

Multi-purpose Production Calculator

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Commercial Total \$	0
Regional Total \$	0
Seasonal Total \$	0
Grand Total \$	0



Neosims \$ Last Collection Time:
Neosims \$ Max Collection Total:

Commercial Shops

Materials Required

Max Production per hour

	Quantity	Max Price	Total \$	User	Time (mins)	Total (hrs)	2x	4x	12x	Total	Req	Total	Req	Total	Req	Max Production per hour			
																Regular	2x (120)	4x (240)	12x (720)
Building Supplies Store																			
0	Nails	80	0		4	0.0	0.0	0.00	0.00	0	2	0		0		15.0	30.0	60.0	180.0
0	Planks	120	0		24	0.0	0.0	0.00	0.00	0	2	0		0		2.5	5.0	10.0	30.0
0	Bricks	190	0		16	0.0	0.0	0.00	0.00	0	2	0		0		3.8	7.5	15.0	45.0
0	Cement	440	0		40	0.0	0.0	0.00	0.00	0	2	0	1	0		1.5	3.0	6.0	18.0
0	Glue	440	0		48	0.0	0.0	0.00	0.00	0	1	0	2	0		1.3	2.5	5.0	15.0
0	Paint	320	0		48	0.0	0.0	0.00	0.00	0	2	0	1	0	2	1.3	2.5	5.0	15.0
Cost to open all slots: 252		Total	0		Total	0.0	0.0	0.00	0.00										

Hardware Store																			
0	Hammer	90	0		11.2	0.0	0.0	0.00	0.00	0	1	0	1	0		5.4	10.7	21.4	64.3
0	Measuring Tape	110	0		16	0.0	0.0	0.00	0.00	0	1	0	1	0		3.8	7.5	15.0	45.0
0	Shovel	150	0		24	0.0	0.0	0.00	0.00	0	1	0	1	0	1	2.5	5.0	10.0	30.0
0	Cooking Utensils	250	0		36	0.0	0.0	0.00	0.00	0	2	0	2	0	2	1.7	3.3	6.7	20.0
0	Ladder	420	0		48	0.0	0.0	0.00	0.00	0	2	0	2	0		1.3	2.5	5.0	15.0
0	Drill	590	0		96	0.0	0.0	0.00	0.00	0	2	0	2	0	1	0.6	1.3	2.5	7.5
Cost to open all slots: 252		Total	0		Total	0.0	0.0	0.00	0.00										

Max Production per hour

	Quantity	Max Price	Total \$	User	Time (mins)	Total (hrs)	2x	4x	12x	Total	Req	Total	Req	Total	Req	Max Production per hour			
																Regular	2x (120)	4x (240)	12x (720)
Farmer's Market																			
0	Beef	860	0		120	0.0	0.0	0.00	0.00	0	3	0		0		0.5	1.0	2.0	6.0
0	Vegetables	160	0		16	0.0	0.0	0.00	0.00	0	2	0		0		3.8	7.5	15.0	45.0
0	Flour Bag	570	0		24	0.0	0.0	0.00	0.00	0	2	0	2	0		2.5	5.0	10.0	30.0
0	Fruit	730	0		72	0.0	0.0	0.00	0.00	0	2	0	1	0		0.8	1.7	3.3	10.0
0	Cream	440	0		60	0.0	0.0	0.00	0.00	0	1	0		0		1.0	2.0	4.0	12.0
0	Corn	280	0		48	0.0	0.0	0.00	0.00	0	1	0	4	0		1.3	2.5	5.0	15.0
0	Cheese	660	0		84	0.0	0.0	0.00	0.00	0	2	0		0		0.7	1.4	2.9	8.6
Cost to open all slots: 288		Total	0		Total	0.0	0.0	0.00	0.00										

Furniture Store																			
0	Chairs	300	0		16	0.0	0.0	0.00	0.00	0	2	0	1	0	1	3.8	7.5	15.0	45.0
0	Tables	500	0		24	0.0	0.0	0.00	0.00	0	1	0	2	0	1	2.5	5.0	10.0	30.0
0	Home Textiles	610	0		60	0.0	0.0	0.00	0.00	0	2	0	1	0		1.0	2.0	4.0	12.0
0	Cupboard	900	0		36	0.0	0.0	0.00	0.00	0	2	0	2	0	1	1.7	3.3	6.7	20.0
0	Couch	1810	0		120	0.0	0.0	0.00	0.00	0	3	0	1	0	1	0.5	1.0	2.0	6.0
Cost to open all slots: 288		Total	0		Total	0.0	0.0	0.00	0.00										

Max Production per hour

	Quantity	Max Price	Total \$	User	Time (mins)	Total (hrs)	2x	4x	12x	Total	Req	Total	Req	Total	Req	Max Production per hour			
																Regular	2x (120)	4x (240)	12x (720)
Gardening Supplies																			
0	Grass	310	0		24	0.0	0.0	0.00	0.00	0	1	0	1	0		2.5	5.0	10.0	30.0
0	Tree Saplings	420	0		72	0.0	0.0	0.00	0.00	0	2	0	1	0		0.8	1.7	3.3	10.0
0	Garden Furniture	820	0		108	0.0	0.0	0.00	0.00	0	2	0	2	0	2	0.6	1.1	2.2	6.7
0	Fire Pit	1740	0		192	0.0	0.0	0.00	0.00	0	2	0	1	0	2	0.3	0.6	1.3	3.8
0	Lawn Mower	840	0		96	0.0	0.0	0.00	0.00	0	3	0	1	0	1	0.6	1.3	2.5	7.5
0	Garden Gnomes	1600	0		72	0.0	0.0	0.00	0.00	0	2	0	1	0		0.8	1.7	3.3	10.0
Cost to open all slots: 288		Total	0		Total	0.0	0.0	0.00	0.00										

Donut Shop																			
0	Donuts	950	0		36	0.0	0.0	0.00	0.00	0	1	0	1	0		1.7	3.3	6.7	20.0
0	Green Smoothie	1150	0		24	0.0	0.0	0.00	0.00	0	1	0	1	0		2.5	5.0	10.0	30.0
0	Bread Roll	1840	0		48	0.0	0.0	0.00	0.00	0	2	0	1	0		1.3	2.5	5.0	15.0
0	Cherry Cheesecake	2240	0		72	0.0	0.0	0.00	0.00	0	1	0	1	0	1	0.8	1.7	3.3	10.0
0	Frozen Yogurt	1750	0		192	0.0	0.0	0.00	0.00	0	1	0	1	0	1	0.3	0.6	1.3	3.8
0	Coffee	750	0		48	0.0	0.0	0.00	0.00	0	1	0	2	0	1	1.3	2.5	5.0	15.0
Cost to open all slots: 288		Total	0		Total	0.0	0.0	0.00	0.00										

Max Production per hour

	Quantity	Max Price	Total \$	User	Time (mins)	Total (hrs)	2x	4x	12x	Total	Req	Total	Req	Total	Req	Regular	2x (120)	4x (240)	12x (720)
Fashion Store																			

Cap	600	0	48	0.0	0.0	0.0	0.00	0	2	0	1	0	1.3	2.5	5.0	15.0
Shoes	980	0	60	0.0	0.0	0.0	0.00	0	2	0	1	0	1.0	2.0	4.0	12.0
Watch	580	0	72	0.0	0.0	0.0	0.00	0	2	0	1	0	0.8	1.7	3.3	10.0
Business Suits	1170	0	168	0.0	0.0	0.0	0.00	0	3	0	1	0	0.4	0.7	1.4	4.3
Backpack	430	0	120	0.0	0.0	0.0	0.00	0	2	0	2	0	0.5	1.0	2.0	6.0
Cost to open all slots: 288	Total	0	Total	0.0	0.0	0.0	0.00									

Fast Food Restaurant

Ice Cream Sandwich	2560	0	11.2	0.0	0.0	0.00	0.00	0	1	0	1	0	5.4	10.7	21.4	64.3
Pizza	2560	0	19.2	0.0	0.0	0.00	0.00	0	1	0	1	0	3.1	6.3	12.5	37.5
Burgers	3620	0	28	0.0	0.0	0.00	0.00	0	1	0	1	0	2.1	4.3	8.6	25.7
Cheese Fries	1050	0	16	0.0	0.0	0.00	0.00	0	1	0	1	0	3.8	7.5	15.0	45.0
Lemonade Bottle	1690	0	48	0.0	0.0	0.00	0.00	0	2	0	2	0	1.3	2.5	5.0	15.0
Popcorn	1250	0	24	0.0	0.0	0.00	0.00	0	1	0	2	0	2.5	5.0	10.0	30.0
Cost to open all slots: 288	Total	0	Total	0.0	0.0	0.00	0.00									

Max Production per hour

	Quantity	Max Price	Total \$	User	Time (mins)	Total (hrs)	2x	4x	12x	Total	Req	Total	Req	Total	Req	Regular	2x (120)	4x (240)	12x (720)
Home Appliances																			
0	BBQ Grill	530	0		148	0.0	0.0	0.0	0.00	0	3	0	1	0		0.4	0.8	1.6	4.9
	Refrigerator	1060	0		189	0.0	0.0	0.0	0.00	0	2	0	2	0	2	0.3	0.6	1.3	3.8
	Lighting System	890	0		94	0.0	0.0	0.0	0.00	0	1	0	1	0	1	0.6	1.3	2.6	7.7
	TV	1280	0		135	0.0	0.0	0.0	0.00	0	2	0	2	0	2	0.4	0.9	1.8	5.3
0	Microwave Oven	480	0		108	0.0	0.0	0.0	0.00	0	4	0	1	0	1	0.6	1.1	2.2	6.7
Cost to open all slots: 288	Total	0	Total		0.0	0.0	0.0	0.00											

Regional Shops*

Max Production per hour

	Quantity	Max Price	Total \$	User	Time (mins)	Total (hrs)	2x	4x	12x	Total	Req	Total	Req	Total	Req	Regular	2x (120)	4x (240)	12x (720)
Frosty Fjords																			
Fish Marketplace																			
	Canned Fish	120	0		16	0.0	0.0	0.0	0.00	0	1	0	1	0		3.8	7.5	15.0	45.0
	Fish Soup	400	0		96	0.0	0.0	0.0	0.00	0	1	0	2	0	2	0.6	1.3	2.5	7.5
	Salmon Sandwich	2200	0		144	0.0	0.0	0.0	0.00	0	1	0	2	0		0.4	0.8	1.7	5.0
no Mountain, no Beach	Total	0	Total		0.0	0.0	0.0	0.00											
Cost to open all slots: 288																			

Limestone Cliffs																			
Silk Store																			
	String	120	0		16	0.0	0.0	0.0	0.00	0	2	0	0	0		3.8	7.5	15.0	45.0
	Fan	1100	0		120	0.0	0.0	0.0	0.00	0	2	0	1	0	2	0.5	1.0	2.0	6.0
	Robe	2000	0		192	0.0	0.0	0.0	0.00	0	3	0	2	0	1	0.3	0.6	1.3	3.8
no Mountain, no Beach	Total	0	Total		0.0	0.0	0.0	0.00											
Cost to open all slots: 288																			

Max Production per hour

	Quantity	Max Price	Total \$	User	Time (mins)	Total (hrs)	2x	4x	12x	Total	Req	Total	Req	Total	Req	Regular	2x (120)	4x (240)	12x (720)
Green Valley																			
Eco Shop																			
	Reusable Bag	120	0		16	0.0	0.0	0.0	0.00	0	2	0	0	0		3.8	7.5	15.0	45.0
	Ecological Shoes	750	0		96	0.0	0.0	0.0	0.00	0	2	0	1	0	1	0.6	1.3	2.5	7.5
	Yoga Mat	2000	0		192	0.0	0.0	0.0	0.00	0	3	0	2	0	1	0.3	0.6	1.3	3.8
no Mountain, Beach only	Total	0	Total		0.0	0.0	0.0	0.00											
Cost to open all slots: 288																			

Sunny Isles																			
Tropical Products Store																			
0	Coconut Oil	120	0		16	0.0	0.0	0.0	0.00	0	2	0	0	0		3.8	7.5	15.0	45.0
	Face Cream	850	0		72	0.0	0.0	0.0	0.00	0	2	0	2	0		0.8	1.7	3.3	10.0
	Tropical Drink	2400	0		200	0.0	0.0	0.0	0.00	0	2	0	2	0	1	0.3	0.6	1.2	3.6
no Mountain, Beach only	Total	0	Total		0.0	0.0	0.0	0.00											
Cost to open all slots: 288																			

Max Production per hour

	Quantity	Max Price	Total \$	User	Time (mins)	Total (hrs)	2x	4x	12x	Total	Req	Total	Req	Total	Req	Regular	2x (120)	4x (240)	12x (720)
Cactus Canyon																			
Car Parts																			
	Motor Oil	120	0		16	0.0	0.0	0.0	0.00	0	2	0	0	0		3.8	7.5	15.0	45.0
	Car Tire	950	0		96	0.0	0.0	0.0	0.00	0	2	0	3	0	1	0.6	1.3	2.5	7.5

Engine	2000	0	192	0.0	0.0	0.0	0.00	0	1	0	1	0	3	0.3	0.6	1.3	3.8
no Mountain, no Beach	Total	0	Total	0.0	0.0	0.0	0.00										

Cost to open all slots: 288

* Use caution before opening Regions. Once a Region is unlocked, it cannot be relocked, nor can you change your mind and switch it. Its items will become requirements for everything else you do. You will also have Region specific tasks added to Contest of Mayors. Many people are tempted to open Regions because they each offer +20 additional storage. However, it is not immediately available and takes time to earn enough Regional Simoleons to buy it. Some of that additional space will quickly get used to hold that Region's items. The 2nd and 3rd item in each Regional shop also requires multiple items from your Commercial shops. **The desire for more storage should not be your reason to open Regions.** City offers for the 3rd-tier Regional items are very good at approximately \$90 per item and acceptable at \$80 per item; anything below that, it's usually better to decline and wait for a higher offer.

Seasonal Shops**

Max Production per hour

	Quantity	Max Price	Total \$	\$ Per Hour	Time (mins)	Total (hrs)	2x	4x	12x	Total	Req	Total	Req	Total	Req	Regular	2x (120)	4x (240)	12x (720)
Santa's Workshop																			
Toy Horse	120	0	360	20	0.0	0.0	0.0	0.00	0	1	0	1	0	1	1	3.0	6.0	12.0	36.0
Holiday Decorations	175	0	175	60	0.0	0.0	0.0	0.00	0	3	0	0	0	0	1.0	2.0	4.0	12.0	
Candy Cane	350	0	117	180	0.0	0.0	0.0	0.00	0	3	0	0	0	0	0.3	0.7	1.3	4.0	
Gingerbread Cookies	750	0	600	75	0.0	0.0	0.0	0.00	0	1	0	1	0	1	0.8	1.6	3.2	9.6	
Holiday Ornament	920	0	1227	45	0.0	0.0	0.0	0.00	0	2	0	1	0	1	1.3	2.7	5.3	16.0	
Cost to open all slots: 288	Total	0	Total	0.0	0.0	0.0	0.00												

	Quantity	Max Price	Total \$	\$ Per Hour	Time (mins)	Total (hrs)	2x	4x	12x	Total	Req	Total	Req	Total	Req	Regular	2x (120)	4x (240)	12x (720)
Farm Shop																			
Farmer's Hayfork	220	0	660	20	0.0	0.0	0.0	0.00	0	1	0	1	0	1	1	3.0	6.0	12.0	36.0
Box of Grapes	132	0	528	15	0.0	0.0	0.0	0.00	0	3	0	1	0	1	4.0	8.0	16.0	48.0	
Wool Shirt	275	0	220	75	0.0	0.0	0.0	0.00	0	2	0	1	0	0	0.8	1.6	3.2	9.6	
Picnic Basket	1320	0	660	120	0.0	0.0	0.0	0.00	0	1	0	2	0	1	0.5	1.0	2.0	6.0	
Apple Jam	825	0	495	100	0.0	0.0	0.0	0.00	0	3	0	1	0	1	0.6	1.2	2.4	7.2	
Cost to open all slots: 288	Total	0	Total	0.0	0.0	0.0	0.00												

Max Production per hour

	Quantity	Max Price	Total \$	\$ Per Hour	Time (mins)	Total (hrs)	2x	4x	12x	Total	Req	Total	Req	Total	Req	Regular	2x (120)	4x (240)	12x (720)
future use																			
		0	0	1	0.0	0.0	0.0	0.00	0	0	0	0	0	0	0	60.0	120.0	240.0	720.0
		0	0	1	0.0	0.0	0.0	0.00	0	0	0	0	0	0	0	60.0	120.0	240.0	720.0
		0	0	1	0.0	0.0	0.0	0.00	0	0	0	0	0	0	0	60.0	120.0	240.0	720.0
		0	0	1	0.0	0.0	0.0	0.00	0	0	0	0	0	0	0	60.0	120.0	240.0	720.0
		0	0	1	0.0	0.0	0.0	0.00	0	0	0	0	0	0	0	60.0	120.0	240.0	720.0
Cost to open all slots: 288	Total	0	Total	0.0	0.0	0.0	0.00												

> The 2 blocks of rows labeled "future use" will still calculate simoleons and production times if quantity values are entered, but obviously will not be included on materials calculations elsewhere on sheet.

	Quantity	Max Price	Total \$	\$ Per Hour	Time (mins)	Total (hrs)	2x	4x	12x	Total	Req	Total	Req	Total	Req	Regular	2x (120)	4x (240)	12x (720)
future use																			
		0	0	1	0.0	0.0	0.0	0.00	0	0	0	0	0	0	0	60.0	120.0	240.0	720.0
		0	0	1	0.0	0.0	0.0	0.00	0	0	0	0	0	0	0	60.0	120.0	240.0	720.0
		0	0	1	0.0	0.0	0.0	0.00	0	0	0	0	0	0	0	60.0	120.0	240.0	720.0
		0	0	1	0.0	0.0	0.0	0.00	0	0	0	0	0	0	0	60.0	120.0	240.0	720.0
		0	0	1	0.0	0.0	0.0	0.00	0	0	0	0	0	0	0	60.0	120.0	240.0	720.0
Cost to open all slots: 288	Total	0	Total	0.0	0.0	0.0	0.00												

** These shops are only open for short periods during the year. The # of slots you unlock is a highly individual choice due to their brief use. Some shops have returned to use, some have not. Santa's Workshop and Farm Shop were used in 2022. Santa's Workshop is currently the seasonal shop that is reliably likely to return annually (in use since 2019). Empty blocks labeled "future use" already include formulas, just need to enter relevant values.

Industrial Items

Common Times for Mass Production:

Quantity	Time	\$	Total \$
1m	10	0	0
3m	20	0	0
9m	25	0	0
20m	30	0	0
30m	40	0	0
2h	60	0	0
3h	90	0	0
4h	110	0	0
5h	120	0	0
6h	140	0	0
7h	160	0	0
Total		0	0

Mins	Qty	Hrs	Mins	Qty	Hrs	Mins	Qty	Hrs
16	3	0.8	24	3	1.2	48	3	2.4
16	4	1.1	24	4	1.6	48	4	3.2
16	5	1.3	24	5	2.0	48	5	4.0
16	6	1.6	24	6	2.4	48	6	4.8
16	7	1.9	24	7	2.8	48	7	5.6
16	8	2.1	24	8	3.2	48	8	6.4
16	9	2.4	24	9	3.6	48	9	7.2
16	10	2.7	24	10	4.0	48	10	8.0
16	11	2.9	24	11	4.4	48	11	8.8
16	12	3.2	24	12	4.8	48	12	9.6
40	3	2.0	36	3	1.8	72	3	3.6
40	4	2.7	36	4	2.4	72	4	4.8
40	5	3.3	36	5	3.0	72	5	6.0

Epic Buildings

Regional Industrial Items

Total

	Time	\$	Capital City																	
Frosty Fjords	6m	30	Frosty Fjords				0	40	6	4.0	36	6	3.6	72	6	7.2				
Limestone Cliffs	6m	30	Limestone Cliffs				0	40	7	4.7	36	7	4.2	72	7	8.4				
Green Valley	6m	30	Green Valley				0	40	8	5.3	36	8	4.8	72	8	9.6				
Sunny Isles	6m	30	Sunny Isles				0	40	9	6.0	36	9	5.4	72	9	10.8				
Cactus Canyon	6m	30	Cactus Canyon				0	40	10	6.7	36	10	6.0	72	10	12.0				
Total				0	0	0	0	40	12	8.0	36	12	7.2	72	12	14.4				

Region Unlock Requirements

	Mins	Qty	Hrs	Mins	Qty	Hrs	Mins	Qty	Hrs
1st Level 25	96	3	4.8	0	3	0.0	192	2	6.4
2nd 15,000	96	4	6.4	0	4	0.0	192	3	9.6
3rd 250,000	96	5	8.0	0	5	0.0	192	4	12.8
4th 1,000,000	96	6	9.6	0	6	0.0	192	5	16.0
5th 10,000,000	96	7	11.2	0	7	0.0	192	6	19.2
(Regional population)	96	8	12.8	0	8	0.0	192	7	22.4
	96	9	14.4	0	9	0.0	192	8	25.6
Regional Storage: +20 each; 5,000 regional simoleons each	96	10	16.0	0	10	0.0	192	9	28.8
	96	11	17.6	0	11	0.0	192	10	32.0
	96	12	19.2	0	12	0.0	192	11	35.2
							192	12	38.4

Commercial Slots

Slot #	Building Supplies, Hardware	All others, Regions, Seasonal	Vu's Random Generator	Mins	Qty	Hrs	Mins	Qty	Hrs	Mins	Qty	Hrs
3	4	8	80	0	3	0.0	0	3	0.0	0	3	0.0
4	10	14	140	0	4	0.0	0	4	0.0	0	4	0.0
5	16	20	200	0	5	0.0	0	5	0.0	0	5	0.0
6	22	26	260	0	6	0.0	0	6	0.0	0	6	0.0
7	28	32	320	0	7	0.0	0	7	0.0	0	7	0.0
8	34	38	380	0	8	0.0	0	8	0.0	0	8	0.0
9	40	44	440	0	9	0.0	0	9	0.0	0	9	0.0
10	46	50	500	0	10	0.0	0	10	0.0	0	10	0.0
11	52	56	560	0	11	0.0	0	11	0.0	0	11	0.0
Total	252	288	2880	0	12	0.0	0	12	0.0	0	12	0.0

Any of the minutes on the Mass Production Chart directly above can be adjusted to minutes of your choosing; the corresponding totals will automatically adjust.

Trade Depot Slots: 10 each up to 32. Total= 260

Omega/Neosims Refunds***

Cost for next unit:	Quantity		Demolish \$	Total \$
0	0	Omega Bridge	8000	-
0	0	Luxury Beach Hou	6000	-
0	0	Omega Power Plant	0	-
0	0	Omega Water Tower	0	-
0	0	Omega Sewage Trtmnt Pln	0	-
0	0	Omega Recycling Center	0	-
0	0	Small ControlNet	0	-
0	0	Basic ControlNet	0	-
0	0	Deluxe ControlNet	0	-
0	0	Small Drone Base	0	-
0	0	Basic Drone Base	0	-
0	0	Deluxe Drone Base	0	-
^	0		0	-
^	0		0	-
^	0		0	-
^	0		0	-
^	0		0	-
Demolition Refund Total				-
Current Neosimoleons \$ >>				-
Uncollected Rewards \$ >>				-
Potential Total				-

(Manual entry if you'd like to keep record instead of having to review one-by-one.)

*** NeoBank workaround: Once you have obtained and upgraded enough Omega buildings, your NeoBank limit will cap the amount of Neosimoleons you can collect. Instead of just letting the NeoBank sit full, you can purchase Omega Bridges (Landscape) or Luxury Beach Houses (Beach) and store many of them for demolishing later. You only get 50% back when you demolish, but by doing this you can continue to collect and generate more Neosims. Currently, each season of Mayor's Pass Premium offers up to 46,000 Neosims rewards. If you collect them all at the end of the season you can easily surpass your NeoBank limit (it is suggested you resist collecting those rewards just to complete a Contest of Mayors task). You can also combine this with demolishing stored Omega Bridges/Luxury Beach Houses and/or selling Omega items to earn enough to buy ControlNets and Drone Bases that are far above your NeoBank limit. City offers for Omega items are very good at approximately \$1400 per item and acceptable at \$1200 per item; anything below that is usually not worth selling the item.

*** When you demolish an Omega building (not the Omega residences), the cost to build will return to the previous cost. Example: you have 2 Basic ControlNets, a 3rd would cost \$72,000. You demolish your 2nd and now only have 1. The cost will then return to \$42,000 to build a 2nd Basic ControlNet again. The increasing cost of buildings includes the total building count of all your cities; it is not per city.

*** The blank spaces are for future use. The demolition refunds for Utilities, ControlNets and Drone Bases have been left blank as the building costs change and would need to be entered manually. The blank areas are included in formulas and will calculate if values are entered.

*** When entering values here, make sure you're entering refund values and not the building cost.

Notes:

The pre-filled production times and material requirements are all based on fully upgraded shops on a city started prior to mid-2022. Note that there are newer cities that have some variances in production times and material requirements. Simply change the appropriate values in the "Time (mins)" column and the "Req" columns to match your city and/or the current levels of your shops as needed, the other calculations will fill automatically. Max prices are the same regardless of upgrade level.

Bright-yellow cells show the combined total of required materials for all items that have a quantity entered next to them.

<p>All item names are listed as they appear in the English (US) version, with the exception of: Sugar and Spices= Spice, Fruit and Berries= Fruit, Electrical Components= Elec Comp, Recycled Fabric= Fabric. This is for Search purposes. If you change the names on here to suit your preferences, make sure to change all instances that they appear or the Search will not be useful.</p>																																
<p>Column G, labeled "User", currently has no purpose in the Production area of the calculator other than to hold spacing. It was originally a "\$ Per Hour" entry, but that was somewhat misleading. It was also intended to be linked to the Income/Simoleon Earning sheet (along with other columns), but it was decided against to avoid errors. It has been left in place as a "User" column to do whatever they please with it. It might be suggested using it to mark items that you intend to use for income.</p>																																
<p>> See Notes and Instructions pages.</p>																																
<p>> Column spacing is set to accommodate different sets of data on different areas of the sheet. Making columns narrower may result in some of that information being blocked out.</p>																																
<p>> Excel & Google Sheets versions- columns P, U, Z are intentionally hidden for space. They are only information reference columns and not needed for normal use.</p>																																
<p>Original Row and Column Sizes:</p>																																
<p>Rows height- 25; column label rows- 32</p>																																
<p>Individual Column widths noted on line below:</p>																																
26	102	33	52	46	62	50	47	47	34	34	34	26	33	33	33	33	33	33	33	33	33	33	33	33	33	33	33	55	55	55	60	18

Income Comparison / Simoleon Earning Calculator

by Cid / hvor er jeg Released: November 2023

> Industrial Materials "Mins" should be adjusted to match your game, but they only affect "All Materials" formulas.

Before Using: enter the appropriate values to match your game on the "Base Time" column; the non-shaded "Req" columns under Required Materials; and the "Mins" row on Industrial Materials.

Mins	1	3	9	20	30	120	180	240	300	360	420
\$	10	20	25	30	40	60	90	110	120	140	160

Main Calculator

<<< Customized formulas, only "Base Time" entries affect outcomes. <<<

>>> Plain calculator, all entries affect outcomes. >>>

	Max Price	Base Time (mins)	\$ per Min	\$ per hour	All Materials		Sans Industrial		Mass Production		Purchased Materials Price vs Produced Materials Price Comparison				Required Materials					
					Time (mins)	\$ per Min	Time (mins)	\$ per Min	Time (mins)	\$ per Min	Max Price	Cost-All Materials	Adjusted Price	Value Loss	Purch Req.	Purch Req.	Purch Req.			
Building Supplies																				
Nails	80	4	20.00	1200	5	16.00	4	20.00	4	20.00	1200	80	20	60	25%	2	2			
Planks	120	24	5.00	300	27	4.44	24	5.00	24	5.00	300	120	40	80	33%	2	2			
Bricks	190	16	11.88	713	46	4.13	16	11.88	16	11.88	713	190	80	110	42%	2	2			
Cement	440	40	11.00	660	160	2.75	40	11.00	40	11.00	660	440	140	300	32%	2	2	1	1	
Glue	440	48	9.17	550	168	2.62	48	9.17	48	9.17	550	440	145	295	33%	1	1	2	2	
Paint	320	48	6.67	400	168	1.90	48	6.67	48	6.67	400	320	180	140	56%	2	2	1	1	2
Hardware Store																				
Hammer	90	11.2	8.04	482	14.2	6.34	11.2	8.04	11.2	8.04	482	90	30	60	33%	1	1	1	1	
Measuring Tape	110	16	6.88	413	25	4.40	16	6.88	16	6.88	413	110	35	75	32%	1	1	1	1	
Shovel	150	24	6.25	375	33	4.55	24	6.25	24	6.25	375	150	55	95	37%	1	1	1	1	
Cooking Utensils	250	36	6.94	417	45	5.56	36	6.94	36	6.94	417	250	110	140	44%	2	2	2	2	2
Ladder	420	48	8.75	525	99	4.24	48	8.75	48	8.75	525	420	260	160	62%	2	2	2	2	
Drill	590	96	6.15	369	516	1.14	96	6.15	96	6.15	369	590	230	360	39%	2	2	2	2	1
Farmer's Market																				
Beef	860	120	7.17	430	480	1.79	120	7.17	120	7.17	430	860	420	440	49%	3	3			
Vegetables	160	16	10.00	600	36	4.44	16	10.00	16	10.00	600	160	60	100	38%	2	2			
Flour Bag	570	24	23.75	1425	204	2.79	24	23.75	24	23.75	1425	570	240	330	42%	2	2			
Fruit	730	72	10.14	608	177	4.12	72	10.14	72	10.14	608	730	480	250	66%	2	2	1	1	
Cream	440	60	7.33	440	420	1.05	60	7.33	60	7.33	440	440	140	300	32%	1	1			
Corn	280	48	5.83	350	78	3.59	48	5.83	48	5.83	350	280	160	120	57%	1	1	4	4	
Cheese	660	84	7.86	471	444	1.49	84	7.86	84	7.86	471	660	280	380	42%	2	2			
Furniture Store																				
Chairs	300	16	18.75	1125	30.2	9.93	16	18.75	16	18.75	1125	300	210	90	70%	2	2	1	1	1
Tables	500	24	20.83	1250	60	8.33	24	20.83	24	20.83	1250	500	370	130	74%	1	1	2	2	1
Home Textiles	610	60	10.17	610	240	2.54	60	10.17	60	10.17	610	610	290	320	48%	2	2	1	1	
Cupboard	900	36	25.00	1500	336	2.68	36	25.00	36	25.00	1500	900	800	100	89%	2	2	2	2	1
Couch	1810	120	15.08	905	636	2.85	120	15.08	120	15.08	905	1810	1300	510	72%	3	3	1	1	1
Gardening Supplies																				
Grass	310	24	12.92	775	57	5.44	24	12.92	24	12.92	775	310	180	130	58%	1	1			
Tree Saplings	420	72	5.83	350	105	4.00	72	5.83	72	5.83	350	420	210	210	50%	2	2	1	1	
Garden Furniture	820	108	7.59	456	288	2.85	108	7.59	108	7.59	456	820	470	350	57%	2	2	2	2	2
Fire Pit	1740	192	9.06	544	392	4.44	192	9.06	192	9.06	544	1740	1410	330	81%	2	2	1	1	2
Lawn Mower	840	96	8.75	525	516	1.63	96	8.75	96	8.75	525	840	510	330	61%	3	3	1	1	1
Garden Gnomes	1600	72	22.22	1333	320	5.00	72	22.22	72	22.22	1333	1600	1320	280	83%	2	2	1	1	
Donut Shop																				
Donuts	950	36	26.39	1583	276	3.44	36	26.39	36	26.39	1583	950	680	270	72%	1	1	1	1	
Green Smoothie	1150	24	47.92	2875	201	5.72	24	47.92	24	47.92	2875	1150	890	260	77%	1	1	1	1	
Bread Roll	1840	48	38.33	2300	468	3.93	48	38.33	48	38.33	2300	1840	1580	260	86%	2	2	1	1	
Cherry Cheesecake																				
Frozen Yogurt	2240	72	31.11	1867	516	4.34	72	31.11	72	31.11	1867	2240	1960	280	88%	1	1	1	1	1
Coffee	1750	192	9.11	547	612	2.86	192	9.11	192	9.11	547	1750	1280	470	73%	1	1	1	1	1
Coffee	750	48	15.63	938	468	1.60	48	15.63	48	15.63	938	750	610	140	81%	1	1	2	2	1
Fashion Store																				
Cap	600	48	12.50	750	228	2.63	48	12.50	48	12.50	750	600	290	310	48%	2	2	1	1	
Shoes	980	60	16.33	980	240	4.08	60	16.33	60	16.33	980	980	645	335	66%	2	2	1	1	1
Watch	580	72	8.06	483	372	1.56	72	8.06	72	8.06	483	580	230	350	40%	2	2	1	1	1
Business Suits	1170	168	6.96	418	348	3.36	168	6.96	168	6.96	418	1170	820	350	70%	3	3	1	1	1
Backpack	430	120	3.58	215	300	1.43	120	3.58	120	3.58	215	430	340	90	79%	2	2	2	2	1
Fast Food Restaurant																				
Cream Sandwich	2560	11.2	228.57	13714	491.2	5.21	11.2	228.57	11.2	228.57	13714	2560	2280	280	89%	1	1	1	1	
Pizza	2560	19.2	133.33	8000	583.2	4.39	19.2	133.33	19.2	133.33	8000	2560	2090	470	82%	1	1	1	1	1
Burgers	3620	28	129.29	7757	508	7.13	28	129.29	28	129.29	7757	3620	3230	390	89%	1	1	1	1	1
Cheese Fries	1050	16	65.63	3938	460	2.28	16	65.63	16	65.63	3938	1050	820	230	78%	1	1	1	1	
Lemonade Bottle	1690	48	35.21	2113	348	4.86	48	35.21	48	35.21	2113	1690	1190	500	70%	2	2	2	2	1
Popcorn	1250	24	52.08	3125	552	2.26	24	52.08	24	52.08	3125	1250	1040	210	83%	1	1	2	2	
Home Appliances																				
BBQ Grill	530	148	3.58	215	193	2.75	148	3.58	148	3.58	215	530	280	250	53%	3	3	1	1	

Refrigerator	1060	189	5.61	337	609	1.74	189	5.61	189	5.61	337	1060	490	570	46%	2	2	2	2	2	2
Lighting System	890	94	9.47	568	514	1.73	94	9.47	94	9.47	568	890	340	550	38%	1	1	1	1	1	1
TV	1280	135	9.48	569	555	2.31	135	9.48	135	9.48	569	1280	610	670	48%	2	2	2	2	2	2
Microwave Oven	480	108	4.44	267	528	0.91	108	4.44	108	4.44	267	480	320	160	67%	4	4	1	1	1	1

<<< Customized formulas, only "Base Time" entries affect outcomes. <<

>> Plain calculator, all entries affect outcomes. >>

Regional Shops

Mins	\$
6	30

Frosty Fjords		All Materials				Sans Industrial		Mass Production			Purchased Materials Price vs Produced Materials Price Comparison				Purch Req.			
	Max Price	Base Time (mins)	\$ per Min	\$ per hour	Time (mins)	\$ per Min	Time (mins)	\$ per Min	Time (mins)	\$ per Min	\$ per hour	Max Price	Cost-All Materials	Adjusted Price	Value Loss	Purch Req.	Purch Req.	Purch Req.
Canned Fish	120	16	7.50	450	22	5.45	16	7.50	16	7.50	450	120	40	80	33%	1	1	1
Fish Soup	400	96	4.17	250	177	2.26	168	2.38	96	4.17	250	400	720	-320	180%	1	1	2
Salmon Sandwich	2200	144	15.28	917	612	3.59	300	7.33	144	15.28	917	2200	1900	300	86%	1	1	2

Sunny Isles		All Materials				Sans Industrial		Mass Production			Purchased Materials Price vs Produced Materials Price Comparison				Purch Req.			
	Max Price	Base Time (mins)	\$ per Min	\$ per hour	Time (mins)	\$ per Min	Time (mins)	\$ per Min	Time (mins)	\$ per Min	\$ per hour	Max Price	Cost-All Materials	Adjusted Price	Value Loss	Purch Req.	Purch Req.	Purch Req.
Coconut Oil	120	16	7.50	450	22	5.45	16	7.50	16	7.50	450	120	60	60	50%	2	2	
Face Cream	850	72	11.81	708	192	4.43	104	8.17	72	11.81	708	850	360	490	42%	2	2	2
Tropical Drink	2400	200	12.00	720	449	5.35	440	5.45	200	12.00	720	2400	1630	770	68%	2	2	1

<<< Customized formulas, only "Base Time" entries affect outcomes. <<

>> Plain calculator, all entries affect outcomes. >>

> Base Time (Production Time) directly above is included in all time formulas. It should be adjusted to match your game. All calculations will adjust accordingly.

> The Required Materials columns only affect the "Purchased Materials Price vs Produced Materials Price" comparison. Adjusting the shaded "Purchased" quantities will adjust the calculations accordingly. You can experiment with these numbers to see which combination of Purchased items and Produced items may be more beneficial. Quantity adjustments do not affect the Time formulas in any way.

Sections:

- > All Materials- time needed to produce an item starting from the basic Industrial Materials up to the finished product. Instances of redundant Industrial time are already removed.
- > Sans Industrial Materials- time needed to produce all Required Materials up to the finished product, excluding time needed for producing Industrial Materials.
- > Mass Production- time needed to produce items in an assembly line fashion with the shortest time necessary. Assumes a back-stock of Required Materials has NOT already been produced (other than Industrial Materials) and that Required Materials are being produced simultaneously.
- > Purchased Materials Price vs Produced Materials Price- see notes under Required Materials.

> Only the shaded "Purchased" columns directly above are calculated for experimenting; the non-shaded "Req" columns are not calculated, they are meant to be a reference for your game's requirements.

Notes:

This chart is primarily aimed at newer players, as the most immediate question after starting is always, "How can I earn the most Simoleons?". There is no answer to the question because everybody plays the game differently and what works the best for some will not be the same as for others. Even players with the same maxed Shops, Factories, Trade Depots and availability of resources will not have the same method of earning income. Shop levels, time spent in-game vs away, the number of Commercial slots and Trade Depots unlocked, Vu's Random Generator, Events participated in vs not participated in; all affect the viability of one set of items compared to other sets of items. The chart is to aid the individual in determining their best options by giving them all the information upfront. Users can further craft more formulas or algorithms with this information if they so desire.

Unlike the Multi-Purpose Production Calculator, the **Time formulas** here are not "plug and play"; they are each made individually, based on the Assumptions list below. Adjusting the "Base Time" will automatically adjust all time formulas accordingly, but the formulas are otherwise manually created on a case-by-case basis. However, the **Purchased Materials Price vs Produced Materials Price Comparison** is "plug and play"; the values in that section are interconnected and will change according to your entries.

Time Assumptions:

- > That any given item has been produced from beginning to final product without purchasing Required Materials from the Trade HQ or items gained as other rewards, except as noted for Industrial Materials.
- > The individual items and their Required Materials are the only items being produced at a given time.
- > When multiple Industrial Materials are needed for the same product, only the item with the longest production time is calculated for total time as the others can be produced simultaneously.
- > When multiple Commercial items are needed for the same product, only the item with the longest production time is calculated for total time; UNLESS some of the items come from the same source shop, in which case the times for both items are included, as they must be produced in succession; UNLESS items coming from the same source shop have enough variance in time that one can be produced within the time necessary for the Required Materials of the other item to be produced.
- > When a combination of Industrial items and Commercial items are required, the item with longest production time is used, as the others can be produced simultaneously.

The Time formulas were reviewed a couple times, there could still be errors. End-user can change if they please.

As noted on the Multi-Purpose Production Calculator, there are variances in Required Materials and Production times from older cities compared to some newer cities. The pre-filled "Base Times" (Production) and Required Materials are from a city with fully upgraded shops, started prior to mid-2022. This should not pose any problems.

The below notes only apply to this sheet:

- > The time formulas will adjust automatically when adjusting the "Base Time" column to match your game.
- > The Required Materials columns are not referenced in the Time formulas in any way. As such they are completely fluid and adjustments made there only affect the Price Comparison side of the chart.
- > If the Required Materials quantities are different, check to see if that change alters the end result of a formula with regard to the assumptions set forth above. Not much difference is expected.
- > It's presumed (from limited forum information over a year) that the main differences are regarding time for Seeds and the Required Materials for the Building Supplies and Hardware stores. It is anticipated that any variations would not likely result in any significant net-change.

> This sheet is intentionally not linked to the Multi-Purpose Production Calculator in order to prevent the potential for cascading errors during end-user edits on either sheet. The only purpose of doing so would be to save time from filling the same information on 2 sheets. However, one can merely copy/paste as well. Instructions, if you want to link them:

Example:

Link Nails time on this sheet from Nails time on the Production Calculator, use the formula:

=Production Calculator!H10

In this case, H10 is the Nail reference cell from the Production Calculator sheet. Hammer would be H19, etc. You must do this for the first item on every section, then you can drag the result down for the remaining items in those sections.

Warning: The sheet Title in this type of formula needs to match exactly, an extra space or missing spaces can cause problems. Also, copy/pasting from a notepad can sometimes cause problems if the apostrophe is styled differently.

This can be used for any cells you would like to have linked from the Production Calculator sheet, whether it is the "Base Time" or "Req" cells.

> Excel & Google Sheets versions- columns Z, AE, AJ are intentionally hidden for space. They are only information reference columns and not needed for normal use.

Original Row and Column Sizes:

Rows height- 25; column label rows- 33

Individual Column widths noted on line below:

19 97 33 43 45 43 43 19 45 43 19 45 43 19 45 43 43 40 33 43 63 60 47 33 33 40 33 33 33 40 33 33 33 40 33 19

Design Challenge / Regions

by Cid / hvor er jeg
Released: November 2023

Services

# Bldgs	Zone	Max Population*	Service Demand	Base Demand	Region +1 Demand	Map	Total Service Demand				#	Power	\$ Cost	Demand	Total	Total
							Power	Water	Sewage	Waste						
	Residential	1836	Low	1	2							600	6	-	-	
	Florentine	1836	Low	1	2	Capital	0	0	0	0		450	12	-	-	
	Art Nouveau	1836	Low	1	2							1500	22	-	-	
	Old Town House	300	Low	1	2	Frosty Fjords	0	0	0	0		2200	35	-	-	
	Latin America	1836	Low	1	2							1500	40	-	-	
	Parisian	2019	Medium	2	3	Sunny Isles	0	0	0	0		3500	60	-	-	
	London Town	2111	Medium	2	3							9000	75	-	-	
	Tokyo Town	2204	Medium	2	3	Cactus Canyon	0	0	0	0	**	10,000	100	-	-	
	Green Valley	2347	Medium	2	3							28	-	-		
	Cactus Canyon	2347	Medium	2	3	Limestone Cliffs	0	0	0	0				-	-	
	Sunny Isles	2347	Medium	2	3									-	-	
	Frosty Fjords	2347	Medium	2	3	Green Valley	0	0	0	0				-	-	
	Limestone Cliffs	2347	Medium	2	3									-	-	
	Omega	2550	High	5	6									-	-	
	Epic	2411	Low	1	2									-	-	
	**	1	Low	1	2	Fire	1	2	3	4				-	-	
	**	1	Low	1	2	Small Fire Station	0							-	-	
	**	1	Low	1	2	Basic Fire Station								-	-	
	**	1	Low	1	2	Deluxe Fire Station								-	-	
	**	1	Medium	2	3									-	-	
	**	1	Medium	2	3	Police	1	2	3	4				-	-	
	**	1	Medium	2	3	Small Police Station	0							-	-	
	**	1	Medium	2	3	Basic Police Station								-	-	
	**	1	High	5	6	Police Precinct								-	-	
	**	1	High	5	6									-	-	
	**	1	High	5	6	Health	1	2	3	4				-	-	
	**	1	High	5	6	Small Health Clinic	0							-	-	
	**	1	High	5	6	Health Clinic								-	-	
	**	1	High	5	6	Hospital								-	-	
	0 Total													-	-	
	Total Max Population*	-												-	-	

Table is here in case you'd like to track the costs of these. Costs change based on League. Most of the time, the 1st small fire, police, health are provided at the start of the challenge (not always). This section is rather useless, to be honest, but included it anyway.

** The blank rows above are for new buildings that may be added to Design Challenge (or Regular Maps) in the future. They are already included in the existing formulas. If they do add them, simply adjust the values for Max Population, Base Demand and the appropriate value for the Region +1 Demand. The formulas will still work.

Season Plot/Building rewards have typically come in several combinations:

- 1 new unique and 2 unique repeats.
- 3 unique repeats.
- 1 new unique and 2 regulars.
- 1 unique repeat and 2 regulars.
- 2 unique repeats and 1 regular.
- 1 new unique, 1 unique repeat, 1 regular.

** The blank rows above are for new buildings or reward items, such as the Eco Power Plant, if they are added later. These rows are already included in the existing formulas and will work if values are entered.

Notes:

In Design Challenge, Medium and High are equal to Low and Medium on the Regular maps. This may change to reflect the Regular maps in future, there are not yet Omegas in Design Challenge. (Currently March 2023).

This sheet was primarily meant for players new to Design Challenge, but others might find use for it in their Regions/Capital.

All Specialization plots/buildings used in Design Challenge are returned to your inventory after Submitting your design.

Earned Blueprints do NOT carry over to the next season, use them while you have them.

During Design Challenges, the only buildings that require roads are the Residences, Services and any Specializations required for bonuses. All other plots/buildings can be placed without any roads. They will have road warning bubbles above them until you are ready to Submit, at which point they will disappear. As in your regular cities, Landscapes never require any roads. Roads do not need to connect to the "main" roads at the edges of maps.

If you intend to replace regular roads with upgraded roads prior to Submitting, take caution to use trees or other landscapes to prevent nearby plots/buildings from auto-positioning when you demolish the regular road. Failing to do so can be cause for frustration if you have spent much time positioning everything a particular way.

Epics are the same population regardless of being Bronze, Silver or Gold. They still retain the Residential Service Demand after the upgrade.

For Design, the above calculations will become trivial. The only population you actually need is the amount required to obtain the Bonus. Once you have plenty of Specializations, you can get by with just 3 or 4 maxed Regional buildings to achieve that.

Weeping Willow Forests (Green Valley), Cypress Forests and Coconut Tree Forests can keep much of their green color in the snowy sections of Frosty Fjords, whereas others will be mostly covered by snow.

Full 24hr cycle: 10mins, Night lights: approx 2mins 30secs										Total Land Tiles		Total 2x2 Spaces		Arbitrary Reductions for Roads and Services		?		?		Potential Availability For Residences			
Original Formulas for:										Capital		4300		1075									
Population: 0										Frosty Fjords		2880		720									
Base Demand: 0										Limestone Cliffs		3136		784									
Regional +1 Demand: 0										Green Valley		3072		768									
										Sunny Isles		3200		800									
										Cactus Canyon		3136		784									
										Total Land Tile data are not my own work. Sources:													
										https://imgur.com/a/dPnUS4l													
										https://www.reddit.com/media?url=https%3A%2F%2Fi.redd.it%2Fib737q34234a1.jpg													
Original Row and Column Sizes:																							
All Rows height- 25																							
Individual Column widths noted on line below:																							
22	46	105	77	22	60	60	68	22	22	91	122	45	45	52	45	35	33	113	46	54	56	37	22

Intro:

Opinions expressed on this guide are the author's and not necessarily shared by others. Most information here is to assist newer players. All information and observations are from the US version of game, there will be minor differences by region. Much effort was made to avoid technical errors or otherwise find and correct them, but it is not necessarily error free. However, the guide is completely open to be edited for your own use. I request that you not claim this work as your own.

SimCity Buildit is meant to be played over a long period of time, at whatever pace you choose. Progression is very slow at the start and gets faster as you go. You cannot expect to be able to accomplish everything in a short amount of time.

Connecting the game to an outside account to Login (in Settings screen) allows you to recover your city when: you move to a new device, if your device is lost/damaged, if you want to play the same city on multiple devices and when you need to clear some storage from a device. This is the easiest step you can take to prevent unneeded frustration. I cannot comment on all Login accounts, but have noticed the most common questions seem to arise out of using Facebook, one of the reasons being because an account can be closed with no input from the user. Your game data is stored on the server and reconciled with your device when you connect with the server (using Trade HQ, participating in events, etc). Your game data is tied to your Player ID, which is good to note somewhere (in Settings>Help), but the outside account is what claims that Player ID and data as being yours. Many people that have chosen not to do so have lost their cities and it is a frequent help question on forums. Also change your city name, as the server generates a generic name for you and they are recycled and reused.

Over time, the game can start to become very sluggish and laggy upon opening. This usually seems due to the amount of unneeded data the app is storing. Presuming you have connected the game to an outside account; you can delete the app, reinstall and complete 1 or 2 steps of the tutorial, at which point the settings become available and you can download your city from the server in the Logins area. From personal experience, the app was using 5-6GB at one point. After a fresh install, the app was only using about 600-700 MB and was running smoothly again. The numbers just mentioned are not guideposts, as a game with a full Capital and several Regions filled up will need more space than a half-filled Capital with no Regions.

Notes & Opinions:

Consideration was given to linking certain cell information between the Multi-Purpose Production Calculator and the Income Comparison Calculator, but the potential for problems made it less than desirable. As such, the sheets can be fully edited without one affecting the other. There are instructions provided on the Income sheet if a user desires to make it so.

You do not need to build a shop as soon as it is unlocked. Once you do, its items will be required for everything else you do. This same concept will apply to Regions later in the game. You will be able to buy the occasional items of unbuilt shops from the Global Trade HQ until you reach a point that you feel it will be easier to just produce them yourself or can more easily afford to build the shop.

After building new shops, it is normal for your Global Trade HQ to be flooded with that shop's items. This is temporary and will balance back out after a bit of time. This same effect will apply to Regions later in the game.

All shops are listed in the order they are unlocked. It is suggested to skip the Fast Food Restaurant and build the Home Appliances shop 1st, then delay the Fast Food until it feels as though it's harder by not having it. Fast Food's items require time consuming materials from other shops. Once you open it, its items will be requested for everything else.

Make sure your shops and factories are always producing something both in-game and before closing the game.

Making use of timers/reminders on your device is an easy way to avoid failing Contest of Mayors tasks and Epic Projects and to produce items while away.

As a general rule, the more of a particular item you have in your inventory, the more likely you will see it appear in the Global Trade HQ. The less of a particular item you have, the less likely you will see it appear. For example, if you are about to use all 15 Chemicals you have, it is easier to get more from the Trade HQ before you use them (if space allows), as they will be harder to find afterward when you have none.

The most beneficial way that you will ever spend Simcash will be on opening more production slots (11 total) in your Commercial zones and also slots on your Trade Depot (32 total). Prioritize Commercial slots, open more Trade slots as needed.

Do not ignore "Daniel's City" (US name), it refreshes every 24 hours. There are occasionally Storage and Expansion items there. Sometimes there is also the 1 last item you need to finish a task.

Your city's only "NEEDS" are Services: Fire/Police/Health/Utilities (Drone Bases and Control Nets for Omegas). Specializations are only desires, no matter how much the residents request them. Your simoleons are always better prioritized on factories before Specializations.

Roads- you can avoid spending simoleons on road upgrades until further into the game, as you will be constantly re-organizing your city. When the (!) appears urging you to upgrade, juggle the buildings around by picking them up and setting them back into place. More often, you will need to momentarily set them on a different street and can promptly put them back. Start with the largest building on the street. Sometimes you may need to momentarily move 2 or 3 of them. Another option is to add extra intersections and roads, but that reduces your space unnecessarily. Another option, if you have extra space, is to "trap" the (!) upgrade request on utility roads that do not have residential buildings on them. If a utility road gets the prompt, do not juggle those buildings and let the request stay there. It does not completely prevent requests from appearing on Residential roads, but can reduce the occurrence.

Using Gold Keys and Platinum Keys on Specialization buildings that do not provide a minimum of 3 Epic points is wasteful until you are further into the game (a few 1 & 2 point buildings are required to be opened first). 1 and 2 point buildings are the biggest hurdle to completing Epic Projects. Storage is manageable, low points waste a lot of time and inventory.

Feeder Cities & Camping- these are optional strategies employed by some as an alternate way to build storage and resources. They are not necessary to advance through the game, but are a personal choice as to whether you want to spend the extra time doing so. You can search guides or forums if you want to inquire more.

Maxis Manors vs. Vu's Random Generator- I personally found Vu's Random Generator (with max slots) to be more valuable than 2 Maxis Manors, but others might prefer the Manors over the Generator. Another personal choice to be made depending how you intend to play. If you intend to play for a long time, then it is not so much of a choice between each other, but I would still get the Random Generator first. The Manors are more convenience, in my opinion, whereas the Generator provides constant benefit for several uses.

Design Challenge is a very useful event to participate in, as it offers rare, Limited-Time buildings; storage, expansions, Simcash and other items. To a player that has never entered Design Challenge, it may seem like something that is only for creatives or a drain on time, but I regretted not participating in it sooner. Give it a try as soon as it is available. It is also highly useful during Black Friday week as an extra place to hold items while you increase your inventory.

Black Friday- When you see cities full of trees, rivers, lakes, parks and large multiples of other plots/buildings; this is how people stocked up on most of them. Go into Black Friday week with a plan and you can maximize your haul and total savings. This is the primary purpose of that calculator (in addition to being an inventory for collections geeks).

Storage:*

The primary ways to obtain more storage are the Global Trade HQ, Design Challenges, Event Tracks, Mayor's Pass, NeoMall, Clubs, Daniel's City or popping bubbles.

> Global Trade HQ: (the most common way to get most storage at low levels) go through other peoples' Trade Depots at random to find storage items. DO NOT wait for them to appear on the Global Trade HQ screen. Many people, especially at higher levels, do not spend the time to advertise storage items as they use that time to advertise items they want to get out of their inventory. Make sure you also pop the item bubbles on those cities as you check the depots. (This also applies to Expansion items)

> Design Challenge: every Design season contains Storage items, Simcash, Expansion items, War Simoleons, Limited-time plots/buildings, Golden Keys & Platinum Keys. Earned Blueprints do not carry over to the following season, use them while you can.

> Event Tracks & Mayor's Pass: not all Event Track weeks will have storage, all Mayor's Pass seasons will have storage.

> Clubs: everyone is hungry for storage, even at mid-to-late levels. Do not expect that a club is going to shower you with storage if you join.

> "Daniel's City" (US version)- there are free items here during every 24-hour period, occasionally there will be a storage or expansion item.

All Regions contain a +20 storage boost. However, do not allow the desire for more storage to affect your decision to open a Region . See notes under Regional Shops** on Production Calculator.

Only permanent increases to Capital storage count toward Contest of Mayors tasks. Permanent Regional & Omega storage increases and temporary storage boosts in Mayor's Pass & Vu Pass do not count toward Contest of Mayors tasks (currently).

* (2023) Some players have reported having regular access to a 2nd Cargo Ship for deliveries that can provide Storage items as rewards. It is unknown if this applies to all new cities, only certain levels, if it will be implemented everywhere or is just experimental/temporary.

Expansions:

Expansions are saved and used by many for completing Contest of Mayor's tasks. Currently (January 2023), if you complete all expansions of a particular type before you have opened a Region that also contains those expansions, the tasks will no longer appear once you do open those Regions. Be cautious of how many you have left. Example: you fully expand your Capital mountains before opening Frosty Fjords, mountain expansion tasks will no longer appear during Contest of Mayors when you finally do open Frosty Fjords. Same applies to Land and Beach.

Expansion vouchers obtained from Contest of Mayors stack/carry over from season to season. However, if you start to build them up, those particular expansion tasks may stop showing up in your tasks list. The same also applies if you have more than enough of a particular expansion's items in your inventory.

The notes for gaining Storage also apply to Expansion items.

Vu's Random Generator (Randomizer in other regions):

Vu's Random Generator will randomly mimic one of your existing shops every 24hrs. It does not need to be upgraded, it will mimic the shop's level. However, its production slots cost 10x more than regular shops.

The 24hr clock is started based on when you first build Vu's Generator and it opens. The clock currently cannot be altered. When I first built the Generator, it did not open immediately and instead took a period of time (maybe 15-45 minutes, cannot remember) before finally opening, which is when the 24 hour clock started. Take care to consider this ahead of time. Try to consult a forum for people that have recently done so to see their experience.

Vu's Generator is very expensive, but very valuable and worth the Simcash for long-term players. It is very useful for Contest of Mayors, Epic Projects, Design Challenges and as an extra source of income. I personally valued it more than having a couple of Maxis Manors.
Costs: Build- 2,000 Simcash; All slots opened- 2880 = Total 4880 Simcash.

Epic Projects

Newer players- Projects are best attempted outside of Events. As you advance, you will find that you will be able to complete them during Contest of Mayors. Be aware that finished Epic buildings will have a random color scheme.

When starting, it is best to have multiples of as many items as you can in your inventory. Diversity is better than total numbers; meaning if your inventory only allows for 2 or 3 of each, that is

more ideal than 5+ of fewer items.

1 & 2 point buildings are almost completely dead weight for new players that want anything more than Bronze. Take them off the map before starting the Project. If you forget, you can remove them while they refresh after completing a task. They waste both inventory and time during a Project. It is better to use your Gold Keys, Platinum Keys and Simoleons for buildings that provide a minimum of 3 points. Later in the game, they actually have use for being low points so as not to score too much, but that is not to be concerned about until then.

35 of each Speedup is the collection limit from your Epics. You can still keep collecting the speed-up rewards far beyond that limit. There does not seem to be any maximum total.

The Silver (4x) Speedups are the most ideal to have for your everyday use. Gold (12x) Speedups are obviously very useful, but for fewer reasons and are prone to waste. As you gain more completed Epic Projects for a particular type of Speedup, more of those tokens will be required to complete a full Speedup. To illustrate the author's opinion of having Silver Speedups, these are the total Epic Buildings owned when writing this workbook: Bronze- 9, Silver- 93, Gold 17.

A few times a year there are Double Epic points events. They only count for the specific Specialization stated; any other will give normal points and be a wasted opportunity. Since the event lasts for several days, you can potentially obtain several gold Epics, as the cooldown/wait time after a fully completed Epic is 12 hours.

To a newer player, completing Epics seems absurd and daunting. However, there comes a time when one can easily earn the 100 points for a Silver Epic in less than 10 minutes.

Omega

NeoBank- see notes on Production Calculator. The NeoBank only limits what you can collect from your Omega buildings. You can still collect far past that in rewards and demolitions. As an example of breaking past your NeoBank limit: as of this writing, my NeoBank limit is only \$40,000. But if I were to demolish the 44 Omega Bridges and 8 Luxury Beach Houses I have on reserve, I could generate \$400,000 Neosimoleons.

Omega Storage- it's necessary to increase your NeoBank limit, but as noted above, the need becomes less. It becomes much more favorable using the Omega items toward increasing the Omega Storage limit. Later in the game, you can set Omega residences, upgrade them once and demolish to quickly earn pink Event points needed for Event Tracks.

City offers for Omega items stop when your inventory is below 60% of your current capacity.

Random Bits:

Full 24-hour cycle: 10mins Night lights: approximately 2mins 30secs

Construction animations: Blue= tiers 1-4; Dark Purple / Black= tiers 5,6 (colors will vary slightly depending on device)

Useful Links:

The following links are **NOT** my own work, but are very helpful resources that other people have created over the course of years. You should take full advantage of them to aid you. Also, these are all fan created material and may not always be available; best to make use of them while you can.

[Reddit Index of Guides/Wiki Page](#)

A collection of charts, pictures, guides and information. Very useful to everyone from beginners to experienced players.

[PDF Guides](#)

Google Docs version of Index, may have items/links that differ slightly from Reddit Index.

[Limited-Time Buildings List](#)

A comprehensive spreadsheet with data, links to day/night pictures, release dates and more of rare plots & buildings for all Specializations. This sheet is very useful and informative.

[Building Archive](#)

A quick way to see information for current plots & buildings that are rewards or on offer. Very helpful to determine if you want to put time toward certain rewards.

[Capital Expansion Map \(updated December 2022\)](#)

[Epic Buildings Poster](#)

[Regional Expansion Maps](#)

[NeoBank Increase Requirements](#)

[Omega Storage Increase Requirements](#)

[Buildings with Increasing Costs](#)

Chart that shows progressive costs of Fire/Police/Health, Regional and Omega buildings.

[Vu Tower](#)

[Vu Tower](#)

Easy to read guides for upgrading Vu Tower. Just as with anything else, you cannot undo an upgrade. Take consideration of how easy or hard it is for you to obtain and store Vu items before upgrading. 1 extra item to launch may not seem like much at first, but a Contest of Mayors that happens to be full of related tasks can quickly use up your supply just due to the 1 extra item needed to launch.

[Active sub/Reddit Forum for SimCity BuildIt](#)

[Fandom SimCity BuildIt Wiki](#)

Sometimes current, sometimes not. But, still filled with a lot of helpful information.

[SimCity BuildIt Discord](#)

(if Discord link expires, use Reddit link to find updated invite link)

Afterthoughts:

Everyone chooses to play SimCity BuildIt in a different manner which can have large differences on choices to be made. These preferences color the advice and opinions reflected here by myself and elsewhere by others and should be taken into account when seeking advice and information. So as to make understandable what colors the above opinions and choices, I am noting how I chose to play to aid you in making your own decisions.

Clubs- I had no desire to join any clubs from the outset. Having come from another game that revolved around alliances, I wanted to play at my own pace and time without obligations to others. The only club I was in was my own that I formed for extra Contest of Mayors rewards, nothing more. As such, I did not need the extra space that would have been required for Club Wars. On a related note, I kept minimal numbers of War items for attacking Vu's Monster for Contest of Mayors, but not many, as War Delivery tasks were more common in the past and the needed War Items could be obtained doing Deliveries or bought with War Simoleons.

Feeder Cities & Camping- I did not use either of these strategies. However, when my city was new, I would spend many game sessions doing nothing but producing items for sale while proactively searching through other peoples' Trade Depots for storage and popping bubbles in their cities. It was boring, but I had podcasts and audiobooks to busy my mind.

Contest of Mayors- I competed for most of 2022, but for most of that time, the Contest was using the Streak system. The Streak system was harder for casual players to earn Season points, as Streak bonuses could be foiled by an undesirable or impossible task, but made Contests easier to gauge your standing amongst those competing. The Milestone system made it easier for casual players to be able to earn Season points, but allows for more uncertainty for those competing. I routinely purchased Premium+ Passes. This was my primary event focus as I was not doing any Club Wars.

Regions- I did not open any Regions until somewhere near level 55. The reasoning was that it would make competing in Contest of Mayors easier, which I feel it did. It also made my storage needs smaller. I ignored advice and opened Frosty Fjords first because of the trees. It is harder at first, but once opening a second Region, it didn't matter. I did not regret it. Cactus Canyon is a popular first choice, as the layout makes it easier to work toward more regions or make Omega farms. I left it for last, as the trees were the least desirable to me. The order I opened Regions was just a matter of wanting access to the particular trees.

Design Challenge- Design is the sister competition to Contest of Mayors due to all the rare plots/buildings you can get plus Simcash and items. It is best to enter and try it out when it first becomes available. I did not enter until close to the same time as opening Regions, perhaps level 40-50. The reasoning was for time and I didn't want it to interfere with Contest of Mayors. **That was a bad choice and I regretted it.** You do not need to invest large amounts of time to gather some of the rewards such as Simcash and rare buildings; merely just enough to get the bonus points in each Design round. There are **no** downsides to entering the Challenge as there are with other game features.

Epic Projects- At first, Epics seemed to be a daunting task after doing my first one for Bronze and thought Silver was going to be out of my grasp. On my 3rd attempt, I aimed for Silver and it showed that reaching 100 points was easier than I expected (although still hard at the time). You just need to have good starting inventory, disposable Simoleons to help you along and put 1 & 2 point buildings in storage. I started by doing them during the "off days" from Contest of Mayors and the "off week" between Mayor's Pass Seasons. Not long after, I started doing them during Contest of Mayors. Vu's Random Generator can make a **very big** difference.

Vu Tower- There is a wide variance of preference on the Tower. I stopped upgrading it at level 4 as it personally allowed a good balance for completing many combinations of Launch Disasters tasks, Repair Disasters tasks and Gold Key tasks in Contest of Mayors, while also not demanding too many extra Vu Items to launch.

Simcash- I prioritized Simcash on expanding all Commercial slots and Trade Depot slots. I ignored Maxis Manors and obtained Vu's Random Generator and expanded all slots as my intentions were for Contest of Mayors and Epic Projects. I later obtained 1 Manor with Simcash and obtained a second during a Black Friday week event as a reward. I refuse to pay the doubling costs for them, but that is my personal preference. I resisted nearly ALL urges to use Simcash for shortcuts. Some of the exceptions were times that I needed one last Storage item to upgrade or one expansion item. Not every time, just sometimes. The rest I saved for Black Friday.

Gold Keys/Platinum Keys- Early on, I only used my Keys for plots/buildings that gave a minimum of 3 Epic points (they usually require some 1 & 2 point buildings to be built first). I saved the rest for Black Friday (although there were some exceptions for Limited-Time buildings). Later in the game, it becomes easier to spend Keys on low point buildings purely for aesthetics.

This Workbook- After about 1 year, I decided I was done competing in Contest of Mayors and starting thinking about how to get the most out of Black Friday. The Black Friday sheet was the first spreadsheet I made for the game, although it was very basic. The rest of the workbook was born out of that calculator. The result is spreadsheets I wish I'd have made for my own use, but never set aside time to make. Hopefully, it will be useful for both new and old players.

Other:

> Why didn't you use "X" formatting to allow "X"?

Because the sheets need to be editable by the most amount of people. The more formatting put into the sheets reduces that number.

> The row and column sizes noted at the bottom of each sheet are not important to the function of the sheets. They were necessary for the perpetual editing and tweaking being done to match

across 3 platforms. I saw no harm leaving the information there for the end-user. It can be deleted if one pleases.

How To Use This Workbook:

This workbook is completely open to the public, fully editable and not closed off with any passwords or special permissions. As such, I would kindly ask that you not represent any of the original work as your own. I have no issue with (and even encourage) the workbook being translated into other languages if you are multi-lingual, but cannot control any errors caused doing so.

All 3 versions are the same. All are meant to be used on a computer or tablet with keyboard and arrow keys. Phones also work, but with slower efficiency due to lack of keyboard and the much smaller screens may cause a bit of eye fatigue. On initial testing, Google Sheets appeared to be ok on Mobile, but before release, it had started to show considerable lag when typing.

Open in Google Sheets

(You will need a Google account to open & use this version. It can be a bogus account, it does not matter.)

- 1) Click link
- 2) When the Spreadsheet Workbook window opens, you will see a green box with an eye that says View Only.
- 3) Right above the View Only box (NOT your browser menu), click File, then Make A Copy. *Do not try to use the Download and convert to other format option, it may not retain formulas and proper formatting.
- 4) A complete copy of the Spreadsheet Workbook will be made on your Google Drive.
- 5) There will be one entry on your Google Drive titled "SimCity Buildit Big Production, Design & Inventory Calculator" with owner "(name other than yours)"; there will be another entry titled "Copy of SimCity Buildit Big Production, Design & Inventory Calculator" with owner "me". You can then rename it however you'd like.
- 6) Before editing, you should delete/remove the original and make your own clean backup copy of the copy just made on Step 5). Keeping the original as the backup copy is inadvisable as it is a web document and any changes/accidental deletions made on the source original would change all web versions of the original. Your copies are yours alone and unaffected by such issues.
- 7) If you are using it on a laptop/desktop, you can open it immediately. If you are on a mobile device, you may be prompted to download the Google Sheets app to use it. Inside the app, you can click the Options (***) button in the upper right corner of screen of the app, then select Available Offline from menu.

Open in Microsoft Excel

- 1) Click link
- 2) Open download
- 3) When Spreadsheet Workbook opens, workbook may say Read-Only at top by document title.
- 4) Go to File>Save As...> then rename and choose location to save it in.
- 5) Before you begin to edit the workbook, it is advisable to make a backup copy so that you do not need to repeat the process or the original becomes unavailable.

Open in Apple Numbers

- 1) Click link
- 2) Open download
- 3) When Spreadsheet Workbook opens, click on the sheet title, rename and choose location to save it in. The default save location will likely either be Downloads or iCloud.
- 4) Before you begin to edit the workbook, it is advisable to make a backup copy so that you do not need to repeat the process or the original becomes unavailable.

Desktop (optional)- disable predictive text: go to Numbers drop down menu>Preferences>General Tab>Editing "Show suggestions when editing table cells"

iOS (optional)- disable predictive text: go to Settings (***)>Auto-Correction>Turn off "Show Suggestions When Editing Cells".

Locked/Protected Sheets & Cells To Avoid Accidental Changes:

Do not be discouraged by all the notes below, they are just here to aid those that are unfamiliar with any of these spreadsheets.

Google Sheets

The Production Calculator, Design Challenge & Inventory/Black Friday sheets are Protected to guard most cells against accidental changes to formulas and permanent data. The cells that the user needs to input quantities, adjust times or enter information into blank cells are already excepted from Protection. The Protected or Unprotected status of a sheet can be determined by the Lock icon on the individual tabs. If an entry is made in a Protected location, a warning window will pop-up before the change is made.

> Protect entire sheet in general: right-click sheet tab>Protect Sheet>window pane will open on right>Set permissions>Show a warning when editing this range.

> Specify cells/ranges to be exempt from Protection- right-click sheet tab or select Data from Menu Bar>Protect Sheets and Ranges. Window pane will open on right. If pane opens with a box that says Permissions, click Cancel next to it. The pane should then list the sheet and # of excepted ranges. Click "Show All Protected Ranges" below. All sheets should then be listed showing the # of excepted ranges. Click on the desired sheet. The sheet will open and the window pane on the right will show a detailed list of all the excepted ranges (if any have been set). There will also be a trash can icon in the upper right corner of the pane. Excepted cells/ranges are those that are exempt from Protection. Here you can start to add the cells/ranges that you want to except.

> Remove all Protection or certain Exceptions- follow steps directly above. Click the trash icon to remove all Protection or click the individual "x" to remove only certain exceptions.

> NOTE: When right-clicking the page tab, there are options to Duplicate or Copy To New/Existing. These options will not copy over Protection/Exception settings to the new sheet. Protection/Exception settings can only be copied by making a full copy of the workbook under File>Make A Copy.

Microsoft Excel

The Production Calculator, Design Challenge & Inventory/Black Friday sheets are Protected to guard most cells against accidental changes to formulas and permanent data. The cells that the user needs to input quantities, adjust times or enter information into blank cells are already Unlocked. The Protected or Unprotected status of a sheet can be determined by right-clicking the individual tabs (PC) or the Lock icon on tabs (Mac).

> Protected status means only cells formatted as Unlocked can be typed into, the rest (Locked) are Protected. Be aware that Protected status is to prevent unintended data entry; unintentional formatting changes can still be made. This is the preferable status to use the sheets.

> Unprotected status means any cell can be altered, regardless of being formatted as Locked or Unlocked. Be careful in this status. If you are Unlocking to make changes other than quantities or times, make a copy 1st.

> Protect/Unprotect Sheets: right-click the sheet's Title/Name tab and select either Protect sheet or Unprotect Sheet. This can also be found under the Review tab in the Ribbon.

> Lock/Unlock specific cells/ranges: select cell or range> right-click> Format Cells...>window will open> select Protection tab, check or uncheck "Locked" box.

> When making copies of sheets, all Protection and Locked/Unlocked settings will be also copied.

Note for Mobile: workbooks cannot currently be Unlocked for full editing purposes on mobile, Unlocking and full editing must be done on a computer.

Apple Numbers

The Apple Numbers version does not have any inherent cell Protection. The process for locking sets of cells, rows and/or columns in Numbers is a bit cumbersome and involves making separate tables for sets to be Locked or Unlocked. As such, I have not built the sheets in this way due to time.

> Lock/Unlock Sheet: click the Lock icons at the top of the window or right-click on the Circle (All/Multi-function) icon at top-left of sheet, select Lock. To Unlock, right-click anywhere on sheet, select Unlock.

> Lock/Unlock Workbook: entire workbook can be fully locked to guard against accidental changes when not in use. Click on Workbook's Title/Name at top of window, check box labeled Lock/Unlock. This applies to entire Workbook.

1-6) The following can be ignored by almost all users. An alternate way to achieve a degree of cell/range protection in Apple Numbers without making tables is as follows (but also time consuming):

1) Go to the Shapes menu at the top of the window, select square from Basic menu.

2) The square will appear as an opaque solid, drag it to the area that you want to cover to prevent changes and resize it to fit. Repeat for entire sheet.

3) After covering all desired areas, click a placed Shape; on the Formatting toolbar, go to the Style tab, go down to the Opacity slider and move it to 0%. This will make the Shape transparent and prevent clicking on the cells under it. The Shape's outline will visible if clicked on.

4) Right-click it and select Lock to prevent the Shape from being adjusted.

5) If you need to remove the Shape, right-click it and select Cut.

6) This method only effectively serves to place a piece of glass over the cells you want to protect. Cells underneath it can't be clicked on, but a cursor can be moved under it with arrow keys from a cell outside of its area, allowing the cells to be altered.

Hide Gridlines (Optional to make some sheets look cleaner; not recommended for Black Friday sheet)

Google Sheets: on Sheet menu bar (not browser menu bar)>View>Show>Gridlines.

Microsoft Excel: 1) on Ribbon>View>Gridlines 2) Or, on Ribbon>Page Layout>Gridlines>select/unselect View box.

Apple Numbers: on Formatting toolbar>Gridlines>select/unselect the horizontal and vertical grid boxes.

Notes:

Save a copy of this workbook to your device(s) so that you can keep all of the custom changes you make as needed. This workbook is fully editable and does not contain any passwords.

The pre-filled production times and material requirements are all based on fully upgraded shops on a city started prior to mid-2022. Note that there are newer cities that have some variances in production times and material requirements. Simply change the appropriate values in the "Time (mins)" column and the "Req" columns to match your city and/or the current levels of your shops as needed, the other calculations will fill automatically. Max prices are the same regardless of upgrade level.

All item names are listed as they appear in the English (US) version, with the exception of: Sugar and Spices= Spice, Fruit and Berries= Fruit, Electrical Components= Elec Comp, Recycled Fabric= Fabric. This is for Search purposes. If you change the names on here to suit your preferences, make sure to change all instances that they appear or the Search will not be useful.

These sheets are typed in Arial font. It is suggested you keep Arial as it easily transfers across operating systems/devices.

Column spacing is set to accommodate different sets of data on different areas of the sheets. Making columns narrower may result in some of that information being blocked out.

Sheet Summary:

Production Calculator - this sheet will calculate how much Simoleons items will be worth; how long they will take to produce at normal, 2x, 4x and 12x speeds; the required materials for each item; the total amount that each item can be mass produced at normal, 2x, 4x and 12x speeds; a mass production time reference; an Omega/Neosimoleon demolishing calculator and an assortment of other information. All you have to do is enter a quantity for a particular item and the sheet will do the rest. [Exception: low to mid level users will need to manually adjust the build times \(in minutes\) to your current levels.](#)

Income Comparison / Simoleon Earning Calculator- meant for newer players, provides a comparison chart of actual time needed to produce products from beginning to end and the value of that time. Also, a calculator to compare the value of buying vs producing required materials.

Design Challenge Calculator - this sheet is mostly meant for players new to Design Challenge, but some others may still find use for it laying out their Regions. It will calculate the Service Demands that will be required, the max population (without Specialization boosts) and also has a list of Service options with costs.

Inventory / Black Friday Calculator - this sheet is a full list of all "regular" Specialization plots currently available (January 2023) including many limited-time plots with blank spaces for others to be added in the future. By entering the particular cost of any item and the amount you would like to obtain, it will calculate both individual and total costs for Simoleons, Golden Keys, Platinum Keys and Simcash in each Specialization.

Notes - assorted notes and opinions; a list of helpful links to other peoples' works.

Instructions - how to open & use the Workbook in different formats. Brief notes about using the Workbook.