

Taxes

Level 5 unlocks the City Hall which is the gov building that hands out taxes. The City Hall has a floating coin above it when there are taxes to collect and simoleons are added to the total throughout the day. Tapping on the City Hall brings up [this screen](#) that shows you how much taxes you can expect for a 24 hour (real world hours) time period.

The City Hall only stores 24 hours worth of taxes. Collecting taxes after 10 days of not playing will only give you 1 days worth of taxes. The happiness of your sims can also limit how much Simoleons you receive each time you collect. The total happiness of your capital and regions are used to determine happiness for taxes. Having too many unhappy sims will lower the amount of taxes you get.

Unfortunately only the sims in the capital pay taxes and sims in your regions pay zero taxes. All population from your capital counts towards taxes including Omega homes that already pay out NeoSimoleons. This also means that if you have destroyed homes from war or Vu disasters, your tax income dips from the loss in population until you repair the damage.

The formulas for calculating taxes are:

Capital population between 5k and 50k: $(0.1493 * \text{capital population}) + 2133$

Capital population between 50k and 100k: $(0.04864 * \text{capital population}) + 7148$

Capital population between 100k and 500k: $(0.018 * \text{capital population}) + 10,200$

Capital population 500k and above: $(0.0048 * \text{capital population}) + 16,800$