Tropico 6 Jumpchain



by Faucheusestar

Ah Tropico 6 here you are for ten years or maybe more on your own archipelago. Make your own government, steal landmarks like the super villain that you are and hope to survive the rebels and especially the incessant demand for roallercosters and hang gliders that fill your office :)

Take **1000 Choice Points** to fund your adventures.

Starting Location

You start on your Tropico

Age and Gender

Freely choose your own age or gender. Whether it is the President or the faction leaders, you can no longer die of old age

Origins

Each of the Origins can be taken as Drop in. Each Origin makes you the leader of the corresponding faction or in the case of El Presidente the leader of everyone!

If you choose an origin other than El Presidente you can choose if there is a Presidente or not.

El Presidente: The president elected for life in a perfectly democratic manner!

Capitalists: Do you like money? Of course you love money!

Communists: The comrade designer to represent all comrades!

Militarists: Roller coaster! uh I mean army and no penguins allowed!

Religious: You are the head penguin and religious authority.

Environmentalists: You are the biggest tree hugger and friend of nature.

Industrialists: How many factories do you want? YES!

Intellectuals: Progress above all!

Conservatives: No progress and hats off to everyone!

PERKS

The perks corresponding to your Origin have a 50% Reduction and those with 100 CP will be offered to you.

My government

You are not alone, Presidente, you have your faithful Penultimo and your companions! You can import your companions for free and give them CP and appropriate perk/Origin if they replace the role of a character, such as a faction leader here.

100 CP Free El Presidente

The Tropican Way

Presidente, you are a master at improvising very Tropican but surprisingly effective techniques such as functional drugs based on sugar, paper craft with coconut and other secret agent techniques.

200 CP Discounted El Presidente

Presidente eye

As President you know everything about your beloved Tropico, from its deposits to where the plants will grow best and lots of little tables and graphs. Of course even your other lands do not escape your gaze.

200 CP Discounted El Presidente

Pause

You can pause the world to think and better micromanage what's happening. When time takes again everyone has understood the orders that you have planned. Of course it's not because you're panicking Presidente, this is all part of the Plan!

400 CP Discounted El Presidente

The Presidente's choice is always the right one

Corrupted? Personal interests? Of course not, come on, it's for the greater good! When you choose a faction to favor, the rest of the people will be more inclined to prefer it. Furthermore, you can use one companion's origin to get a discount.

400 CP Discounted El Presidente

The Presidente

Tropico 6's propaganda is strangely true and you are incredibly competent at leading, plus all paperwork will be done automatically... It's like if you were playing a simulator game, would you tell me Presidente if you were playing a sandbox?

600 CP Discounted El Presidente



Swiss bank account

From one Jump to another, you keep your money and can exchange your money at an unbeatable exchange rate.

100 CP Free Capitalists

Throwing money at it:

You can instantly get buildings constructed just by throwing money at the construction site. And the more complex the object and the longer it takes to build, the more it costs you.

200 CP Discounted Capitalists

Local specialty

The more you export a product, the more you are recognized for it, increasing your profits and making the product luxurious for your buyers.

200 CP Discounted Capitalists

Sniff out the money

You have a very good instinct to know when a market is saturated or on the contrary when more profit can be extracted from it.

400 CP Discounted Capitalists

Blueprint for sale

You can buy knowledge as well as blueprint of technologies and research in your different jump. The more you look for and move forward/lose, the more money it costs you.

400 CP Discounted Capitalists

More money more efficiency

More money necessarily means more efficiency, right? For you, yes, the more you pay someone/the higher the maintenance costs of a building/machine, the more efficient it becomes and that goes well beyond logic.

600 CP Discounted Capitalists



Food for the People

All the food your nation produces is far more nutritious, tasty and healthier, and your people and you can eat small amounts without going hungry. Eating more has no side effects other than increased satisfaction.

100 CP Free Communists

Representative

This little (insert creature of your choice) is a representative of all his comrades! You can with a ranch or other suitable building such as a fish farm for fish and a specimen of the creature, spawn enough of that animal to fill the farm.

200 CP Discounted Communists

Multi Culture

Presidente, we must not respond to the need of a single plant but of all plants! When you cultivate several different fields each fields gains 10% additional efficiency for each different plant. The range of this effect is approximately one archipelago.

200 CP Discounted Communists

Some Comrades are more equal than others

You are always a little more competent than the members of your group, organization, country, etc. And also earn more (whether it is money or progress)

400 CP Discounted Communists

Big Brother

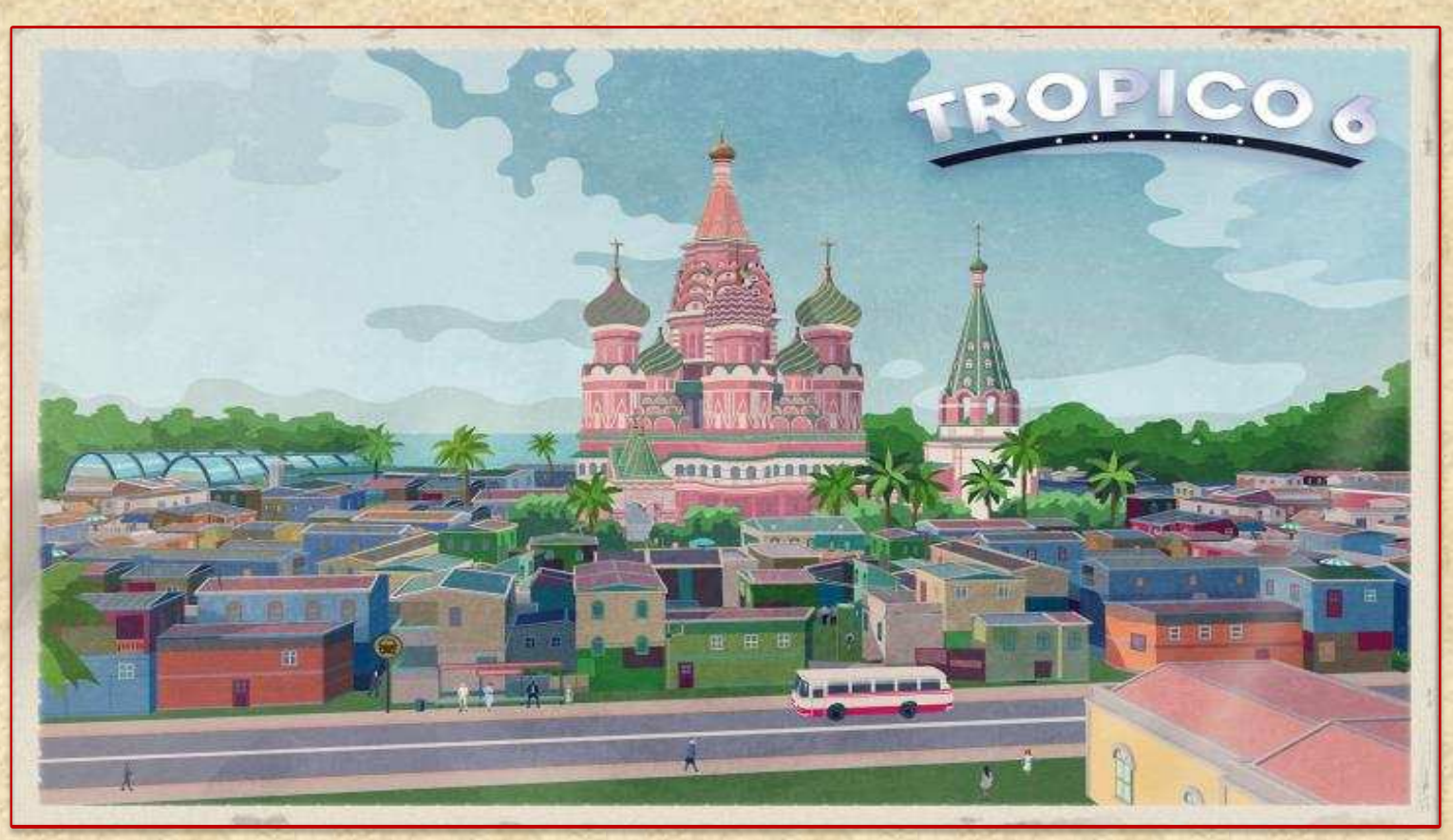
There are good and bad comrades, how can we differentiate them? Simple take this sheet. You have eyes everywhere to watch over your people and instantly know with just a name or a face every shady, internet history or capitalist thing they are doing.

400 CP Discounted Communists

Red is better!

That way, all comrades will finally be equal! Your people can utilize the skills and knowledge of your other citizens. And you'll see the effectiveness of everything red or seemingly communist improve.

600 CP Discounted Communists



Military training

You possess a strangely self-taught military training... Despite this, you know how to handle anything an army can use, but in a more farcical way. This makes it easier for your enemies to underestimate your strength.

100 CP Free Militarists

Entertainment

Roller coaster! Excuse me Presidente but we could use them as training for the G force... You know how to transform entertainment into something militarily useful and vice versa without any problem.

200 CP Discounted Militarists

Modern armchair general

Tropico's enemies are everywhere the solution is to be even more unpredictable than them! How? By having studied no past conflict! You are a master of innovative and strange military strategy and your enemies have a hard time predicting you.

200 CP Discounted Militarists

Not the penguins! The destruction of Tropico!

You see the future in your dreams, even though they're mostly nightmares where the different characters are replaced by animals and symbols, you understand them perfectly. So stop wasting your savings on hang gliders and buy roller coasters!

400 CP Discounted Militarists

Weapons of the future

The future! Do you know how to invent weapons? Simple Presidente, never having gone to school so you don't know what's impossible! Strangely you and your army always seem to invent anachronistic weapons like the nuclear bomb before the Manhattan project or even a Russian aircraft carrier 50 years in advance!

400 CP Discounted Militarists

Tropican Commando

Your soldiers are incredible, it seems that not having studied anything has finally worked! Each of them is comparable to the best member of your commando, spy, pirate and other hacker allowing them tactics straight out of cartoons, Tropico truly has the best army in the world!

600 CP Discounted Militarists



Religious

You possess extensive knowledge of your chosen religion, and your people will be very interested in it. This also gives you some basic medical knowledge, which is very useful in the colonial era.

100 CP Free Religious

Church Fee

... Matthew 22:21: Render therefore to El Presidente the things that are El Presidente's, and to God the things that are God's. With just a sly little smile, you suddenly earn money for each religious building. Strangely enough, there is clearly more money than your tax should have collected.

200 CP Discounted Religious

Bells to Bullets

You can craft blessed weapons using bells, candlesticks, or anything else that has remained in a place of worship. The longer an object has been there, the greater its power.

200 CP Discounted Religious

Confessional

People find it easier to confide in you, and you're really good at connecting the dots between what they say and what's hidden. This allows you to investigate and uncover hidden agendas. Furthermore, you find it easier to convince people to return to the straight and narrow, including ceasing their rebellious ways.

400 CP Discounted Religious

Hang glider master

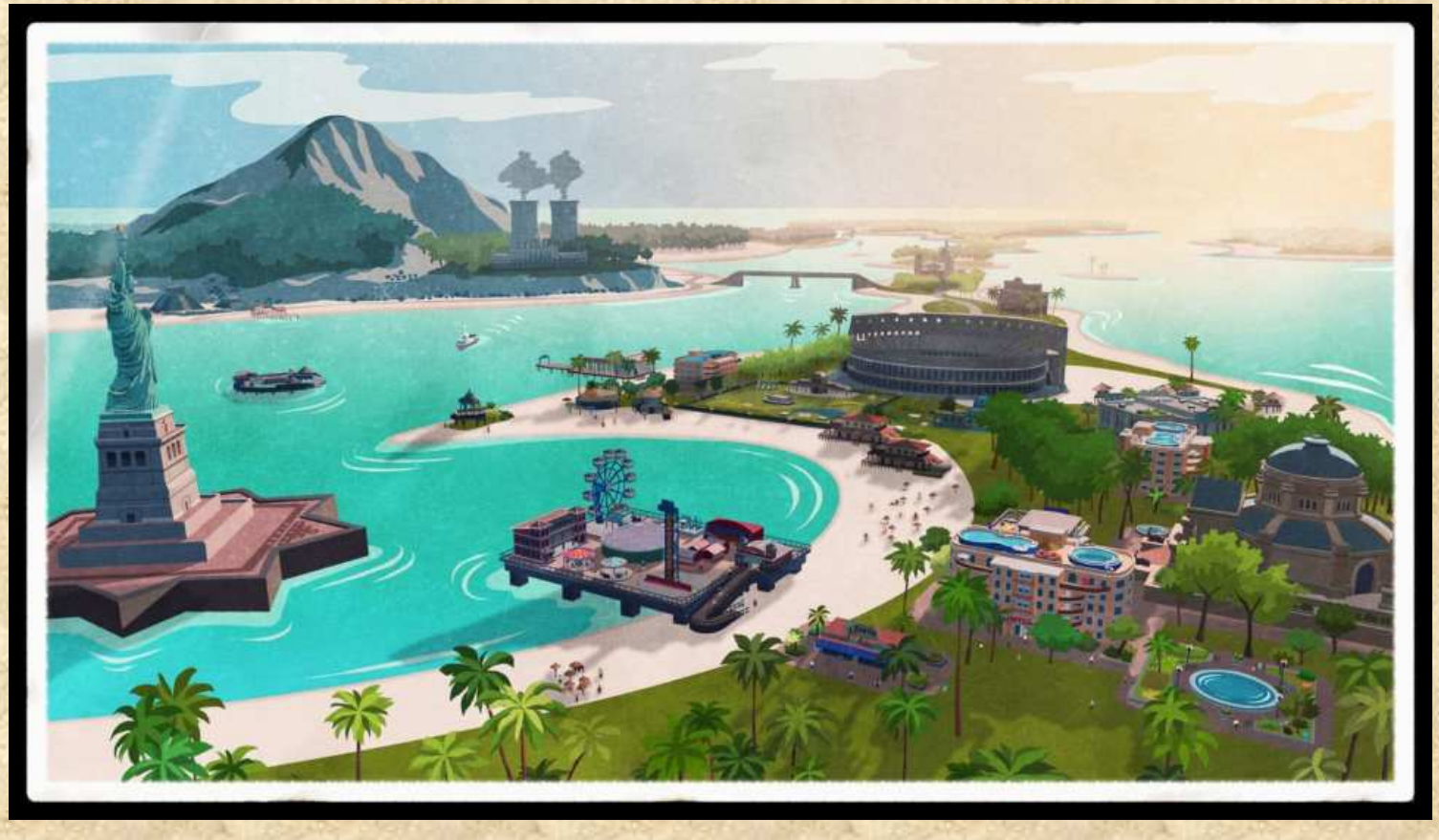
Is it a plane? Is it an angel? No, it's the Flying Nun! You can fly incredibly well... Does this power allow you to summon a hang glider or angel wings? Or rather, strangely functional penguin wings for flight, a true miracle!

400 CP Discounted Religious

Presidente's Miracle

You can transform seawater into rum, walk on water, and touch the sick and wounded, allowing them to heal. Furthermore, people will more readily recognize you as a religious figure of great importance and a monarch by divine right.

600 CP Discounted Religious



Reforestation

Hugging trees so often seems to have given you the power to make plants flower and trees grow very quickly even in a desert with just a small offering of natural product.

100 CP Free Environmentalists

Forest School graduate

You learned how to care for bees and plants, it's not school, it's a real vacation! All bees are kind to you and your people and will produce more honey. In addition, you know how to concoct all kinds of natural remedies, other druidic potions and cultivate any plant optimally.

200 CP Discounted Environmentalists

Happy Meat

All our animal friends must be able to live happily! The happier the animals on your land are, the greater their production and the higher the quality of their products: the wool will be much softer, the meat tastier... You're not going to eat your adorable friends, are you?!

200 CP Discounted Environmentalists

Friend of nature

Thanks to your affinity with nature, industrial buildings and homes pollute by half. Furthermore, the more nature is present, the more efficient your buildings/plantations/industry etc. are, up to 30% more.

400 CP Discounted Environmentalists

Recycling

You've become a master of recycling. Not only will you gain raw materials from the pollution-causing area by cleaning it up: Like coal for a coal-fired power plant but you can also transform waste into electricity.

400 CP Discounted Environmentalists

Hero of Gaia

You are Nature's champion: when you work for protect nature, all your stats are doubled, and nature will help you. Furthermore, your opponents will see nature turn against them, whether it be the climate or aggressive animals.

600 CP Discounted Environmentalists



Material economy

What could be better than a factory, Presidente? A factory that doesn't need most of its raw materials, of course! All your industries operate with several fewer resources needed, and packaging appears as if by magic without costing you any resources.

100 CP Free Industrialists

Advanced Boat Service

To have a successful industry, you need to sell what it produces effectively. With this, your entire transport chain becomes much more efficient!

200 CP Discounted Industrialists

Employee of the Month

Your employees in the industry would like to work longer hours. Furthermore, even your beloved machines are pitching in and producing on their own with resources you didn't even know you had available, sometimes when the factory is closed, like at night for example.

200 CP Discounted Industrialists

Industrialization

Every factory you build will cost half as much to construct, so live your dream of an island filled with factories as far as the eye can see and profits galore!

400 CP Discounted Industrialists

Master Engineer

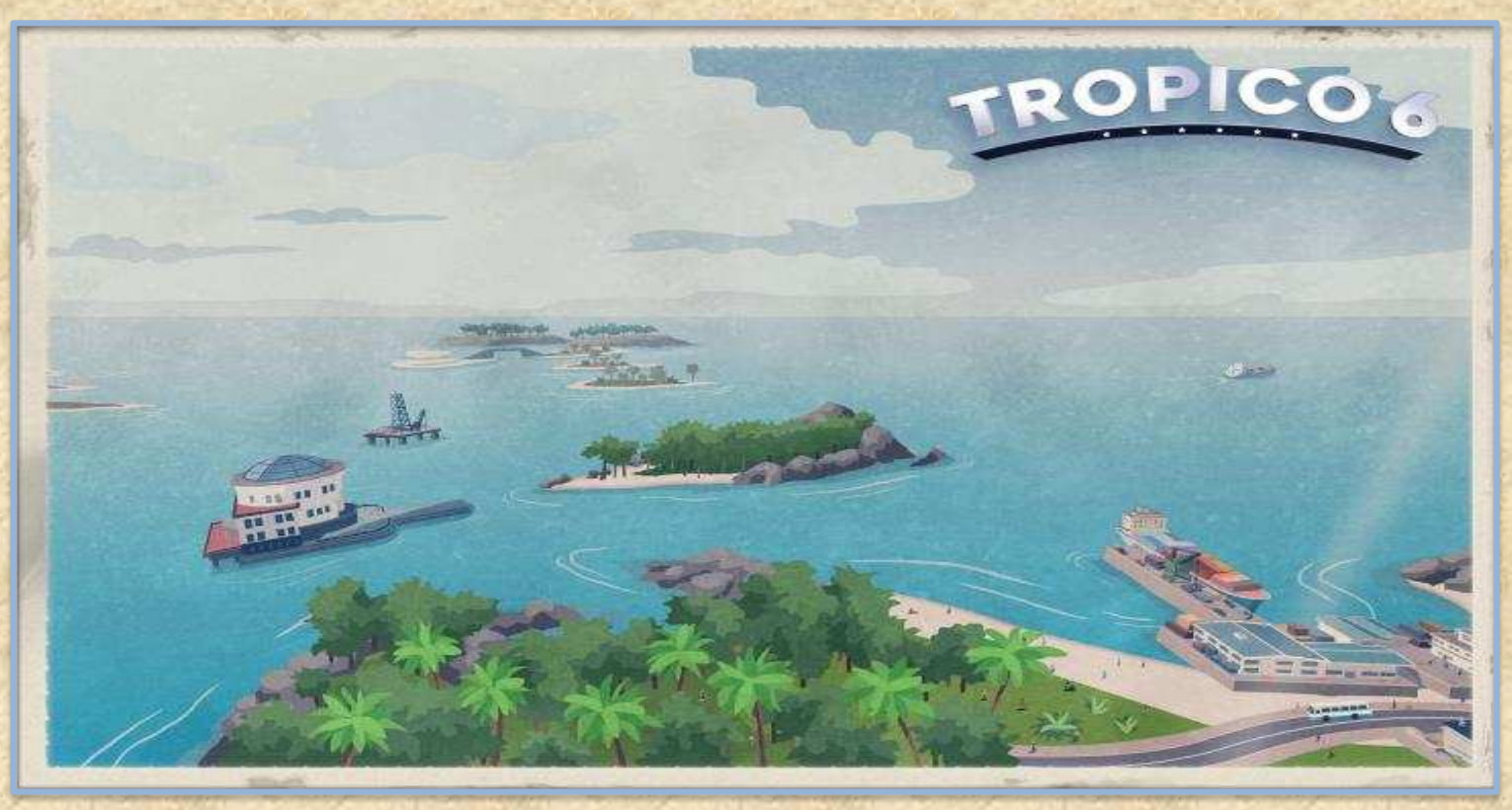
As long as you own a factory, you know everything about its operation, adding the necessary knowledge to make it thrive, as well as the equivalent of a degree to create a boom in the market for what the factory produces.

400 CP Discounted Industrialists

Archipelago Forge

One factory won't be enough for you? No, you love factories far too much for that! The more industry, mechanization, and mines you have in an area, and the larger that area, the more efficiently it functions: twice for an entire archipelago, then three times for a planet, four times for a system, etc...

600 CP Discounted Industrialists



Researcher

You are really good at research. All research to create new innovation that you do is twice as fast.

100 CP Free Intellectuals

Professor

All your schools, universities and other research centers and the like are much more efficient. If you make your country atheist this increases by another 50%.

200 CP Discounted Intellectuals

Astronaut

You know how to make rockets, satellites and all kinds of space knowledge and sending people or AI into space would be a good experience after all!

200 CP Discounted Intellectuals

Science!

Dinosaurs! We just need a lab with lots of little light bulbs and amber or fossils and we can make dinosaurs... Or maybe squirrels, depending on the sample used

400 CP Discounted Intellectuals

Haker

You are a high-level hacker. This allows you to spy on governments and easily access their databases.

400 CP Discounted Intellectuals

Future

You don't have time to stagnate! The newer your creations and the more modern your laws and edicts are, the more effective they become, up to twice as much.

600 CP Discounted Intellectuals



Old method

You're really good at understanding and making old things work, like technology and techniques from the colonial era and the World War... If only that could be applied to new things!

100 CP Free Conservatives

Mandatory Siesta

Ah, a beautiful edict from the good old days: the siesta! Thanks to this, all your workers will feel much better and won't stay at home for three months... let's just say they'll work much better!

200 CP Discounted Conservatives

Love it or leave it

Rather than this rebellion, causing problems or worse, seeking something new that could spoil our beloved Tropico, people will leave! And those who remain will be even happier! This also works for all kinds of organizations, teams, and other things.

200 CP Discounted Conservatives

Tradition is a tradition for a reason.

If something is a classic, a sure thing, it's for a good reason, El Presidente. The older something is and the more deeply rooted its origins are in the foundation of your tradition, the more reliably and stably it will function.

400 CP Discounted Conservatives

Planned obsolescence

Novelty is a mistake, an unreliable thing! And with this perk, you become a master at sabotaging new things, whether it's damaging AI algorithms or watching your enemies' technology become riddled with bugs and malfunctions.

400 CP Discounted Conservatives

Good old days

It seems that nostalgia and good Tropican values (Tropican values are what Tropico did in the colonial era if you did something different at that time that counts) are now a source of astonishing efficiency easily equaling new industries and methods.

600 CP Discounted Conservatives



ITEMS

You can import objects in other similar items, Item can be repaired in the event of destruction, loss or theft within one week. In addition you obtain ***600 CP*** *only spendable on items*

Suit

This suit always remains impeccable, and one can bring out small luxury items such as quality and healthy cigars (even a dessert version) or even very good rum.

100 CP Free El Presidente

Langostino King Prawn

Presidente, do you love souvenirs but find them too small? With a little rum, a few pirate adventure novels, and these four pirate coves, you can collect landmarks from all corners of the globe, including for your future adventures.

200 CP Discounted El Presidente

El Presidente's adventure

Ah, Presidente, do you remember all your glorious adventures? With this new television and radio station, the people of Tropico will be able to see and hear them, showing them how lucky they are to be led by you!

200 CP Discounted El Presidente

Almanac

This little book contains absolutely all the possible data about your territories and people. Simply search for a piece of information and it will appear.

400 CP Discounted El Presidente

Palace

The palace has a sumptuously furnished room for each week of the year. All the luxury found there is constantly replenished, and the place is particularly well-secured by whatever you want, from pretty maids to commandos or even strangely very talented Lammas or other.

400 CP Discounted El Presidente

Tropico's library

This is a vast library containing all the building plans for Tropico, which also generates numerous research points. Outside of this jump, it will be updated with all the building plans from the current era and previous eras for each jump you make.

600 CP Discounted El Presidente



Money

This briefcase contains a nice big chunk of money 50,000 to be precise. At the start of your next jumps it will refill

100 CP Free Capitalists

Statue of Liberty

Immigrants arriving on Tropico are 100% happy and approve of you. Furthermore, everyone coming to your territory is happier and will give you a better rating, whether in tourism or foreign policy.

200 CP Discounted Capitalists

White House

With this the activation and running costs of edits are cut in half... Plus, there are ghosts wandering around who can do the paperwork for you, time is money after all!

200 CP Discounted Capitalists

Bank!

This bank is great not only does it create interest on the various treasures that you accumulate. But it also does it on raw materials creating a small nest egg of additional resources

400 CP Discounted Capitalists

Yacht

A luxurious ship filled with gold and pearl decorations and luxury goods that recharge over time... Why would you want something so expensive? Well, why not?

400 CP Discounted Capitalists

Taj Mahal

All citizens bequeath all their money to you upon their death. Furthermore, you will notice that you also acquire a small portion of their abilities and strength from their lifetime. In your next jumps, you will receive an iconic and profitable business as a bonus.

600 CP Discounted Capitalists

Fire truck

In addition to not requiring any fuel, water or even maintenance this super fire truck is absurdly efficient, probably because it is red!

100 CP Free Communists

Prison

Gulags? No way! It's just Tropico's job center. All comrades can find work here and appreciate the joys of hard labor. And that's just as well, because there's always room here, and strangely enough, always something to produce with a free job.

200 CP Discounted Communists

Winter Palace

The comrades might be a bit too fond of the Soviet Union, because any rebellion would attack this place rather than your palace... But you won't upset the comrades, so it's just a nice palace for your vacation, isn't it?

200 CP Discounted Communists

Building

In a magnificent brutalist style, this street of apartment buildings is capable of housing everyone. Okay, the quality isn't amazing, but at least everyone who lives there is equal and if the grass isn't greener on the other side... (there isn't really any grass) nobody complains!

400 CP Discounted Communists

Colosseum of Rome

Thanks to this amazing coliseum, all your comrades will be happier. As long as you have enough bread (food) and games, no one will revolt or question your debatable decisions!

400 CP Discounted Communists

Comrades

What's the most valuable thing you can buy here? Comrades, of course! You gain a large population that you can gradually summon to fill jobs. Furthermore, with each jump, you acquire an additional civilization of loyal comrades (these can be creatures that will become more intelligent).

600 CP Discounted Communists

An outfit, a gun and tons of other toys!

Here you are, equipping stocks with various equipment from the armies of this world. Although most of what you find is a little old-fashioned but very emblematic of action films! And your firearm will never run out of ammo!

100 CP Free Militarists

Roller coaster!

An awesome Jumper and military theme park with a magnificent Roller coaster! The entire park operates without electricity and surprisingly happens to be a very good military base.

200 CP Discounted Militarists

Tanks

These magnificent armored vehicles are the pride of Tropico. Not only do they not need fuel or ammunition, but they're also all-terrain. Strangely enough, they could also make a great attraction. Why not have them battle in an amusement park... with a rollercoaster!

200 CP Discounted Militarists

The Great Wall

These walls are far too solid and impregnable for your enemies to seize or cross them. Strangely they will always try anyway, to believe that they too are dubious strategists having been at school!

400 CP Discounted Militarists

Hikone Castle

Thanks to this castle, all the buildings in your territory become incredibly sturdy against all forms of attack. Enough to make both arsonists and enemy soldiers weep!

400 CP Discounted Militarists

Aircraft Carrier

An authentic Kuznetsov-class aircraft carrier... Yes this shouldn't come from the Cold War! It comes with equally anachronistic planes. In the next jumps you will obtain a weapon/vehicle that is a little too advanced for the time in addition

600 CP Discounted Militarists

Bible

This book, which can be a real bible or any other religious text including your own fictional or real religion, will be more effective for religious services and other rituals.

100 CP Free Religious

Cathedral Jumper

An impressive cathedral based on you. You will often see small miracles based on your adventures and exploits. This building possesses a power similar to a landmark.

200 CP Discounted Religious

Christo Redentor

Turns water into rum, just like the real Middle Eastern man from 2000 years ago... It can also transform other liquids into other non-magical drinks, such as wine for example...

200 CP Discounted Religious

Hang gliding

Perhaps you're a fan of the TV series "The Flying Nun"? In any case, your entire nation is masters of aerobatics, and every inhabitant owns their own hang glider and uses it to get around... Yes, even trucks have been transformed into surprisingly efficient hang gliders.

400 CP Discounted Religious

Hagia Sophia

Our new patriarchal-basilica-slash-imperial-moque thanks to it, no citizen of your territory can die of illness. In addition, illnesses, supernatural or not, are extremely weakened and can be easily cured.

400 CP Discounted Religious

Saint Basil's Cathedral

As long as your citizens maintain their faith, all their other needs are met. Furthermore, with each jump you obtain an iconic religious building that will be converted to your religion.

600 CP Discounted Religious

A potato

I sense you're disappointed... Don't you like this lovely potato, Presidente? You always get as many potatoes as you want, and strangely enough, they make good battery and excellent fries!

100 CP Free Environmentalists

Temple of Heaven

Are you looking for somewhere to pray for good harvest? Thanks to this temple, all the plants on your land will grow better, which will improve the efficiency by a quarter.

200 CP Discounted Environmentalists

Ahu Akivi Moai Heads

Moai heads arrive in Tropico to rapturous applause! Thanks to them, all your ships (normal or space) are 2.5 times faster! Plus, you get a book on creating stone structures with a supernatural effect, ideal for your Menhirs and other sculptures.

200 CP Discounted Environmentalists

Stonehenge

Tropico's first Neolithic solar calendar... But also a magnificent monument thanks to ancient druidic magic: trees will grow very quickly around it, and the wood will be of very high quality and possessing a strong affinity for natural magic.

400 CP Discounted Environmentalists

Botanical Garden

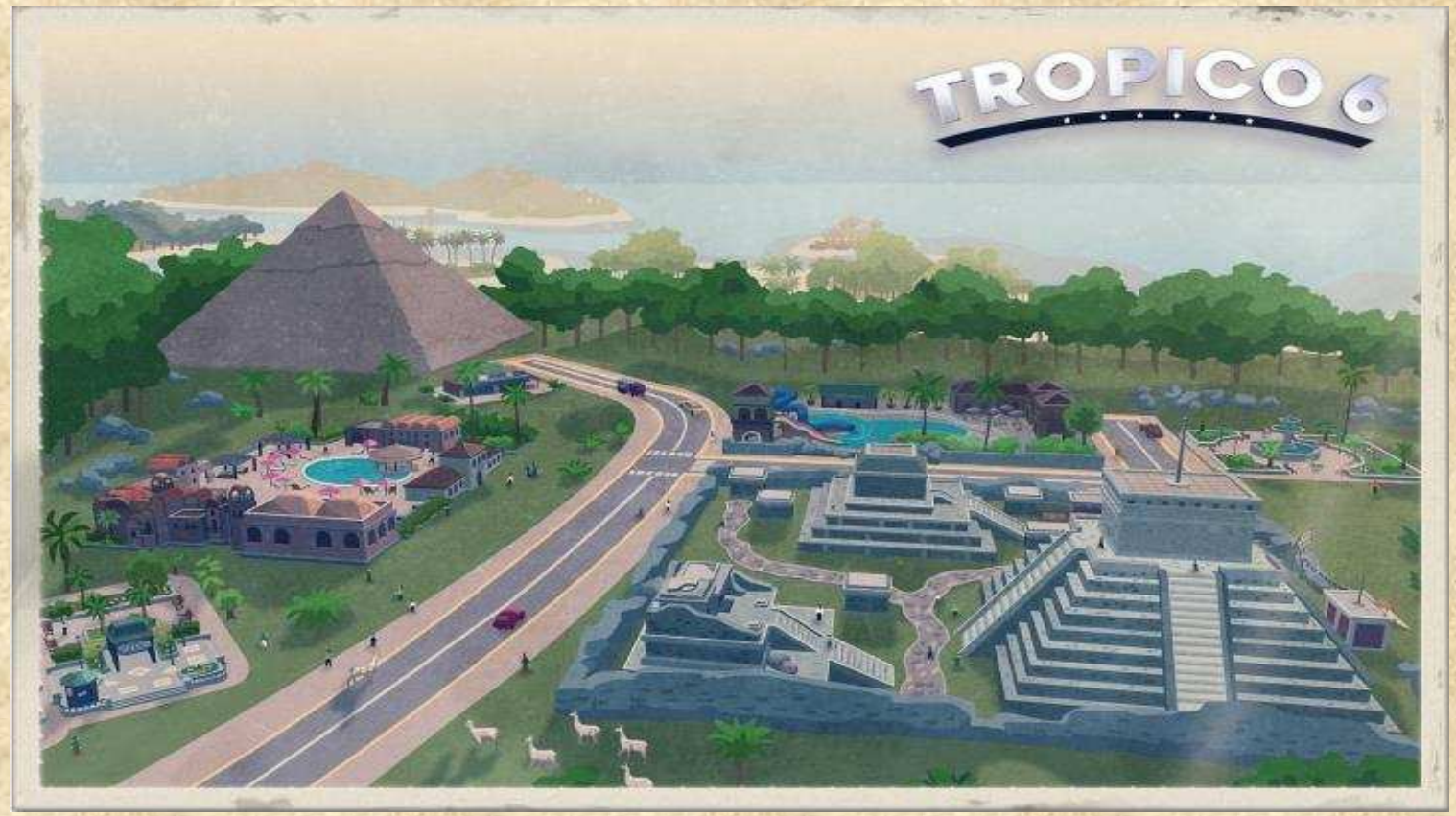
A large botanical garden, even bigger inside! You'll see all the butterflies and plants you've encountered in your Jump adventures, all friendly and harmless. Furthermore, this place purifies pollution on a large scale, transforming it into additional useful plants and butterflies.

400 CP Discounted Environmentalists

Biggdrasil

Aww! These three little Biggdrasil are adorable, and they'll need a lot of manure to grow big. Each one has one of the "Roots of", but in a better and more versatile version.
Plus, at the start of each jump, you get a magic and emblematic sapling tree.

600 CP Discounted Environmentalists



A pretty factory

This is a factory of your choosing: it is twice as efficient as it should be. Building similar industries also becomes much simpler and more efficient.

100 CP Free Industrialists

Ford Factory

This is a car factory, specifically the one that gave rise to Fordism, a true landmark for the industry! In addition to producing cars, this landmark increases your factory's output and prevents overproduction, as your employees will purchase the excess stock.

200 CP Discounted Industrialists

Power plant

What magnificent smog on this misty morning! This power plant, though coal-fired, far surpasses a nuclear power plant, not to mention the solar panels. It could easily power all the factories in an archipelago, or even more.

200 CP Discounted Industrialists

Blueprint collection

This library is filled with all the blueprints for the different factories and machines needed to create them. In addition, the library will automatically update during your next jumps to include new machine and factory blueprints.

400 CP Discounted Industrialists

Assortment of factories

Don't know which factory to choose? That's understandable, so here's one of each factory from Tropico 6. You can place them wherever you want and they will appear fully equipped and brand new, ready to produce.

400 CP Discounted Industrialists

The Moon:

Yes, you legally own the Moon, although building a celestial palace might be complicated because there's no air. Industries built there are more efficient. Furthermore, as a bonus in future expansions, you'll gain iconic industries, preferably in orbit or on planets.

600 CP Discounted Industrialists

Laptop

This laptop never needs repair or electricity and is always connected to a secure/uninterruptible internet connection. In addition to never wearing out, it updates itself with the best computer technology for your needs.

100 CP Free Intellectuals

Neuschwanstein Castle

Thanks to this castle, all tourists will extend their vacation here. Furthermore, it's said to have inspired the classic "Neuschwanstein 3D"! It also comes with a video game studio and cinemas to create video games based on your adventures!

200 CP Discounted Intellectuals

Eiffel Tower

The best antenna thanks to which your communications, wifi, TV/radio channels and equivalent always work regardless of range or even if you're not in the same game... Dimension! Comes with as many French food and other baguettes as you want!

200 CP Discounted Intellectuals

SAGI

YOU! You deliberately blew up the rocket to perfect the AI's secret agent techniques, it's genius! SAGI is a friendly AI expert in social networks and decree but also in espionage strangely she speaks as if she were in a James Bond film.

400 CP Discounted Intellectuals

Registan of Samarkand

Every citizen in your territory has a high school level, the course in question and the one that your schools teach or if you do not have a school the program you choose.

400 CP Discounted Intellectuals

The Moonlander

All Tropican spacecrafts are better, plus your neighbors will respect you more and the citizens will be happy to live in such an advanced nation! Plus, with each jump you get an iconic space item as a bonus.

600 CP Discounted Intellectuals

Good Old Days's outfits

These old clothes are delivered in sufficient quantity to clothe as many people as you wish (packed in a single old suitcase). In addition to their charming retro look, they are very popular with tourists and your citizens.

100 CP Free Conservatives

Tavern

This tavern acts somewhat like a landmark, greatly improving the quality of all taverns. In addition, attached is an old factory that makes original versions of cocktail ingredients which greatly improve the flavor of cocktails.

200 CP Discounted Conservatives

Fort

This fort and its towers are, to say the least, strange. When there is danger, whether it be an invasion or rebels, they appear in an empty space right next to the threat, already filled with soldiers who will disappear with the fort once the threat has passed.

200 CP Discounted Conservatives

Our Landmark

You don't need to import foreign landmarks, El Presidente! The expertise of Tropiquians is not inferior to that of foreigners! With this you can imagine a landmark that is roughly as effective as other Landmarks in this price range.

400 CP Discounted Conservatives

Our Landmark...

Like the previous item, you can create yet another Landmark of your choice. Furthermore, if you have both, your Tropiquians will have become experts in Landmark creation and will now be able to create copies of famous Landmarks with similar effects, but with a slightly more Tropiquian touch.

400 CP Discounted Conservatives

Eternal Flame

In addition to functioning just as well as this old landmark, you'll notice that at the start of each jump you'll find an older version of a building, either changed in the adaptation or belonging to an earlier version of your jump.

600 CP Discounted Conservatives



Tropico

All origin, receive one of the archipelago listed below for free. Companions can obtain an archipelago however unless they pay 200 CP they will have an island with the desired specialization in your archipelago. Your archipelago follows you on your next jumps and retains the physics of the Tropico world when it suits you.

El Presidente, it is time to choose which archipelago will be lucky enough to have you as leader. Each Tropico has its own specificity, but it is however possible thanks to our faithful pirates to borrow the plans we are missing from other less fortunate country.

Archipelago Expansion (200 CP, Purchasable Only Once| Discounted for El Presidente):
The bigger the better! *You can almost hear Sunny Flowers rolling her eyes...* Your Tropico can now have one of its upgrades of your choice:

- Tropico is now an archipelago twice as big
- You get two archipelagos in the specification of your choice
- Merging two of the archipelagos listed below, Tropico will be a harmonious blend of the two.

Tropico

Our beloved archipelago, in its most classic look: Diverse deposits and all the normal plantations and industry. It's the perfect archipelago to live the normal Tropico experience.

Chocico

Oceans of lemonade lapping at gingerbread beaches, biscuit parrots nesting in marzipan trees. Our beloved Tropico is truly the sweetest treat!

This version of the archipelago has no deposits and cannot grow rubber, cotton, or even tobacco. However, all the ingredients for making delicious desserts have a base efficiency of 150%.

Wheat and vanilla replace rubber and cotton, and you can obtain ostriches for eggs. Buildings are replaced with industries that better fit the theme, such as biscuit factories or buildings with a more biscuit-like appearance and upgrades that provide some food.

Furthermore, you will start with a chocolate factory and the blueprint to build more.

Return to Nature

An archipelago closer to a no man's land than a tropical dream, plants grow poorly on most of its surface. The deposits are few or even non-existent. And yet your instinct tells you that this Tropico has potential, perhaps helping nature to return would be the solution?

This version of The Archipelago almost feels like a drawback but that's not quite the case because any plants and nature you manage to grow will thrive more and more, as nature reclaims these barren lands. And when you have succeeded in making it a natural paradise, the values of nature increase the efficiency of everything by 200% but only if the values remain green.

Concrete Beach

Glittering rainbow waves, tar-black seagulls and oil fields on every corner, this archipelago is perfect for profit!

In addition to having a simply ridiculous number of oil deposits that will not dry up, polluting industry and tourism are more efficient here.

However, the water will remain polluted and pollution linked to industries will be very difficult to cancel.



Companions

Companions can purchase more companions.

Companion Import [50-200]
Do you want to bring your friends to this adventure? Or can create new friends, this is for you

50 CP/companion, 200 CP/8 companions, each gets 600 CP.

Canon Companion [Free]
You want one of the canon characters as a companion then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift

Drawbacks

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Supplement [+0 CP]
You can use this Jumpdoc as a supplement

Coconuts everywhere [+200 CP]
It seems that you share the same love of coconuts as Lord Roger Wyndham... By that I mean that you hate them including coconut trees and yes Tropico is a tropical island with lots of coconut trees!

Squirrels! [+200 CP]
No, no it's not a dinosaur attack... Well almost! This prehistoric squirrel, undoubtedly the result of dubious experience, is particularly aggressive. However, you can bait them with bananas or coconuts. Otherwise you can instead have a Giant Mutant Llama although it's hard to say if that's really better.

Hut [+200 CP]
In the interest of equality for all comrades, the construction of any kind of house, hotel, or equivalent building is completely prohibited on this archipelago.

SAGI presidente![+200 CP]
Presidente are you sure it's a good idea to let this AI choose all the decrees... On the screen the AI clearly seems to press all the buttons while loads of memes scroll by. You are reassured or not! (if you have the SAGI object it will be a little more intelligent and will not do everything at random but it remains a drawback so don't count on it too much.)

Fire [+200 CP]
Do you like fires? Well, people from the Tropic finally love them when it’s not at home. There is surprisingly a lot of fire is it rebels or an old tradition you don't know but I hope you love fire trucks as much as Marco Moreno.

Era [+300 CP]
With each additional era you do like colonial, world war, cold war and modern times you get 300 CP.

Enemy of the crown [+300 CP]
You are not too popular in the land of tea and scones, not only should you gain Tropico's independence by force of arms. But England will continue to put obstacles in your way in terms of exports and relationships.

Sunny Flowers [+300 CP]
Presidente, trees and nature are our friends, so we must not pollute! Look at this poor baby seal... We can say that you have just received a bribe and you are going to have to make your archipelago a natural paradise. You are allowed to pollute a little bit but be careful, all the voters of Tropico are Sunny Flowers and will make you pay dearly for any pollution deemed too great. This drawback can be taken as an equivalent for any other faction.

Partial Lockdown [+400 CP]
You have no warehouse and the only items you own are the ones you're carrying. What's more, your powers are adapted to the level of power in this world

All your landmarks are belong to us [+600]
How sad other nations taunt Tropico with all their sophisticated monument.... Stolen them all Presidente?! Its genius let's do this, let's steal all the original monuments of Tropico 6. (Pirate ports, commando and others are no longer limited to a number of landmarks per era)

Lockdown [+600]
You have no **Out Of Context** items, powers, or warehouse, cannot be taken **Partial Lockdown [+400 CP].**

Decisions

You have three choices ...

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.