full Room		the building operates on basic setting				communist +2
6 workers Uneducated		Half room	O	modern times	Increase the accommodations slots by 16 . decreases the expense by 43 %, efficiency by 50%, and job quality by 50 %				
wage 88								
electricity 16 MW								

Family Resort

budget 80$	Efficiency scales the service quality , beauty increases the efficiency			Tourist accommodation with 8 rooms. preferred by travelling children . Guests must be well off or better	Kids Activity Center	1,500$	Child tourists staying here add the building as a visited attraction	religious +2
8 residence well off								militarist -2
4 workers Uneducated								intellectuals -2
wage 88								conservative +2
electricity 20MW								

Luxury hotel

budget 264$	Efficiency scales the service quality			Best quality accommodations with 6 rooms. Guests must be filthy-rich	Vintage Gilded Faucets	4,000$	Increases the efficiency by 10 %	capitalist +5
6 residence filthy rich		Permanently Exclusive		the building operates on basic setting				communist -5
4 Workers Uneducated		Permanent Exhibition		Decreases the visitor slot by 2 . the building is preferred by cultural tourists. The efficiency of each museum of modern art is increased by 0.1 on medium budget . the bonus can be accumulated up to a cap of 0.3				religious -2
Job quality 90								conservative +2
wage 165								
electricity 40MW								

Skyscraper hotel

budget 180$	Efficiency scales the service quality			Fair quality accommodations with 16 rooms guests must be rich or better	Action floor	4,500$	Thrill seeking tourists add their stay at these accommodations as an additional visited attraction . Thrill seeking tourists will also prefer this building	capitalist +5
16 residence rich		Buena Vista on all floor		the building operates on basic setting	Wellness floor	4,500$	Relaxations tourists add their stay at these accommodations as an additional visited attraction . Relaxation tourists will also prefer this building	communist -2
8 Workers Uneducated		Supply local Business	O	modern Times	Room slot are decreased by 2 . Housing quality is decreased by 9. While this building is operational, the efficiency of each office is increased by 10 % on medium budget . The bonus can be accumulated up to a cap of 30 %				environmentalist -6
job quality 46								industrialist +2
wage 103								
electricity 20MW								

Cruise Ship

budget 208$	Efficiency scales the housing quality. The beauty of the location of the Cruise Ship increases the efficiency			High quality accommodation with 12 rooms. Guests must be rich or better	Glass Bottom	3,000$	Increases the efficiency by 10 %	
12 residence rich		Love boat		the building operates on basic setting				
housing quality 73		Litter Boat		Decreases the upkeep by 50 %. The ship starts emitting pollution				
4 workers Uneducated								
job quality 56								
wage 122								

super villa

budget 80$	Efficiency scales the service quality , Beauty increases the efficiency			Hybrid that can be used as tourist accommodation and residence for citizens with one room or household respectively. Provide the best quality. Preferred by celebrity tourists. Guests and tenants must be filthy rich. Hosts resident celebrities.	Topiary Artisan	900$	Adds a job position . With a worker the building increases beauty in its vicinity	
1 residence filthy rich		Resident	all resident	open house	Increase the tourism rating by 2 based on the current tropico love. Costs a monthly compensation of 100$	Alert Bodyguard	1,200$	Adds a job position. With a worker the building increases crime safety in its vicinity	
electricity 16 MW		Offer Citizenship to Magnus Meeling		lobbyist	The superpower relation malus of all offshore offices is decreased by 12% based on the current Tropico love . Cost a monthly compensation of 100$				
				Motivation Coach	Increase the job quality of every workplace by 6 based on the current Tropico love . Costs a monthly compensation of 200$				
		Offer Citizenship to Buck Bailey		franchise figurehead	Increase the efficiency of all fast food joints by 12 % based on the current tropico love . Cost a monthly compensation by 100$				
				deputy	Increase the radius in which police stations increase crime safety by 12 % based on the current Tropico love . Costs a Monthly compensation of 100$				
		Offer Citizenship to Aiden Morley		Ambassador	The superpower relation malus of all offshore offices is decreased by 5% based on the current Tropico love. Costs a monthly compensation of 100$				
				Friendly face	Modifies the liberty entitled from the palace by 12 based on the current Tropico Love . Costs a monthly compensation of 100$				
		Offer Citizenship to Irion Gates		System analyst	Decrease the power consumption of the cyber operation center, nuclear program, space program and all research lab by 12 % based on the current Tropico love Costs a monthly compensation of 100$				
				Green engineer	Increase the power production of wind turbines, waste treatment, facility and solar power plant by 12 % based on the current tropico love . Cost a monthly compensation of 100$				
		Offer Citizenship to Brittany Bissell		Luxury patronage	Supports luxury entertainment by funding 4% of the upkeep and wages of these buildings based on the current tropico love				
				Testimonial Campaign	Increases the efficiency of all shopping malls by 12 % based on the current Tropico Love . Costs a monthly compensation of 200$				
		Offer Citizenship to Jesus Fuego		Public Mediator	Decrease the impact of negative influence on tropicans personal experience by 12 % based on the current Tropico love . Costs a monthly compensation of 100$				
				Professorship	Increase the efficiency of all colleges by 12% based on the current Tropico love Cost a monthly compensation of 200$				

Public service

Colonial

Chapel

Budget 24$	Efficiency scales the service quality of the building			Provides faith to visiting citizens. There is no wealth requirement for visitors				revolutionaries +2
2 workers high school		Traditional sermon		The building operates on basic setting				royalist -2
job quality 56		Help Not-Preach later		The service quality is decreased by 10. If visitors have their healthcare happiness lower than 25 they will also receive healthcare service with a quality of 25				religious +2
wage 123								
8 visitors broke								
service quality 45								

Grocery

Budget 24$	Efficiency and local food variety scale the service quality of the building			Sells edible goods to provide food to the household of visiting citizens . Sells consumer goods to increase all happiness values of visiting citizens and their households . Visitors be a least poor				capitalist +2
4 Workers Uneducated								communist -2
job quality 55								industrialist -2
Wage 66								conservatives +2
16 Visitors poor								
Food variety 11								
Services quality 45								
fee income 36								

World Wars

Church

Budget 61$	Efficiency scales the service quality of the building			Provides faith to visiting citizens. There is no wealth requirement for visitors	Pompous Bells	1,200$	Decreases the visiting time	communist -2
3 workers high school		Legroom		The building operates on basic setting				religious +5
job quality 46		Shared Seats		Every worker provides 2 additional visitor slots . Service quality is reduced by 15				conservatives +2
wage 19 $								
18 visitors broke								
service quality 60								

Clinic

budget 52$	Efficiency scales the service quality of the building			Provides healthcare to visiting citizens . Visitors must be at least poor	Modern Diagnostics	2,500$	Cold war	Increases the amount of visitor slots per worker by 2	capitalist +2
2 workers college		State approved doctor		The building operates on basic setting	Anesthetization	1,800$		Increases service quality by 10	religious +2
job quality 70		Quacksalver	O	World War	Workers only require a high school education . the base wage is decreased by 68 . Decrease the service quality by 30 Visitors don't stay as long				environmentalist -2
wage 20$									
12 visitors broke									
service quality 61									

Fire station

budget 70 $	Efficiency scales the increase of the survival chance of people trying to escape from burning building			Dispatches firefighters to extinguish any burning building they can reach via roads or on foot . if required . increases the survival chance of people trying to escape from burning buildings	Fire Fighting Helicopter	15,000$	cold war	the fire station can send a fire helicopter to difficult to access fires	
4 workers high school		Put it out		The building operates on basic setting	High Pressure Water Jet Nozzles	7500$	cold war	Reduces the time it takes for firefighters to extinguish any fire by 20 %	
job quality 66		Cut to tree	O	cold war	Increases the housing quality of all residential buildings within the influence range by 6 on base efficiency				
wage 165		Building Inspections	O	cold war	Lowers the upkeep of all buildings within the influence range by 10% on base efficiency				
		Evacuation Drills			Increases the chances of survival from burning buildings within the influence range by 35% on base efficiency				

Cold Wars

Cathedral

budget 168 $	Efficiency scales the service quality of the building			Provides faith to visiting citizens. There is no wealth requirement for visitors	Dunning Confessional	3,000$	The Cathedral starts emitting 15 crime safety	communist -2
4 workers college		Rock Solid Faith		The building operates on basic setting				religious +5
job quality 80		Confessional à la presidente	O	Cold wars	The cathedral has a 5% chance to discover hidden rides of visitors . The service quality is decreased by 16				militarist -2
Wage 36$		Bibbe e bibelots	O	Cold Wars	The cathedral becomes a tourist attraction providing the same faith happiness to tourists as it provides faith to citizens . the service quality is decreased by 10 . The base fee is set to 4 $				conservatives +2
32 visitors brokes								
service quality 60								

Hospital

Budget 176$	Efficiency scales the service quality of the building			Provides healthcare to visiting citizens . Visitors must be well off or better	Hospitalization Wing	6,000$	Adds 2 visitor slots per employed worker	capitalist +2
4 workers college		Hospital Treatment		The building operates on basic setting				religious -3
Job quality 65		Ambulant Treatment		Increase the amount of visitor visits per workers by 2. Decreases the efficiency by 25%. Decreases the visiting time				environmentalist -2
Wage 32$		Treatment Studies	O	modern times	Decrease the service quality by 16 . Each worker generates knowledge while working				intellectuals +5
Electricity 30 MW								
24 visitors brokes								

Asylum

budget 98$	Efficiency scales the impression of treatment of patients			Treats persons you institutionalized . They lose their political views	Resistance chamber	2,500$	Increases the efficiency by 20 %. This bonus is not cumulative . The building requires 8 MW of electrical power	capitalist -2
detention 12		Rest in Repetition		The building operates on basic setting				religious +2
6 workers college		Way of the Red pill	O	Cold War	Inmates that did their time are true fans of El presidente and will influence people they meet for some time. The upkeep is increased by 20 $ and the wage by 28				environmentalist -2

Building	Budget	Efficiency	Mode 1		Mode 2	Effect	Item 1	Cost	Item 2	Cost	Item 3	Cost	Item 4	Cost	Attribute
	Job quality 50		Way of the Blue pill	O	Cold War	Inmates that did their time think that they were tourists, depart from their vacation, and give a favorable rating. The upkeep is increased by 20$ and the wages by 2$									intellectual +3
	Wage 15$														

Garbage Dump	Budget 44 $	Efficiency scales the pollution cleaning rate of the building	All trash is Equal			Reduce pollution of other buildings within range while creating pollution itself. Reduce pollution of all buildings within reach with the base cleaning rate	Habitat Overalls	1,000$	modern time		Upkeep is increased by 8$. Job quality is increased by 10	environmentalist -6			
	3 workers uneducated		Industrial Waste Disposal			Reduces pollution of industrial buildings only. The cleansing rate is increased by 120% and the building's own pollution is decreased by 10%						industrialist +3			
	Job quality 30		Civic Garbage Collection			Reduces pollution of residential buildings only. The cleansing rate is increased by 110% and the building's own pollution is decreased by 20%									
	Wage 13$														
	30 up	Bury the accumulated trash in a landfill to keep the garbage dump operational. The landfill still pollutes the vicinity but neutralizes over time cost: 10000$													

Shopping Mall	Budget 98$	Efficiency and local food variety scale the service quality of the building				Sells edible goods to provide food to the household of visiting citizens - Sells luxury goods to increase all happiness values of visiting citizens and their households. Visitors must be well off or better	Luxury Outlets	20,000$			Adds in stocks for luxury goods. Rich and filthy rich customers buy luxury goods and pay additional 10$. every type of luxury good bought will further increase the happiness of the customers	capitalist +6			
	8 Workers Uneducated		Self Service			The building operates on basic setting	Air Conditioning	15,000$			Increases the job quality by 20. The building required an additional 40 MW of electrical power	militarist +3			
	Job quality 55		Packing Service			Decrease job quality by 10. Visiting time is decreased by 50%. Work shifts are slightly longer						industrialist +2			
	Wage 9$											conservative -2			
	Electricity 60MW														
	40 Visitors Well off														
	Food variety 11														
	fee income 48														
Waste Treatment Facility	Budget 90$	Efficiency scales the pollution cleansing rate of the building	Clean Incineration			Reduce pollution of other buildings within range	Scrapheap Scrounging	4,000$			Generates trace amount of aluminum, rubber, uranium, and nickel based on efficiency	environmentalist +2			
	4 workers High school		Refuse Incineration	O	Modern times	The building operates on basic setting / Produces 4 MW of electric power per building affected by the waste treatment facility on base efficiency						industrialist -2			
	Job quality 45											intellectuals +2			
	wage 20$											Conservative -2			
Rehab Center	Budget 240$	Efficiency scales the service quality of the building	Proper Detox			Provides healthcare to visiting citizens and fun to visiting tourists preferred by celebrity tourists. Visitors must be at least rich / The building operates on basic setting									
	5 workers college		Rapid Detox			Halves the visiting time. each visitor has a 10% risk of not surviving their visit									
	Job quality 70		Subsidized Detox			Visitors need to be well off or higher; the fee is decreased by 90 %. The upkeep is increased by 300%									
	wage 44$		Pretend Detox	O	Modern Times	The actual service quality provided is 70% of the displayed value. the wealth of visitors is filthy rich									
	electricity 10MW														
	25 Visitors Rich														
	fee income 90$														
	Tourist only 449$														
Beauty Farm	Budget 214$	Efficiency scales the service quality of the building	Wellness & Spa			Provides faith to visiting citizens and fun to visiting tourists. Preferred by celebrity tourists. Visitors must be at least rich / The building operates on basic setting	Cryolipolysis Device	3,000$			Increases the service quality by 10. The building requires additional 8MW of electrical power				
	6 workers High school		Wellness & scalpel			Workers require college-education. Increase the wages by 100%. The fee is increased by 100%. the service quality is increased by 10									
	Job quality 70		Champagne & scalpel			Workers require college-education. Increase the wages by 200%. The fee is increased by 300%. the upkeep is increased by 200%. Visitors need to be filthy rich									
	wage 36$														
	electricity 10MW														
	25 Visitors Rich														
	fee income 46$														
	Tourist only 349$														
Drone to home delivery	Budget 42$	Efficiency scales the Zeppelin loading speed	Fast food			Uses Drones to deliver meals directly to people's house in the vicinity, the drone to home delivery location can be chosen freely / Drone to home delivery uses whatever is in stock to make cheap, low quality meals. Converts 2 food to 1 meals. have a quality of 40. the price per meal is 3									
	6 workers uneducated		Premium Meals			The zeppelin only delivers expensive, high quality meals. Needs at least 4 types of food. Increases price per meal to 10									
	Job quality 50														
	wage 68														
	electricity 30MW														
	Zeppelin														
	Drones 10														
	Meals 200														
	food quality 40														
	price per meal 3 $														

Guard Tower	Budget 23$	Efficiency scales the chance to discover hidden roles and the rate of fire				Engage enemy squads during military conflicts and has the chance to discover hidden roles of passer-by. Decreases liberty around	Modernize	World wars	710$		Upgrade this building into a watchtower	revolutionaries +1			
	3 workers Uneducated											royalist +1			
	job quality 40											Religious -1			
	wage 76											militarist +1			
	military strength 10														
Fort	Budget 94$	Efficiency scales the fighting capabilities of the individual units of each squad				Provides infantry squads to fight in military conflicts. decreases liberty nearby	Modernized Weaponry	2,000$			Increase the fire rate by 10% while in "Man the ramparts" work mode. Decrease upkeep by 5$. the risk for catching fire is reduced	revolutionaries +2			
	8 workers Uneducated		Defensive			the building provides a squad to defend against attackers	Arsenal	4,000$			Increase the efficiency of each military and defensive building within the military strength radius by 25 %. The fort deploys militia squads, when "militia" is set in the constitution	Royalist -2			
	job quality 35		Main the ramparts			the building does not provide a squad. Soldiers stay within it to defend it against attacker	Utility Installations	1,000$			If a worker has their healthcare happiness lower than 20 they will receive healthcare service with a quality of 20. If they have their faith happiness lower than 25 they will receive faith service with a quality of 20	religious +2			
	wage 8$		Offensive (only multiplayer)			the building provides a squad that can be sent on attacks or defend against attackers						militarist +2			
	defend buildings	In Case of attack, the troops sent by this building will assemble at the building to defend, waiting for attackers													
	Engage attackers	In Case of attack, the troops sent by this building will actively try to intercept attackers before they reach their target													
Pirate Cove	Budget 52$	Efficiency scales the generation rate of raid points	Under black sails			Send pirates on raids to loot resources or people, or on a heist to acquire a landmark Unlocks smuggler's trade routes Decreases crime safety nearby / The building operates on basic settings	A reel big telescope	3,000$	World wars		Increases efficiency by 10 %	revolutionaries +6			
	4 workers uneducated		On a Dead Man's chest			The duration of mission is decreased by 50%.Raiders have a chance of 20 % to die on the mission						royalists -5			
	job quality 50											capitalist +2			
	wage 8$											communist -3			
		loot : Generator, hides, iron Raid point 2000 time 6 months colonial	loot : Coconuts, sugar, wood Raid point 2000 time 6 months colonial	loot : Coffee , corn, gold Raid point 2000 time 6 months	loot : Coal , log, pineapple Raid point 2000 time 6 months	loot : fish , nickel, tobacco Raid point 2000 time 6 months world wars	loot : Cotton, Meat, Oil raid point 2000 time 6 month world war	loot : aluminium, Cocoa, shellfish Raid point 2000 time 6 months	loot : Milk, Rubber, Uranium Raid point 2000 time 6 months		religious -2			
		Rescue : Any Raid point 2000 time 6 months	Rescue : Educated Raid point 2000 time 6 mois	Rescue : Many Raid point 2000 time 6 mois	Treasure hunt raid point 2000 time 6 month	Heist blowsferage raid point 6000 time 24 month	Heist Brandenburg gate raid point 6000 time 24 month	Heist Hagia Sophia raid point 6000 time 24 month	Heist Register of Samarkand raid point 6000 time 24 month		militarist +2			
Watchtower	Budget 24$	Efficiency scales the chance to discover hidden roles and the rate of fire				Engage enemy squads during military conflicts and has the chance to discover hidden roles of passer-by. Decreases liberty around	Fake security Cameras	600$	cold war		Increases crime safety by 10 decrease liberty by 5	religious -2			
	3 workers Uneducated						Reel Machine Gun	1,700$			Increases the fire rate of the watchtower to 12%	militarist +2			
	job quality 45														
	Wage 75														
	military strength 10														
Barracks	Budget 103$	Efficiency scales the damage and 10 points of deployed squads				Provides an infantry squad to fight in military conflicts	Motorized Infantry		2,000$		Squads deployed by this building use a truck to reach their destination	religious -2			
	8 workers uneducated						Special training	cold war	6,000$		Upgrades the squads to modern infantry	militarist +2			
	job quality 40														
	wage 12$														
	defend buildings	In Case of attack, the troops sent by this building will assemble at the building to defend, waiting for attackers													
	Engage attackers	In Case of attack, the troops sent by this building will actively try to intercept attackers before they reach their target													
Army Base	Budget 232$	Efficiency scales the damage and 10 points of deployed squads				Provides an tank squad to fight in military conflicts	Reactive Armor	cold wars	20,000$		Upgrades the troop type to tank Mk-II	religious -3			
	2 workers uneducated											intellectuals -2			
	job quality 65											conservatives +2			
	wage 14 $														
	defend buildings	In Case of attack, the troops sent by this building will assemble at the building to defend, waiting for attackers													
	Engage attackers	In Case of attack, the troops sent by this building will actively try to intercept attackers before they reach their target													
Commando Garrison	Budget 100$	Efficiency scales the generation rate of raid points	Focus on mission training			send Commandos on raids to destabilize the caribbean, light guerrillas, sabotage Superpowers, or go on heist to acquire a landmark . decrease liberty in the vicinity / The building operates on basic settings						capitalist -2			
	8 workers High school		Provide Tactical insight	O	Cold war	Decrease the efficiency of the building by 10%. increase the fill points of all military squads by 25% on base efficiency						communist +3			
	job quality 55											religious -3			
	wage 15$											militarist +6			
		Intimidate Neighbors raid point 2000 time 18 month Decrease caribbean happiness by 5 %	Guerrilla Patrol raid point 2000 time 6 month number of guerrillas reduced by up to 6	Sabotage superpower 2000 raid points 6 months sabotage superpower in order to prevent them from issuing harmful actions against you for a time	Treasure hunt 2000 raid points 6 month Randomly gain one the following : available blueprint available regime loot 100000$, 6000 raid points									
		heist by matrel raid point 6000 time 24 month	heist eiffeltower raid point 6000 time 24 month	Heist Mont Meads raid point 6000 time 24 month	Heist Hikone Castle raid point 6000 time 24 month									

Security checkpoint	Budget 10$	Efficiency scales the chance to uncover hidden roles				Can be placed on a road to check drivers-by for hidden roles. increases crime safety and reduce liberty	Rubber Gloves	200$			Enables the building to discover the role crime lord and rebel leader	communist +2			
	1 worker uneducated		Random Checks			The building operates on basic setting . on base efficiency the security checkpoint has a chance of 4% to detect hidden roles of driver-by						militarist +2			
	job quality 45		Road Toll	O	Cold wars	There is no ride detection. the building does not increase crime safety. You earn 1$ for every car passing the checkpoint						industrialist -2			
	wage 85											intellectuals -2			
Aircraft Carrier	Budget 420$	Efficiency scales the damage output of the fighter planes				Host fighter planes that will automatically attack enemy squads						religious -4			
	4 workers Uneducated		Carpet Bombing			Buildings and squads around the target of the fighter planes takes 20 % of the damage inflicted to the target as collateral damage						militarist +6			

Building	Stat	Upgrade/Option 1	Upgrade/Option 2	Upgrade/Option 3	Upgrade/Option 4	Description	Task	Cost	Era	Effect	Faction
	job quality 80	Precision Strike	O			The damage is increased by 50 %. Fighter planes cause no collateral damage . every attack run costs 1000$ before it can be initiated			Modern time		
	wage 30$										
	Military strength 240										
Spy academy	Budget 191 $	Efficiency scales the generation rate of raid points				Send spies on raids to detect hidden riots in your population, provide an uprising, steal new technologies, or go on a heist to acquire a landmark					communist +6
	3 workers College	Tropican Style agency				The building operates on basic settings					militarist -5
	Job quality 65	Western Style agency	O		Cold wars	Increases the wage by 40$ efficiency is increased by 10 %					intellectuals +3
	Wage 275	Eastern- Style agency	O		cold wars	The building require " high school education . Efficiency is increased by 20% Raiders have a chance of 20% to do on the mission					conservative -3
	observation Raid point 1500 time 4 months reveals the hidden role of up to 10 of your citizens and reduces the chances of citizens turning rebel or criminal by 20% for 36 months upon completion	Provoke Rebellion Raid points 2000 time 6 months Send spies to infiltrate the rebellion . the spies will spark an uprising on completion	Espionage Blueprint Raid point 2000 time 6 month Send spies to steal random building blueprint from other nations	Espionage Regime Tool raid point 2000 time 6 month Send spies to steal a random regime tool like an edict, building work modes or constitution topics from other nations		Espionage Knowledge 2000 raid points time 6 months send spies to steal knowledge points from other nations					
	Treasure hunt 2000 raid points 6 month Randomly gain one of the following available building tool 10000$ 5000 raid points	Heist Statue of liberty 5000 raid points time 24 months	Heist Great Sphinx 5000 raid points time 24 months	heist Colosseum 5000 raid points time 24 month		Heist Saint Basil's Cathedral 5000 raid points time 24 months					
Modern Time											
Defense HQ	Budget 200$	Efficiency scales the range increase of defensive building				Increases the attack range of defensive building . decreases liberty nearby					Capitalist -6
	6 workers Uneducated	Static defense				Increase the attack range of all defensive buildings by 50% on base efficiency					religious -5
	job quality 75	Dynamic Defense				Increases the hit points of all defending squads by 25 % on base efficiency					militarist +6
	wage 40$										conservative +6
Drone Command	budget 85 $	Efficiency scales the success chance for liquidating a target				Send out drones that try to liquidate foreign spie, rebels, and criminals	Supervised Ai	5,000$		Each worker can execute 1 additional order per shift	religious -5
	4 workers uneducated	High Priority target only				Only discovered Crime lords, rebel leaders, and foreign spie will liquidated by drones					militarist +5
	job quality 75	Medium Priority Target Included				Drones will liquidate discovered Crime lords, Rebel leader, foreign spies, Criminals and rebel					intellectuals -2
	wage $15	Opposition is reason Enough				Drones will liquidate discovered Crime lords, Rebel leader, foreign spies, Criminals and rebel ,and citizens with an approved lower than 20					conservatives +2
	electricity 50MW										
Cyber operations center	budget 170$	Efficiency scales the generation rate of raid points				Assign hackers to manipulate export prices, fix tourist ratings, steal new technologies, or acquire a landmark					militarists -5
	4 workers college	Get into the Flow				The building operates on basic settings					industrialists -2
	job quality 80	Glued to the screen				Increases the efficiency by 25 %. Workers lose 30 health happiness after each work shift and 50 after taking part in a raid or heist					intellectual +5
	wage 30$										conservatives -2
	electricity -160 MW										
	Market Manipulation (export) 2000 raid points time 3 months Create 10 export trade routes with +40% price deviation for the next 2 trade offers	Market Manipulation (import) 2000 raid points time 3 months Create 10 import trade routes with -20% price deviation for the next 2 trade offers	Treasure hunt 2000 raid points 6 month Randomly gain one of the following available building tool 10000$ 5000 raid points	Fantasy reviews raid point 2000 time 6 months Splash multiple perfect rating for every tourist type							
	Heist the great pyramid at giza 5000 raid points 24 months	Heist Neuschwanstein castle 5000 raid points 24 months	Heist temple of heaven 5000 raid points 24 month	heist Winter palace 5000 raid points 24 month		heist White house 5000 raid points 24 month					
Government & finance											
Colossal											
Dungeon	Budget 34$	Efficiency scales the impression of detention on arrested individual				Enables you and the police to arrest people and keeps them in custody					revolutionaries -6
	Detentions 6	Out of sight - out of mind				The building operates on basic settings					Royalist +6
	4 workers uneducated	Convict Labor				Decrease the efficiency by 30 % and generate 20$ for each inmate per month					capitalist -2
	job quality 40										religious +2
	wage 80										intellectuals -3
											conservatives +6
world wars											
Trade Institute	Budget 200$	Efficiency scales the decrease of the trade impact caused by exports				Provides a Forecast of market trends and allows to manually provoke market trends. Decreases the impact on trade prices caused by exports	E-Trading	9,000$	modern Times	Increase the number of provocable trends by 1. Add 5000W Power Consumption to the building	
	4 workers college	Calm Markets				The building operates on basic settings. Reduce the monthly trade impact from importing goods by 10 % per worker on base efficiency					
	job quality 60	Study Markets	O		World Wars	Generates Knowledge based on the average trade impact per worker on base efficiency					
	Wage 45$										
	Provoke Bull	Set a positive price trend on some goods cost 2000 knowledge									
	Provoke Bear	Set a negative price trend on some goods cost 2000 knowledge									
Police Station	Budget 34$	Efficiency scales the crime safety increase				Policemen are patrolling the streets and will put known criminals and crime locks into detention autonomously while there are open slots in dungeons or prisons . Increase the crime safety nearby	Second shift	1,000$		Adds 4 job positions	capitalist -2
	4 workers Uneducated	Serve and protect				The building operates on basic settings					communist -2
	job quality 60	Live and Let Live	O		World wars	Every apprehend criminal will add 500$ to your Swiss bank account. The crime safety of the police station is decreased by 20					conservatives +5
	wage 80	Always on duty	O		World wars	The homes of employees increase crime safety, decreases job quality by 10					
Prison	Budget 110$	Efficiency scales the impression of detention on arrested individual				Enables you and the police to arrest people and keeps them in custody	Interrogation Room	2,000$		Hidden roles of all family members of inmates are uncovered	
	Detention 32	Lock Em Up				The building operates on basic settings					
	6 workers High school	Reeducation Program				Uneducated inmates have a chance of 50 % to get a high school education when they do their time. The upkeep is increased by 10 %					
	job quality 90	Convict labor				Decrease the efficiency by 30 % and generate 20$ for each inmate per month					
	Wage 100										
Immigration office	Budget 38$	Efficiency scale the increase of the immigration rate				Increases the immigration rate	Security Controls	3,000$	cold wars	Increase upkeep by 10 %. there is a chance of 30% to detect the hidden role of each immigrant arriving on Tropico	intellectuals -5
	2 workers college	open doors				Allow everyone to immigrate, increasing the immigration rate by 50% on base efficiency					conservatives +5
	Job Quality 58	Skilled Workers	O		Cold Wars	Increases the chance for immigrants with high school and college education by 20 % on base efficiency					
	Wage 14$	Tropico First				Decrease the immigration rate by 80 % on base efficiency					
Customs office	Budget 80$	Efficiency scale the bonus on the export prices				Increases export prices	Tax Evasion	10,000$	Modern times	Decrease import prices by 10% on base efficiency	capitalist -5
	6 workers College	Stimulate Exports				The building operates on basic settings	Tourist fees	7,000$	Cold war	Every tourist arriving on Tropico pays 10$ on base efficiency	militarist +2
	Job quality 60	Reduced Import Taxes	O		Cold Wars	Decrease the prices of import trade routes by 10%					Industrialist -2
	Wage 14$	Special tax	O		Cold Wars	On base efficiency 1% of export revenues are transferred to your Swiss bank Account					Conservatives +6
Ministry		Department of education				Appoint ministers suggested by political factions to improve individual aspect of tropican society , or to gain illegal earning from accepting bribes					communist +2
		Religious candidate				+10% efficiency of education buildings . graduates shift their political views towards the religious faction					religious +2
		Communist candidate				Increase student slots in high schools and college by 2 per teacher					militarist -2
		Militarist candidate				-10% efficiency of education buildings . graduates shift their political views towards the militarist faction					environmentalist +2
		Intellectuals candidate				Generate 50 additional knowledge per month per college and high school					industrialists -3
		Capitalists candidate				Only well-off, rich, and filthy rich Tropicans have access to education . increases efficiency of education building by 30%. Students that are already enrolled are allowed to finish their education					intellectuals -3
		Department of Defense									conservative -2
		Militarist candidate				Polices stations will provide infantry squads during military conflicts					
		Broker Candidate				You get 75 $/é per month					
		Capitalists candidate				-10% upkeep costs of military buildings					
		Conservatives candidate				Squads deal 10% damage against rebel in uprisings					
		Industrialists Candidate				-10% construction cost of military building					
		Department of Economy									
		Broker candidate				You get 80 $/é per month					
		Communist candidate				-7% construction costs of residential buildings					
		Capitalists candidate				Increase the efficiency of buildings on maximum budget by 7 %					
		Industrialists Candidate				Increase efficiency of mining and oil buildings by 5 %					
		Environmentalists Candidate				-4 pollution from industry buildings					
		Department of Foreign affairs									
		Militarist candidate				Increase efficiency of raid building by 6%					
		Intellectuals candidate				4 multiplied by the value of you highest superpower relations is generated as knowledge at the end each month					
		Industrialists Candidate				Increase base export prices for consumer goods and luxury goods by 5 %					
		Environmentalists Candidate				Increase overall tourism rating by 6					
		Department of Interior									
		Religious candidate				Rebels and criminals have a 10 % chance to lose their role every time they visit a chapel, church,or cathedral					
		Communist candidate				increase Job quality of all building by 2					
		Intellectuals candidate				increase area of effect of media buildings by 10 %					
		Conservatives candidate				Boosts all crime safety-raising building by +5					
		Environmentalists Candidate				Decreases pollution of residential buildings by 20 %					
Embassy	Local beauty					Hosts representatives of one of the superpowers. Allows you to issue diplomatic interactions with the corresponding superpower					religious -3
	local crime safety	Praise				Praise this Superpower for 3000$. Improve diplomatic relations with the superpower . this action has a cooldown of 24 month					militarist -5
	local liberty	Send Delegation				Triggers one demand of this Superpower for 2500$. The action has cooldown of 12 month					intellectuals +3
	local pollution	Ask for Financial Aid				Asks the superpower for 30000$. the relationship gets affected by -20. this action has a cooldown of 36 month					conservatives -2
		Request Alliance				Triggers a demand of this Superpower for 0$. The reward will be an alliance that prevents Tropico from being conquered by other Superpowers(Game over). the allied Superpower will trigger an ultimatum to keep the alliance once the relationship drop below 81. the action has a cooldown of 12 months once an alliance is canceled					
		Cancel Alliance				Ends an existing alliance with this superpower					
		expel				Expel this superpower from the embassy. the relationship with this superpower will be affected by -10 allied superpowers cannot be expelled					
Bank	budget 210$	Efficiency scales the interest rate. Multiple banks cause diminishing returns on the interest rate				Generates interest on your treasury	State loans	9,000$	Cold war	Extends your credit limit by 5000$. this effect can be increased with multiple banks	capitalist +6

	4 workers college		National Bank				The building generates 5% interest (at an efficiency of 100) on the treasury up to a cap of 1000$ every month. the interest rate diminishes with every additional bank operating on the work mode						communist -6
	job quality 70		Slush funds	O	Cold wars		Transfers 2%(at an efficiency of 100) from up to 200$ treasury account to your personal Swiss bank account every month						intellectuals -2
	Wage 90$		Private Banking	O	Cold Wars		Generates 2$ revenues(at an efficiency of 100) per rich and filthy rich citizen every month						conservative +2
Corruption agency	Budget 370$	Efficiency scales job happiness					Worker in the corruption agency consume knowledge to fight or praise corruption depending on work mode						
	4 workers High School		Fight Corruption				Worker consumes knowledge to reduce corruption. Reduces corruption effect on trade routes by 50%. Reduces corruption effect on faction standing by 30%. Reduces corruption effect on crime safety by 50%. Increase foreign aid by 20%						
	job quality 68		Praise Corruption				Worker consumes knowledge to generate swiss money. Corruption has less impact on liberty 50% and faction standing 30%. Corruption has higher impact on treasury loss 50%. Money gain from media building with the according work modes is increased by 1						
	wage 30$												
	Cloud of Innocence	for a unit of cigars the smoke will reduced the corruption by 30. this action has a cooldown of 24 months											
Cold Wars													
Courthouse	budget 94$	Efficiency scales the money generated per detained citizen				Generates money for every citizen detained within a dungeon, prison, or asylum	Due Process	3,000$		When arresting rebels or criminals their family members no longer lose approval		capitalist -2
	3 workers college		Criminal law				The building operates on basic settings						militarist -6
	job quality 75		Business Law	O	Modern Time		Generates 30$ on base efficiency per offshore office and office each month						intellectuals +5
	Wage 20$												conservative +2
Ministry of Information	budget 305$	Efficiency scales the chance of other building to detect hidden roles				Improves the chances to discover hidden roles for all other buildings and unlocks the "Arrange accident" citizen interaction	Sell the data	3,000$	Modern times	Earns your 26.5$ every time a hidden citizen role is uncovered	communist +4
	10 workers college							Undercover agents	10,000$		You will be warned about impending uprisings. There is a chance of 60 % to negate rebel strikes	religious -2
	job quality 75												intellectuals +6
	wage 30$												
Modern Times													
Police Blimp	budget 96$	Efficiency scales the crime safety increase				Provides a blimp that can fly around and act as a mobile police station, increases crime safety and reduces liberty nearby	Diesel Engine	7,500$		Increases the movement speed of the blimp by 33 %	religious -2
	4 workers high school												militarist +6
	job quality 70												intellectuals -6
	wage 120												conservatives +2
Office	budget 102$	Efficiency scales the profit generation rate. Multiple office running on the same work mode cause diminishing returns				Generates profit based on the number of all employed workers across Tropico	Water coolers	5,000$		Increases job quality by 10	capitalist +5
	6 workers college		Corporate business				The office generates 2$ on base efficiency per employed citizen across Tropico						communist -6
	job quality 70		Consumer business				The office generates 2$ on base efficiency per family living in residential building except shacks						industrialist -2
	Wage 20$		official business				The office generates 6$ on base efficiency per employee of governmental and finance building						intellectuals +2
	electricity 16 MW		Solid business	O	Modern Times		The office generates 0.763 on base efficiency per citizen oriented towards the conservative faction						
			Progressive Business	O	Modern Times		The office generates 0.763 on base efficiency per citizen oriented towards the intellectual faction						
Offshore office		Efficiency scales the money generated				Host a company of one of the superpowers , generates money at the cost of losing relation with the corresponding one superpower						capitalist +5
							china						communist -6
							Resource with higher export prices plastic Electronics						
							Russia						
							Resource with higher export prices furniture cheese						
							Usa						
							Resource with higher export prices Weapons apparel						
							Middle East						
							Resource with higher export prices Pharmaceuticals jewelry						
							EU						
							Resource with higher export prices Car Chocolate						
World Wonders													
Colonial													
Brandenburg gate	service quality 66						Citizens cannot have diehard political views anymore. citizens will be more inclined to develop indifferent or moderate political views . increases all tourist ratings . Provides fun for visiting citizens and tourists . There is no wealth requirement for visitors						
	Visitors 24												
Hagia Sophia	service quality 66						Prevents citizens from dying of bad health care. Increases all tourist ratings . Provides fun for visiting citizens and tourists . There is no wealth requirement for visitors						
	Visitors 24												
Register of samarkand	service quality 66						All children automatically gain a high school education. Increases all tourist ratings . Provides fun for visiting citizens and tourists . There is no wealth requirement for visitors						
	Visitors 24												
Stonehenge	service quality 66						makes trees grow around the monument. Increase the renaturation rate in which pollution is reduced over time. Increases all tourist ratings . Provides fun for visiting citizens and tourists . There is no wealth requirement for visitors						
World Wars													
	Visitors 24												
Ahu Akivi Moai heads	service quality 75						Increase the speed of boats , freighters and ships . Increases all tourist ratings . Provides fun for visiting citizens and tourists . There is no wealth requirement for visitors						
	visitors 24												
Eiffel tower	service quality 75						Broadcasts each non standard radio and TV program from the relevant stations all over Tropico in their stead. Increase all tourist ratings . Provides fun for visiting citizens and tourists . There is no wealth requirement for visitors						
	visitors 24												
Hikone Castle	service quality 75						All building receive less damage from enemy attacks . Increases all tourist ratings . Provides fun for visiting citizens and tourists . There is no wealth requirement for visitors						
	visitors 24												
Taj Mahal	service quality 75						Every dead citizen bequeaths their fortune to the state of tropico . Increases all tourist ratings . Provides fun for visiting citizens and tourists . There is no wealth requirement for visitors						
	visitors 24												
Cold Wars													
Statue of liberty	service quality 86						Immigrants arriving on tropico are 100% happy and approve of el presidente. Increases all tourist ratings . Provides fun for visiting citizens and tourists . There is no wealth requirement for visitors						
	visitors 24												
Great sphinx	service quality 86						The mystery of the sphinx cannot be unraveled . Increases all tourist ratings . Provides fun for visiting citizens and tourists . There is no wealth requirement for visitors						
	visitors 24												
Colosseum of Rome	service quality 86						The overall happiness of citizens only takes into account their food and fun happiness . Increases all tourist ratings . Provides fun for visiting citizens and tourists . There is no wealth requirement for visitors						
	visitors 24												
Saint Basil's Cathedral	service quality 86						Citizens will visit faith building more often. When a citizen loses faith happiness, their other happiness levels are also decreased. When a citizen gains faith happiness, their other happiness levels are increased by 3. Increases all tourist ratings . Provides fun for visiting citizens and tourists . There is no wealth requirement for visitors						
	visitors 24												
Modern Times													
Neuschwanstein castle	service quality 96						Tourist vacation time and tourist fees are increased . Tourists stay longer. Increases all tourist ratings . Provides fun for visiting citizens and tourists . There is no wealth requirement for visitors						
	visitors 24												
Temple of heaven	service quality 96						Increase the efficiency of all plantations and hydroponic plantations. Increases all tourist ratings . Provides fun for visiting citizens and tourists . There is no wealth requirement for visitors						
	visitors 24												
The great Pyramid of giza	service quality 96						Increase the construction rate of each construction worker by 60 %. Increases all tourist ratings . Provides fun for visiting citizens and tourists . There is no wealth requirement for visitors						
	visitors 24												
Winter palace	service quality 96						Uprising will target the winter palace instead of El presidente's palace. Increases all tourist ratings . Provides fun for visiting citizens and tourists . There is no wealth requirement for visitors						
	visitors 24												
White house	service quality 96						Edict activation and running cost are halved. Increases all tourist ratings . Provides fun for visiting citizens and tourists . There is no wealth requirement for visitors						
	visitors 24												

		research
World Wars		
Voting Rights		
All citizen vote	all adult citizens are allowed to vote	
Wealth Citizens vote	Only citizens that have economic wealth of well off or higher are allowed to vote. Broke and poor citizens chance to turn rebel is increased by 10	
Open Ballot Elections	Employees of governmental building vote for El presidente regardless of their approval . Those with an approval below 45 % might turn rebel, with chance of this increased by 10	
Armed Forces		
Pacifist state	Disable all military building ; decreases the rebel threat build up by 75%. Increase standing with superpowers by 10	
Militia	Soldiers require no education. In case of military conflicts each barracks will provide one militia squad	
Professional Soldiers	Soldiers are required to have at least a high school education. Damage of squads is increased by 10 %. militarist standing increased by 10	
Religion and state		O
Theocracy	Religious building emit crime safety like police stations . Employees of religious buildings arrest criminal. decrease global liberty by 10 and the overall tourism rating by 5. Increases religious faction standing by 10	
Freedom of religion	Default state	
Atheist State	Increase the efficiency of education and research building by 50 %. Disables religious building . Citizen are less likely to orient their political views towards the religious faction	
labor policy		O
a life's work	citizens are required to start working at the age of 14 and cannot retire. decrease average life expectancy by 5 years . decreases the job quality of each workplace by 2 ; decrease the immigration rate by 10%	
Happy Childhood	default state	
Early retirement	lowers the retirement age by 5 years. increases the job quality of each workplace by 5	
Cold Wars		
Ecology		
Zero emissions	Decrease the pollution of industrial building by 75 % and their efficiency by 10% . Industrialist standing is decreased by 10	
Energy efficiency	Decrease the power consumption of industrial building by 20 % . Decrease efficiency of industrial buildings by 5 % and their pollution by 5%. The upkeep of industrial buildings is decreased by 5$	
Economy First	Increase the efficiency of industrial buildings by 10 % . Increases pollution of industrial building by 50%	
Separation of power		
No separation	Citizen action costs are decreased by 90 % except for bribe Global liberty is decreased by 5	
Official Separation	A courthouse is required to be able to issue citizen actions. 20 % of interaction costs are transferred to Swiss bank account . the bribe action is not affected	
true Separation	El presidente cannot issue citizen actions Except for bribe . Increases the global liberty by 5	
Emigration		O
love It or Leave It	Decrease the chance of unhappy citizens staying in Tropico by 50 %	
Free to go	Default state	
Best country on Earth	Citizens are not allowed to emigrate	
Media Independence		O
State Controlled Media	Increases the success chance of propaganda effects from media building by 2 %. All media building decrease liberty by 5 independent from their work modes	
free Media	Default state	
Sponsored Content	Increases the revenue of media building by 100%	
Modern Times		
Personal Right		O
Total surveillance	As long as there is a working Ministry of information all roles and role changes are registered. Decrease the global liberty by 25 Increases the global crime safety by 5	
Security surveillance	Polices stations(and religious building in a theocracy) check all residents and workers in their crime safety radius and detect hidden roles with a 5% probability. Decreases the global liberty by 5	
Privacy Rights	Security checkpoints are prohibited from discovering hidden roles . Increase the global liberty by 5	
Healthcare		
Paid Healthcare	Clinics and hospitals determine the required economic wealth and service fee individually. their efficiency is increased by 20 %	
Single payer System	Clinics and hospitals serve citizens of all economics wealth levels and take no fee. their efficiency is increased by 2 %	
Hybrid System	Clinic and hospitals serve citizens of all economic wealth levels . Citizens that are poor or broke do not pay the fee but in turn only receive 75% of healthcare happiness from visiting them	
Marriage Rights		O
Open Marriage	Enables same sex marriage. Increase the global liberty by 5. increases the overall tourism rating by 2. decreases the standing of the religious faction by 10	
Traditional Marriage	Default state	
Forced Marriage	Each citizen will marry another adult from the opposite gender as soon as they come of age. decreases the housing happiness of each citizen by 2	
Global Market Economy		O
Protectionism	Disables all trade route offers and increases the standard export prices of all goods by 5 %	
free trade	Default state	
International Trade Partnership	All export trade route prices are increased by 10% while standard export prices of all good are decreased by 5%	

Colonial	Research	
food for the people		Citizens consume two units of food when eating. Increases the general food quality by 10 Decreases capitalist standing by 10. Increases communist standing by5
church fee	O	Visitors to religious buildings pay a fee of 1$. Decreases the efficiency of religious building by 15%. decrease religious standing by 5.Increases capitalist standing by 5
No free lunch		Citizens need to pay 1$ whenever they take food from a production or industry building. broke citizens cannot afford to buy food. decreases communist standing by 5. Decreases religious standing by 5. Increase capitalist standing by 10
Mandatory Siesta		Increase job quality of each workplace by 15 %. Decreases the efficiency of all workplaces by 12% Decreases the pollution of all workplaces by 10%
Urban development		Decreases the construction cost of all residential buildings by 50 % . The edict runs for 5 years and has a cooldown of 5 years
Penal Colony	O	Increase the immigration rate by 50%. The chance of each immigrant being a criminal is increased by 300%. You receive a monthly payment of 100$
Child allowances	O	Children are not accounted for when determining the economic wealth of a family. The edict cost 3$ per child per month
Employee of the month	O	Employees of mines and industrial building work double shifts as long as the edict is active. The edict costs 350$ per month
Advanced boat services	O	Increase the upkeep of teamster Port, Tourist Port,and docks by 50%. Boat, freighters, tourist ships, and cargo ships are 5% faster
Free housing	O	Citizens pay no rent Decrease capitalist standing by 15. Increases communist standing by 10
World Wars		
Audience	O	Triggers one demand from each of the three factions with lowest standing values . the edict has a cooldown of 12 months
Agricultural Subsidies		Increases the efficiency of all agricultural buildings by 25% . Increase the upkeep of those buildings by 50%. decreases capitalist standing by. increases communist standing by 10
Building Permit	O	Increase the construction cost of all buildings by 20%. 2% of the base construction cost is transferred to your Swiss bank account. decreases communist standing by 10
State Loans	O	You receive a loan of 50000$. You need to repay 80000$ via monthly payments of 667$ over 10 years. The edict has a cooldown of 10 years
Wealth Tax	O	You gain 5$ for every rich or filthy-rich adult each month. Decreases capitalist standing by 20. Increases communist standing by 15
Industrialization		Decreases the construction cost of all industrial buildings by 50 % . The edict runs for 2 years and has a cooldown of 4 years
Early Elections	O	Calls for elections in 12 months after activating this edict. You cannot deliver an election speech for early elections . this edict cannot be activated during regular election campaign periods
Literacy Program	O	Increases the efficiency of all High school and college by 25%. increase the upkeep of all high schools and colleges by 25%
Martial Law	O	Cancels scheduled elections and prevents elections while active, Decreasing the personal experience of each eligible voter by 15. Decreases liberty by 35 . Increases the chance of citizens becoming rebels by 15 %. Decreases all tourist rating by 30%. Increases militarist standing by 30. Decreases standing with all other factions by 15
Prohibition	O	Decreases the efficiency of all entertainment building by 30%. Increases the efficiency of all other building by 10% , Decreases crime safety by 10
Bells to Bullets	O	Decreases the efficiency of all religious buildings by 20%. Increases the hit points and damage of military squads by 10%. Decreases religious at standing by 30. Increases militarist standing by 10
Military Police	O	Each Military building reduce crime, just like police stations. Employees of military building arrest criminals. Increases the liberty penalty of military buildings by 40%. Increases militarist standing by 10. Increase conservative standing by 5 the edict cost 500$ per month
Free Wheels	O	Even poor citizens can use cars. decrease capitalist standing by 15. Increase communist standing by 10 . The edict cost 1000$ per month
Right to Arms	O	Increases liberty by 15. decrease crime safety by 10. Military squad deal 10% more damage. Decreased militarist standing by 15. Increases industrialist standing by 7. Increase capitalist standing by 7
The tropico Papers		Tropican citizen at the" Filthy rich" wealth level don't pay any rent. instead 15% of what they would pay in rent goes to your personal swiss bank account every month. The personal experience of every Tropican living within range of media building operating on the"Open Mind" or" Telenovela" work mode is decreased by 10
Cold wars		
Nuclear Testing	O	You receive 100000$. Decreases standing with each faction by 15. Raises the healthcare threshold at which citizens can die by 10 This edict can only be issued once
Good Old Days	O	Citizens wear old fashioned clothes. Increases the tourist rating by 4 plus 3 for each fort and plus 1 for each guard tower up to a cap of 10. Decrease intellectual standing by 15 . Increases conservatives standing by 10. Increase religious standing by 10
Experimental Ground Treatment	O	Adds 200S$ per industrial building to your Swiss bank account upon activation. Increase the pollution of each industrial building by 10% . Decreases environmentalist standing by 10. increase industrialist by 10 . The edict runs for 12 month and has a cooldown of 3 years
Mandatory Waste Sorting	O	Decrease the pollution of all residential building by 40%. Increases the upkeep of all residential building by 20 %. Decrease conservative standing by 10 . Increases environmentalist standing by 10
Diplomatic Super Party	O	Increases standing of each SuperPower by 20 upon activation. The edict has cooldown of 5 Years
Happy Meat		Decrease the efficiency on all ranches and factory ranches by 15 %. Increase job quality of all ranches and factory ranches by 10%. Increase the standard export price of meat by 10%. Decreases industrialist standing by 10. increase environmentalist standing by 15
Tax Cut		Increases the approval of all citizens . the edict cost 5$ per employed citizen. The edict cooldown of 5 Years
Alternative food Source	O	Citizens will not die of starvation. the threshold is increased by 10 for citizens dying of low healthcare. The edict runs for 2 years and has cooldown of 4 years
Speeling Bee	O	Upon Graduation each high school student has a chance of 5% of directly earning a college degree. Increase the upkeep of each high school by 50%
Assembly Ban	O	Ends all protest upon activation. Citizens are not allowed to protest. decrease liberty by 15. Increase the chance of citizens becoming rebel by 15 the edict costs 1$ per citizen per month
National Day	O	Increase the efficiency of all taverns and cocktail bars by 10 %. Decrease crime safety by 8. decrease religious standing by 10
Made in tropico	O	Increase the export prices of all goods by 5%. increases the upkeep of all industrial building by 20 %
Social Security		Retirees and adult student receive 60% of the average wage paid on Tropico. recipients have increased personal experience 5. standing with communist increased by 8. standing with Capitalists decreased by 12
Gig Economy	O	Decreases upkeep cost and workplace happiness of all building in the entertainment, Luxury Entertainment, and Tourism categories. upkeep and workplace happiness decrease more with each level
Q-ult Anonymous	O	Whenever uneducated tropicans rest, they have a 25 % chance of shifting their political views towards the conservative faction. citizens living within the area of influence of a media building with the 'Open Mind" or " Telenovela" Workmode are not affected
Modern times		
Contraception ban	O	Increases the birth rate by 60.% Decreases Intellectual standing by 20. Increase religious standing by 25
Legalizes Substance	O	Tourists pay 1$ in addition each time they have to pay a fee. increase liberty by 10. Increase the thrill seeking tourist and relaxation tourist rating by 10. Decrease religious standing by 20. decrease conservative standing by 5
Cultural Diversity		Increases the immigration rate by 10% . increases the cultural tourist and backpacker tourist rating by 5. decreases conservative standing by 25
Tax haven		Increases the revenue of all offices and offshore offices by 15%. decreases the standing of each Superpower by 15
Hnowledgio sinco	O	Increases efficiency of each high school and college by 10% . The edict runs for 12 Months and has a cooldown of 12 months
SpeedWay	O	Increases the speed of vehicles using roads by 15%. the edict cost 600$ per month
Compulsory Vaccination	O	The threshold is decreased by 5 for citizens dying of low healthcare. Decreases religious standing by 5. decreases environmentalist standing by 5. The edict ru for 2 years and has a cooldown of 4 years the edict costs 3$ per citizen per month
Light Bulb Ban	O	Decreases the power requirement of residential building by 50%. Increases the pollution of each garbage dump by 20%. Increase the upkeep of each waste treatment facility by 50%. the edict cost 100$ per residential building to activate
Sea Disposal	O	Every freighter leaving Tropico takes away 1 Pollution for each garbage dump. There is a risk of 50% to decrease the faction standing with each superpower by 5 per garbage dump
Policy of detente	O	Each rebel and leader has a chance of 50% to lose their role. guerrillas have a chance of 50% to return to the tropican community. decreases conservative standing by 15. The edict has a cooldown of 5 years
Caribbean Trade Pact Association	O	Create one random export trade route for each of the caribbean trade partners. increases the caribbean happiness by 15 %. increases capitalist standby by 10. the edict has a cooldown of 3 Years
Drone Recycling	O	Drones undergo repairs every now and again. effectively reducing their deterioration by 50 %. this means extra work wherever drones are in use , causing all drone- related building to either emit pollution or increase their pollution rate by 25 %
Drone Economy	O	Decreases construction costs of all Drone _ related buildings by 25 %. the edict runs for 5 years and has a 5 year cooldown