

new com guide available 2022

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old version

CoM Quick Guide

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Setting the scene : Look at the city level , League, tasks remaining and time remaining .

City level will tell you what items are unlocked,types of tasks, which tokens and how many factory slots are available .

League will tell you which tasks should be left alone vs done. For example you never do beach,mountain,epic or war card upgrades in ANY league besides mega as these are your limited tasks. Tasks such as land expansion ,coins,keys and vu repair should be done more often in

the lower leagues as they are easy ,fast and cost efficient.

Tasks remaining tells you what part of rotation you're in. weather it be value>oppurtunity or opportunity>value

Rules of rotation are in the main com guide

- Tasks remaining the first 50 tasks you look for (opportunity>value)
- 10 tasks remaining (rotate any rotatable tasks before you get to your tickets.
- Tickets (Value > opportunity

Time remaining is very important. If you don't have enough time to finish then it doesn't make sense to burn through any of your limited tasks. At that point you would do fast and easy tasks.

Task Assessment : Go through each task and put it into one of 3 categories (Main , rotatable and no touch/cancel) then go through what you know about each task to determine what the next choice is.

Main tasks : There's usually around 3 main tasks in your list at the start of the contest. These are the tasks

that stand out as an obvious choice and are 2k points or higher.

Rotatable : Tasks are the tasks that you rotate to open better opportunities after all main tasks have been done .

No Touch / Cancel : Tasks that you will not touch for the duration of the contest or need to cancel.

What you need to know about each task. Value , algorithm , Premium vs non-premium and opportunity/risk.

Below is a definition of each task. Use this guide as a tool to determine which task is the correct choice.

All tasks are marked with (P)Premium and (NP) non premium labels.

CoM Task Guide: (P)=Premium (NP)=Non Premium

(War Tasks)

- **War delivery: (P)** -Has ability to be worth up to 3,000 points. This Task is on a time limit as it can

only be done during war or when the monster is in your city. Keep that in mind when rotating so that you're capable of doing this task.

Algorithm: task has a low spawn rate; you usually see it around 2 to 3x per contest.

Opportunity: Brings great opportunity for higher tasks as it is a premium.

Risk: If there is NO high upgrades in your list you run a small risk of having this kick back a high upgrade.

Risk does not apply to high level players

- **War Launch Common: (NP)** This task can be worth up to 2400 points. This task can be completed during war and against the monster, make sure that you pay attention to your war time and monster to ensure that you are able to rotate in time. If war is about to end you should rotate.

Algorithm: Pops up usually 1 to 2 times per contest.

Opportunity: Brings good opportunities for higher tasks.

Risk: low (meaning it normally doesn't cause anything negative)

- **War Launch Rare (Yellow Card) (P)** Can be worth up to 3k in points. It is a limited time task meaning that it can only be done when the war is active or against the monster. When this task is in your list worth 1,000 it is a rotatable task. When in your list worth 2,000 or higher it's in the main task category.

Algorithm: Normally in your list 1 to 3 times per contest.

Opportunity: When worth 1,000 points this task has a high chance of resulting in a 2k or higher task in return. (LOW LEVEL PLAYERS ONLY) If you have **NO** upgrades in your list you should use caution when rotating.

If you have a decent average then I would rotate this task in before war ends or when the right opportunity presents itself .

Risk: If your average is low and you have other rotatable options and **NO** upgrades in your list then I would hold off on rotating this task until you have a few low upgrades or atleast one high one in the list already that you can use to block another from reappearing.

⌚ Risk does not apply to high level players

- **War Launch Legendary (Purple Card) (HP) High Premium**

can be worth up to 3600 points.

Algorithm: This task does not pop up very often.

⌚ Maybe 1 to 2 times per round. Sometimes never.

Opportunity: ⌚ When in your list worth 1200 it brings great opportunity for higher premiums. ⌚ When in your list for higher value its excellent to bank in some points. This task should be put into a high priority to rotate as it can be worth so many points and bring great opportunity.

Risk: ⌚ Low - usually this task brings better opportunity risk is low. ⌚ However if no high upgrades are in your list it can result in a higher upgrade. **Risk does not apply to high level**

players

- **War Card Upgrade (Limited Task /P):** This is one of your limited tasks you should only do this task in mega if you have a legitimate chance at winning. Always worth 3,000 points. Be prepared for this task as much as possible, meaning you need to add as many war points as possible so that you can always have war

cards on standby . never upgrade your war cards unless in mega and for this task. Task can be done at any time (no war or monster required/unlocking the task vs upgrade also works for this task)

Algorithm: medium. This task can appear several times in one round of com . be prepared for that; meaning you need to add as many war points as possible so that you can always have ward cards on stand by . never upgrade your war cards unless in mega and for this task.

Opportunity: Because this is always worth 3,000 points it should be a priority . normally results in lower tasks because of its high value . however this should not discourage you from doing it. The game will always try to level you out.

Risk: Very low risk. **Risk does not apply to high level players**

- **War Booster (NP)** Always worth 1,000 points. Has a very good chance to give higher value tasks in return. This is a rotatable task. Can

only be done during war and should be rotated before war ends.

Algorithm: Normally get 1 or 2 of these in your list.

Opportunity: This task has a very high chance in resulting in a higher valued task in return.

This could be a good or bad thing depending on what tasks are in your list. Good case is that you have some upgrades in your list and this results in a higher premium such as vu , war or airport task.

Risk: high (if no upgrades in list) If there are very few or no upgrades in the list then the chances are high that you get a high upgrade.

Risk does not apply to high level players

- **Specific War Attack: (NP)** Normally worth 1400 to 2400 right around there. Depending on the attack the game chooses. Only works on the monster if the monster has allowed that attack. Make sure you confirm before you start the task or wait for war.

Algorithm: this task rarely pops up.

Sometimes you never see it for weeks.

Opportunity: decent opportunity. Normally results in a 1500 to 2k task.

Risk: low risk for high upgrade. Main risk is a low factory task.

Risk does not apply to high level players

- **Launch attack in club wars (P):** This task can only be done during war. It WILL NOT work on the monster. This is the green card task that states launch attacks in club wars.

Algorithm: Doesn't normally come back and has a very good chance to open something good.

Opportunity: HIGH. Because this task does not normally appear more than once it has a good chance to open something of good value.

Risk: The main risk here for both high and low level players is that you could get it in the streaks and not be in war.

Low level players if you have no upgrades . there's a higher chance that it will result in a high valued upgrade.

- **Monster (NP)** Can be worth up to 2500 points. This task should **ONLY** be done if it is 2,000 points or higher as it is always in your list.

Algorithm:Extremely High- Once you complete this task it always comes back. Once you have it in your list for less than 2000 you need to leave it alone for the rest of the contest. Make sure you rotate it **ASAP** when the monster is there. This task can only be done when the monster is in your city don't put it off.

Opportunity:NONE Only completing if 2k or higher for the purpose of banking in the points and opening up one of your valuable 2k placements. (on avg. you have around 4 tasks that can be worth around 2,000 points.)

Risk: HIGH (NEVER TOUCH IF LOWER THEN 2K)

- **Earn Coins (NP)**: usually worth between 1100 and 1700 points. This task is considered a rotatable task (**for low level players**) but only as one of your last options if you're running low on rotatables. Don't rotate a np task with a

high algorithm first. Try coins if close to streaks and if you need your 7th upgrade main list.

Algorithm: Medium - Task is not always in your list but more often than not it will return after about 2 to 6 tasks.

Opportunity: Because this task is non-premium and has a good chance at returning the opportunity is ok for a few tasks but if you have little options you should look elsewhere to open up better opportunities. This is a task you usually do more near the end of the contest.

Risk: low normally results in a low or medium production, repair, vu or cargo task. Then comes back around. **Risk does not apply to high level players**

- **AirPort Delivery Paris (NP):** Technically the paris delivery can only be worth 2400 points max. So it's a non-premium but still a good rotatable option. If given the option to do this over a tokyo or london of equal

value you would choose one of the others as they are premium.

Algorithm: Moderate- Normally you get several airport tasks in one round of com. Not normally the same kind multiple times. Just depends.

Opportunity: Good - Has a good chance to give a decent premium like a war, vu, production. etc.

Risk: low

- **Airport Delivery Tokyo OR London (P):** Can be worth up to 3k in points . This is a main task if worth around 2k or higher. And a rotatable task worth 1k. Should be rotated for high premiums.

Algorithm: There's a total of 3 airport tasks. Making it highly likely that you will do several of these during one round of com.

Opportunity: GOOD-opens up great opportunities for higher premiums.

Risk: LOW

- **Gold Keys (NP):** Can be worth up to 2000 points. Usually it's good to leave it sit unless it's worth 2k (**low level players**) If you have no higher rotatable

options and it's in your list worth 1600 you should rotate for the purpose of opening up that place value.

Algorithm: Almost ALWAYS in your list but normally takes about 3 to 4 tasks to return.

Opportunity:Low-Doesn't have a great opportunity if lower than 1600 points as it will return. If taking up one of your 2k placements it should be rotated.

Risk: low

- **Beach & Mountain (NP):** Always worth 2500 points. This is a limited task because you can only unlock so many beach and mountain slots, you need to save these for the mega league ONLY. If in the lower league DO NOT bother cancelling as it will return. It is a great task to boost up your average and is considered a main task.

Algorithm:Extremely High- If this task is cancelled it will return almost immediately ,and if completed it usually comes back several times in one round of com.

Opportunity:Good- usually results in a decent premium and then comes back around. Great task to boost average.

Risk: very low unless you cancel (never cancel this task especially in the lower leagues)

- **Cargo (NP):** Can be worth up to 1800 points. 'Should be done if at 1800 point to open up one of your 2k placements. ¶ If less than 1800 points then treat it as a rotatable option.

Algorithm: Normally does not normally return more than 2 or 3 times per one round of com and is a good rotatable task. ¶ If it is returning more frequently you need to top rotating it.

Opportunity: good opportunity for mid range premiums.

Risk: low

- **Epic (NP):** Can be worth up to 2400 points. ¶ If worth 2k or higher then treat it as a main/rotatable task. ¶ Make sure you **STOP** adding epic points once the task requirement has been met. ¶ Because this is a limited task meaning you can only convert so many homes to epics before having to level up you need to be careful and utilize all the points you can get for if this task comes back.

Algorithm: Once this task has been completed it normally comes back about 3x. Save points until

about 2 hours remaining and then go ahead and finish your epic.

Opportunity: Decent opportunity once the epic tasks are done rotating in.

Risk: both high and low level players use caution when rotating close to the streaks as it has a cooldown of 12hrs. Note that you can start epic on regional map right away if one is already available

- **VU Launch (P):** This is a main task if at 2k or higher and considered a good premium to rotate in. however if you notice this task coming in worth 1,000 points then don't continue to rotate it in as it will likely give it back of lower value. If it has been a while then you should try to rotate it in again.

Algorithm: If you do this task at a lower value and it comes right back lower then it will likely have a high algorithm and continue to kick back lower.

But if you get it worth 2k or higher the algorithm is lower but give worth higher value. You will see this tasks several times based on how many times you rotate.

Medium algorithm

Opportunity: If at a higher value usually give mid range premiums . if a lower value it normally results in a higher value task **low level players**(use caution if you have minimal upgrades in your list)

Risk:Medium (don't rotate to many low value vu in)

- **Vu Repair (NP):** can be worth up to 2400 points but normally ranges from 1200 to 1600. **Low level players** try to avoid this task if it is less than 1600. This task is identical to the key task except this one will return much faster and normally for a lower value.

Algorithm: Very High - More often than not this task comes right back and is worth a low amount of points. If worth 1600 or more and that is your highest rotatable then you should rotate because of value. If you have to pick between repair and keys of equal value . then you pick keys because they come back much less often and usually result in a higher value. Any time a task is taking up a 2k value it should be dealt with as soon as possible.

Opportunity:low task almost always in your list the only opportunity you gain is if your clearing it because of a high points value.

Risk: VERY HIGH (it will return and drop avg.)

- **Land expansion (NP):** Always worth 2k in points. Try to get all of these done before you get into mega. If you haven't unlocked them all by then make sure you make it a top priority to do so. Anytime you're able to do this task you should so you can get it out of the way.

Algorithm: Extremely High - Task is almost always in your list. You should never cancel and get these done as soon as possible.

Opportunity: Very Low - Once you complete this task it usually comes back within a task or 2 making the opportunity basically nothing. Get these done as soon as you can. Once all land is unlocked the task will no longer appear in your list and won't be taking up one of your valuable 2k placements. Never cancel this task.

Risk:HIGH Risk of returning

- **Design upgrade and submitting design challenge (P/NP):** These tasks are relatively new to the game and still being studied. As of right now we see them about

50% of the time and once they are in the list they seem to never want to leave. Whether you cancel them or complete them that seems to have no effect.

Algorithm: Extremely High as stated above.

Opportunity: Very low as stated above.

Risk : VERY HIGH (ONCE IN UR LIST IF U CANCEL IT ALMOST NEVER GOES AWAY)

- **Factory Productions (NP/P) : Low level players consider this task premium but high level players only consider electrical premium** Each type of factory item has its own set of rules. The only that can be worth 3,000 is electrical.
- **Chemicals Value :** 900-2000 roughly. If this task is 1600 to 1770 use caution when rotating. If worth 1700 to 2000 then you should plan to rotate it because it's taking up one of your 2k placements. If it is LOWER than 1600 you shouldn't touch it as it will continue to return and cause you too much downtime and drop your average.

Algorithm: Very High-has a tendency to return several times causing you way too much down time. Only rotate for 2k placement benefit.

Opportunity:Very low

Risk:High

- **Metal , Wood, Plastic, Seeds & Minerals (P/NP):** Any of these factory tasks can be done in under 1 hour for 2 rounds as the highest timed item is 30min. Because of this even if they return they don't cause too much downtime.Great tasks to rotate in for premium options.

Algorithm: Is low. Normally you don't get these tasks back to back and even if you did that would be a back thing

Opportunity:Good- Decent valued tasks that open great opportunities for premiums.

Risk: LOW

- **Animal Feed (NP):**This task ranges from 1200 to about 2300. Normally I tell **low level players** to prep glass or feed overnight before CoM.I say feed for lower level because it is more likely to come in. If this task is in your list for 1500 or higher it should be cleared when convenient. If it is higher

than 1800 depending on what's in your list you may need to take downtime or wait until you go to bed to complete. Saying that it's not blocking anything. If you notice that it is in your list of a low value and you are running low on rotatable options then you should do it to get it out of the way . if it returns then you may want to consider leaving it otherwise it could come back in worth a higher value and be more problematic . you would rather it be in your list of a lower value then a higher one. That way it does not block anything or cause too much downtime. Try to avoid during war that way you can utilize your time.

Algorithm: Moderate and unpredictable (use caution and you can't afford to much downtime)

Opportunity: good-As long as the task does not return it brings good opportunity.

Risk: low if no return & high if you have to do to many times

- **Glass (NP) and Electrical (P):** Glass and electrical (electrical is the only factory task that can be worth 3k) are normally in the list worth a higher value . but if in your list worth a lower value they can be

rotated if no better option presents itself. If you have electrical unlocked and normally get that task then you should prep this at night instead of feed.

Algorithm: Is lower for glass and electrical vs feed .

Opportunity: Is decent as long as they don't continue to come in. if they do then treat them the same as feed. If more than 1640 you should complete for that 2k placement, otherwise only rotate if you need the opening,

Risk: Low

- **Textiles (NP):** This task is normally in your list once or twice during the contest and between 1200 and 2200 points. Textiles aren't as bad as chemicals so you should do them if you need to to open up a slot. But if you can avoid them under 1600 points try to avoid them as they can cause significant downtime.

Algorithm: Normally comes in 2X during CoM . But if it is worth 1600 or higher you need to complete it to open you 2k placement. Otherwise you can rotate once other options are gone. Try to prep these during the day . not at night as they only take 90min

Opportunity: decent opportunity if in your list worth higher value. But more likely to return if in your list worth a lower value.

Risk: LOW

Sugar (P):This task should be avoided if it is less than 1900 points. Like all factory productions its not about the time it takes to do it once it's about the time it takes to do it over and over. Especially when its not worth much. You don't want it to come back worth above 1800 because it holds one of you 2k place values. Forcing you to complete it. DO NOT RISK it

Algorithm: Medium/High Its not as frequent as coins,monster,repair or keys. But it normally does come back . and if it comes in worth 1600 or above it will need to be done to open that place value.

Opportunity: LOW As stated above this task normally comes back once its in your list so opportunity is low.

Risk: HIGH

- **Shop Productions (NP/P):** All shop productions are considered rotatable premiums for **low level players and non premiums for high level players.** And can be done at any value in an attempt to open up better opportunities.
Algorithm:low is rare to get the same shop item over and over. But you will have several shop productions during com.
Opportunity:Good Doing these will raise your chances of higher premiums.
Risk:Low

Upgrades & streaks. As a low level player you will attempt to stack all 7 upgrades in the list before you begin the streaks. If you have a streak that starts with an upgrade you will want to cancel right away. This allows you time to get it in your main list before you begin streaks around 20 tasks remaining.

Watch streaks videos for more details

[\(2\) SimCity Buildit Streaks Tips /How To Hit High Points - YouTube](#)

[\(2\) SimCity Buildit *NEW* Contest Of Mayors Streaks /Tips - YouTube](#)

[\(2\) SimCity Buildit CoM Walkthrough Streaks Tips - YouTube](#)

SimCity Build it

Task Assessment & CoM Math Legend

- Premium(P)-A task that can be worth 3,000 points or higher.
- High Premium (HP) -A task that can be worth more than 3000 points
- Non-Premium(NP) - A task that can not be worth 3,000
- No Touch(NT)- Task that you will not touch no matter what for the duration of that contest
- Cancel(C)-A task that may need to be canceled.
- Last Resort (LR) Last resort rotatable (coins task for low level players)
- Main (M) - A task that is worth at least 2,000 points or higher.(excludes no touch tasks)
- Rotatable (R) A task that is worth less than 2,000 points (Done to open up more main tasks)

- (L) limited -such as war cards, epics, beach, mountain and land
- V/P Value Possibility
- V/D Value difference
- G- Game
- H- History
- Ltd. Limited time- has cool downs or timers
- A -Algorithm
- R - risk
- (DT) Down time
- (T) type of task premium or np
-