	ulti-purpos	se Pro	oduc	tion (Calcula	ator		by Cid /			er 2023					n	0		0	0				
om	mercial Total §	0																			Neosims § I	Last Collect	tion Time:	
R	Regional Total §	0										1	4	300	罗蒙	1	200		B	Sp.	Neosims § 1	Max Collec	tion Total:	
S	easonal Total §	0												0 0	0 0	0	0	0 0	0	0				
	Grand Total §	0																						
				Max	Con	nmerci	ial Sho	ops Total						N	Materia	ıls R	Require	ed			Max I	Produc	tion pe	r hou
		Qu	antity		Total §	User	(mins)	(hrs)	2x	4x	12x	Tota	al	Req	Total		Req	Total		Req	Regular	2x (120)	4x (240)	12x (72
В	uilding Suppl	ies Stor	re																					
L	Nails			80	0		4	0.0	0.0	0.00	0.00)		0			0			15.0	30.0	60.0	180
L	Planks			120	0		24	0.0	0.0	0.0	0.00				0			0			2.5	5.0	10.0	30
L	Bricks			190	0		16	0.0	0.0	0.0				2	0	300		0			3.8	7.5	15.0	45
H	Cement			440	0		40	0.0	0.0	0.0					0	承。	1	0			1.5		6.0	18
H	Glue			440	0		48	0.0	0.0	0.0				5	0		2	0	Æ		1.3		5.0	15
	Paint			320	0		48	0.0	0.0	0.0	0.00) 🥌	2	0	**	1	0	120	2	1.3	2.5	5.0	15
C	ost to open all slot	ts: 252		Total	0		Total	0.0	0.0	0.0	0.00													
ш	ardurara Ctar	_																						
П	ardware Stor	Etho.		90	0		11.2	0.0	0.0	0.00	0.00			1	0	-	1	0			5.4	10.7	21.4	6-
	Hammer Measuring Tape			110	0		11.2	0.0	0.0	0.00					0	0		0			3.8	7.5	15.0	4
IV	Shovel	50		150	0		24	0.0	0.0		0.00			6	0		1	0	30	1	2.5		10.0	3
C	ooking Utensils	1		250	0		36	0.0	0.0						0		2	0	30	2	1.7		6.7	2
ľ	Ladder	H		420	0		48	0.0	0.0	0.0				2	0		2	0		_	1.3		5.0	1
	Drill	A S		590	0		96	0.0	0.0	0.0				6	0					1	0.6		2.5	
C	ost to open all slot	ts: 252		Total	0		Total	0.0	0.0	0.0									,		5.0	5	5	
ĺ	., 3101	Ť																			Max I	Produc	tion pe	r ho
		O	antity	Max	Total §	Lloor	Time	Total (bro)	24	4x	12x	Tota	,	Reg	Total		Req	Total		Req				
F	armer's Mark		lantity	Price	iotai §	User	(mins)	(hrs)	2x	4X	12X	TOL	11	Req	Total		Req	Total		Req	Regulai	2x (120)	4x (240)	12X (7
	Beef			860	0		120	0.0	0.0	0.0	0.00			3	0			0			0.5	1.0	2.0	
	Vegetables	1		160	0		16	0.0	0.0				(0)		0	1		0			3.8		15.0	4
	Flour Bag	3		570	0		24	0.0	0.0	0.0					0	0	2	0			2.5		10.0	3
	Fruit			730	0		72	0.0	0.0		0.00		(100		0	0-	1	0			0.8		3.3	1
	Cream	8		440	0		60	0.0	0.0	0.0				1	0			0			1.0		4.0	1
	Corn	V		280	0		48	0.0	0.0	0.0	0.00		1		0	1	4	0			1.3		5.0	1
	Cheese			660	0		84	0.0	0.0	0.0				2	0			0			0.7		2.9	
Cr	ost to open all slot	ts: 288		Total	0		Total	0.0	0.0	0.0	0.00													
F	urniture Store)																						
	Chairs	A		300	0		16	0.0	0.0	0.0	0.00		<u> </u>		0		1	0	20	1	3.8	7.5	15.0	4
	Tables	7		500	0		24	0.0	0.0	0.0	0.00			1	0		2	0	Jay.	1	2.5	5.0	10.0	3
_	Home Textiles			610	0		60	0.0	0.0	0.0	0.00			2	0		1	0			1.0	2.0	4.0	1
	Cupboard			900	0		36	0.0	0.0	0.0	0.00		-		0		2	0	S	1	1.7	3.3	6.7	2
L	Couch			1810	0		120	0.0			0.00			3	0	A.	1	0		1	0.5	1.0	2.0	
C	ost to open all slot	ts: 288		Total	0		Total	0.0	0.0	0.0	0.00													
				Max			Time	Total													Max	Produc	tion pe	r noi
		Qu	antity		Total §	User	(mins)	(hrs)	2x	4x	12x	Tota	al	Req	Total		Req	Total		Req	Regular	2x (120)	4x (240)	12x (7
G	ardening Sur	plies											100	•		-	,							
	Grass			310	0		24	0.0	0.0		0.00			-	0		1	0			2.5		10.0	3
	Tree Saplings	lan.		420	0		72	0.0	0.0		0.00						1	0			0.8		3.3	1
Gá	arden Furniture	and and		820	0		108	0.0	0.0		0.00				0	30	2		>0	2	0.6		2.2	
	Fire Pit	0		1740	0		192	0.0	0.0		0.00						1			2	0.3		1.3	
	Lawn Mower	-		840	0		96	0.0	0.0		0.00				0	_				1	0.6		2.5	
-	arden Gnomes			1600	0		72	0.0	0.0		0.00			2	0		1	0			0.8	1.7	3.3	1
	ost to open all slot	is: 288		Total	0		Total	0.0	0.0	0.0	0.00													
	onut Shop																							
C	onut onop	(3)		950	0		36	0.0	0.0	0.0	0.00			1	0		1	0			1.7	3.3	6.7	2
Co	Donute			1150	0		24	0.0	0.0		0.00				0		1	0			2.5		10.0	3
D	Donuts	-		1840	0		48	0.0	0.0		0.00				0	0		0			1.3		5.0	1
D	reen Smoothie				0		72	0.0	0.0		0.00				0	-	1	0		1	0.8		3.3	1
D G				2240		1		0.0	0.0		0.00			1		Ö			-	1	0.3		1.3	
D G	Bread Roll			2240 1750	0		192	0.01																
D	Bread Roll ry Cheesecake						192 48	0.0	0.0		0.00		8	1	0		2	0		1	1.3			1
D G	Bread Roll Ty Cheesecake Frozen Yogurt			1750	0					0.0			8	1	0		2	0		1				1
D G	Bread Roll ry Cheesecake Frozen Yogurt Coffee			1750 750	0		48	0.0	0.0	0.0	0.00		o S	1	0	03	2	0		1	1.3		5.0	r hou

Cap Shoes Watch Business Suits Backpack Cost to open all slots: 288 Fast Food Restaurar Cream Sandwich Pizza Burgers		980 580	0		48 60	0.0	0.0	0.0		0	2	0	30	1	0		1	1.3	2.5	5.0 4.0	15.0 12.0
Watch Business Suits Backpack Cost to open all slots: 288 Fast Food Restaurar Cream Sandwich Pizza		580	0																		
Backpack Cost to open all slots: 288 Fast Food Restaurar Cream Sandwich Pizza					72	0.0	0.0	0.0	0.00	0	2	0	T	1	0	285	1	0.8	1.7	3.3	10.
Cost to open all slots: 288 Fast Food Restaurar Cream Sandwich Pizza		1170	0		168	0.0	0.0	0.0	0.00	0	3	0		1	0	NO.	1	0.4	0.7	1.4	4.
Fast Food Restaurar		430	0		120	0.0	0.0	0.0	0.00	0	2	0	30	2	0		1	0.5	1.0	2.0	6.
Cream Sandwich Pizza		Total	0		Total	0.0	0.0	0.0	0.00												
Cream Sandwich Pizza	nt																				
Pizza 🔊		2560	0		11.2	0.0	0.0	0.00	0.00	0	1	0	8	1	0			5.4	10.7	21.4	64.
		2560	0		19.2	0.0	0.0	0.0		0	1	0		1	0		1	3.1	6.3	12.5	37.
		3620	0		28	0.0	0.0	0.0		0	1	0		1	0	1	1	2.1	4.3	8.6	25.
Cheese Fries		1050	0		16	0.0	0.0	0.0	0.00	0	1	0		1	0			3.8	7.5	15.0	45.0
Lemonade Bottle		1690	0		48	0.0	0.0	0.0	0.00	0	2	0	Con la constitución de la consti	2	0		1	1.3	2.5	5.0	15.
Popcorn (iii)		1250	0		24	0.0	0.0	0.0	0.00	0	1	0	V	2	0			2.5	5.0	10.0	30.
Cost to open all slots: 288		Total	0		Total	0.0	0.0	0.0	0.00									May		4:	
		Max	T-4-1 C		Time	Total	0	4	40	Tatal	D	T-4-1		D	T-4-1		Desir	Max P			
Home Appliances	Quantity	Price	Total §	User	(mins)	(hrs)	2x	4x	12x	Total	Req	Total		Req	Total		Req	Regular :	2x (120)	4x (240)	12x (720
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	2	0	1	2	0		2	0.3	0.6	1.3	3.8
Lighting System		890	0		94	0.0	0.0	0.0		0 /	1	0		1	0	1	1	0.6	1.3	2.6	7.
TV 🦤		1280	0		135	0.0	0.0	0.0	0.00	0	2	0	7	2	0		2	0.4	0.9	1.8	5.3
Microwave Oven		480	0		108	0.0	0.0	0.0	0.00	0	4	0	7	1	0		1	0.6	1.1	2.2	6.
Cost to open all slots: 288		Total	0		Total	0.0	0.0	0.0	0.00												
			Red	gional	Shop	s*															
				,														Max P	roduc	tion pe	r hour
c	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	1			1	0	-		3.8	7.5	15.0	45.0
Fish Soup		400	0		96	0.0	0.0	0.0		0	1	0	5	2	0		2	0.6	1.3	2.5	7.5
Salmon Sandwich		2200	0		144	0.0	0.0	0.0		0	1	0		2	0			0.4	0.8	1.7	5.0
Mountain only, no Beach Cost to open all slots: 288	1	Total	0		Total	0.0	0.0	0.0	0.00												
Limestone Cliffs																					
Silk Store		400			4.0					0										45.0	
String		120	0		16	0.0	0.0	0.0		0.0	2	0		4	0	-		3.8	7.5	15.0	45.0
Fan Pan Robe		1100 2000	0		120 192	0.0	0.0	0.0	0.00	0	3	0		2	0		2	0.5	1.0 0.6	2.0	6.0
		Total	0		Total	0.0	0.0			0	3		2	2	0	40	- 1	0.3	0.0	1.3	3.0
no Mountain, no Beach Cost to open all slots: 288		Total	U		Total	0.0	0.0	0.0	0.00												
		Max			Time	Total												Max P	roduc	tion pe	r hour
	Quantity		Total §	User	(mins)	(hrs)	2x	4x	12x	Total	Req	Total		Req	Total		Req	Regular	2x (120)	4x (240)	12x (720
Green Valley Eco Shop																					
(Ca)		100	0		4.0	0.0	0.0	0.0	0.00	0	2							3.0	7.	45.0	45
Reusable Bag Ecological Shoes		120 750	0		16 96	0.0	0.0	0.0		0	2	0		1	0	-	1	3.8 0.6	7.5 1.3	15.0 2.5	45. 7.
Yoga Mat		2000	0		192	0.0	0.0			0	_	0		2	_		1	0.8	0.6		
no Mountain, Beach only	,	Total	0		Total	0.0	0.0			J		<u></u>		-				0.0	0.0	1.5	3.0
Cost to open all slots: 288		- 101			. 2001	3.0		0													
Sunny Isles																					
Tropical Products Sto	ore																				
Coconut Oil		120	0		16	0.0	0.0	0.0	0.00	0 0	2	0			0			3.8	7.5	15.0	45.0
Face Cream		850	0		72	0.0	0.0			0			1	2	0			0.8	1.7	3.3	10.0
Tropical Drink		2400	0		200	0.0	0.0			0 0				2			1	0.3	0.6	1.2	
no Mountain, Beach only	,	Total	0		Total	0.0	0.0														
Cost to open all slots: 288																		Max	roduc	tion no	r beur
		Max	T-4-10		Time	Total	0.	4.	40	T-/ 1		T 1 1		Desi	T		De	Max P			
Cactus Canyon	Quantity	Price	Total §	User	(mins)	(hrs)	2x	4x	12x	Total	Req	Total		Req	Total		Req	Regular	zx (120)	4x (240)	12x (720
Car Parts																					
Motor Oil		120	0		16	0.0	0.0	0.0	0.00	0	2	0			0			3.8	7.5	15.0	45.0

			2000	0		192	0.0	0.0	0.0	0.00			1		0		1	0	The second	3	0.3	0.6	1.3	3.
no Mountain, no Be	each		Total	0		Total	0.0	0.0	0.0	0.00														
ost to open all slots	s: 288																							
Use caution bef																								
ou do. You will a nmediately avail																								
ach Regional sh	hop a	also requ	ires mu	Itiple item	s from ye	our Con	nmercia	l shop	s. Ťh	e des	ire for r	nore s	storag	e sho	uld n	ot be	your re	ason t	о оре	n Reg	jions. City of	ers for th		
egional items a	are ve	ery good	at appr	oximately	§90 per	item an	d accep	table	at §8	0 per	item; an	ything	belov	v that,	it's us	ually l	oetter to	declin	e and	l wait f	or a higher of	fer.		
				Sea	sonal	Shops	S**																	
																					Max I	Produc	tion pe	r hou
		Quantity	Max	Total §	§ Per Hour	Time (mins)	Total (hrs)	2x	4x	12x	Tota		Req		Total		Req	Total		Req	Pegular	2x (120)	4× (240)	12v (72
Santa's Worksh		Quartity	THE	iotal g	rioui	(1111113)	(1113)	2.	7.	124	100		rteq		Total		.eq	Total		rteq	rtegulai	ZX (120)	47 (240)	12. (12
Toy Horse)- 		120	0	360	20	0.0	0.0	0.0	0.00			1		0	See .	1	0	30	1	3.0	6.0	12.0	36.
day Decorations			175	0	175	60		0.0	0.0				3		0	49	- '-	0		- '	1.0	2.0	4.0	12.
	ž		350	0			0.0	0.0	0.0			100	3		0			0			0.3			
Candy Cane	Ž.		750	0	117 600	180 75							1				1	0			0.8	0.7	1.3	4.
erbread Cookies	~						0.0	0.0	0.0			-	2		- 0	S			~(/	1		1.6		9.
oliday Ornament	•		920	0	1227	45	0.0	0.0	0.0	0.00	(0		1	0			1.3	2.7	5.3	16.
Cost to open all slots	s: 288		Total	0		Total	0.0	0.0	0.0	0.00														
Form Cha-																								
Farm Shop	-									0.55														
armer's Hayfork	7		220	0	660	20	0.0	0.0		0.00			1		0		1	0	-	1	3.0	6.0	12.0	36
Box of Grapes	2		132	0	528	15	0.0	0.0		0.00			3		0	8	1	0		1	4.0	8.0	16.0	48.
Wool Shirt	9		275	0	220	75	0.0	0.0	0.0				2		0		1	0	2		0.8		3.2	9.
Picnic Basket	2		1320	0	660	120	0.0	0.0	0.0				1		0		2	0		1	0.5	1.0	2.0	6
Apple Jam			825	0	495	100	0.0	0.0	0.0		- 1		3		0		1	0		1	0.6	1.2	2.4	7
Cost to open all slots	s: 288		Total	0		Total	0.0	0.0	0.0	0.00											NA		·	
			Max		\$ Dor	Time	Total														Max	Produc	tion pe	r nou
		Quantity	Price	Total §	§ Per Hour	(mins)	(hrs)	2x	4x	12x	Tota	ıl	Req		Total	F	Req	Total		Req	Regular	2x (120)	4x (240)	12x (72
uture use																								
				0	0	1	0.0	0.0	0.0	0.00)			0			0			60.0	120.0	240.0	720
				0	0	1	0.0	0.0	0.0	0.00)			0			0			60.0	120.0	240.0	720.
				0	0	1	0.0	0.0	0.0	0.00)			0			0			60.0	120.0	240.0	720
				0	0	1	0.0	0.0	0.0	0.00)			0			0			60.0	120.0	240.0	720
				0	0	1	0.0	0.0	0.0	0.00)			0			0			60.0	120.0	240.0	720.
Cost to open all slots	s: 288		Total	0		Total	0.0	0.0	0.0	0.00														
> The 2 blocks of r			uture us	e" will still o	calculate	simoleor	ns and p	roduct	ion tin	nes if q	uantity v	alues a	are ent	ered, b	ut obvi	iously	will not b	e inclu	ded on	mater	ials calculation	s elsewhe	re on shee	et.
uture use																								
				0	0	1	0.0	0.0	0.0	0.00)			0			0			60.0	120.0	240.0	720.
				0	0	1	0.0	0.0	0.0)			0			0			60.0	120.0	240.0	720.
				0	0	1	0.0	0.0		0.00)			0			0			60.0	120.0	240.0	720
				0	0	1	0.0	0.0	0.0						0			0			60.0	120.0	240.0	720
				0	0	1	0.0			0.00)			0			0			60.0	120.0	240.0	720
Cost to open all slots	. 200		Total	0		Total	0.0			0.00		4			- U						00.0	120.0	2.0.0	. 20
ost to open all siots	5. 200		Total	0		Total	0.0	0.0	0.0	0.00														
* These shops a	not.	Santa's V	Vorksho	p and Fa	rm Shop	were u	sed in 2	2022.	Santa	a's Wo	rkshop i	s curre	ently ti	al cho	ice du asonal	ie to ti shop	neir brie that is r	f use.	Some	shops to retu	s have returne urn annually (ed to in use		
use, some have i since 2019). Emp																								
		la di		lta-ma										0		. Ti		- NA-	D					
				Items													nes fo		ss P					
		Indu	Time	§	Total §									Qty	Hrs		fins Qt	y Hrs		Mins	Qty Hrs			
			Time 1m	§ 10	0								16	Qty 3	Hrs 0.8		flins Qt	y Hrs 3 1.2		Mins 48	Qty Hrs 3 2.4			
			Time 1m 3m	§ 10 20	0								16 16	Qty 3 4	Hrs 0.8 1.1		lins Qt 24 24	y Hrs 3 1.2 4 1.6		Mins 48 48	Qty Hrs 3 2.4 4 3.2			
	30		Time 1m	§ 10	0								16	Qty 3 4	Hrs 0.8		lins Qt 24 24	y Hrs 3 1.2		Mins 48	Qty Hrs 3 2.4			
ince 2019). Emp	2 2 4 M		Time 1m 3m	§ 10 20	0								16 16	Qty 3 4 5	Hrs 0.8 1.1		1 Qt 24 24 24	y Hrs 3 1.2 4 1.6		Mins 48 48	Qty Hrs 3 2.4 4 3.2			
ince 2019). Emp			Time 1m 3m 9m	§ 10 20 25	0 0								16 16 16	Qty 3 4 5 6	Hrs 0.8 1.1 1.3		1ins Qt 24 24 24 24	y Hrs 3 1.2 4 1.6 5 2.0		Mins 48 48 48	Qty Hrs 3 2.4 4 3.2 5 4.0			
ince 2019). Emp	2 2 4 M		Time 1m 3m 9m 20m	§ 10 20 25 30	0 0 0								16 16 16 16	Qty 3 4 5 6 7	Hrs 0.8 1.1 1.3 1.6		1 Qt 24 24 24 24 24 24	y Hrs 3 1.2 4 1.6 5 2.0 6 2.4		Mins 48 48 48	Qty Hrs 3 2.4 4 3.2 5 4.0 6 4.8			
since 2019). Emp	2 2 4 M		Time 1m 3m 9m 20m 30m	§ 10 20 25 30 40	0 0 0								16 16 16 16	Qty 3 4 5 6 7	Hrs 0.8 1.1 1.3 1.6 1.9		24 24 24 24 24 24 24 24	y Hrs 3 1.2 4 1.6 5 2.0 6 2.4 7 2.8		Mins 48 48 48 48 48	Qty Hrs 3 2.4 4 3.2 5 4.0 6 4.8 7 5.6			
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		2nd	15,000	_								96	4			4		192	3	9.6		
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		(Regiona	al popula	ation)								96	8	12.8	0	8	0.0	192	7	22.4		
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Slot #				Cost								0	3	0.0	0	3	0.0	0	3	0.0		
3		4		8		80						0	4	0.0	0	4	0.0	0	4	0.0		
4		10		14		140						0	5	0.0		5		0	5	0.0		
5		16		20		200						0	6	0.0		6		0	6	0.0		
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6		22		26		260						0	7	0.0		7		0		0.0		
7		28		32		320						0	8	0.0		8		0	8	0.0		
8		34		38		380						0	9	0.0	0	9	0.0	0	9	0.0		
9		40		44		440						0	10	0.0	0	10	0.0	0	10	0.0		
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O O O O O O O O O O O O O O O O O O O	produc	Quantity 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Omegae Luxury Omegae Omegae Small (I Basic C Deluxe Small E Basic C Deluxe	Bridge Beach Hou Power Plat Water Tow Sewage Tr Recycling: ControlNet ControlNet ControlNet Drone Base Drone Base Uncollecte	Demolii Max cost: 8 1 10,000 10,000	iish § 8000 6000 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	To the state of th			limit v purch	will cap the a sase Omega ilshing later enerate mo das. If you consisted you refer that is with enough to be a items are that is usual then you denexample; you saw will then you denexample; you saw will then suilding coun	amount o a Bridges and a Bridge and a Br	f Nec (Lan y get ms. (Can m all cting hing polNet ood at vorth Dmeg asic (442,00 ur cit	osimo disca di controlo di con	eleons you upen or Luxuback where they, each see end of the erewards is do mega Ed do Drone Back with the seed of the end of the erewards is do mega Ed do Drone Back with the seed of the end of the	ry Bee you e eason e season e e Ome would e season e e Ome would e e Ome would e e o Ome would e e o Ome e e o Ome e e o Ome e e o o o e o o e o o e o o e o o e o o e o o e o o e o o e o o e o o e o o e o o e o o e o o e o o e o o e o o e o o o e o o o e o o o o e o	ollect. Instaach House demolish, and Mayor son you can son you can complete s/Luxury Enga residend dost \$72.2 Control Net on refund did would in intering re	ead of of the but by 's Passes (Beas	just le just le dach) a aach) a aach) a aach) a aach) a aach) a aach) a dach a aach) a chada a aach) aach) a a	er cities that if	Bank sit full, y of them for continue to co to 46,000 NoBank limit (i). You can along Omega it. City offers er item; anylot and now only fouldings incomplete the blank are building co	your collections it is so ems for thin wiou have clud
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O O O O O O O O O O O O O O O O O O O	orrodumes a	Quantity Quanti	Omegae Luxury Omegae Om	Bridge Beach Hou Power Plai Water Tow Sewage Tr Recycling ControlNet ControlNet Orno Base Drone Base Drone Base Uncollecte Uncollecte	Demoli Max cost: 16,000	ish § 8000 6000 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	all base		te va	limit v purch demo and g demo and g reward sugger comb earn of Omeg below with the cost of total between the cost of total	will cap the a sase Omega ishing later enerate mo das. If you can be sase Omega ishing later enerate mo das. If you can be sase of the sas	amount o a Bridges and a Bridg	f Nec (Lan (Lan y get ms. (Can all displayed) hing hing hing hing hing hing hing hing	osimo disca si di di prio di p	eleons you upen or Luxuback where they, each see end of the erewards is do mega Ed do Drone Back with the seed of the end of the erewards is do mega Ed do Drone Back with the seed of the end of the	ry Bee you e eason e season e e Ome would e season e e Ome would e e Ome would e e o Ome would e e o Ome e e o Ome e e o Ome e e o o o e o o e o o e o o e o o e o o e o o e o o e o o e o o e o o e o o e o o e o o e o o e o o e o o e o o e o o o e o o o e o o o o e o	ollect. Instaach House demolish, and Mayor son you can son you can complete s/Luxury Enga residend dost \$72.2 Control Net on refund did would in intering re	ead of of the but by 's Passes (Beas	just le just le dach) a aach) a aach) a aach) a aach) a aach) a aach) a dach a aach) a chada a aach) aach) a a	er cities that if	Bank sit full, y of them for continue to co to 46,000 NoBank limit (i). You can along Omega it. City offers er item; anylot and now only fouldings incomplete the blank are building co	your collections it is so ems for thin wiou have clud

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	Max			§ per	All Ma	§ per	Time		Time		§ per			Max	Cost- All	omparisor Adjusted					Requ	uired					
ilding Supplies Nails	Price 80	(mins)	Min 20.00	hour 1200	(mins)	Min 16.00	(mins)	Min 20.00	(mins)	Min 20.00	hour 1200	' 	A STATE OF THE PARTY OF THE PAR	Price 80	Materials 20	Price 60	Loss 25%		Purcha 2	Req.		Pur	cha Red	q.		Purcha	R
Planks	120	24	5.00	300	27	4.44	24		24	5.00		1 .	0	120	40	80	33%	-	2	2							
Bricks Cement	190 440	16 40	11.88	713 660	46 160	4.13 2.75	16		16 40	11.88		1 .		190 440	80 140	110 300	42% 32%		2	2		A.	1	1			H
Glue	440	48	9.17	550	168	2.62	48		48	9.17	550	1	1	440	145	295	33%	30	1	1		4		2			
Paint	320	48	6.67	400	168	1.90	48	6.67	48	6.67	400			320	180	140	56%		2	2	4		1	1	1	2	L
rdware Store	90	11.2	8.04	482	14.2	6.34	11.2	8.04	11.2	8.04	482		20	90	30	60	33%		1	1	8	8	1	1			ī
asuring Tape	110	16	6.88	413	25	4.40	16		16	6.88		1 .	P	110	35	75	32%	1	1	1	•	30	1	1			
Shovel Shovel	150 250	24 36	6.25	375 417	33 45	4.55 5.56	36		24 36	6.25		1 .		150 250	55 110	95 140	37% 44%	1	1 2	1 2	8		_	2	30	1 2	H
king Utensils Ladder	420	48	8.75	525	99	4.24	96		48	8.75		1 .	H	420	260	160	62%	1	2	2	4			2			
Drill _	590	96	6.15	369	516	1.14	96	6.15	96	6.15	369		A.	590	230	360	39%	1	2	2	•	30	2	2	Sir.	1	
					All Ma	terials	Sa		Mass	Produ	ction		Purc	hased I	Materials P	rice vs Pro	duced										
	Max		§ per	§ per		§ per	Time	§ per	Time	§ per	§ per	<u>'</u>		Max	Cost- All		Value										_
rmer's Market	Price 860	(mins) 120	7.17	hour 430	(mins) 480	Min 1.79	(mins)		(mins)	Min 7.17	hour 430	i		Price 860	Materials 420	Price 440	Loss 49%	B	Purcha 3	Req.		Pur	cha Red	q.		Purcha	H
Vegetables 🎤	160	16	10.00	600	36	4.44	16		16	10.00		1	1	160	60	100	38%	1	2	2							
Flour Bag Fruit	570 730	24 72	23.75	1425 608	204 177	2.79 4.12	168		72	23.75 10.14				570 730	240 480	330 250	42% 66%	13	2	2	-	7-		2			ł
Cream	440	60	7.33	440	420	1.05	60		60	7.33		1	S	440	140	300	32%	B	1	1							l
Com	280	48	5.83	350	78	3.59	48		48	5.83			<u>*</u>	280	160	120	57%	***	1	1	4	7	4	4			L
Cheese mriture Store	660	84	7.86	471	444	1.49	84	7.86	84	7.86	471			660	280	380	42%		2	2							-
Chairs	300	16	18.75	1125	30.2	9.93	27.2	11.03	16	18.75	1125	ı	A	300	210	90	70%	-	2	2	ø	4	1	1	100	1	
Tables	500		20.83	1250	60	8.33	56		32			1 .		500	370	130	74%		1	1	6			2	(III)	1	ł
Cupboard	900	60 36	10.17 25.00	610 1500	240 336	2.54	132		96	9.38		1		900	290 800	320 100	48% 89%	100	2	2	0	7		2		1	t
Couch	1810	120	15.08	905	636	2.85	216	8.38	120	15.08	905	l	1	1810	1300	510	72%	20	3	3	-	3	1	1		1	
					All Ma	terials		ins	Mass	Produ	ction		Purc			rice vs Pro											
	Max			§ per	Time	§ per	Time	§ per	Time	§ per	§ per	<u>'</u>		Max	Cost- All	Adjusted	Value										
ardening Supplie Grass	310	(mins) 24	Min 12.92	hour 775	(mins)	Min 5.44	(mins)		(mins)	Min 12.92	hour 775	· 	*	Price 310	Materials 180	Price 130	Loss 58%		Purcha 1	Req.	•	Pur	cha Red	q. 1		Purcha	I
ree Saplings	420	72	5.83	350	105	4.00	96	4.38	72	5.83	350		-	420	210	210	50%	13	2	2	•		1	1	_		
den Furniture Fire Pit	820 1740	108 192	7.59 9.06	456 544	288 392	2.85	156 304		108 192	7.59 9.06			3	820 1740	470 1410	350 330	57% 81%		2	2				2	> ·	2	1
Lawn Mower	840	96	8.75	525	516	1.63	144		96	8.75		1 .	4	840	510	330	61%		3	3		9		1		1	t
den Gnomes	1600	72	22.22	1333	320	5.00	200	8.00	128	12.50	750		-	1600	1320	280	83%		2	2	å		1	1			L
Donuts Donuts	950	36	26.39	1583	276	3.44	60	15.83	36	26.39	1583			950	680	270	72%		1	1	6	1 %	1	1			İ
en Smoothie	1150	24	47.92	2875	201	5.72	192			13.07		1 .		1150	890	260	77%	1	1	1	4		1	1			
Bread Roll	1840		38.33	2300	468	3.93	156		108			1 .		1840	1580	260	86%		2	2				1			H
Cheesecake rozen Yogurt	2240 1750	192	9.11	1867 547	516 612	4.34 2.86	348		192	9.11		1	(4)	2240 1750	1960 1280	280 470	73%		1	1	ì	3 9		1	1	1	1
Coffee 3	750	48	15.63	938	468	1.60	108	6.94	60	12.50	750	ı	3	750	610	140	81%		1	1	4	7	2	2		1	L
					All Ma	terials	Sa	ins strial	Mass	Produ	ction	1	Purc			rice vs Pro											
chion Store	Max		§ per		Time	§ per	Time	§ per	Time	§ per	§ per	i		Max	Cost- All	Adjusted	Value		Durch	Da-			ohe D			Duest	_
shion Store Cap	Price 600		Min 12.50	750	(mins) 228	Min 2.63	(mins)		(mins) 48	Min 12.50	hour 750	ı		600	Materials 290	Price 310	Loss 48%	So	Purcha 2	Req.	4	Pur	cha Red	q. 1		Purcha	ľ
Shoes	980	60	16.33	980	240	4.08	108	9.07	60	16.33	980	1	39	980	645	335	66%	2	2	2	-	30		1		1	1
Watch wasiness Suits	580 1170	72 168	8.06 6.96	483 418	372 348	1.56 3.36	216		72 168	8.06 6.96				580 1170	230 820	350 350	40% 70%	2	2	3				1	1	1	t
Backpack Suits	430	120	3.58	215	300		136		120				3	430	340	90		20	2	2	3	30		2		1	1
st Food Restau	,	44.0	20 57	12714	404.0	5.24	470.0	14.20	400	22.70	1400	 		2500	2000	000	900/				7		1	1			
m Sandwich Pizza	2560 2560		28.57	13714 8000	491.2 583.2	5.21 4.39	179.2 247.2		108 228	23.70		1 .		2560 2560	2280 2090	280 470	89% 82%	9	1	1	4	5		1		1	
Burgers	3620	28	29.29	7757	508	7.13	212	17.08	148	24.46	1468	1		3620	3230	390	89%		1	1				1	٠	1	
Cheese Fries wo	1050 1690		65.63 35.21	3938 2113	460 348	2.28 4.86	216		100 72	10.50				1050 1690	820 1190	230 500	78% 70%		1 2	1 2				2		1	ŀ
Popcom Vij/	1250		52.08	3125	552	2.26	132		108	11.57		1	WAI	1250	1040	210	83%		1	1	1	V		2			
							S	ins		Б.		1	Puro	hased !	Materials P	rice vs Pro	duced										
	Max	Base Time	§ per	§ per	All Ma		Indu	strial § per	Time	Produ § per			. 0.0	Mater	ials Price C	omparisor	1										
	Price		Min	hour	(mins)	Min	(mins)		(mins)	Min	hour	1 1			Materials	Price	Loss		Purcha	_			cha Red			Purcha	J.

Refrigerator	1060	189	5.61	337	609	1.74	189	5.61	189	5.61	337	- 1	-	1060	490	570	46%	3	2	2	1	B	2	2		2	2
Lighting System	890	94	9.47	568	514	1.73	94	9.47	94	9.47	568	-1		890	340	550	38%	1	1	1	•	Tr.	1	1		1	1
TV	1280	135	9.48	569	555	2.31	135	9.48	135	9.48	569	-1		1280	610	670	48%	3	2	2	C	70	2 2	2		2	2
Microwave Oven	480	108	4.44	267	528	0.91	108	4.44	108	4.44	267	- 1		480	320	160	67%	1	4	4	3	P	1	1	9	1	1
				<<< Cus	tomized for	rmulas, o	nly "Base	Time" er	tries affec	t outcon	nes. <<	- 1	>> PI	ain calc	ulator, all e	ntries affec	t outcom	es. >>>									
Por	gional S	Shop										- 1								Mins							
Keţ	gioriai	SHOP	5									- 1								6	30	> %			*		
Frosty Fjords		Base			All Mat	terials	Sa Indu	ns strial	Mass	Produc	ction	- 1	Purc		Materials Prials Price C												
Fish Marketplac	Max Price	Time (mins)	§ per Min	§ per hour	Time (mins)	§ per Min	Time (mins)	§ per Min	Time (mins)	§ per Min	§ per hour	-1			Cost- All Materials	Adjusted Price	Value Loss		Purch	Req.		Pu	rcha Req		F	Purch _é l	Req.
Canned Fish	120	16	7.50	450	22	5.45	16	7.50	16	7.50	450	- 1		120	40	80	33%		1	1	1	1	1	1			
Fish Soup	400	96	4.17	250	177	2.26	168	2.38	96	4.17	250	- 1		400	720	-320	180%	P	1	1	4	2	2 2	2		2	2
Salmon Sandwich	2200	144	15.28	917	612	3.59	300	7.33	144	15.28	917	- 1		2200	1900	300	86%	2	1	1	4		2 2	2			
Limestone Cliffs	Silk S	tore										- 1															
String	120	16	7.50	450	22	5.45	16	7.50	16	7.50	450	- 1		120	60	60	50%	Con .	2	2							
Fan	1100	120	9.17	550	336	3.27	216	5.09	120	9.17	550	- 1	-	1100	960	140	87%	Or	2	2	4	8	1	1	1	2	2
Robe	2000	192	10.42	625	432	4.63	288	6.94	192	10.42	625	- 1		2000	1340	660	67%	ST.	3	3	4	3	2 2			1	1
Green Valley	Eco S	hop										- 1															
Reusable Bag	120	16	7.50	450	22	5.45	16	7.50	16	7.50	450	- 1	3	120	60	60	50%		2	2							
Ecological Shoes	750	96	7.81	469	264	2.84	144	5.21	96	7.81	469	- 1		750	610	140	81%		2	2			1 .	1	-	1	1
Yoga Mat	2000	192	10.42	625	492	4.07	328	6.10	192	10.42	625	- 1	d.	2000	1630	370	82%		3	3			2 2	2		1	1
												- 1															
Sunny Isles		Base			All Mat	terials	Sa Indu	ns strial	Mass	Produc	ction	- [Purc		Materials Prials Prials Price C												
Tropical Produc	Max ts { Price	Time (mins)	§ per Min	§ per hour	Time (mins)	§ per Min	Time (mins)	§ per Min	Time (mins)	§ per Min	§ per hour	-			Cost- All Materials	Adjusted Price	Value Loss		Purch	εReq.		Pu	rcha Req	ı.	F	Purcha l	Req.
Coconut Oil	120	16	7.50	450	22	5.45	16	7.50	16	7.50	450	- 1	-	120	60	60	50%		2	2							
Face Cream	850	72	11.81	708	192	4.43	104	8.17	72	11.81	708	-1		850	360	490	42%	1	2	2	6	F.	2 2	2			
Tropical Drink	2 400	200	12.00	720	449	5.35	440	5.45	200	12.00	720	- 1	ా	2400	1630	770	68%		2	2	4	9	2 2	2		1	1
Cactus Canyon	Car P	arts										1															
Motor Oil	120	16	7.50	450	22	5.45	16	7.50	16	7.50	450	-		120	60	60	50%		2	2							
Car Tire	950	96	9.90	594	264	3.60	144	6.60	96	9.90	594	1		950	740	210	78%		2	2	-		3 3	3	ALL THE	1	1
Engine	2000	192	10.42	625	708	2.82	288	6.94	192	10.42	625	-	1	2000	990	1010	50%		1	1	A	8	1	1	The second	3	3
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<>< 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.

- > 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.
- > 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

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

- > 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.

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, UVs Random Generator, Events participated in vs not participated in all affect the visibility 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 variations would not likely result in any significant net-change.

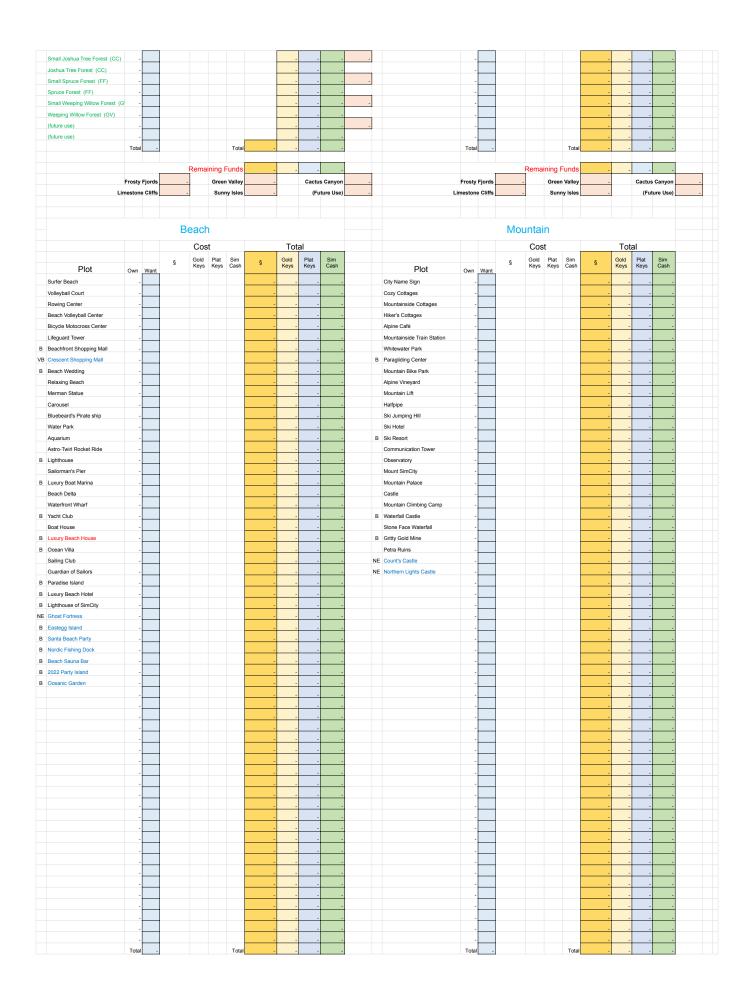
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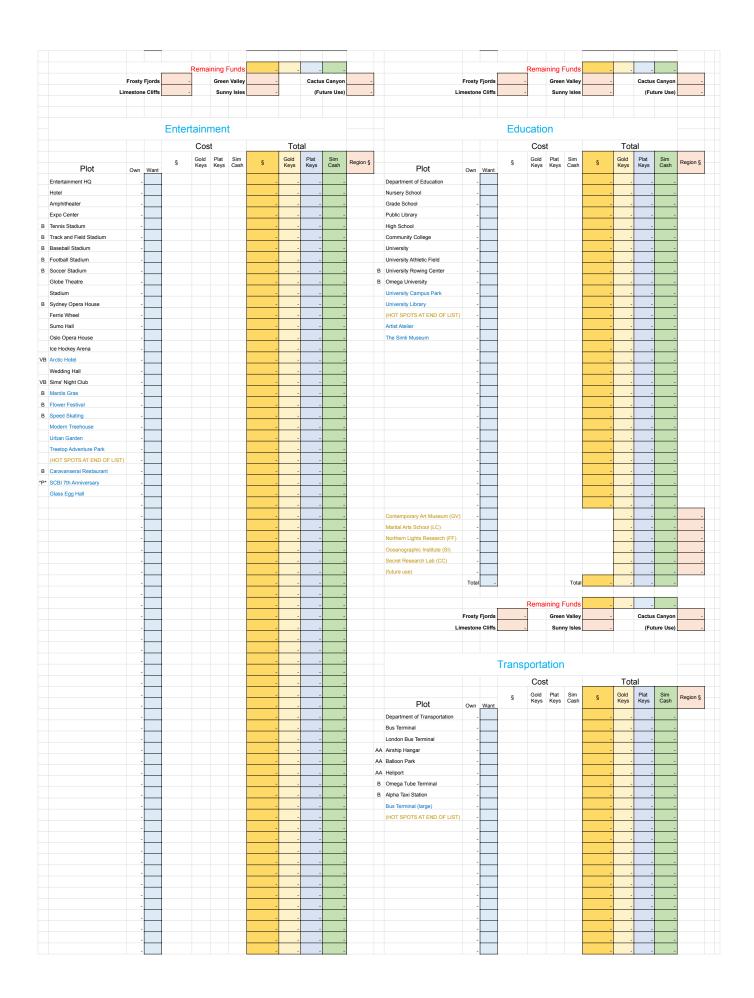
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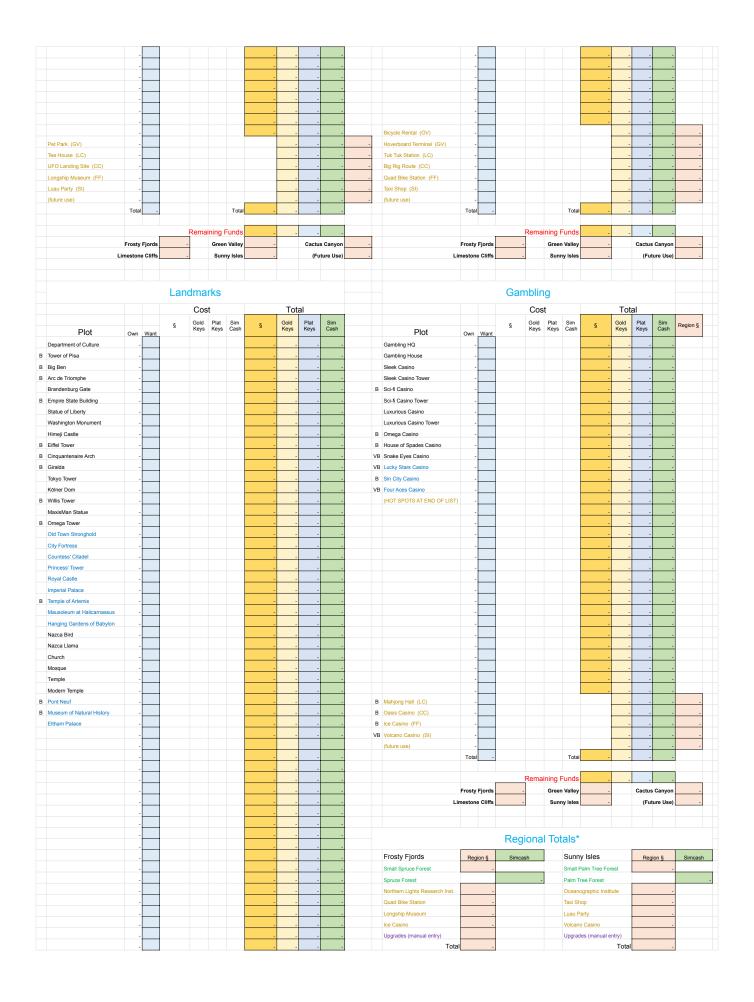
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Black Frida	ay / In	ven	tory	List	by Cid	/ hvor e	nter	Released: No	Gold	Plat	Sim	2023		> The Black Friday schedule for Landscape/Transport/Gambling.	2022 wa Sunday	s: Wedn - Beach	nesday & Thu /Mountain/Lan	rsday- idmark	Parks/ s. Mon	Education day- All	on/Entertainn Specialization	nent. Frid	ay & Sat	ırday-	
Regional Trees		Hot Sp	oots			Sta	rting nds	3	Keys	Keys	Cash			> The Black Friday schedule for Wednesday, Thursday, Friday-	2023 wa	s unusua	al: Monday, To	uesday	y, 1/2 o	f Wedne	sday- Parks	/Educatio	n/Enterta	inment. 1/2	2 of
Limited-Time Items		Neosir	noleon I	Item			re>>							Sunday, Monday- All Specializa	tions. (T	hese ap	proximate half	-days v	were pe	er UTC ti	me.)	a p wio di ite	iiii/Laiiuii	aiks. 1/2 C	"
Doo!	Challer	nge I	naen-					Starting	Regio	nal Fun	ds			> During Black Friday week, all S 50% off only applies to Specialization	Specializ ations.	ations ar	re 50% off, reg	gardles	s of wh	ether the	ey are priced	in Simca	sh, Keys	or Simoleo	ns. The
Desigr *P*= Creates Parade	Challer		egeno ght at Ni			Frost	y Fjords				nny Isles			> The references to Bright and V		ht on the	Design Challe	enge I	egend	are mea	nt as an aid f	or finding	plots for	night	
NE= Night Effects				ht at Night	L		ne Cliffs				s Canyon			designs/themes with less trial an	d repetit	ion.	Design ondin	unge E	ogona	are mea	nt do dir dio r	or initiality	pioto ioi	gr.n.	
AA= Aerial Animation	3					Gree	n Valley			(Fu	ture Use)														
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celandic Hot Springs Small Animal Pasture	_	-						-	-	-				Feathery Mansion Haunted Sanitarium	-						-	-	-	-	
arge Animal Pasture														Deserted Farm											
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arge Flower Fields								_		-				Holiday Park		Ш							-	_	
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Apple Tree Apple Forest		-						-		-				Big Ice Skating Rink Carnival Gate	-										
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Elevated Promenade								_	-	-				Heart Balloon Park	-								_	_	
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City Wall Section		-						-	-	-			D	University Park Cafeteria University Park Quad	-						-	-	-	-	
City Gates														Oniversity I ark Quad											
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Grey Wall Section		-						_	-	-				Larry the Llama	-								-	-	
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Wall of Shi Gate of Shi		-						-		-				World's Largest Ball of Twine Sculpture Garden	-										
Tower of Shi								_		-				Row of Trees											
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mall Pine Forest								-		-				Ultimate Mayor Statue Parliament Park											
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REGIONAL TREES	AT END OF	-						_		-				Dog Sledding Tour	-								_		
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usty Desert rairie Point								-		-				Dragon Dance Lantern Festival	-								-		
utumn Oak Tree										-				The Nutcracker Ballet Hall											
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Small Japanese Map	e Forest													Giant Snowman											

apanese Maple Forest					-			VB	ВМ	Vinter Bonfire	-			-	-	_	-	
Small Weeping Birch Forest (Y)	-				-				М	fedieval Market	-			_				
Veeping Birch Forest (Y)	- [-				Т	he Lover's Pathway	-			_	_	_		
mall Aspen Forest	-				_					osada	-			_	_	-	_	
spen Forest								В		le Luxe Department Store	_			_	_	_	_	
irch Tree (G)										ittle Candles Paza								
	-						-							-	-		_	
Birch Forest (G)	-				-		-	VE		tomantic Holiday Plaza	-			-	-		-	
Silver Fern Tree					-		-			ohutukawa Tree Field	-			-	-		-	
Silver Fern Forest	-				-		-	VE	B G	Siant Lantern Festival	-			-	-	-	-	
Pohutukawa Tree	-				-		-	В	3 F	estival of Breaking the Fast	-			-	-	-	-	
Pohutukawa Forest	-				_			VB	В	ear of the Tiger	-			-	-	-	_	
Coconut Tree	-				_			VB	ви	Vhatville	-			_	_	-	_	
Coconut Tree Forest					_					arm Mansion	_							
Small Cypress Forest										loating Pod								
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Cypress Forest	-				-		-			Vinter Holiday Street	-			-	-		-	
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umbleweed Station	-				-	-	-			telier du Chocolate	-			-	-	-	-	
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Rocky Pastures	-				_				М	fajestic Umbrella Hall	-			_	-	-	_	
Vestern Springs	-				_			В	3 R	tound Castle	-			_	_	-	_	
Vinter Forest										oggia del Llamalino								
Old Farm										ondon Kew Gardens	-							
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Sheep Field						-					-			-	-	-		
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Deer Meadow	-				-	-	-				-			-	-	-	-	
Bear Cave					-	-	-				-			-	-	-	-	
Rabbit Forest					-						-			_	_		-	
Old Watermill	-				-						-			_				
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Hot Spring	-1					-					-			-	-	_		
Crop Circle	-				-	-					-			-	-	-		
Stonehenge					-		-				-			-	-	-	-	
Camping on the Lake	-				-		-				-			-	-	-	-	
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Swan Lake	-				_						-			_	_	-	_	
Greenhouse	_				_						_			_	_		_	
Relaxing Garden Plaza																		
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Cottage in the Forest	-				-		-				-			-	-		-	
Grand Tuscan Villa					-		-				-		-	-	-	-	-	
Vetlands Preserve	-	_			-		-				-			-	-	-	-	
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Small Bamboo Forest (LC)						-		-			-			-	-	-		
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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 shoo.

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 Neosimpoleons.

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 <u>NOT</u> 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.

/u 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 eve that savs 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 Lock.
- > 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.