

*This guide describes operator combinations for Trade Posts and Factories. The other facilities will be covered only when necessary. This guide will NOT cover the most effective base combination in general. You can read the guide on Gamepress for that. In the end, except for a couple of skills, it doesn't matter.*

*Also, this guide is not a UNIVERSAL answer: after all, everyone has a different roster of operators, so the ability to use certain combinations on each account is limited.*

*The color of the frame around the operator implies the facility where he should be in the specific situation described. The operators' required promotion levels are indicated in square brackets (e.g., [E1] – Elite 1).*

*If you want to skip the explanatory text and go straight to the combinations, click [here](#).*

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## FAQ

### **Q: Is there any basis for the calculations?**

A: It's good that you asked! There are two points worth highlighting here. First, the way the game rounds numbers. It is simple, it rounds down. In other words, 3.4 and 3.9 both will be rounded to 3. It looks like an insignificant detail, but in some cases, it can lead to some benefit (or loss).

Second, considering the details of how this or that efficiency comes out in the end, the final efficiency of a particular facility is calculated from three indicators:

- efficiency for each worker currently in the Factory/Trade Post (1% for each, up to 3% for up to three Operators working in a Level 3 Factory/trade post);
- bonuses gained from Command Center operators (varies, more information in this section of the guide);
- bonuses from operators working directly at the Factory/Trade Post.

In all the calculations given, I will use only the third point. Although with the first and second points considered, Factories and Trade Posts have 5% and 10% efficiency respectively on top of what the operators working there bring.

In addition, even taking into account the above, mentioned outside the final statistics will be only those combinations whose efficiency is **more than 90% for facilities with 3 operators and more than 60% for facilities with 2 operators**, because operators easily achieve this efficiency without much investment.

### **Q: Will there be a comparative analysis of base configurations (153, 243, 333, 252, 342)?**

A: No, a lot of people have already done this research. I will touch on the effect of the base on combinations, which depends on the number of facilities and the combination for a trade post/Factory with only two operators at best.

### **Q: Will there be operator shift schedules for maximum performance?**

A: The short answer is no.

Long answer: This is a too individual aspect for everyone, as the presence or absence of this or that operator can be critical. And, again, these studies have already been done when analyzing the effectiveness of this or that base configuration, so I don't see the point in further complicating things. It is all about combos for now. But, in fact, in the very long run, I am considering doing this. Perhaps with the help of other people.

### **Q: I don't have operator X, what should I do?**

A: Replace him with a similarly effective operator. After all, if you are just starting to play, use the one that will bring the maximum benefit in the combination.

If this operator is part of a certain combination (Sensory Information, Worldly Plights), however, it makes sense to look at how the absence of this operator affects a particular combo. Sometimes it's worth stepping back and seeing that the effort isn't worth it in the end.

### **Q: Should I promote operator X to [E2] for base skill?**

A: ...depends on the situation but mostly no.

The most effective skills for the base (or their improvement) in the case of 5★ and 6★ are most often closed for E2. Some operators are already strong, so [E2] is a matter of time, and base skill is a nice bonus. Others, however, are too niche but have great skill at the base.

If your roster is not too big and you need to fill in some niches in the team, then for the sake of the skill on the base to give [E2] is not the most reasonable idea. It's expensive in and of itself, and not a fact that will help in the main game. And if you have it formed, who am I to stop you?

## **Acknowledgments**

First, I want to thank my friends for whom this guide was originally written. It's true that after the original version I have done a bit more research and it ended up like this.

Second, I want to indicate the sources of information that I used while writing the article.

- [Arknights Wiki on Gamepress](#)
- [Arknights Wiki on Fandom](#)
- [PRTS Wiki](#)
- [Aceship's Toolbox](#)
- [PeterYR's YouTube Channel](#)

## **Credits**

If you want to contact me, you can use either Reddit (Red\_TF), [Twitter](#) or Discord (redtf).

## Factory: general information



A Factory is one of the three types of facilities that are built on the left half of the base. There can be a maximum of five factories and they are used to produce different types of resources: Battle Records, Precious Metals, Originium Materials, and Chips (for [E2] 5★ and 6★ operators).

Its improvements increase the base capacity of the Factory (24/36/54 slots) and the number of operators working on it (1/2/3 operators). In addition, each working operator adds 0.01% to the efficiency of the Factory.



## Factory: Basic Case

This section of the guide is for those who want to turn off their brain and not have to worry about what extra operators are needed to optimize everything at once. The solution is simple: take all characters who have the Standardization skill, which gives a certain bonus to producing absolutely everything in the Factory.

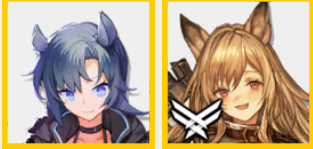
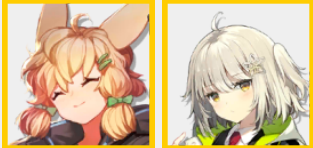
	Effect	Operators
Standardization· $\alpha$	production +15%	
Standardization· $\beta$	production +25%	

As you can see, this skill alone can achieve a 75% bonus to production if you take three characters with the Standardization· $\beta$  skill. However, given that Factories are mostly used to produce two specific types of resources (Battle Records and Pure Gold), using operators with Standardization is not the most efficient way to work. There are enough operators that can boost the production of one specific type of resource.



## Factory: Parcels were not immediately assembled






Some operators, who have a maximum production bonus of 25%, do not start there. It takes them some time (namely 5 hours) to reach that efficiency. There are two similar effect skills and the only difference is the starting production bonus and the hourly gain:

Effect	Operators
Production +20% for the first hour. Thereafter, increases by +1% every hour, capping at +25%	
Production +15% for the first hour. Thereafter, increases by +2% every hour, capping at +25%	

In the case of a shortage of Standardization operators, all of these operators (except for Ceobe and Scene, more details about them later) can serve as substitutes.

## Factory: Bound together by one goal

In addition, some skills give the same effect as Standardization but are called slightly differently because they refer to the factions of specific operators: Rhine Technology and Pinus Sylvestris (Rhine Labs and Pinus Sylvestris, respectively). All  $\alpha$ -versions of skills are upgraded to  $\beta$ -versions with operators upgraded to [E2]. Exceptions to the rule are Dorothy, who at [E0] has a skill other than Rhine Technology- $\alpha$  and gets Rhine Technology- $\beta$  at [E2], and Silence Alter, who at [E2] gets Rhine Technology- $\gamma$ .

	Effect	Pinus Sylvestris	Rhine Labs
Pinus Sylvestris- $\alpha$ Rhine Technology- $\alpha$	production +15%		
Pinus Sylvestris- $\beta$ Rhine Technology- $\beta$	production +25%		
Rhine Technology- $\gamma$	production +30%		

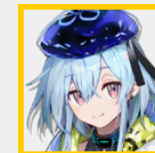
Obviously, the efficiency of the characters within the same faction can be improved one way or another, but more about that later. It is also worth noting that for maximum production bonus, all characters in this section must have [E2], which, in some cases, is ineffective in itself.

## Factory: Mizuki / Standardize this

Right from the start, Mizuki has a very interesting skill for the Factory named Consciousness Agreement. Its effect is quite simple: it gives a 5% production bonus to every working character in the Factory that has the Standardization skill. In other words, the production value of Standardization- $\alpha$  increases to 20% and Standardization- $\beta$  to 30%.

Thus, having two such characters gives +10% production on top of their base efficiency, raising the total efficiency of the working team to a maximum of 60% (50% from two characters with Standardization- $\beta$  and 10% from Consciousness Agreement).

When you get Mizuki to [E2] the effectiveness of this combination increases by 30%, up to 90%: Mizuki himself gets Standardization- $\beta$ , which has a base 25% production bonus and gets the same 5% bonus from Consciousness Agreement.



## Factory: Highmore + Mizuki / Standardize that

Although Standardization- $\beta$  is a very effective skill, there are only 5 characters with it without tapping [E2] promotions. Nevertheless, there is a way to get around this limitation.

Highmore, the free operator received in Integrated Strategies #3 from the start has Consciousness Synchronization skill, which allows the Rhine Technology and Pinus Sylvestris categories skills to count as a Standardization-type skill for skills that require it. In other words, Highmore + Rhine Labs / Pinus Sylvestris operators will activate Mizuki's Consciousness Agreement skill bonus. Naturally, the effectiveness of this is extremely low: it requires all three operators (Haimor, Mizuki, and the Rhine Labs / Pinus Sylvestris operator) to have [E2] promotion to get the same 90% bonus (Highmore gets Standardization- $\beta$  at [E2], as does Mizuki). Without the outside bonuses, this is a more expensive variation of the earlier-mentioned combination with Mizuki.

In addition, there are exactly five cases where the efficiency exceeds 90%, but it requires a lot more characters or it only works for one particular resource:

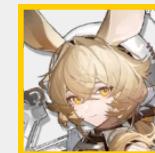
- [E2] Dorothy (any resource);
- [E2] Silence the Paradigmatic (any resource);
- [E2] Wylde Maine when Justice Knight is on the Power Plant (any resource);
- Any [E2] character with the Pinus Sylvestris skill when Flametail is in the Control Center (only for Battle Records);
- [E2] Wild Mane when Flametail is at the Control Center and Justice Knight is at the Power Plant (only for Battle Records).



## Factory: Dorothy / Putting theory into practice

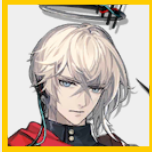

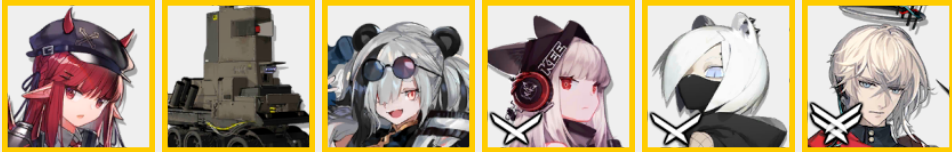
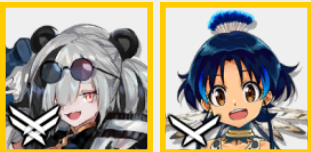
Dorothy, like Mizuki, has a skill that gives a 5% bonus to each character with a specific skill in the Factory. In her case, it is the Theoretical Application of Originium Arts skill available at [E0], which requires characters with Rhine Technology category skills. In other words, pretty much any other Rhine Labs member with Factory related skills (except for Mayer).

The maximum available bonus in this combination is still the same 95% and, as in Highmore's case, it requires [E2] of all three characters in the Factory.



## Factory: Basic video editing (Battle Records)












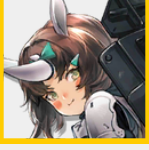
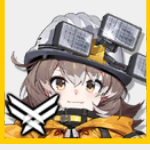
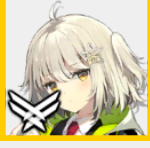
Some operators have skills that are focused on the production of only one particular resource. This is compensated by their efficiency, which is slightly higher than Standardization. In the case of Battle Records, there are only 4 such effects, though the skills are called differently

Effect	Operators
Battle Record formula related Production +20%	
Battle Record formula related Production +25%	
Battle Record formula related Production +30%	
Battle Record formula related Production +35%	

Thus, the maximum efficiency that can be achieved by the experience card bonus alone is 100%. But with some modifications, it can be raised with Pallas, which, at first glance, seems to be one of the least effective here... Only it requires roundabouts.

## Factory: Improving efficiency by increasing the Factory's capacity

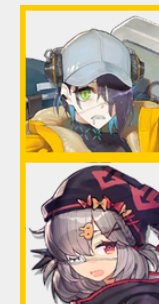
One important element of running a Factory is the need to pick up the products you produce in time. After all, if the Factory is full, work will stop. Multiple operators can increase the capacity of the Factory:

Effect	Operators
Storage capacity +4 when producing Battle Records	
Storage capacity +6 Production +10%	 
If the difference between maximum and current morale is higher than 12, storage capacity +6	
Storage capacity +8 Mood reduction per hour -0.25	    
Storage capacity +10 Production +10%	 
Storage capacity +10 Mood reduction per hour -0.25	 
Storage capacity +12 when producing Battle Records	

Effect	Operators
Storage capacity +15 when producing Battle Records	
Production -5% Storage capacity +16 Mood reduction per hour -0.15	
Storage capacity +16 Mood reduction per hour -0.25	
Production -20% Storage capacity +17	
Production -5% Storage capacity +19 Mood reduction per hour -0.25	



It is worth noting that several operators DECREASE the capacity of the Factory:

- Asbestos with her Maverick skill (Production +25%, Storage capacity -12, Mood reduction per hour +0.25)
- Popukar with her Troublesome Creator skill (Production +25%, Storage capacity -12, Mood reduction per hour +0.25).



This is especially important in the case of Asbestos: at [E2] her Explorer skill essentially overrides her Maverick skill, reducing the final effect to a 25% Production bonus and only +4 to Factory's Storage capacity.

So how can you use the capacity of the Factory to improve its efficiency? The following operators will help:

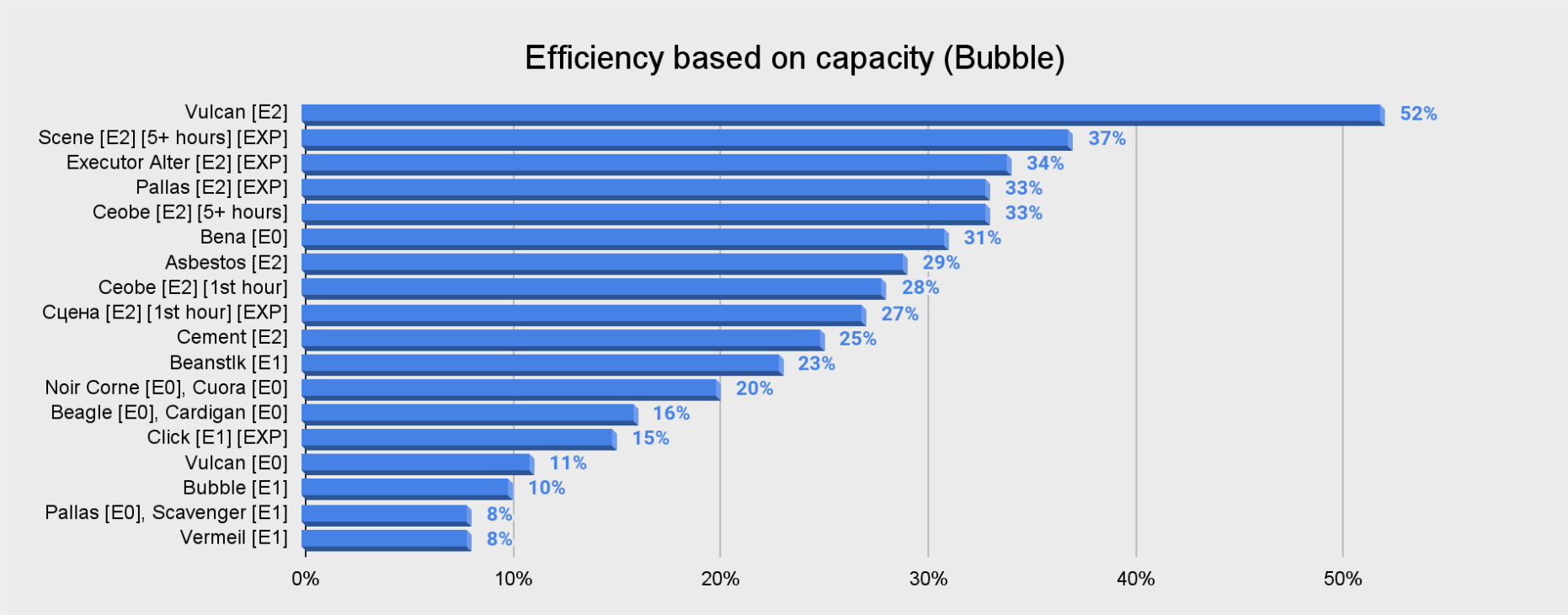
Operator	Skill	Effect
	Recycling	Production +2% for every +1 storage capacity provided by operators
	"Bigger is Better!"	Operators with 16 or less storage capacity gain 1% production per storage capacity; Operators with more than 16 storage capacity gain 3% production per storage capacity

It is worth noting that these effects do not add up and Bubble's skill has priority over Vermeil's skill.

Combining all available information, it is easy to see that only Bena and [E2] Vulcan can work most effectively with Bubble, bringing the overall effectiveness of the combination to 93% ( $10 \cdot 1\% + 17 \cdot 3\% - 20\% + 19 \cdot 3\% - 5\%$ ).

But Bena's skill gives only 31% efficiency, which can be surpassed in many ways. Except that these ways always require promotion to [E2] operator, while Bena's skill is available from the moment she is acquired.

For example, Scene at [E2] will already be more effective than Bena after 3 hours, but, first, it will only help with Battle Records and, second, she will be more efficient with Vermeil.

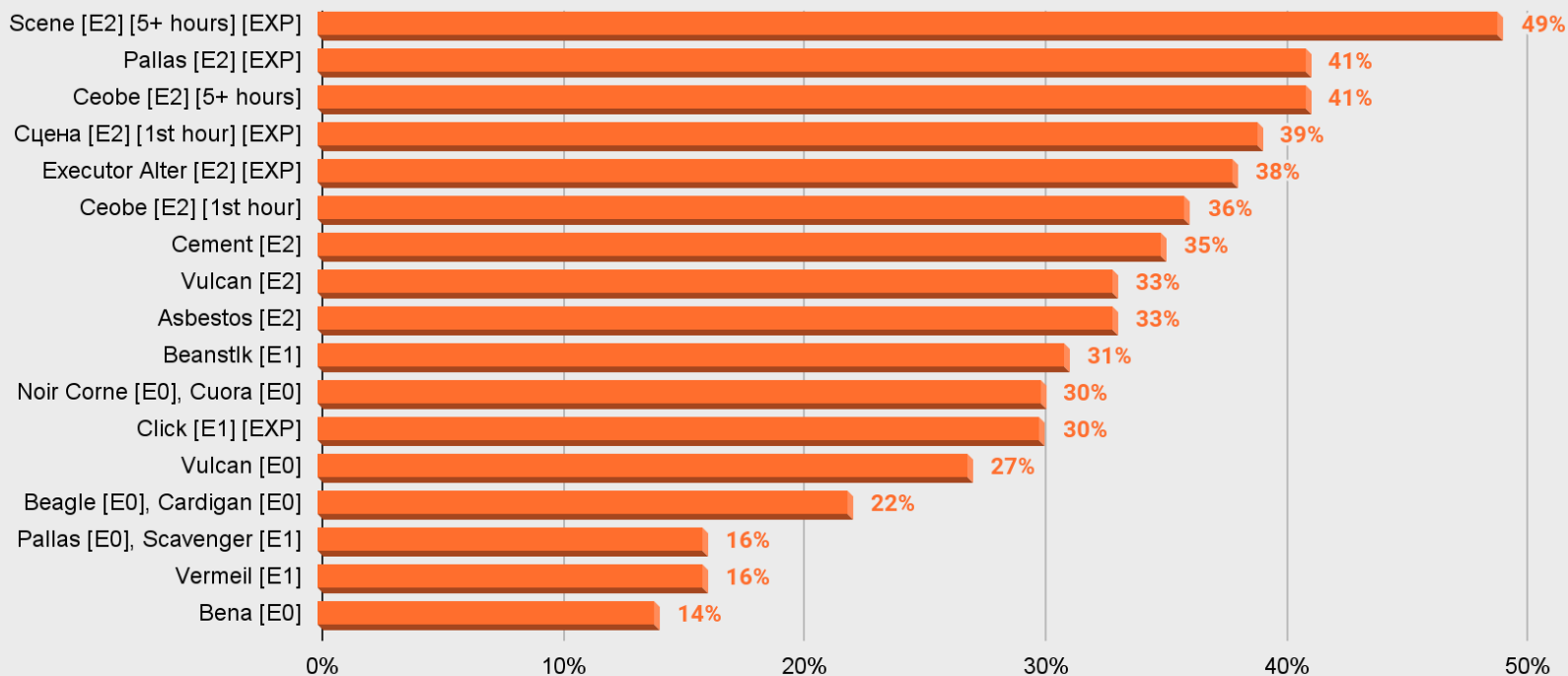


*[EXP] – this bonus only applies to the production of Battle Records*



In the case of Vermeil, the situation is much more interesting: in addition to increasing the capacity of the Factory, you must also take into account the other skills of Operators. And this factor plays against Click, whose second skill reduces morale consumption by 0.25 per hour, rather than increasing Production:

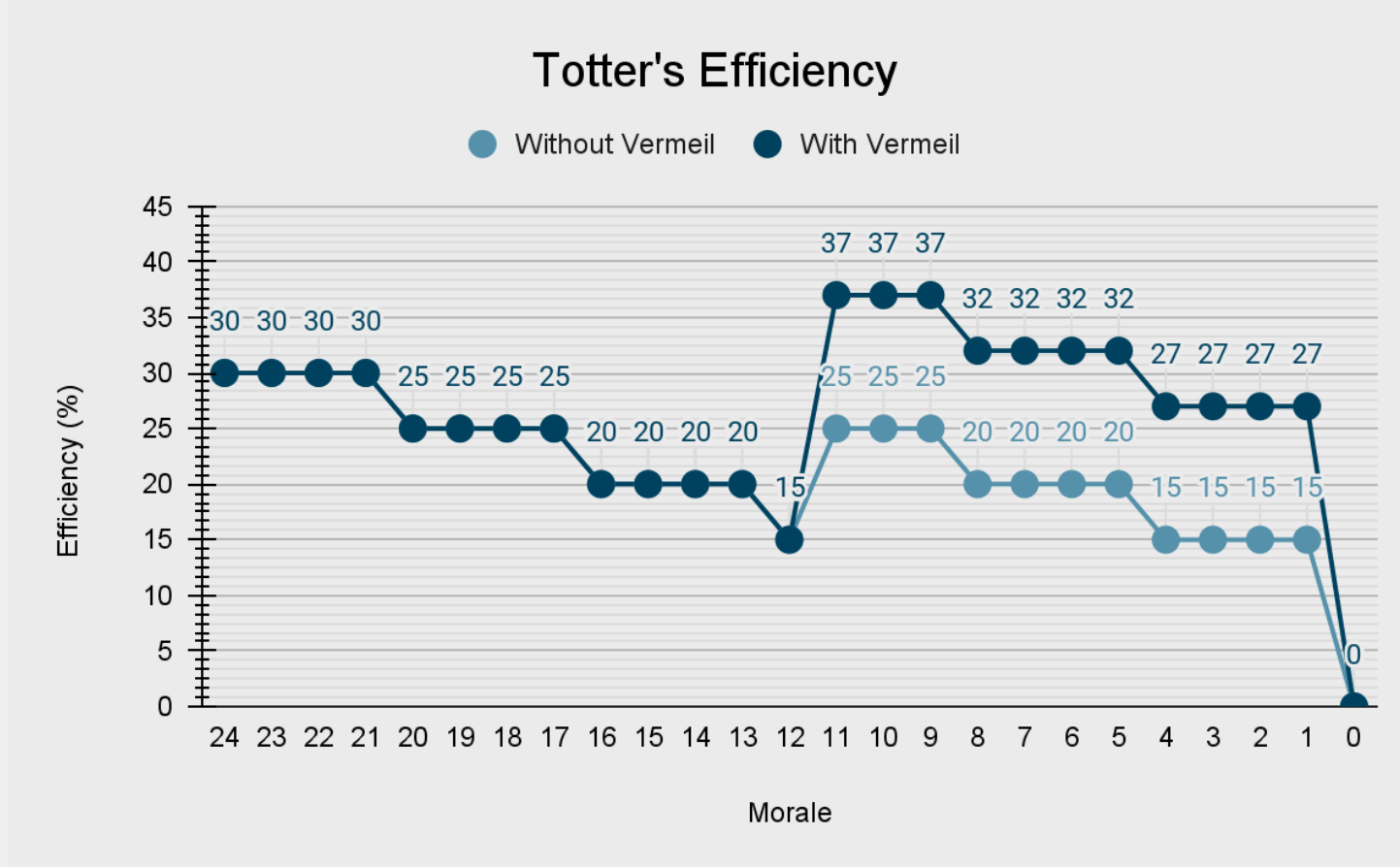
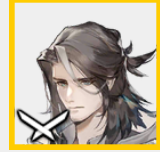
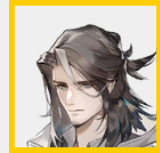
### Efficiency based on capacity (Vermeil)



*[EXP] – this bonus only applies to the production of Battle Records*

Vermeil herself has  $(8 \times 2\%) = 16\%$  bonus, thus bringing the most effective combo for Battle Records to a maximum of 106%  $(39\sim 49\% + 41\% + 16\% = 96\sim 106\%)$ , and for other resources to a maximum of 90%  $(36\sim 41\% + 33\% + 16\% = 85\sim 90\%)$ .

Special mention should be made of Totter, whose high efficiency drops over time, only to soar to unimaginable heights in the second half of his work time. Combined, his skills can be described as follows: Production +30%, for every 4 differences between maximum and current morale Production -5%. If the difference between maximal and current morale is more than 12, storage capacity is +6. In other words, his efficiency at Morale 11 and below would benefit even more if paired with Vermeil:



## Factory: Basic Pure Gold Production

Things are much simpler here, as there are only 4 operators who can improve Pure Gold production:


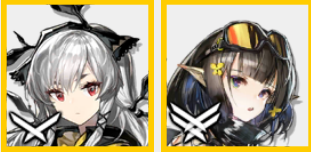

- Spot (30% bonus to efficiency at [E0]);
- Haze (30% efficiency bonus at [E0]);
- Gravel (35% efficiency bonus at [E1]);
- Purestream (20% efficiency bonus for each Trade Post at [E1])

Obviously, the minimum best efficiency will be 95%, but it can be raised to 105%/125% by Purestream (two and three Trade Posts, respectively). Only this is not the most efficient option, because there is a much better team for it, but it requires a separate explanation.



## Factory: Automation of Pure Gold production

Among the operators, there is a special subset with the Automation skill (and its unique variation, the Bionic Seadragon) that nullifies the efficiency of their peers but increases their efficiency based on the number of Power Plants at the base. These tech lovers are

Effect	Operators
Production from other operators reduced to 0 (excluding production gained from facility count), however, increase production by +5% for every existing Power Station	
Production from other operators reduced to 0 (excluding production gained from facility count), however, increase production by +10% for every existing Power Station	
Production from other operators reduced to 0 (excluding production gained from facility count), however, increase production by +15% for every existing Power Station	

As you can see, these skills have an important refinement: although they reduce the effectiveness of the other operators to 0, similar effects that depend on the number of rooms still work.

And, as mentioned earlier, Purestream has a similar skill, which makes her the best candidate for operators with this skill.

The most difficult part is calculating the final efficiency because in this case, it depends on two factors: the number of Power Plants and the number of Trade Posts. In other words, the configuration of the base.

In general, the formula expressing the effectiveness of this combination can be expressed as

$$E = TP*20\% + PP*(A1+A2), \text{ где}$$

TP – number of Trade Posts;

PP – number of Power Plants;

A1, A2 – Efficiency per Power Plant.

If we take the basis of the format 2–4–3 (2 Trade Posts, 4 factories, 3 Power Plants), then the final efficiency of the combination comes out as  $15\% * 3 + 10\% * 3 + 20\% * 2 = 115\%$ .

But, in reality, it would be 100% ( $15\%*3 + 5\%*3 + 20\%*2$ ), since there is another place for Eunectes to improve the efficiency of this combination to 140%.

But, in general, to understand the feasibility of using this combination answer the following questions:

- Do you have at least two operators who possess this skill?
- How many Power Plants do you have and is it possible to increase their number (in other words, is there a bundle of [E2] Eunectes and Lancet–2 and/or promoted up to [E2] Greyy Alter)?



If there are two Power Plants and no way to increase their number via pseudo-PPs (in other words, the answer to the second question is “no”), it probably does not even make sense to consider this combination.

However, there is exactly ONE case where Windflit or Passenger would be as efficient as or better than Purestream. Namely, in a base configuration of 5 Factories, 1 Trade Post, and 3 Power Plants. If you can increase the number of Power Plants to 5 (via Eunectes), Windflit and Passenger will have an efficiency of 25%, which is 5% more than Purestream. This is a very specific case.

## Factory: Basic production of Originium Materials

If for some reason you don't have enough orundum from missions and annihilations, then, with enough resources, it can be earned by selling the Originium Shards!

...is a whole other circle of hell, which stops progression in the game and which requires a separate guide, so it will not be discussed here. However, there are as many as 7 operators to improve the process of producing Originium Materials for sale:

Effect	Operators
+30% efficiency in the production of originium products	
+35% efficiency in the production of originium products	

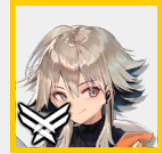
As the table shows, the maximum efficiency, in this case, is 105%. This figure is difficult to beat even with external means, and is it even necessary?

However, one detail is worth noting: the maximum total efficiency of Chestnut is 45% (15% due to Standardization and 30% due to the Originium Materials production skill), which raises the peak efficiency to 115%.

## Factory: Other operators

### Mayer

Mayer, though a member of the Rhine Labs, did not get their signature skill. But she has not lost anything, she has even gained something: her efficiency bonus is 30%. Except that it requires [E2] promotion.

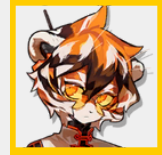


### Waai Fu

The basic Waai Fu's skill removes the negative effects of morale reduction from other operators that work with her in the same Factory. Given that there are two such operators (Popukar and Asbestos, although the second at [E2] promotion loses this disadvantage), she will work most effectively with them.

But much more interesting is her second skill, which appears at [E2] and gives her 5% Production for every 5% Production of other operators that operate with it. The maximum bonus from this effect is 40% and, at the same time, it does NOT work with effects that operate on the number of a particular type of room on the base (in other words, all operators with Automation and Purestream), as well as with the Gladiia skill in the Command Center.

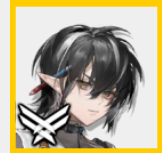
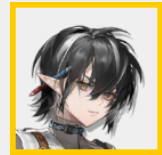
Therefore, it is easiest to put her with a couple of operators with 40% or more Production for maximum effect.



### Minimalist

Free Operator from the Ideal City: Carnival in the Endless Summer event. Another operator whose effectiveness depends on how developed a particular Doctor's base is.

The Minimalist generates a robot engineer for each base upgrade, up to a maximum of 64 (the maximum number of upgrades). Then, while in the Factory, he gains Production based on their amount. At [E0], the maximum efficiency will be 20%, while at [E2] it will double to 40%.

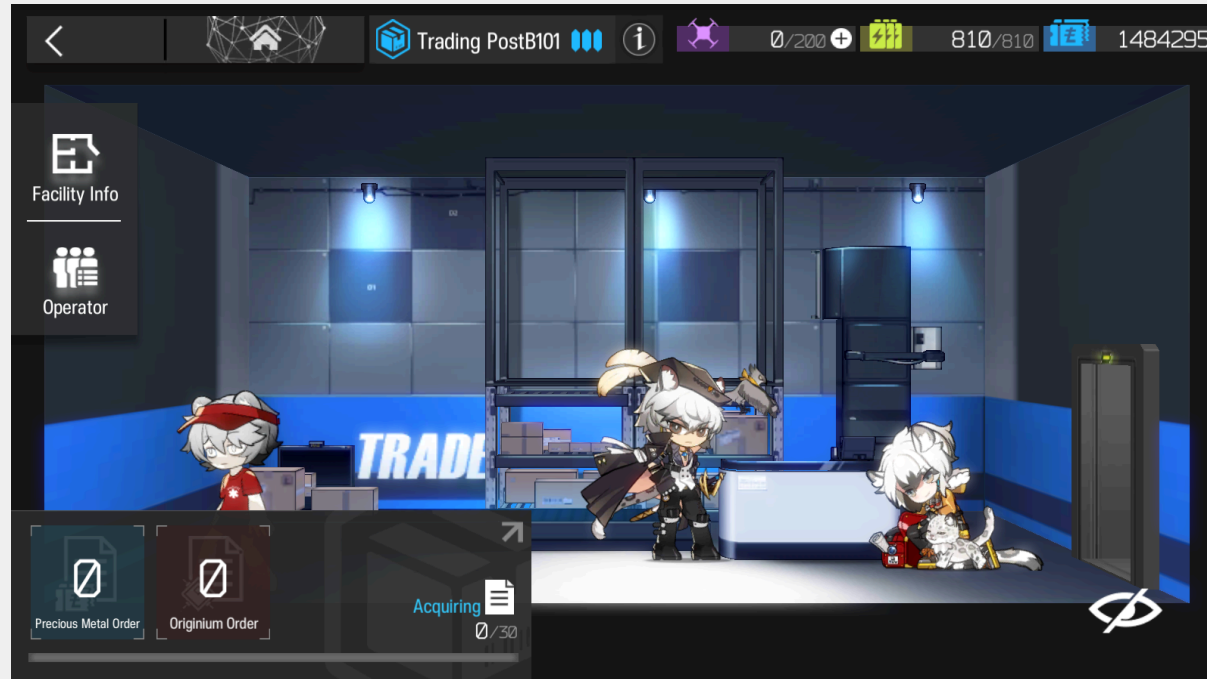


## Trade Post: General information

Trade Post – one of the three standard facilities located at the left side of the base. It is used to exchange Pure Gold for LMD or Originium Shards for Orundum.

Upgrading Trade Post increases its maximum capacity (+2 for each level, from 6 to 10 maximum) and the number of operators working on it (+1 for each level, up to 3).



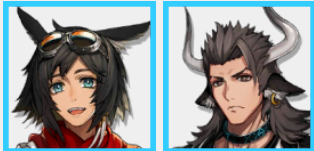
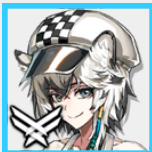
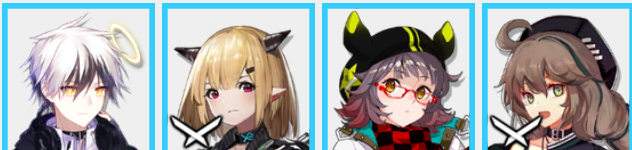
In addition, starting from level 3 Trade Post begins to accept orders of 4 Pure Gold (2000 LMD) and can change the trading strategy between exchanging Pure Gold for LMD and Originium Shards for Orundum. There can be up to five Trade Posts at the same time.







## Trade Post: Base Case

As in the case of the Factory, some operators have universal skills that can be combined without much thought behind it. They affect the following parameters in one way or another:

- Order acquisition efficiency;
- trade post's capacity;
- morale consumption.



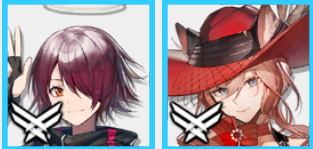


Effect	Operators
Order acquisition efficiency +10% Storage capacity +2	
Order acquisition efficiency +10% Storage capacity +4	
Order acquisition efficiency +15% Storage capacity +2	
Order acquisition efficiency +15% Storage capacity +4	
Order acquisition efficiency +20%	



Effect	Operators
Order acquisition efficiency +25% Storage capacity +1	
Order acquisition efficiency +30%	
Storage capacity +5 Mood reduction per hour -0.25	
Order acquisition efficiency +30% Mood reduction per hour -0.25	

## Trade Post: Your skill evolves into...

Some operators have skills that increase their effectiveness at the start, but as they improve these skills improve, replacing the initial skills:

Effect	Operators
Order acquisition efficiency +20%	
Order acquisition efficiency +30% Storage capacity +1	
Order acquisition efficiency +35%	
Order acquisition efficiency +15% Storage capacity +2	
Order acquisition efficiency +20% Storage capacity +4	

Comparing the above information, we can conclude that the maximum efficiency at minimum cost is 90% and is achieved by combining three operators with Communication or Order Distribution-β skills, giving 30% efficiency for each operator.

Sure, it can be raised to 95% by using Heidi or Axia, but the latter would be more effective in another, much better-known combination, if it's available to use, of course.

In other words, the arrangement of operators can end here, unless, of course, other operators can raise the benefits even more.

## The classic trio of Trade Posts: Lappland, Texas, and Exusiai





The most common team to work at Trade Post. Texas, when on the same Trade Post as Lappland, receives a 65% bonus for efficiency, but a +0.3 mood reduction per hour. This is nullified by the third operator, Exusiai, with Texas gaining -0.3 mood reduction per hour while working with Exusiai. Although for this to happen Texas needs to be promoted to [E2].

For maximum effectiveness, [E0] Texas, [E0] Lappland, and [E2] Exusiai (65% + 35% = 100%) will suffice.

## Tailoring and handicrafts courses with Shamare

In addition to increasing the efficiency of order processing, there are other ways to improve Trade Post's performance. A certain group of operators, instead of influencing the efficiency of order processing, increases the chances to get more valuable orders. In other words, orders for 3 and 4 pure gold start to appear much more often.

This becomes possible with operators with Tailoring and Handicrafts skills:

Skill	Effect	Operators
Tailoring·α Handicrafts·α	Slightly increase the appearance rate of high-volume orders of Pure Gold (affected by work duration). Mood reduction per hour -0.25	
Tailoring·β Handicrafts·β	Increase the appearance rate of high-volume orders of Pure Gold (affected by work duration). Mood reduction per hour -0.25	

As you can see, almost all operators start with the α-version of this skill and improve to the β-version at [E2]. The exceptions are Bena (who gets Tailoring-α only at [E2]) and Shamare (who gets another skill at [E2], discussed below).

Bena, in the absence of other operators (or lack of Bubble), can be used at Trade Post, but because of her "Reliable" Helper skill, she will be much more effective in the Factory in conjunction with Bubble.

With [E2] promotion Shamare gets skill Whisper, which reduces the production of other operators to 0, but gives Shamare +45% Production for each other Operator at the same Trade Post and increases the mood reduction of all workers by 0.25 morale per hour.

In other words, Trade Post with Shamar and two other workers would have a baseline efficiency of 90%. Given Shamare's second skill, her peers should be those who improve the efficiency of the Trade Post not directly.

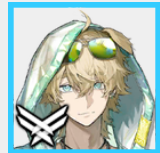
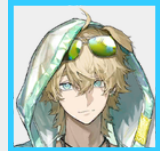
...In other words, other Tailoring and Handicrafts skill holders improve the frequency of getting expensive orders.

### **Add a little Tequila**

However, there is another candidate that can optimize this combination.

Tequila, the free operator of the Dossoles Holiday Event with his Investment skill, increases the cost of all orders with a base cost of 4 Gold by 250 (with [E2] promotion by 500 LMD) when working at Trade Post. Also, this skill reduces morale consumption per hour by 0.25, but the first part is important here.

Given the presence of two operators with the Tailoring/Handicrafts skill (Shamare and any other operator with this skill), the frequency of such orders becomes high enough to justify the use of Tequila at Trade Post.





## Tuye, Kirara, and Pozemka: We need more gold

Another combination that operates on the number of facilities at the base, in this case, the number of Factories that produce Pure Gold (also known as Gold Production Lines).

Tuye, an operator obtained from the Contingency Contract store starting from Season 4, has a very interesting base skill “Logistics Planning” which has the following effect: Order acquisition efficiency +5%. Additionally, further increase order acquisition efficiency by +15% for every 4 (at [E2] promotion – 2) Gold Production Lines.

Given that there can be five factories, the maximum benefit in the case of Tuye can be displayed in the table.

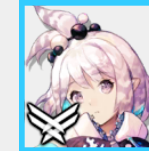
Gold Production Lines	Tuye's Efficiency	
		
0	5%	5%
2	5%	20%
4	20%	35%

Not impressive, huh?

And that's where Kirara comes in. The description of her skill, Order Flow Visualization, starts like Tuye's, but the second part changes everything: The base efficiency of order processing is 5%. Additionally, Gold Production Lines +2 for every 4 (at [E2] promotion – 2) Gold Production Lines.

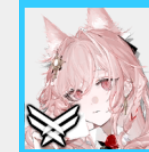
In other words, at [E2] promotion with Kirara, where there were 4 Gold Production Lines they became 8, thereby almost doubling Tuya's effectiveness.

And that's not even the limit.







The Ideal City event banner brought us the Pozëmka (Pozyomka, Позёмка), which allows us to increase the number of Gold Production Lines to an absurd limit.

To begin with, her first skill, Sales Promotion, available at [E0], increases her efficiency at the Trade Post by 5% for each Gold Production Line. At [E2] promotion she gains another skill, Zeruertza Resident, which adds 1 Gold Production Line to that Trade Post for each Durin in the base when Pozëmka is at the Trade Post. The maximum number of pseudo-factories from this effect are 4, so any Durins that come out later will not play a role in this composition.



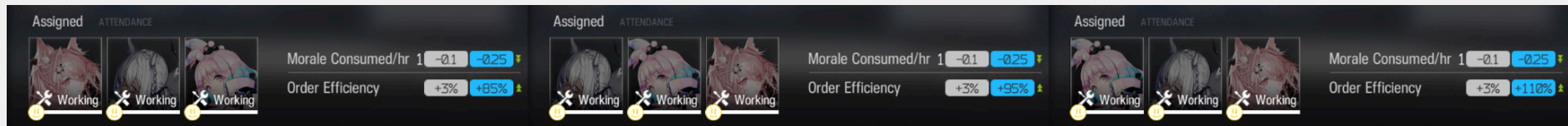
However, the wording of the skill hides an important detail: the factories added by Pozemka are added after manipulation with the Kirara skill.

Gold Production Lines			Tyue's Efficiency	
Actual				
	(Order Flow Visualization's effect)	(4 Durins at Base)		
	0	4	20%	35%
	2	8	35%	65%
4	12	50%	95%	

...and then we add 60% (12 factories \* 5%) efficiency from Pozemka and add 5% from Kirara, getting 140% efficiency max.

But in reality, the effect is likely to be 110% (65% + 40% + 5%), since some factories are producing Battle Records. All possible combinations are listed [here](#).

And most importantly: because of the interaction of the various formulas with each other, they should be placed only in a certain order. Namely, Tyue should always be placed after Kirara.



The screenshot shows three panels of factory assignments, each with three workers and associated statistics:

- Panel 1:** Workers: Kirara, Tyue, Kirara. Order Efficiency: +3% +65%.
- Panel 2:** Workers: Tyue, Kirara, Pozemka. Order Efficiency: +3% +95%.
- Panel 3:** Workers: Kirara, Tyue, Pozemka. Order Efficiency: +3% +110%.

In all panels, Morale Consumed/hr 1 is -0.1 and -0.25.

## A Trade Post in the Middle of the Street: How to Use Jaye

Jaye is known for two reasons. First, he is quite strong gameplay-wise, so people recommend promoting him to [E2] as soon as possible. Second, he is extremely effective on the base... only if he is at [E0]. Which creates a somewhat paradoxical situation. How bad is it?

### Jaye at [E0]

From the start Jaye has the skill Street Vendor, the effect of which is very straightforward: +4% to the efficiency of receiving goods for each unit of the difference between the current amount of goods and the maximum.

In other words, the effectiveness of a particular Trade Post (without Command Center bonuses and Trade Post level bonus) can be described as

$$T = P1 + P2 + (BC+C1+C2-CO)*4\%, \text{ where}$$

P1, P2 – Production of the other operators that are at the Trade Post with Jaye;

BC – base storage capacity of the Trade Post;

C1, C2 – bonus storage capacity of the Trade Post from other operators that are at the Trade Post with Jaye;

CO – the number of current orders.

For example, if you take an empty Level 3 Trade Post with Noir Corne and Plume having the Order Management- $\alpha$  skill (+10% efficiency and +2 to capacity), then the current speed of order processing at the Trade Post is

$$10\% + 10\% + (10+2+2-0)*4\% = 76\%$$

Accordingly, when we receive our first order, the processing rate of the others will drop by 4%, to 72%.

The maximum bonus in such a situation is the combination of Lappland, Texas, and Jaye, increasing the efficiency of a particular Trade Post by up to 121%.

Alternatives are [E2] SilverAsh (36%), [E2] Croissant/[E2] Bison (34%), or [E2] Cliffheart (31%). The other skills combined give less and are not worth paying attention to.

### Jaye at [E1]

With [E1] promotion he gains the Way of the Marketplace skill, which brings two pieces of news: good and bad. The bad news is that for every 10% efficiency from other operators, we lose 1 unit of Marketplace capacity, which essentially reduces Jaye's efficiency by 4%. The good news is that Jaye gets +4% efficiency for every item not collected, essentially overriding the Street Vendor skill problem where we were losing 4% efficiency for every item not collected.

In other words, getting the maximum efficiency of Trade Post with Jaye at [E1] is reduced to the optimization problem of finding the combination of operators that give the minimum increase in Production and maximize the capacity of the Trade Post.

Now our formula for Trade Post's efficiency is modified as follows:

$$T = P1 + P2 + (BC+C1+C2+FLOOR((P1 + P2)/10))*4\%, \text{ where}$$

P1, P2 – Production of the other operators that are at the Trade Post with Jaye;

BC – base storage capacity of the Trade Post;

C1, C2 – bonus storage capacity of the Trade Post from other operators that are at the Trade Post with Jaye;



FLOOR((P1 + P2)/10) – loss in capacity due to efficiency of other operators, which rounds down

In such a scenario there will be only 5 effective characters, two of which necessarily work in conjunction:

- Texas (65% efficiency) and [E2] Lapland (+4 capacity) along with Jaye will give 97% efficiency;
- The combination of [E2] SilverAsh (20% efficiency / +4 capacity) and [E2] Cliffheart (15% efficiency / +4 capacity) give 95% efficiency;
- The combination of [E2] SilverAsh (20% efficiency / +4 capacity) and [E2] April (10% efficiency / +4 capacity) gives 90% efficiency, which, truth be told, can be achieved by much simpler methods.

Given that the combination of Lapland and Texas functions much more efficiently with Exusiai and if a player has all of them, that leaves only one team for Jaye, consisting of [E2] SilverAsh and [E2] Cliffheart.

...and the seemingly very logical use of operators with the skill Negotiation on the test is useless: the final efficiency reaches only 80%

In any other situation, it would be easier to use three operators with the Order Distribution-β skill for a 90% bonus and leave the seller on the sidelines of the world. Or is there a way to *break the ice* of misunderstanding and return him to the top of the food chain?

## Morgan's Method of Doing Business with Street Gangs

With the release of Chapter 12, a very unusual combination can be used at Trade Post, which, in essence, is very close to one particular combo that works in the Factory but requires help from the Command Center.

Morgan, the operator given for beating Chapter 12, at [E2] promotion has an extremely interesting skill, "Gang Compass," which allows her to call on the help of the entire Glasgow Group, whose members have no skills at all to work on the Trade Post.

So how does this work? Quite simply, Morgan gets 20% efficiency for each Glasgow Group operator working at the same Trade Post. Not counting Morgan herself, that's Dagda and Indra. What about their leader, Siege? Well, if Siege is at the Trade Post, Morgan gets another 35% on top of everything else.

Thus, the effectiveness of this combination ranges from 60% to 95%. Considering that three of the four operators for this combo are obtained essentially for activity in the game (Chapters 11 and 12 for Dagda and Morgan respectively, 500 recruits for Indra/Vulcan selector) and the fact that this combo only requires the presence of E2 Morgan to function. And the presence of Siege, because without her it doesn't even make sense to use this combo.





## Trade Post: Other Operators

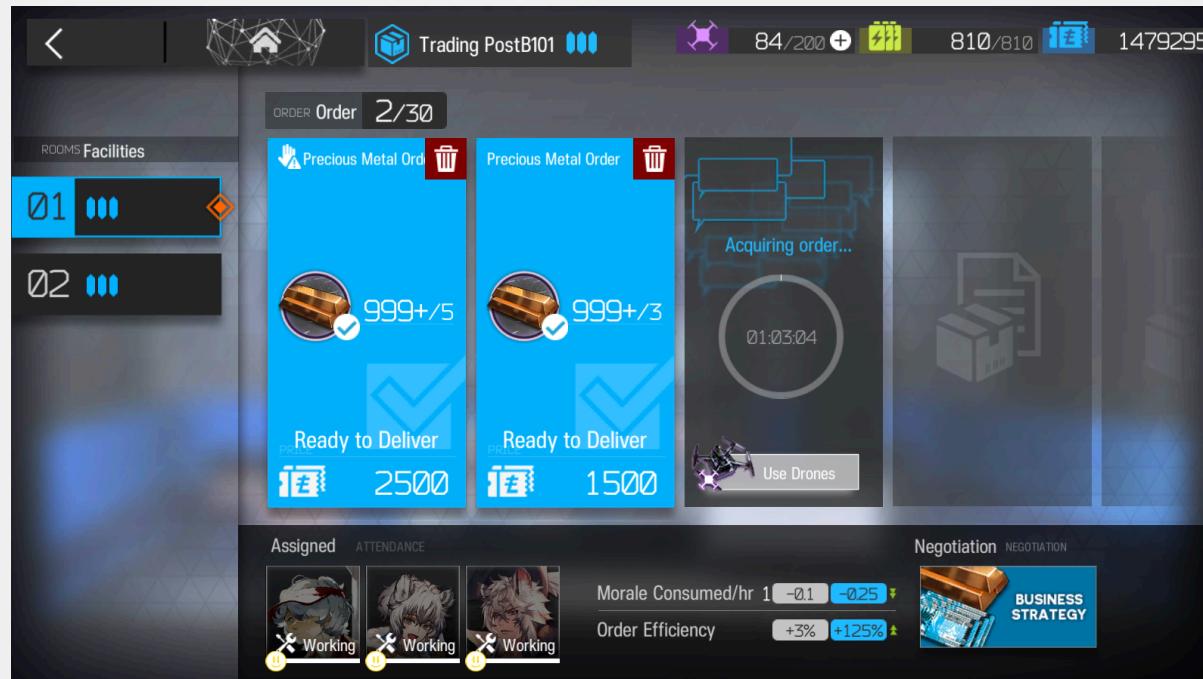
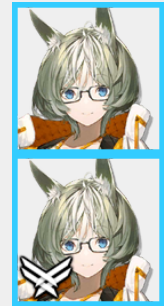
### Proviso

Proviso, who appeared on the banner of the "An Obscure Wanderer" event, immediately won people's attention with her very unique base skill.

Her first skill, Contract Law, marks every order that is less than 4 Pure Gold (in other words, all orders of 2/3 pure gold) as a default order.

Her second skill, Breach of Contract, adds 1 net gold (2 at [E2]) to all default orders.

In other words, it turns 2/3/4 gold orders into 3/4/4 at [E0] and 4/5/4 at [E2] respectively.



*Example of 3 Pure Gold orders under the effect of Breach of Contract and without*

She seems like the perfect partner for Tequila, but Tequila's skill wording was updated on the day of the Proviso release and it requires the order to be initially worth 4 gold to activate it. No exploits allowed!

Therefore, the best partners of Proviso will be those who can increase order acquisition efficiency.

## Snowsant

Snowsant's skill, Heavenly Reward, is similar to the Waai Fu's Cooperative Will skill: for every 5% order acquisition efficiency from peers, Snowsant herself receives a 5% order acquisition efficiency, which can reach 25% (35% at [E2]).

In other words, if her colleagues give more than a 35% efficiency bonus, then Snowsant herself will also give it, which makes her a suitable match for Heidi, raising the effectiveness of the pair to 70%.

It is worth noting that Snowsant's skills do not work with Jaye. If they for some reason ended up at the same Trade Post, Snowsant's skill has a lower priority compared to Jaye's, essentially removing all effectiveness of Snowsant.



## Archetto

Archetto's skill, Sincere Fundraising, is pretty simple: for each level of Dormitories, Archetto's efficiency at the Trade Post increases by 1% (2% with [E2] promotion). To put it simply, for maximum improved dorms, Archetto gets 20% order acquisition efficiency at [E0], increasing to 40% at [E2].



## Vigil

At [E2] promotion Vigil gains the skill Volsinii Trade, allowing him to work at Trade Posts with a base efficiency of 25%, which grows by 5% for each level of the Reception Room up to 40%.

Thus his efficiency depends entirely on the level of the Reception Room, which, with a developed base, makes it one of the operators with the easiest way to get a 40% bonus.



## Quartz

At [E1] Quartz gains the Precise Scheduling skill, which gives her a 30% base efficiency to work at Trade Post and even more.

The point is that it can increase this bonus to 38% of factories if... they all produce different resources. Yes, each Factory with a unique **type** (Battle Records/Precious Metals/Originium Materials/Chips) adds 2% to Quartz's efficiency.

So in reality, the Doctors will most often see her 34% bonus, rising to 36% or 38% at best when Battle Records, Precious Metals, Originium Materials, and Chips are produced.



## Firewhistle

An operator added with the Where Vernal Winds Will Never Blow event at [E2] promotion Firewhistle gains Advocate, giving her +15% efficiency for each operator working on the trading floor.

In other words, the more people working with it, the more efficiently it works itself, allowing you to achieve 45% efficiency at a Trade Post with 3 operators in it.



## U-Official

Free 1★ Operator, available in the game with the April 1st Event “Last All-Around Beauty Girl”. Her skill, Naïve Negotiator, gives 10% order acquisition efficiency of the Trade Post and turns all orders of the Trade Post where she works into orders of 2 precious gold.

Yes, you read that right: no matter how long it takes to process an order, the bottom line will always be 2 gold. And that sounds like the perfect partner for Proviso, right?

Unfortunately, all orders that have passed through the hands of our skilled idol do not fall into the category of "Default Orders" for the skill Proviso, so...

It is one of the worst skills that was mentioned here purely because it exists.



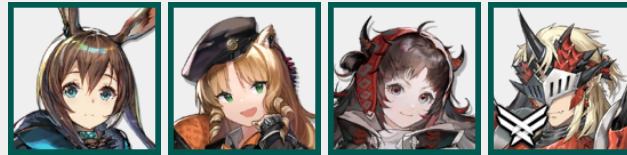
# Command Center: One center to control them all

## "Basic" skills

"Brain" of Rhodes Island is one way to increase the efficiency of various facilities, including Factories and Trade Posts.

Setting aside the ones that affect clue search, reduce mood reduction, and increase HR room's work speed, we are only interested in two types of skills, expectedly affecting the efficiency of Factories and Trade Posts.

- Skills that increase order acquisition efficiency of all Trade Posts by 7%:



- Skills that increase the Production of all Factories by 2%:



Although the skill Pudding is available earlier, it has, as compensation, a small condition: it requires a minimum of two robots in Power Plants to activate it.

Rathalos S Noir Corne and Kirin X Yato are a special case: in fact, they must be in the Command Center **at the same time** for their bonuses. Also their being there gives certain bonuses to the Terra Research Commission, but that will be the subject of a separate section of the article.

## Resident Sleeper: Rainbow Six at the Command Center



Team format "just leave them working forever. This combo "only" requires having all of the operators from the Rainbow Six team (3 collab operators + the operator who was the reward for the event) and then putting them in the Command Center so everyone here will rest. One slot will remain for someone to work there forever, for example, one of the above-mentioned operators.

Not particularly effective, but if you're lazy, why not?

## Pinus Sylvestris: Flametail and "Justice Knight"

Flametail's appearance in the Command Center brings a very strange change to her club members: she increases their efficiency in Battle Record production by 10% and decreases their efficiency in Pure Gold production by 10%.

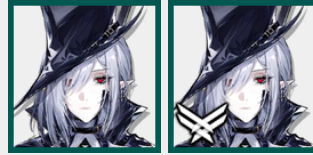
Thus, the efficiency can increase from 75% to 105% when producing Battle Records or drop to 45% when producing Pure Gold.

And if there is Wild Mane among the workers, adding Justice Knight to the Power Plant will make the combinations even more effective, raising the bar to 110% and 50% respectively.

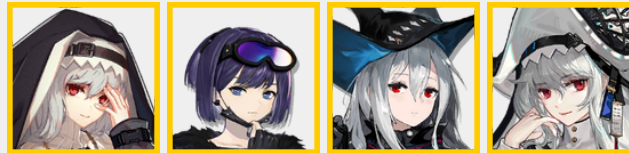
...Also, there's a funny interaction between Justice Knight and Flametail: since Justice Knight is part of Pinus Sylvestris, she can be influenced by Flametail's skill. As a result, placing a robot in a Factory can result in a funny situation where gold production goes into deficit. Justice Knight doesn't have its skill for production, which results in -10% efficiency for Pure Gold production.



## Abyssal Hunter walked into a Factory: Gladiia and Abyssal Hunters



An ridiculous combination that requires Gladiia and... the more Abyssal Hunters you have, the better, but it starts paying off with three (Skadi, Andreana, Spectre, and Spectre Alter).



The combination is disgustingly simple: Gladiia sits in the Command Center and three [Abyssal Hunters] are thrown into any Factory like whales on shore. This action gives an unexpected 45% gain (with [E2] Gladiia at 90%) in efficiency. And that's taking into account that all three have no Factory skills at all.

The math here is this: because of Gladiia's skill, each Abyssal Hunter gets an efficiency bonus equal to 5% (10% on E2) multiplied by the number of [Abyssal Hunters] in the factories. Yes, her skill does not limit the bonus to one specific Factory but takes them all into account. Such a bonus on one Factory can give a maximum of 45% (90%), so it becomes more efficient to place them on different factories if you have a large number of Abyssal Hunters.

What's more, this combination is independent of Abyssal Hunters' fatigue, so they will generate resources even if they have 0 morale. The only downside is that Gladiia herself gets tired pretty damn fast in the Command Center (she gets +0.5 morale per hour for every [Abyssal Hunter] outside the dorm), so this performance won't last long. And besides, with other ways to achieve high efficiency, is it worth a slot in the Command Center?

## Precise Calculations of the Hidden Mastermind: Gnosis and Improving Jaye's Working Conditions



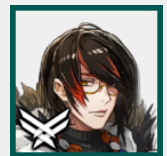
*So you have promoted Jaye to Elite 1.*

As previously described in the section on Jaye's job, with Exusiai in place, there is only one team left for Jaye: [E2] SilverAsh and [E2] Cliffheart. Fortunately for them, SilverAsh's friend and colleague, Gnosis, comes to their rescue.



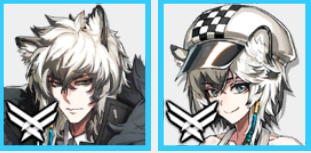
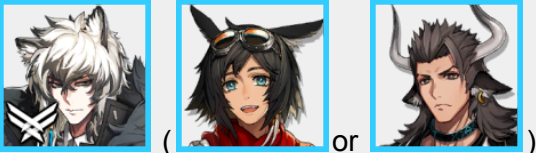
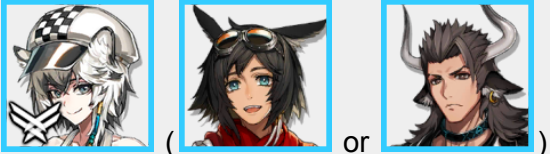
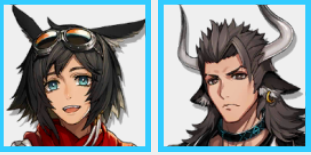
At [E2] Gnosis while stationed at the Command Center, with his Precise Calculations skill, reduces the efficiency when processing goods of all operators from Karlan Trade by 15% and increases their capacity by 6.

At first glance, this skill seems absurd at best: who in their right mind would want to reduce efficiency to zero (almost all affected operators have an efficiency of 15% except SilverAsh) and get huge capacities in return?

...and then Jaye comes on the scene, who is tired of pulling Lungmen's entire economy and decides to put Kierag's on top of it.



Adding Gnosis to the equation allows you to form 4 different teams, even the weakest of which will function better than the Texas/Lapland/Exusiai combination:

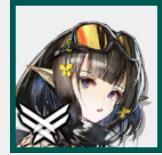
	Efficiency	
	Without Gnosis	
		
	95%	125%
 ( or )	87%	117%
 ( or )	82%	112%
	74%	104%



## Love. Death. Robots: Eunectes and the energy boom and its impact on production

Eunectes loves the Lancet-2 so much that her second skill "I think it's Possible" is dedicated to her. If Eunectes is at the Control Center and Lancet-2 is at the Power Plant, two "phantom" Power Plants will appear at the base. It increases the overall number of Power Plants but does not increase available energy.

This combination directly affects all Operators with "Automation", increasing their efficiency by 10-30%



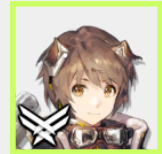
### Alternative response to the energy crisis

This section is not really about the Command Center, but rather about the Power Plants and their number. If you don't have Eunectes or she is sitting at [E1], there is another way to increase the number of Power Plants.

Greyy the Lightningbearer at [E2] gains the Light of Dawn skill, giving +1 Power Plant if no other Power Plants have robots at them.

In other words, Eunectes and Greyy's skills are incompatible and contradictory. Moreover, the requirement of no robots makes it impossible to use a combination of Wild Mane and Justice Knight at the Factory and Pudding in the Command Center.

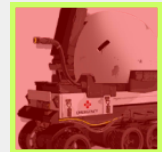
But if it is possible and necessary to do it, why not? For automation, one extra Factory is better than zero.



### Do tired robots dream of rest?

At the moment in the game, there is strange interaction, which combines seemingly incompatible: the presence of Lancet-2 at the Power Plant and the activation of Greyy the Lightningbearer's skill "Light of Dawn" simultaneously.

What's the secret? The secret is that, for some reason, if Lancet-2's morale becomes 0, Greyy, for some reason, starts ignoring it (probably because it doesn't give any bonuses to the Power Plant in that state, so it doesn't reset Greyy's skill). Unfortunately for her, this trick won't work with Unectis, so her "I Think It's Possible" skill is activated. It leads to the simultaneous existence of six Power Plants.



## Additional resources that make the entire base work for itself

### Sensory Information and Silent Resonance in the Chain of Thought

The strength of combinations based on sensory information depends on the number of operators associated with it who are available at the moment, whether you possess them, as well as the level of base upgrading. Only two characters actively use sensory information: Rosmontis and Ebenholz. All of the others described in this section (Dusk, Ling, Iris, Czerny, and Whisperain) are used as its generators to reinforce the buffs.

#### Rosmontis

At [E0], Rosmontis has two skills:

- *Supersensory giving her 1 point of Sensory Information for each operator in the dorms (maximum 20) and converting them into 1 Chain of Thought*
- *Psychokinesis, giving 1% efficiency for every 2 Thought Circuits (10% efficiency at maximum).*

With [E2] promotion, she gets a Psychokinesis upgrade to Manifestation of Consciousness, which now gives 1% efficiency for every 1 Thought Chain, doubling her performance to 20%.

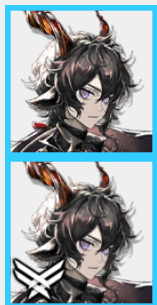
Not much.

#### Ebenholz

Like Rosmontis, Ebenholz operates similarly, although his placement is in Trade Post rather than Factory:

- at [E0] he has the skills Musicality (+1 Sensory Information for each operator in the Dorm; Converts each point of Sensory Information into 1 Silent Resonance) and Resounding Melodies (Gives 1% order processing efficiency for every 4 Silent Resonances)
- at [E2] Resounding Melodies improves to Sorrowful Harmonies and now gives 1% efficiency for every 1 Silent Resonance.

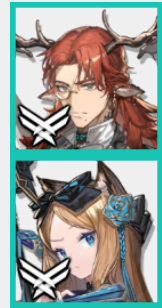
This results in 5% efficiency at [E0] and 10% efficiency at [E2].



## Iris and Czerny

The skills of Iris (operator from recruitment) and Cherny (operator from Lingering Echoes event) regarding Sensory Information function identically:

- at [E0] they generate a certain amount of resource unique to them, which depends on the level of the dormitory where they are located (maximum 5);
- at [E2] they gain the ability to convert this resource to Sensory Information, resulting in +5 Sensory Information (+10 if used in pairs).



## Whisperain

Whisperain, like Iris and Czerny, generates her special resource at [E0] and, after receiving [E2], can convert it into Sensory Information. The only difference is that she works in Human Resources.

- Itinerant ([E0]): When at the HR department, the resume processing speed is 20%. Also receives 10 Memory Fragments for each recruitment slot starting from the third (maximum 20);
- Memory Seeker ([E2]): Converts all Memory Fragments into Sensory Information. When morale reaches 0, it loses all Memory Fragments and Sensory information.



## Dusk and Ling

Nian's sisters can make themselves at home in your Command Center, further enhancing the capabilities of Rosmontis, Ebenholz, and even Mr. Nothing (more on that later).

- Both Dusk skills are available at [E0], but we care about the second one, "Unmoved by Loss", which gives 10 sensory information and increases her morale consumption per hour by 0.5 as long as Dusk's morale is above 12.
- What's important to us from Ling is the skill she gets at [E2], Vast Mountains and Rivers, which gives 10 sensory information when her morale is 12 or lower. It also gives 15 Worldly Plights when her morale is above 12, but that's information for another section.
- It is worth noting that Ling's skill "Keep the Wine Flowing" overrides Dusk's morale-related debuff.



## Sensory Information: the ideal case

So, having sorted out the sources of sensory information, you can start the calculations:

[E2] Czerny: 5 Sensory Information;

[E2] Iris: 5 Sensory Information;

[E2] Whisperain: 20 Sensory Information;

[E0] Dusk (morale > 12): 10 Sensory Information;

[E2] Ling (moral ≤ 12): 10 Sensory Information;

[E0] Rosmontis (20 dorm operators): 20 Sensory Information;  
[E0] Ebenholz (20 dorm operators): 20 Sensory Information.

With simple math, we can figure out that the maximum amount of sensory information on the base would be 90, which would result in 45% (90% at [E2]) of Rosmontis efficiency at the Factory and 22% (45% at [E2]) of Ebenholz efficiency at the Trade Posts.

This combination has three obvious disadvantages:

- This combination requires three limit operators for optimal performance, and ideally, you should have all four 6\*;
- A minimum of 4 [E2] operators is required to maximize the effect (ideally 6);
- This combination is highly dependent on the configuration of the base, which will be discussed in another section.

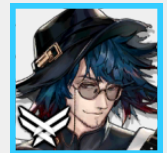
## Mr. Nothing's Worldly Plights

And another internal resource for management. Only Mr. Nothing and Jiyeun use it, while Dusk, Ling, Chongyue, and Mulberry generate it.

For starters, it's worth noting that this combination physically can't work if Rosmontis and or Ebenholz are already squeezing the most out of their colleagues. At Rhodes, there is only one HR department and only one operator can occupy it, so it's a competition between Whisperain and Mulberry.

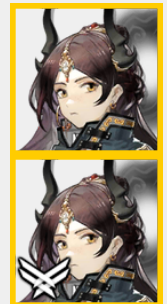
### Mr. Nothing

First of the users of Worldly Plights, Mr. Nothing, like Rosmontis and Ebenholz, gets it from the number of operators in the Dorms and then converts the resulting resource into the efficiency of order processing at the Trade Post at a ratio of 1% per 1 Worldly Trouble.



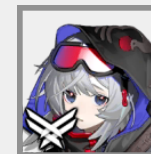
### Jiyeun

Free Operator of the Where Vernal Winds Will Never Blow event, Jiyeun is the second operator to use Worldly Trouble to increase efficiency. Only she does it unconventionally: every 5 Worldly Plights converted into 1 Cursed Crystal. After that, every 1 Cursed Crystal gives 1% (2% on E2) efficiency for the Factory.



## Mulberry

Mulberry, like Whisperain, resides in the HR department and also requires [E2] promotion to generate Worldly Trouble with the Rescue Team–Post–Catastrophe Census skill, which, similar to Whisperain, adds 10 Worldly Trouble for each recruitment slot, not counting the original (maximum 20);

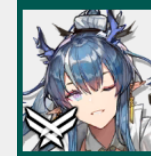
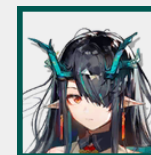


## Dusk and Ling

As you could see from Ling's skill description, she can create both Sensory Information and Worldly Trouble, depending on her morale. Dusk can also do this, but in her case, it was moved into another skill called 'Unstirred by Gain' which is available from the beginning:

- When in the Command Center, restores 0.05 Morale per hour to all operators in the Control Center. In addition, when morale is 12 or lower, receives 15 Worldly Plights.

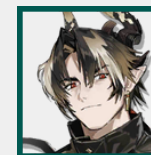
In Ling's case, however, she still requires the Vast Mountains and Rivers skill, which gives 15 Worldly Plights when Ling's morale is above 12.



## Chongyue

First brother of all Sui siblings, expectedly, also brings his share of Worldly Plights: he spends an extra 0.5 Morale per hour (which is nullified by Ling) but generates 5 Worldly Plights for every Sui sibling at the base who is not in a dorm (max 5 operators). So, as of this writing, he can give 20 Worldly Plights when he is at the base.

Also with his skill at [E2], he can use them to simplify the rotation of operators on the base, but that's a topic for another article.



## Worldly Plights: Ideal Case

[E2] Mulberry: 20 Worldly Plights;

[E0] Dusk (morale  $\leq$  12): 15 Worldly Plights;

[E0] Chongyue: 5~20 Worldly Plights;

[E2] Ling (morale  $>$  12): 15 Worldly Plights;

[E2] Mr. Nothing (20 Dormitory Operators): 20 Worldly Plights.

In total, we have a maximum of 90 Worlds, which translates into 90% of Mr. Nothing's order processing efficiency, or 18% (36% on E2) of Jiyeun's efficiency. Sounds pretty strong, but even without taking the value of the combo... There's a big problem that was voiced at the beginning of the section, but it wouldn't hurt to repeat it.

**This combination cannot be used effectively at the same time as Rosmontis/Ebenholz.**

And that's even without taking into account Ling and Dusk, which, if not optimized, together give 10 Sensory Information and 15 Worldly Plights.

Quite a few resources come at the expense of the personnel department, which can only have one operator, so trying to combine will always end up losing one of the combinations. Thus, it is easier to split the Rosmontis/Ebenholz and Mr. Nothing rotation if you have them all.

But even excluding limit operators from the equation, Mr. Nothing, with Mulberry's help, gets a solid 50% efficiency.

### **...What if we tried to use everything at once?**

For some reason, you decided to experiment and make Ebenholz, Rosmontis, and Mr. Nothing work at the same time. How bad an idea is that? It depends on each case.

#### **A perfect case with a bias toward Sensory Information**

This combination requires:

- [E2] Iris and [E2] Czerny in the Level 5 Dormitory;
- [E2] Whisperain in the Level 3 HR Department;
- [E0] Dusk with morale above 12;
- [E2] Ling with morale 12 and under;
- [E0] Chongyue;
- [E0] Nian in any part of the base except the dormitory.

At the start, this combination will yield 90 Sensory Information (90% of [E2] Rosmontis' Production and 45% of Ebenholz's order processing efficiency), while the Worldly Plights will only be 40 (40% of Mr. Nothing's order processing efficiency and 8% (16%) of Jiyeun's efficiency).

After Ling gets tired and Dusk drops to 12 morals, Sensory Information drops to 70 (70% of [E2] Rosmontis' Production and 35% of Ebenholz's order processing efficiency), while Worldly Plights becomes 55 (55% of Mr. Nothing's order processing efficiency and 11% (22%) of Jiyeun's efficiency).

#### **A perfect case with a bias toward Worldly Plights**

This combination requires:

- [E2] Iris and [E2] Czerny in the Level 5 Dormitory;
- [E2] Mulberry in the Level 3 HR Department;
- [E2] Ling with morale above 12;
- [E0] Dusk with morale 12 and under.
- [E0] Chongyue;
- [E0] Nian in any part of the base except the dormitory.

At the start of the work, this combination will yield 90 Worldly Plights (90% of Mr. Nothing's order processing efficiency and 19% (38%) of Jieyun's order processing efficiency), while Sensory Information will only be 50 (50% of Rosmontis' [E2] performance and 25% of Ebenholz's order processing efficiency).

After Dusk gets tired and Ling drops to 12 morals, Worldly Plights drops to 60 (60% of Mr. Nothing's order processing efficiency and 12% (24%) of Jieyun's efficiency), while Sensory Information becomes 60 (60% of [E2] Rosmontis' performance and 30% of [E2] Ebenholz's order processing efficiency).

### **A real case where the Sui sisters rested and went to work at the Command Center full of energy**

Not the most effective case overall, but why not? This combination requires:

- [E2] Iris and [E2] Czerny in the Level 5 Dormitory;
- [E0] Chongyue;
- [E0] Nian in any part of the base except the dormitory.

...the point is that the combination of Dusk and Ling if both are on maximum morale, will yield 10 Sensory Information and 15 Worldly Plights. The only possible edge that changes the picture in such a combination depends on who is in the personnel department

Without taking it into account:

- Sensory information:  $20 + 20 + 10 + 10 = 60$  (60% efficiency [E2] Rosmontis, 30% efficiency [E2] Ebenholz);
- Worldly Plights:  $20 + 15 + 20 = 55$  (55% efficiency of Mr. Nothing and 11% (22%) efficiency of Jieyun);

The occupant of the personnel department depends on whether you want increased efficiency from Rosmontis and Ebenholz or are willing to improve the efficiency of Mr. Nothing at Trade Post. It's up to you.

### **Matatabi or how to make cats effective**

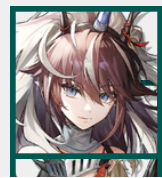
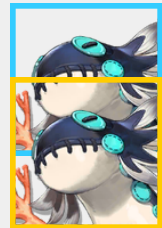
With the Leaves Chasing Fire event, a trio of Palicos has been added to the game, assembled into one Operator called the Terra Research Commission (TRC). As the first 1★ limited Event Operator, the TRC has skills that apply to both the Factory and the trading floor:

- Cute Paliko: When at Trade Post, order acquisition efficiency +5% and order limit +2. Additionally, order acquisition efficiency is +3% for every 1 Matatabi;
- Reliable Followers: When at Factory, storage capacity is +8 and production +5%. Additionally, production is +1% for every 1 Matatabi;

...as you can see, the base effects are not particularly impressive: even if you use Vermeil, the Factory will only have 21% efficiency, which does not justify their use at all. So what are these matatabi, what makes them effective, and is it even worth it?

Matatabi is the Japanese name for Actinidia [polygama](#), a plant whose leaves make cats euphoric. And in the case of Arknights, it is another resource generated by operators at the base. Specifically, it comes from the operators that were added with the same event: Kirin X Yato and Rathalos S Noir Corne.

Kirin X Yato at [E0] has the "Stamina Restoration" skill: when she is in the Command Center, her morale consumption is +0.5 per hour and gives 8 Matatabi.



Rathalos S Noir Corne has the same at [E0] skill "Teamwork": For each operator of the [Monster Hunter Squad], +2 Matatabi.

Thus, a maximum of 12 Matatabi may be assembled on a base. What effect does this have on TRC?

- Trade Post: Order limit +2, order acquisition efficiency 5%~41%;
- Factory: Storage capacity +8, production 5%~17%.

The only option for TRC at the Factory is to use them paired with Vermeil, which increases their peak efficiency to 33%, which is equal to [E2] Vulcan (which is generally used with Bubble) and [E2] Asbestos in conjunction with the same Vermeil.

But the situation with the Trade Post is more interesting: Not only is TRC the fourth most efficient operator (they are surpassed only by Mr. Nothing at [E2] when he has a very large number of Worlds at hand, Ebenholz at [E2] when the entire base is sharpened to generate Sensory Information and Firewhistle at [E2] when he works with two more operators), but the cost of getting this effect is almost nonexistent, unlike the competition (unless of course you take into account the fact of obligatory two Limit operators...).

The most unexpected combination for them is the pairing of [E1] Jaye and [E2] SilverAsh: the three of them give 101% efficiency. And in general, they work extremely well with Jaye whether he's at [E0] or [E1].



## Influence of environment on performance: Base configurations

Did I say at the beginning of this article that I wasn't going to touch on the different base variations? Well, I'm still not going to argue about which configuration is better, but assessing their impact on the efficiency of Factories and Trade Posts makes sense. Because some operators in some configurations lose so much in Production that they either cease to be useful at all, or there are easier ways to achieve the same Production.

...and that's not to mention the fact that some combinations use facilities that aren't maximum level, which puts a damper on the possible combinations.



*Max upgraded 243 in natural habitat*

### Housing problem

Here I will list ALL possible base configurations in TP/F/PP [RR/HR/TR] format, where

- TP: Trade Post
- F: Factory
- PP: Power Plant
- RR: Reception Room
- HR: HR Office
- TR: Training Room

For example, 252 [1/1/3] means a configuration with 2 Trade Posts, 5 factories, 2 Power Plants where the Reception and HR are level 1 and the Training Room is level 3. If the combination has another name (in the case of 252 the total number of operators that work at the Factory

at one moment, in the case of 342 the total number of operators that work at the Factory and Trade Posts at the moment in X + Y format), it will be given in parentheses.

As you may have noticed, Workshop is not mentioned here. The consensus is that it needs to be upgraded to level 3 to produce T5 materials.

Similarly, with the Command Center, it improves to the maximum (level 5).

In combination with insufficient energy to fully improve the base, the priority for upgrading facilities in the right half of the base goes to the training room, followed by the reception room, and the office is upgraded last.

Basically, the following base configurations are commonly used:

- 243;
- 333;
- 153;
- 252 (5 variations):
  - 252 [3/3/3] (11 slots);
  - 252 [3/2/3] (12 slots);
  - 252 [3/1/3] (13 slots);
  - 252 [2/1/3] (14 slots);
  - 252 [1/1/3] (15 slots);
- 342 (5 variations):
  - 342 [3/3/3] (8 + 9 slots);
  - 342 [3/2/3] (9 + 9 slots);
  - 342 [3/1/3] (9+10 slots);
  - 342 [2/1/3] (9+11 slots);
  - 342 [1/1/3] (9+12 slots).

The detailed base configuration is shown in the table below:

Base Configuration	CC	TP	CS	Dorm	RR	WS	HR	TR
252 (11)	5	2×3	1×3+4×2	2+3×1	3	3	3	3
252 (12)	5	2×3	2×3+3×2	2+3×1	3	3	2	3
252 (13)	5	2×3	3×3+2×2	4×1	3	3	1	3
252 (14)	5	2×3	4×3+1×2	4×1	2	3	1	3
252 (15)	5	2×3	5×3	3×1	1	3	1	3

342 (8+9)	5	3×1+2×2	1×3+3×2	2+3×1	3	3	3	3
342 (9+9)	5	3×3	1×3+3×2	2+3×1	3	3	2	3
342 (9+10)	5	3×3	2×3+2×2	4×1	3	3	1	3
342 (9+11)	5	3×3	3×3+1×2	4×1	2	3	1	3
342 (9+12)	5	3×3	4×3	3×1	1	3	1	3

In addition to the above combinations, there are also variations 252 and 342, which are suitable for new players that have not yet had time to develop the training room. Its absence allows you to temporarily increase the level of other rooms.

The point of this article is not to find which base is better, but to find effective combinations under the constraints encountered. And since three of the five combinations (except for a few particularly specific cases) can use the most efficient combinations by default, we are left with only 342 and 252 to consider.

## Minimalist

The most difficult of the simple cases of efficiency loss. The Minimalist's effectiveness depends on the level of improvement of EVERY facility at the base.

In case you forgot, his Graphic Design skill gives him one robot engineer for every level of each room in the base, and Mechanical Assistance gives 5% efficiency for every 16 ( $[E2] - 8$ ) robots.

Base Configuration	CC	TP	CS	Dorm	RR	WS	HR	TR	Роботов
252 (11)	5	2×3	1×3+4×2	2+3×1	3	3	3	3	39
252 (12)	5	2×3	2×3+3×2	2+3×1	3	3	2	3	39
252 (13)	5	2×3	3×3+2×2	4×1	3	3	1	3	38
252 (14)	5	2×3	4×3+1×2	4×1	2	3	1	3	38
252 (15)	5	2×3	5×3	3×1	1	3	1	3	37
342 (8+9)	5	3×1+2×2	1×3+3×2	2+3×1	3	3	3	3	39
342 (9+9)	5	3×3	1×3+3×2	2+3×1	3	3	2	3	39
342 (9+10)	5	3×3	2×3+2×2	4×1	3	3	1	3	38
342 (9+11)	5	3×3	3×3+1×2	4×1	2	3	1	3	38
342 (9+12)	5	3×3	4×3	3×1	1	3	1	3	37

...all these complicated calculations were done to show that in any scenario the Minimalist's effectiveness essentially drops to half of its maximum possible with a fully upgraded base, from 20% (40% at  $[E2]$ ) to 10% (20% at  $[E2]$ ).

## Archetto

The Archetto skill gains efficiency depending on the level of each dormitory. Given that dorm levels, 252 and 342 try to make as few dorms as possible, Archetto's effectiveness drops to

Base Configuration	Total level of dormitories	Archetto's efficiency	
		[E0]	[E2]
252 (11) 252 (12) 342 (8+9) 342 (9+9)	5	5%	10%
252 (13) 252 (14) 342 (9+10) 342 (9+11)	4	4%	8%
252 (15) 342 (9+12)	3	3%	6%

## Vigil

The efficiency of the Vigil depends directly on the level of the Reception, adding 5% for each level to the base 25%. In other words, the basic Vigil has 30% efficiency, since the Reception is one of the first rooms available on the base.

And, depending on the further development of the base, its effectiveness will be as follows.

Base Configuration	Level of Reception Room	Vigil's efficiency
252 (15) 342 (9+12)	1	30%
252 (14) 342 (9+11)	2	35%
252 (11), 252 (12), 252 (13) 342 (8+9), 342 (9+9), 342 (9+10)	3	40%

## Automation and production of Pure Gold

The combination of Purestream and two operators with the Automation skill, depending on the base configuration, can both win and lose.

Let me remind you of the efficiency formula for this combination:

$$E = TP*20\% + PP*(A1+A2), \text{ where}$$

TP is the number of Trade Posts;

PP is the number of Power Plants;

A1, A2 is the percentage of efficiency from one Power Plant.

...and since we are looking at all possible cases, this will be the only section that will affect base configurations with a non-standard number of Trade Posts, namely 333 and 153.

Base Configuration	Efficiency of Purestream (20%)	Efficiency [E2] Weedy + [[E2] Passenger/[E2] Windflit] (15% + 5%)	Total
243	40%	60%	100%
252	40%	40%	80%
342	60%	40%	100%
333	60%	60%	120%
153	20%	60%	80%

..., yes, in some cases this combination wins, in some cases it loses...And this is not to say that the number of Power Plants can be increased by combining Eunectes and Lancet-2 or Alt Greyy.

### I see no evil: problems with Sensory Information,

Of course, it is Rosmontis and Ebenholz that suffer the most from the optimization of the efficiency of the base itself:

- Their basic skills, depending on the number of people in the dorm, in the most effective options (252 (15) and 342 (9+12)) because of only 3 dorms receive a maximum of 15 information;
- [E2] Cherney and [E2] Iris in the best (252 (11), 252 (12), 342 (8+9) and 342 (9+9)) case will themselves create 2 Sensory Information, in all others they will each create 1 Sensory Information;
- [E2] Visperein in most combinations will not generate will Sensory Information, except for 2 cases with 10 SI (252 (12) and 342 (9+9)) and 2 cases with 20 SI (252 (11) and 342 (8+9)).

- Dask and Ling retain their generation in 10 Sensory Information, as these external factors do not affect them.

So when we consider the worst possible option for this combination (Rosmontis + Ebenholz) (252 (15) and 342 (9+12)) with only Iris or Czerny, Whisperain, and missing Dusk and Ling, we get only  $15+15+1+10 = 41$  Sensory Information, which translates into 20% (41% at [E2]) of Rosmontis' effectiveness and 10% (20% at [E2]) of Ebenholz's.

...and if you only have Rosmontis or Ebenholz, it's best not to even think about using them.

## Life without the plights

Like Rosmontis and Ebenholz, Mr. Nothing suffers from 3 dorms at 252 (15) and 342 (9+12), which lowers his base efficiency to 15% due to receiving only 15 Worlds of Trouble.

Mulberry, on the other hand, like Whisperain, does not generate Worldly Plights except for 2 cases with 10 WP (252 (12) and 342 (9+9)) and 2 cases with 20 WP (252 (11) and 342 (8+9)).

The aforementioned Ling and Dusk still give 15 Worldly Plights at the right time, and Chongyue still gives 5~20 Worldly Plights. Thus, using only Mr. Nothing and Mulberry brings  $15+10 = 25$  Worldly Plights. Which is worse than the usual 30% skills.

## Factory for Two

Another important point of optimization is that very often the Factory is used on level 2, which allows you to put only two operators there. And that changes... some things.

## Mizuki and Dorothy

[E2] Mizuki and [E2] Dorothy, through their first skills Consciousness Agreement and Theoretical Application of Originium Arts respectively, allow you to squeeze 5% efficiency out of characters with Standardization and Rhine Technology skills, making the actual  $\beta$ -skill efficiency 30%.

Thus, the efficiency of a particular Factory rises to 60%.

## Bubble and Vermeil

The absence of even one operator hits the combinations very hard, where the efficiency depends on the additional capacity provided by the operators.

Buble (10% efficiency) and Vermeil (16% efficiency) can only achieve high efficiency at the expense of [E2] Vulcan (52% with Buble) and [E2] Ceobe (36~41% efficiency with Vermeil), which essentially makes their use in other cases pointless.

## Purestream and Automation

Another combination that would lose efficiency from the loss of one operator. But not as much as the others.

The most logical solution in this case with [E2] Weedy is to get rid of [E2] Passenger or [E2] Windflit, which would result in a loss of only 10–15% efficiency without the effect of external bonuses. Still, the main efficiency here is given by Purestream with the number of Trade Posts.

There is exactly one case where using someone with Automatization or a variation of it along with Purestream would not be very profitable: when there are only two powerhouses.

### **Wai Fu**

For those who have forgotten, the skill [E2] Wai Fu gives her 5% efficiency for every 5% efficiency from her peers, up to 40%, not including efficiency for rooms at the base.

...in other words, with only 2 Operators on the base, it "mirrors" the efficiency of the colleague. The only way to use it is for the colleague to give 25% or more efficiency, otherwise, it is not worth it.

### **Battle Records**

There are many operators, which at [E0]/[E1] give a bonus of 30% to its production, so just take two such operators.

The combination of Vermeil (16% efficiency) and [E2] Scene (39~49% efficiency for Battle Records) or [E2] Pallas (41% efficiency for Battle Records) lose to this combination but can be used if there are no other options.

### **Pure Gold**

The minimum available efficiency, which is achieved by operators with a Pure Gold production bonus – of 60%. At the expense of Gravel, it rises to 65%, while using Purestream and 2 Trade Posts – up to 75%. But with [E2] Eunectes and Lancet–2 or [E2] AltGrey, Purestream will be more profitable to use with operators who have Automation.

### **Originium Materials**

As in the case of Battle Records, there are enough operators to achieve efficiencies up to 60%, and in some cases a little higher. So here it is better not to even think about it and use operators that improve the production of it.

### **A Trade Post for Two**

In the process of improving the base (or using 342 (8+9)), Doctors don't immediately get level 3 Trade Posts, they use level 2 Trade Posts for a while. Although this is not the peak efficiency, somehow the money must be extracted. How to get the maximum benefit in this case?

### **Proviso**

Proviso raises a level 2 Trade Post from dirt to riches just by being there. Since such Trade Post CANNOT receive 4 Pure Gold orders, absolutely all incoming orders will be for 2 or 3 Pure Gold, which, in turn, will turn into orders for 3 or 4 (4 or 5 at [E2]) Pure Gold orders.

The best counterpart for her would be any operator who gives high efficiency.

For example, Mr. Nothing in the case of 342 (8+9), as he, in conjunction with Mulberry and filled dorms, can give 50% efficiency. There are also options for getting 35~40% efficiency, but the most budget–friendly option would be to take any operator with Order Distribution–β or Communication for a 30% bonus. Alternatively, if there is a TRC along with Kirin X Yato and Rathalos S Noir Corne, use TRC.



## **Tequila**

Just no. A level 2 Trade Post does not accept orders of 4 gold that activate the Tequila skill. Forget about it.

## **Shamare**

Nothing much changes for Shamar except two things: she can provide a maximum efficiency of 45% and the best orders will be for 3 gold.

Given her skill and the weight of 3 gold pool orders, putting someone with Tailoring or Handicrafts doesn't seem like such a bad idea.

## **Tuye**

Tuye, who gets efficiency from the number of factories that produce gold, will get the most efficiency from Pozemka, who can both create imaginary factories and get efficiency from them.

When using Tuye with Kirara, even at [E2] both will have an average of 40% total efficiency.

## **Texas and Lapland**

There's not much to say here, there's just no room for Exusia at the Trade Post. Texas and Lapland together give 65% efficiency in exchange for very fast Texas fatigue.

## **Jaye**

To begin with, Jaye loses in his efficiency from the very fact that the Trade Post is not level 3: the capacity of the Trade Post at level 2 is 8, not 10, which leads to a loss of 8% efficiency, to 32%.

The ideal colleague here would be any operator with Order Distribution- $\beta$  or Communication to achieve a 62% efficiency. Only [E2] SilverAsh (68% final efficiency) and [E2] Cliffheart (63% final efficiency) are better.

...and it was about [E0] Jaye, at [E1] there is no point in even thinking about using it until Gnosis enters the equation. Only then Jaye begins to bring benefits.

...Until you are Palico with the support of a squad of monster hunters.

## **Final calculations**

Well, after all the research above, it is time, to sum up the final result, namely to make possible combinations. However, I will note at once that operators with fluctuating efficacy (for example, Rosmontis) will be put in a separate list with an indication of when it is better to apply them.




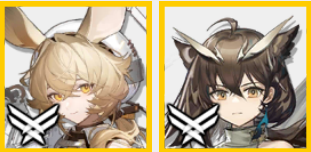

Two factors will not be considered in these combinations:

- Efficiency from the number of operators working (3% for Factory and Trade Posts Level 3 and 2% for Factory and Trade Post Level 2);






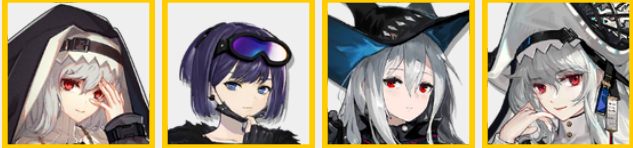


- Efficiency from operators in the Command Center, which affects the efficiency of ALL Factories and Trading Points (7% from Amia/Swire/Paprika/Rathalos S Noir Corne for the Trade Post and 2% from Kal'tsit/Pudding/Kirin X Yato for the Factory).






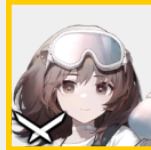




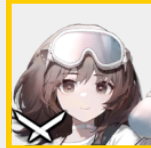


## Factory (3 operators)

### Any resource


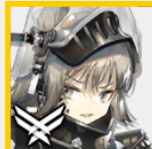

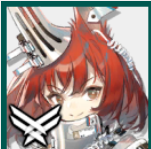
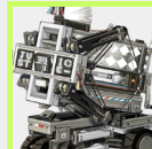
Combinations	Other Operators	Efficiency
		95%
		95%
		95%
 <p>+ any of the following:</p> 		95%



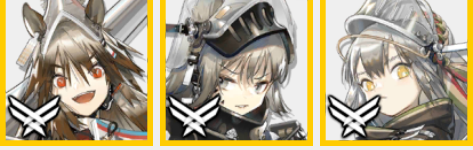





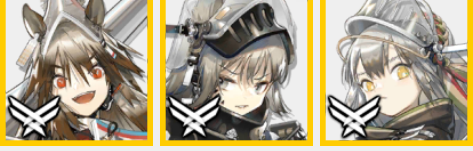

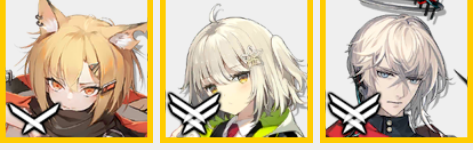
Combinations	Other Operators	Efficiency
		90% ~ 95%
		93%
		92%
		87% ~ 92%
		91%
<p data-bbox="533 1257 842 1289">+ any 2 of the following:</p> 		90%








Combinations	Other Operators	Efficiency
<p style="text-align: center;">             + any of the following:                </p>		90%
<p style="text-align: center;">             + any 2 of the following:              </p>		90%
<p style="text-align: center;">any 3 of the following:</p> 		90%
		84%




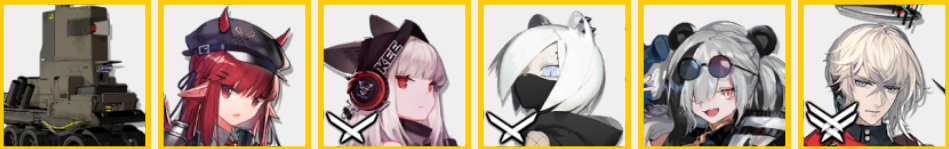

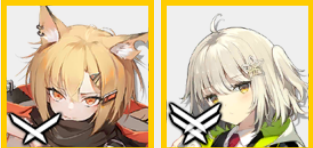
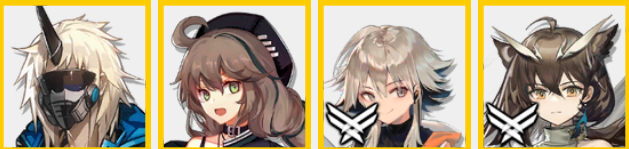
Combinations	Other Operators	Efficiency
<p style="text-align: center;">             + any 2 of the following:                        </p>		<p>80% (after 5 hours)</p>
<p style="text-align: center;">any 3 of the following:</p> <p style="text-align: center;">            </p>		<p>75%</p>

### Battle Record




Combinations	Other Operators	Efficiency
<p style="text-align: center;">    </p>	<p style="text-align: center;">   </p>	<p>110%</p>

Combinations	Other Operators	Efficiency
		96% ~ 106%
		91% ~ 106%
		105%
	 	105%
 <p data-bbox="546 1075 833 1104">+ any of the following:</p> 		100%
		93% ~ 103%


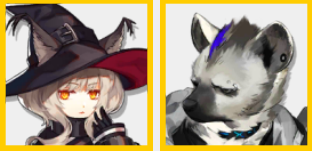
Combinations	Other Operators	Efficiency
<div style="text-align: center;">  <p>+ any of the following:</p>  </div>		100%
<div style="text-align: center;">  </div>		89% ~ 99%
<div style="text-align: center;">  </div>		93% ~ 98%
<div style="text-align: center;">  </div>		88% ~ 98%
<div style="text-align: center;">  </div>		88% ~ 98%
<div style="text-align: center;">  </div>		86% ~ 96%



Combinations	Other Operators	Efficiency
		96%
		95%
 <p data-bbox="533 692 842 724">+ any 2 of the following:</p> 		95%
		90% ~ 95%
 <p data-bbox="542 1265 831 1297">+ any of the following:</p> 		85% ~ 95%



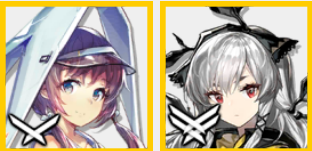




Combinations	Other Operators	Efficiency
		85% ~ 95%
		82% ~ 92%
<p>any 3 of the following:</p> 		90%

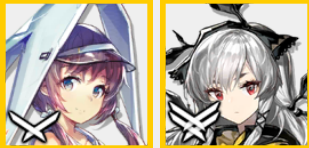

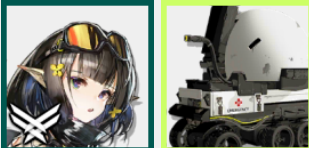
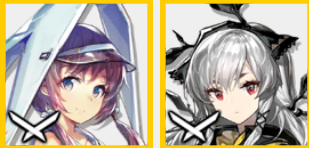


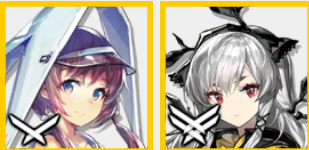



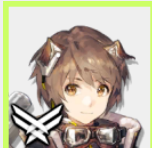
### Pure Gold

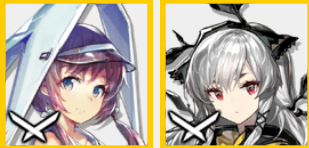

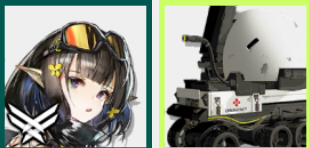

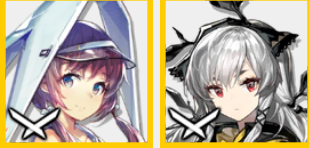


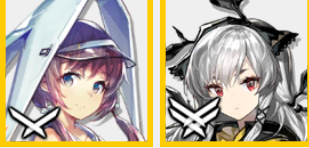

Combinations	Other Operators	Efficiency
 <p>+ any of the following:</p> 		85% / 105% / 125% (1 / 2 / 3 Trade Posts)


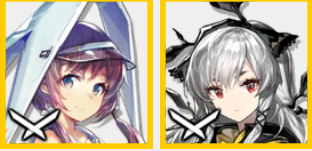

Combinations	Other Operators	Efficiency
		80% / 100% / 120% (1 / 2 / 3 Trade Posts)
		95%

**Pure Gold (Automation, three Power Plants)**

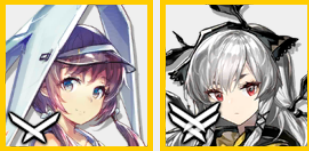


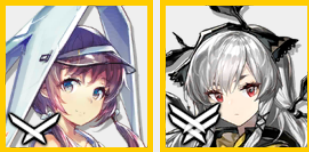

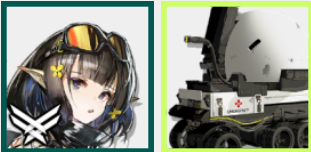
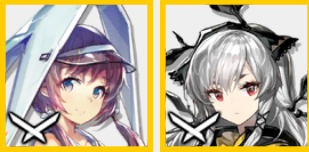


Combinations	Other Operators	Efficiency
 <p>+ any of the following:</p> 		140% / 160% / 180% (1 / 2 / 3 Trade Posts)
		120% / 140% / 160% (1 / 2 / 3 Trade Posts)

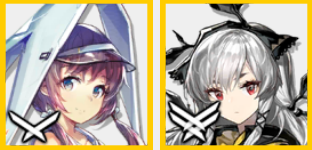




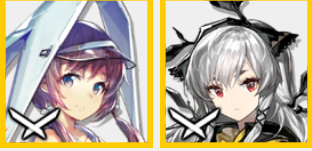

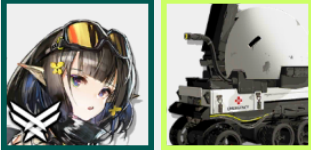

Combinations	Other Operators	Efficiency
 <p>+ any of the following:</p> 		<p>120% / 140% / 160% (1 / 2 / 3 Trade Posts)</p>
 <p>+ any of the following:</p> 		<p>110% / 130% / 150% (1 / 2 / 3 Trade Posts)</p>
 <p>+ any of the following:</p> 		<p>100% / 120% / 140% (1 / 2 / 3 Trade Posts)</p>
		<p>100% / 120% / 140% (1 / 2 / 3 Trade Posts)</p>

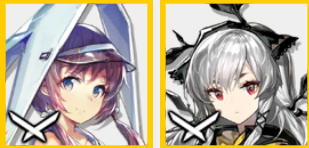


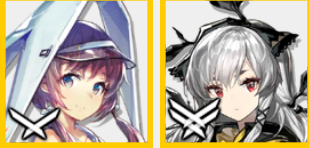




Combinations	Other Operators	Efficiency
 <p>+ any of the following:</p> 		<p>95% / 115% / 135% (1 / 2 / 3 Trade Posts)</p>
		<p>95% / 115% / 135% (1 / 2 / 3 Trade Posts)</p>
 <p>+ any of the following:</p> 		<p>80% / 100% / 120% (1 / 2 / 3 Trade Posts)</p>
 <p>+ any of the following:</p> 		<p>80% / 100% / 120% (1 / 2 / 3 Trade Posts)</p>

Combinations	Other Operators	Efficiency
		<p>80% / 100% / 120% (1 / 2 / 3 Trade Posts)</p>
 <p>+ any of the following:</p> 		<p>65% / 85% / 105% (1 / 2 / 3 Trade Posts)</p>

**Pure Gold (Automation, two Power Plants)**












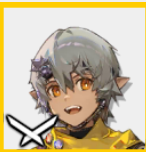





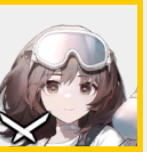
Combinations	Other Operators	Efficiency
 <p>+ any of the following:</p> 		<p>120% / 140% / 160% (1 / 2 / 3 Trade Posts)</p>
 <p>+ any of the following:</p> 		<p>100% / 120% / 140% (1 / 2 / 3 Trade Posts)</p>
 <p>+ any of the following:</p> 		<p>95% / 115% / 135% (1 / 2 / 3 Trade Posts)</p>



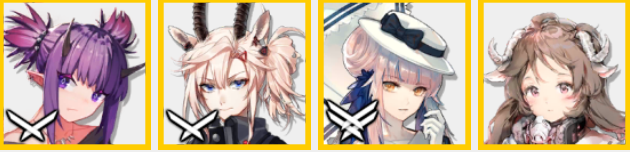
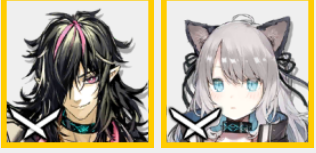


Combinations	Other Operators	Efficiency
 <p>+ any of the following:</p> 		<p>80% / 100% / 120% (1 / 2 / 3 Trade Posts)</p>
		<p>80% / 100% / 120% (1 / 2 / 3 Trade Posts)</p>
 <p>+ any of the following:</p> 		<p>80% / 100% / 120% (1 / 2 / 3 Trade Posts)</p>
		<p>70% / 90% / 110% (1 / 2 / 3 Trade Posts)</p>

Combinations	Other Operators	Efficiency
 <p>+ any of the following:</p> 		<p>65% / 85% / 105% (1 / 2 / 3 Trade Posts)</p>
 <p>+ any of the following:</p> 		<p>60% / 80% / 100% (1 / 2 / 3 Trade Posts)</p>
		<p>60% / 80% / 100% (1 / 2 / 3 Trade Posts)</p>
 <p>+ any of the following:</p> 		<p>50% / 70% / 90% (1 / 2 / 3 Trade Posts)</p>



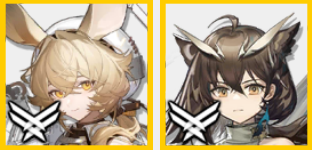
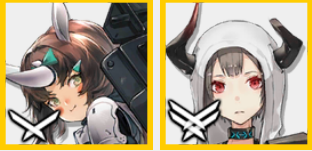


**Originium Materials**






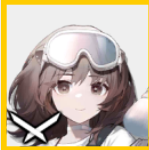









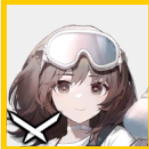







Combinations	Other Operators	Efficiency
<div style="text-align: center;">  </div> <p style="text-align: center;">+ any 2 of the following:</p> <div style="display: flex; justify-content: space-around;">     </div>		115%
<div style="display: flex; justify-content: space-around;">   </div> <p style="text-align: center;">+ any of the following:</p> <div style="display: flex; justify-content: space-around;">     </div>		115%
<div style="display: flex; justify-content: space-around;">   </div> <p style="text-align: center;">+ any of the following:</p> <div style="display: flex; justify-content: space-around;">      </div>		110%





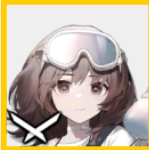











Combinations	Other Operators	Efficiency
<p>3 any of the following:</p> 		105%
		105%
<p>any 2 of the following:</p>  <p>+ any of the following:</p> 		100%
 <p>+ any of the following:</p> 		95%

## Factory (2 operators)

Any resource




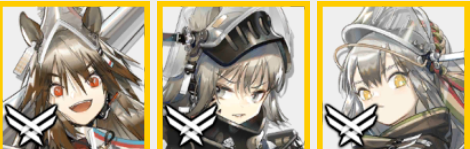

Combinations	Other Operators	Efficiency
		65%
		62%
 <p>+ any of the following:</p> 		60%


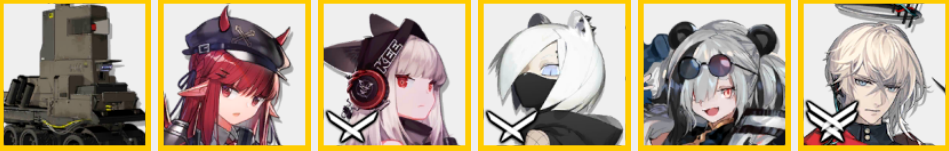
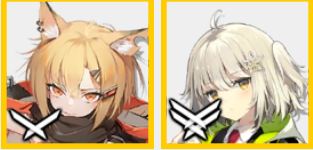

Combinations	Other Operators	Efficiency
<p style="text-align: center;"></p> <p style="text-align: center;">+ any of the following:</p> <div style="display: flex; justify-content: space-around;">       </div>		60%
<div style="display: flex; justify-content: space-around;">   </div>		60%
<p style="text-align: center;"></p> <p style="text-align: center;">+ any of the following:</p> <div style="display: flex; justify-content: space-around;">       </div> <div style="display: flex; justify-content: space-around; margin-top: 10px;">      </div>		55%

Combinations	Other Operators	Efficiency
<div style="text-align: center;">  <p>+ any of the following:</p> <div style="display: flex; flex-wrap: wrap; justify-content: center; gap: 10px;"> <div style="border: 1px solid yellow; padding: 2px;"></div> <div style="border: 1px solid yellow; padding: 2px;"></div> <div style="border: 1px solid yellow; padding: 2px;"></div> <div style="border: 1px solid yellow; padding: 2px;"></div> <div style="border: 1px solid yellow; padding: 2px;"></div> <div style="border: 1px solid yellow; padding: 2px;"></div> </div> <div style="display: flex; flex-wrap: wrap; justify-content: center; gap: 10px; margin-top: 10px;"> <div style="border: 1px solid yellow; padding: 2px;"></div> <div style="border: 1px solid yellow; padding: 2px;"></div> <div style="border: 1px solid yellow; padding: 2px;"></div> <div style="border: 1px solid yellow; padding: 2px;"></div> <div style="border: 1px solid yellow; padding: 2px;"></div> <div style="border: 1px solid yellow; padding: 2px;"></div> </div> </div>		55%
<div style="text-align: center;"> <div style="border: 1px solid yellow; padding: 2px; display: inline-block;"></div> <div style="border: 1px solid yellow; padding: 2px; display: inline-block; margin-left: 10px;"></div> </div>		52% ~ 57%
<div style="text-align: center;"> <div style="border: 1px solid yellow; padding: 2px; display: inline-block;"></div> <div style="border: 1px solid yellow; padding: 2px; display: inline-block; margin-left: 10px;"></div> </div>		51%

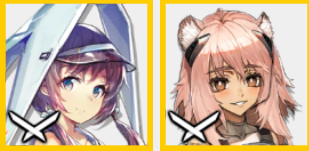

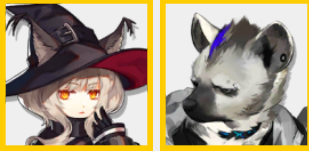

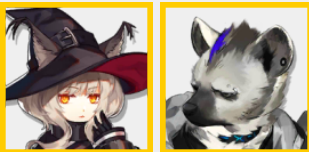
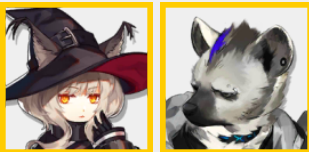
Combinations	Other Operators	Efficiency
<p>any 2 of the following:</p> 		50%

**Battle Records**

Combinations	Other Operators	Efficiency
 <p>+ any of the following:</p> 		75%
<p>any 2 of the following:</p> 		70%

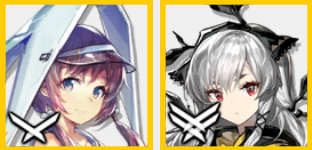



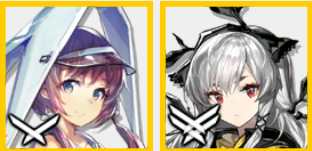
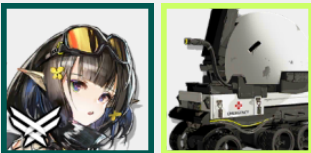
Combinations	Other Operators	Efficiency
		70%
<p>any of the following:</p>  <p>+ any of the following:</p> 		65%
		55% ~ 65%
<p>any 2 of the following:</p> 		60%

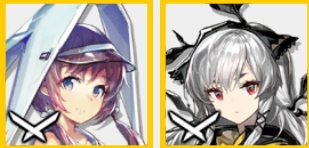


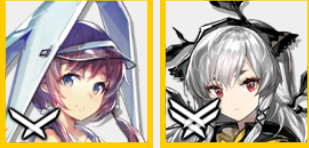



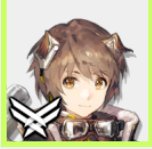

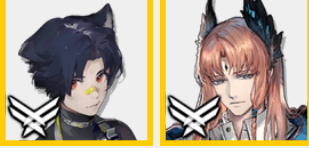
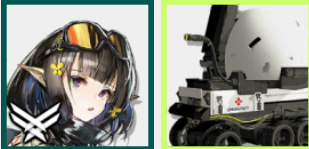
Pure Gold


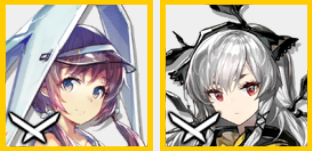


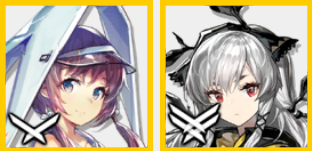


Combinations	Other Operators	Efficiency
		55% / 75% 95% (1 / 2 / 3 торговых точки)
 <p>+ any of the following:</p> 		50% / 70% 90% (1 / 2 / 3 торговых точки)
 <p>+ any of the following:</p> 		65%
		60%

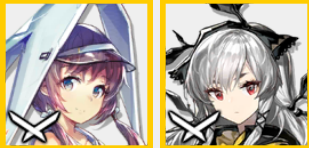



**Pure Gold (Automation, three Power Plants)**

Combinations	Other Operators	Efficiency
 <p>+ any of the following:</p> 		<p>140% / 160% / 180% (1 / 2 / 3 Trade Posts)</p>
		<p>120% / 140% / 160% (1 / 2 / 3 Trade Posts)</p>
 <p>+ any of the following:</p> 		<p>120% / 140% / 160% (1 / 2 / 3 Trade Posts)</p>

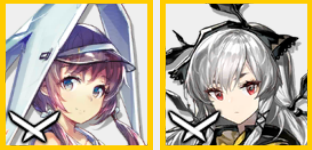
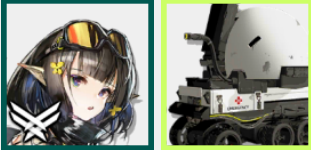
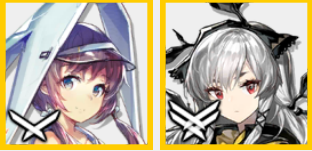
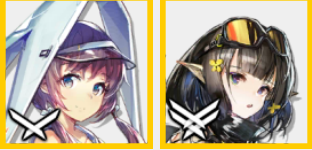

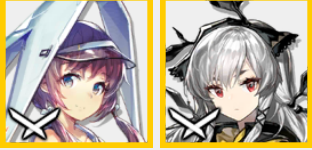




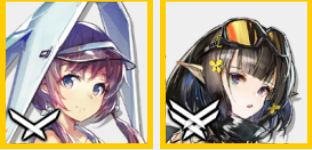
Combinations	Other Operators	Efficiency
 <p>+ any of the following:</p> 		<p>110% / 130% / 150% (1 / 2 / 3 Trade Posts)</p>
 <p>+ any of the following:</p> 		<p>100% / 120% / 140% (1 / 2 / 3 Trade Posts)</p>
		<p>100% / 120% / 140% (1 / 2 / 3 Trade Posts)</p>
 <p>+ any of the following:</p> 		<p>95% / 115% / 135% (1 / 2 / 3 Trade Posts)</p>

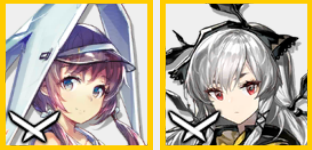


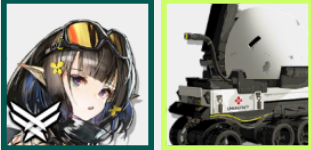





Combinations	Other Operators	Efficiency
		<p>95% / 115% / 135% (1 / 2 / 3 Trade Posts)</p>
 <p>+ any of the following:</p> 		<p>80% / 100% / 120% (1 / 2 / 3 Trade Posts)</p>
 <p>+ any of the following:</p> 		<p>80% / 100% / 120% (1 / 2 / 3 Trade Posts)</p>
		<p>80% / 100% / 120% (1 / 2 / 3 Trade Posts)</p>

Combinations	Other Operators	Efficiency
 <p>+ any of the following:</p> 		<p>65% / 85% / 105% (1 / 2 / 3 Trade Posts)</p>




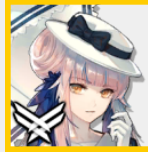


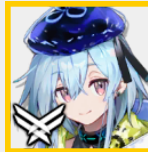





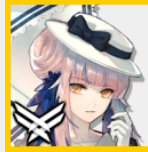

**Pure Gold (Automation, two Power Plants)**

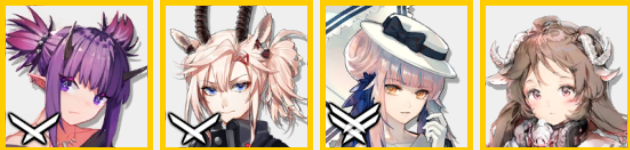
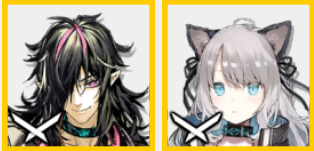

Combinations	Other Operators	Efficiency
		<p>95% / 115% / 135% (1 / 2 / 3 Trade Posts)</p>
		<p>80% / 100% / 120% (1 / 2 / 3 Trade Posts)</p>
		<p>70% / 90% / 100% (1 / 2 / 3 Trade Posts)</p>
		<p>65% / 85% / 105% (1 / 2 / 3 Trade Posts)</p>

Combinations	Other Operators	Efficiency
		<p>60% / 80% / 100% (1 / 2 / 3 Trade Posts)</p>
		<p>50% / 70% / 90% (1 / 2 / 3 Trade Posts)</p>
		<p>50% / 70% / 90% (1 / 2 / 3 Trade Posts)</p>
		<p>50% / 70% / 90% (1 / 2 / 3 Trade Posts)</p>
 <p>+ any of the following:</p> 		<p>45% / 65% / 85% (1 / 2 / 3 Trade Posts)</p>
		<p>40% / 60% / 80% (1 / 2 / 3 Trade Posts)</p>

Combinations	Other Operators	Efficiency
		<p>40% / 60% / 80% (1 / 2 / 3 Trade Posts)</p>
 <p>+ any of the following:</p> 		<p>40% / 60% / 80% (1 / 2 / 3 Trade Posts)</p>
 <p>+ any of the following:</p> 		<p>35% / 55% / 75% (1 / 2 / 3 Trade Posts)</p>
 <p>+ any of the following:</p> 		<p>30% / 50% / 70% (1 / 2 / 3 Trade Posts)</p>



**Originium Materials**

Combinations	Other Operators	Efficiency
 <p>+ any of the following:</p>    		80%
 		80%
 <p>+ any of the following:</p>  		75%
<p>any 2 of the following:</p>    		70%





Combinations	Other Operators	Efficiency
<p>any of the following:</p>  <p>+ any of the following:</p> 		65%
		60%







### Individual operators

These operators can replace any fixed-efficiency operator as long as they do not violate any well-established combinations.

Combinations	Other Operators	Efficiency	When to use
	—	30%	Instead of any operator with less than 30% Production
	[Anyone who has Production skills, except Abyssal Hunters, operators with Automation-like skills and Purestream]	0% ~ 40%	Can occupy the third slot if the other two operators together give 40% efficiency or more. If there are only 2 slots in the Factory, it is best to use the operators with the highest efficiency.



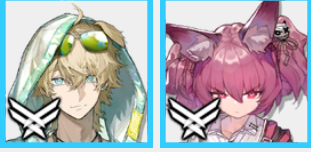




Combinations	Other Operators	Efficiency	When to use
	—	0% ~ 20%	Never, there are simpler and more effective ways to achieve greater Production
	—	0% ~ 40%	When there are 48 or more engineering robots (almost completely upgraded base)
		Without Vermeil: 15% ~ 30%  From Vermeil: 15% ~ 37%	In general, it is not recommended for use because of his unstable Production.
	[All operators generating Sensory information]	0% ~ 45%	Only if it is possible to generate 60 or more Sensory information
	[All operators generating Sensory information]	0% ~ 90%	Only if it is possible to generate 30 or more Sensory information
	[All Operators Generating Worldly Plights]	0% ~ 19%	Never, there are simpler and more effective ways to achieve greater Production
	[All Operators Generating Worldly Plights]	0% ~ 38%	Only if it is possible to generate 75 or more Worldly Plights

Combinations	Other Operators	Efficiency	When to use
		<p>0% ~ 90%</p>	<p>Each [Abyssal Hunters] gets 10% efficiency for each [Abyssal Hunters] in Factories. The cumulative value does not exceed 90%, so for maximum Production you need 5 [Abyssal Hunters].</p> <p>Potentially, putting 2 AHs in one Factory and 2 other AHs in the second Factory would result in two factories with 80% efficiency, with a slot for one more character.</p> <p>It's good on paper, but Gladiia will run out of steam quickly</p>
		<p>Varies, see notes</p>	<p>TRC + Yato X Kirin and Rathalos S Noir Corne in CC: 17%  TRC + Buble + Yato X Kirin and Rathalos S Noir Corne in KC: 25%  TRC + Vermeil + Yato X Kirin and Rathalos S Noir Corne in KC: 33%</p> <p>In general, it makes sense to use only in conjunction with Vermeil and only if there is Yato X Kirin and Rathalos S Noir Corne</p>
		<p>-10%</p>	<p>Only in the production of precious metal  If you wake up in the morning and decide to choose violence</p>


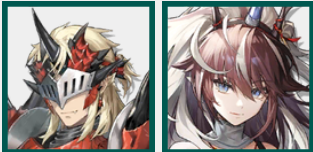
## Trade Post (3 operators)



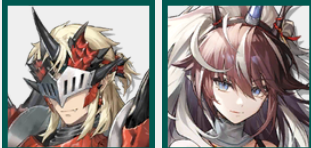


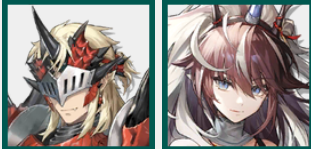

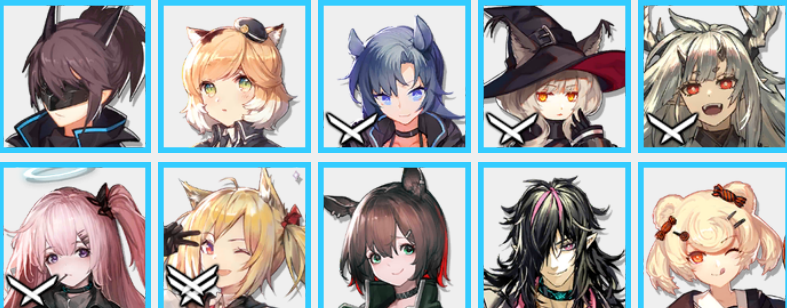
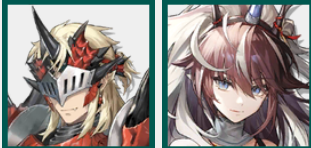
Trade Post (Level 3) gives +10 to capacity and 3% efficiency.








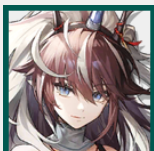
Combinations	Other Operators	Efficiency
		105%
		100% ([E2] Texas and [E2] Lappland are recommended)
 <p>+ any of the following:</p> 		95%
 <p>+ any of the following:</p> 		90% (actually higher, due high value orders)



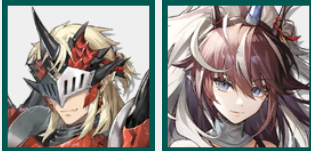



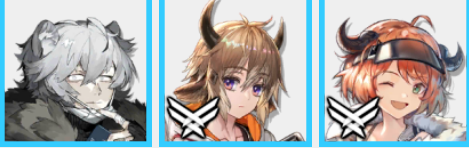
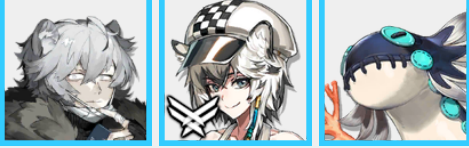

Combinations	Other Operators	Efficiency
<p>any 3 of the following:</p> 		90%

**Combinations with [E0] Jaye**

Combinations	Other Operators	Efficiency
		125%
 <p>+ any of the following:</p> 		124%


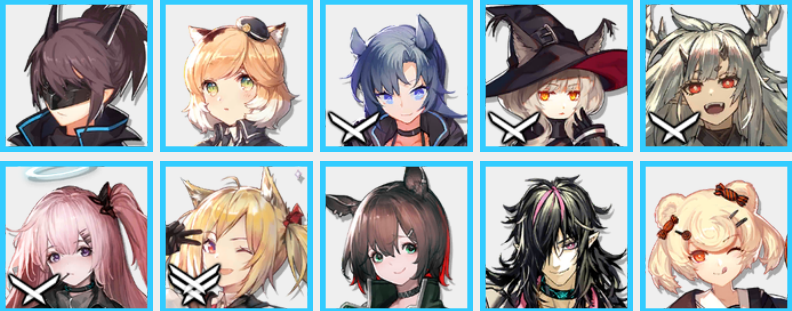






Combinations	Other Operators	Efficiency
 <p>+ any of the following:</p> 		123%
		121%
		120%
 <p>+ any of the following:</p> 		119%








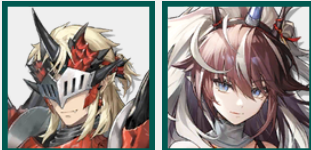


Combinations	Other Operators	Efficiency
		113%
		113%
 <p data-bbox="452 692 757 724">+ any of the following:</p> 		112%
 <p data-bbox="452 1075 757 1107">+ any of the following:</p> 		111%

Combinations	Other Operators	Efficiency
 <p>+ any of the following:</p> 		110%
 <p>+ any of the following:</p> 		110%
		110%
		108%
		108%








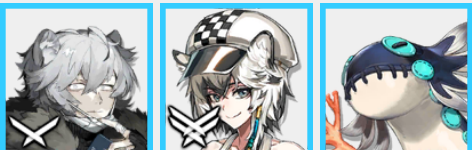

Combinations	Other Operators	Efficiency
<div data-bbox="450 156 759 304"> </div> <p data-bbox="459 316 745 347">+ any of the following:</p> <div data-bbox="212 352 996 663"> </div>	<div data-bbox="1146 333 1299 486"> </div>	<p data-bbox="1697 395 1778 427">107%</p>
<div data-bbox="371 703 837 852"> </div>		<p data-bbox="1697 762 1778 794">107%</p>
<div data-bbox="450 892 759 1040"> </div> <p data-bbox="459 1051 745 1083">+ any of the following:</p> <div data-bbox="450 1088 759 1236"> </div>		<p data-bbox="1697 1050 1778 1082">105%</p>

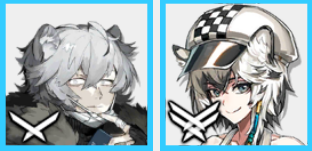
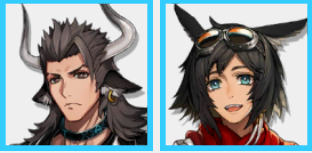


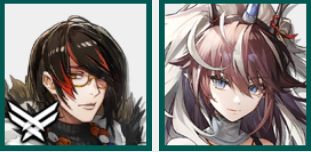

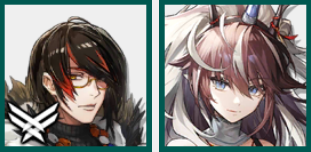
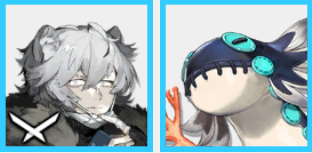







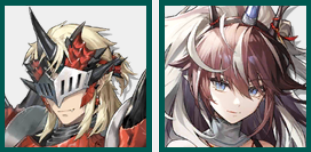
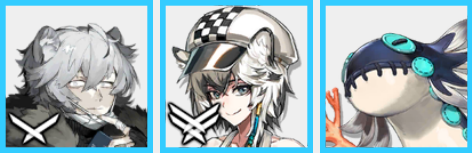
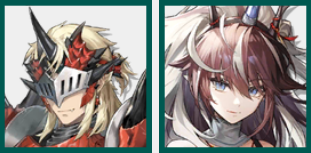








Combinations	Other Operators	Efficiency
 <p>+ any 2 of the following:</p> 		100%
 <p>+ any 2 of the following:</p> 		98%
  <p>+ any of the following:</p> 		98%




Combinations	Other Operators	Efficiency
		95%
 <p>+ any of the following:</p> 		94%
 <p>+ any of the following:</p> 		93%
		90%

Combinations with [E1] Jaye



Combinations	Other Operators	Efficiency
		125%
		118%
 <p data-bbox="353 794 645 826">+ any of the following:</p> 		117%
		113%


Combinations	Other Operators	Efficiency
 <p>+ any of the following:</p> 		112%
		110%
		109%
 <p>+ any of the following:</p> 		105%
		104%

Combinations	Other Operators	Efficiency
		101%
		100%
		100%
		97%
		95%
		95%
		94%

Combinations	Other Operators	Efficiency
		93%
		90%




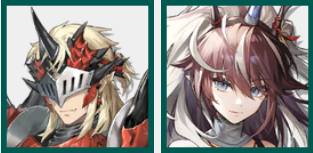



### Kirara, Tuye, Pozëmka

Combinations	Gold Production Lines	Efficiency
	5	115% / 135% / 140% / 160% / 165% (0 / 1 / 2 / 3 / 4 Durins)
	4	110% / 115% / 135% / 140% / 160% (0 / 1 / 2 / 3 / 4 Durins)
	3	90% / 110% / 115% (2 / 3 / 4 Durins)
	2	90% / 110% (3 / 4 Durins)
	5	90% / 110% / 115% / 135% / 140% (0 / 1 / 2 / 3 / 4 Durins)
	4	90% / 110% / 115% / 135% (1 / 2 / 3 / 4 Durins)
	3	90% (4 Durins)

Combinations	Gold Production Lines	Efficiency
	5	90% / 95% / 115% / 120% (1 / 2 / 3 / 4 Durins)
	4	90% / 95% / 115% (2 / 3 / 4 Durins)
	5	90% / 95% (3 / 4 Durins)
	4	90% (4 Durins)

## Trade Post (2 operators)

Trade Post (Level 2) gives +8 to storage capacity and 2% efficiency.









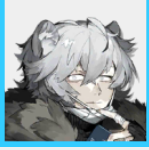



Combinations	Other Operators	Efficiency
	<p>4 Durins 4 Gold Line Productions</p>	<p>80%</p>
<p style="text-align: center;">             + any of the following:              </p>		<p>76%</p>
		<p>75%</p>
<p style="text-align: center;">any 2 of the following:</p> 		<p>70%</p>
		<p>65%</p>










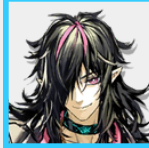



<p>any 2 of the following:</p> 		60%
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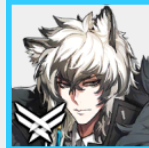



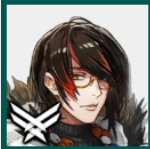

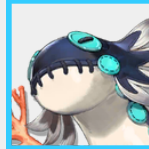


**Combinations with [E0] Jaye**


Combinations	Other Operators	Efficiency
		81%
		69%
		68%

Combinations	Other Operators	Efficiency
 <p>+ any of the following:</p>  		67%
 <p>+ any of the following:</p>  		66%
 		63%
 <p>+ any of the following:</p>   		62%

Combinations	Other Operators	Efficiency
<div style="text-align: center;">  <p>+ any of the following:</p> <div style="display: flex; flex-wrap: wrap; justify-content: center; gap: 10px;">      </div> <div style="display: flex; flex-wrap: wrap; justify-content: center; gap: 10px; margin-top: 10px;">      </div> </div>		61%




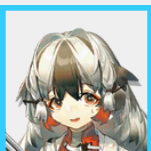
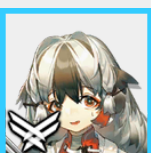
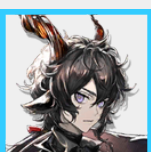
### Combinations with [E1] Jaye




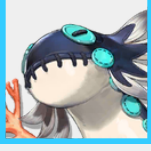

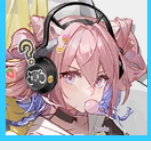
Combinations	Other Operators	Efficiency
<div style="display: flex; gap: 10px;">   </div>		77%
<div style="display: flex; gap: 10px;">   </div>		72%
<div style="display: flex; gap: 10px;">   </div>	<div style="display: flex; gap: 10px;">   </div>	65%





Combinations	Other Operators	Efficiency
 <p>+ any of the following:</p>  		64%
 		61%
 		60%

## Other operators


These operators can replace any fixed-efficiency operator as long as they do not break any well-established combinations.


Combinations	Efficiency	When to Use
	0% ~ 20%	Not recommended because of the abundance of operators with 30% Production
	0% ~ 40%	The cumulative level of all Dormitories is greater than 15
	15% ~ 45%	At Trade Post (Level 3), otherwise she can be replaced by any other Operator with 30% Production or more.
	0% ~ 25%	Not recommended because of the abundance of operators with 30% Production
	0% ~ 35%	<p>Only when paired with operators that give 30% Production or more.</p> <p>Jaye's skill has priority over Snowsant's skill</p>
	0% ~ 22%	Not recommended because of the abundance of operators with 30% Production

Combinations	Efficiency	When to Use
	0% ~ 45%	Only if it is possible to generate 60 or more Sensory information
	0% ~ 95%	Only if it is possible to generate 30 or more Worldly Plights
	30% ~ 38%	Use instead of any operator with 30 30% Production since in most cases her Production will be 34%
	5% ~ 41%	It makes no sense to use them without Yato X Kirin and Rathalos S Noir Corne. In that case, it can replace any operator with a Production of 35% or lower.
	25% ~ 40%	If the Reception is level 1, it is easier to use other operators with 30% Production. In other cases, it is safe to use
	10%	It is not recommended to use because when you use it, absolutely all incoming orders require 2 gold. ...that are not affected by the Proviso's skill effects


Combinations	Efficiency	When to Use
	—	<p>Adds 250 LMD (500 LMD at [E2]) to all orders of 4 Pure Gold.</p> <p>Use only at the Trade Post (Level 3), as orders for 4 Pure Gold are only available there.</p> <p>The effect does not stack with Proviso's skill effect</p>
	—	<p>Places a Breach of Contract marker on all orders under 4 Pure Gold and adds 1 (2 for [E2]) Pure Gold to their total cost, increasing the total cost.</p> <p>Trade Post (Level 2): The bonus is always activated because all orders will be marked as "Breach of Contract"</p> <p>Trade Post (Level 3) Pair it with operators who maximize the speed of receiving orders</p>
	—	<p>Slightly increases the chance of rare orders. Recommended to be paired with operators maximizing the speed of receiving orders and Tequila</p>
	—	<p>Increases the chance of rare orders. Recommended to be paired with operators maximizing the speed of receiving orders and Tequila</p>


# Appendix 1: Detailed combinations of Kirara, Tuye, and Pozëmka

	If Pozëmka is not [E2], then the efficiency of the column «No Durins»				
	4 Durins	3 Durins	2 Durins	1 Durin	No Durins
5 Gold Production Lines	165%	160%	140%	135%	115%
4 Gold Production Lines	160%	140%	135%	115%	110%
3 Gold Production Lines	115%	110%	90%	85%	65%
2 Gold Production Lines	110%	90%	85%	65%	60%
1 Gold Production Lines	65%	60%	40%	35%	15%
No Gold Production Lines	60%	40%	35%	15%	10%

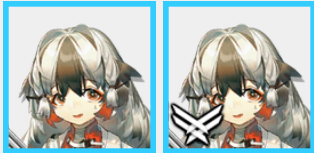




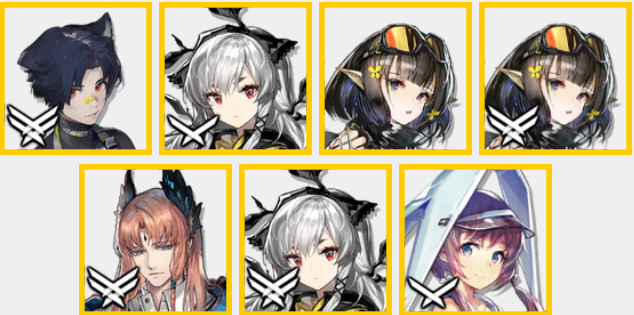


	If Pozëmka is not [E2], then the efficiency of the column «No Durins»				
	4 Durins	3 Durins	2 Durins	1 Durin	No Durins
5 Gold Production Lines	140%	135%	115%	110%	90%
4 Gold Production Lines	135%	115%	110%	90%	85%
3 Gold Production Lines	90%	85%	65%	60%	40%
2 Gold Production Lines	85%	65%	60%	40%	35%
1 Gold Production Lines	65%	60%	40%	35%	15%
No Gold Production Lines	60%	40%	35%	15%	10%



	If Pozëmka is not [E2], then the efficiency of the column «No Durins»				
	4 Durins	3 Durins	2 Durins	1 Durin	No Durins
5 Gold Production Lines	120%	115%	95%	90%	85%
4 Gold Production Lines	115%	95%	90%	85%	80%
3 Gold Production Lines	85%	80%	60%	55%	50%
2 Gold Production Lines	80%	60%	55%	50%	45%
1 Gold Production Lines	50%	45%	25%	20%	15%
No Gold Production Lines	45%	25%	20%	15%	10%

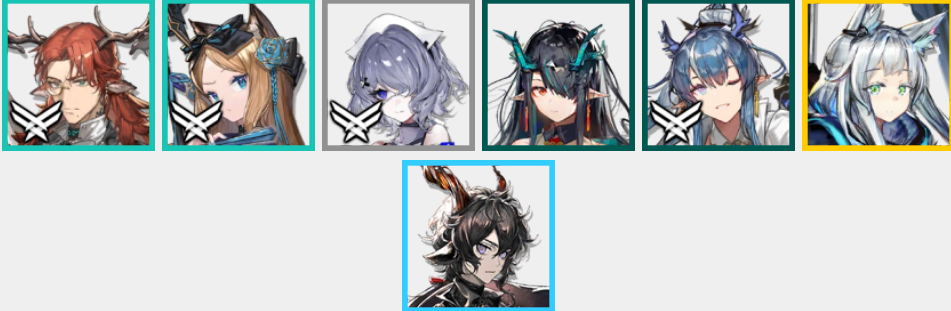

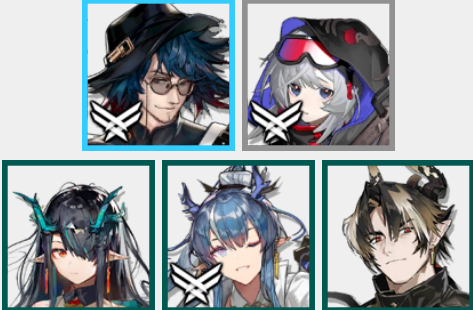
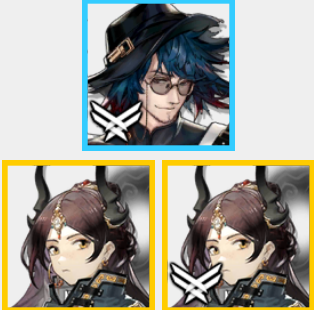
	If Pozëmka is not [E2], then the efficiency of the column «No Durins»				
	4 Durins	3 Durins	2 Durins	1 Durin	No Durins
5 Gold Production Lines	95%	90%	85%	80%	60%
4 Gold Production Lines	90%	85%	80%	60%	55%
3 Gold Production Lines	60%	55%	50%	45%	25%
2 Gold Production Lines	55%	50%	45%	25%	20%
1 Gold Production Lines	50%	45%	25%	20%	15%
No Gold Production Lines	45%	25%	20%	15%	10%

## Appendix 2: Non compatible Operators

Operators	Non compatible operators	Notes
		<p>Way of the Marketplace has priority over Heavenly Reward·α and Heavenly Reward·β</p>
		<p>Group Hunting·α and Group Hunting·β has priority over Sense of Cooperation</p>
		<p>Sense of Cooperation gains no effect from operators with facility-based bonus</p>
		<p>Automation·α, Automation·β and Bionic Seadragon has priority over Group Hunting·α и Group Hunting·β</p>

# Appendix 3: Resource-based operators

This is simplified list of generators and users of Sensory Information, Worldly Plights and Matatabi

Resource	Generators	Users
Sensory Information		
Worldly Plights		
Matatabi	