



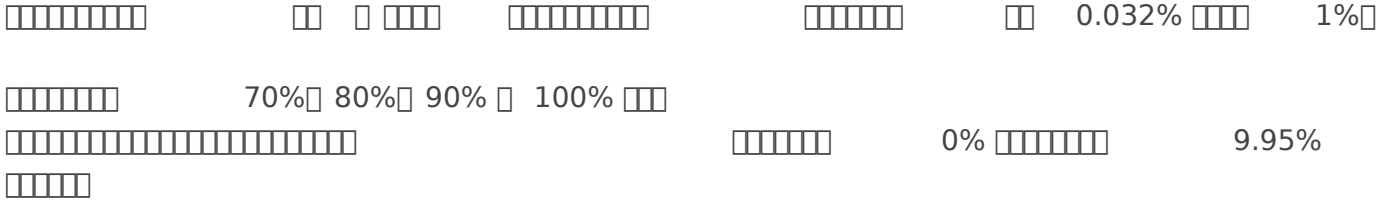
Sim Companies



20 x 1 x



PRODUCTION CALCULATOR				
Building level	—	1	+	Units an hour 104.96
Production speed bonus	—	0%	+	Unit worker cost \$2.63
Administration overhead	—	10%	+	Unit admin cost \$0.26
Abundance	—	85	+	



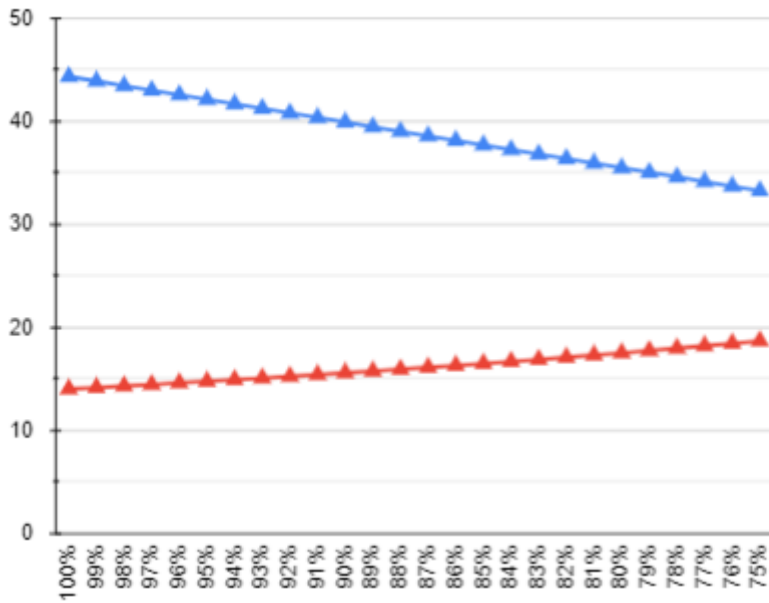
PRODUCTION CALCULATOR				
Building level	—	1	+	Units an hour 86.44
Production speed bonus	—	0%	+	Unit worker cost \$3.19
Administration overhead	—	10%	+	Unit admin cost \$0.32
Abundance	—	70	+	

PRODUCTION CALCULATOR				
Building level	—	1	+	Units an hour 98.79
Production speed bonus	—	0%	+	Unit worker cost \$2.79
Administration overhead	—	10%	+	Unit admin cost \$0.28
Abundance	—	80	+	

PRODUCTION CALCULATOR				
Building level	—	1	+	Units an hour 111.14
Production speed bonus	—	0%	+	Unit worker cost \$2.48
Administration overhead	—	10%	+	Unit admin cost \$0.25
Abundance	—	90	+	



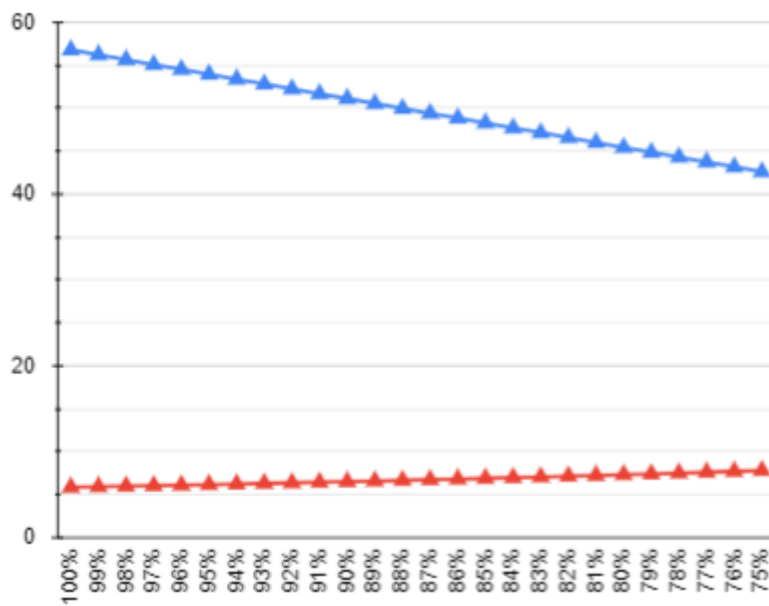
### 原油 (20%管理费用, 0%生产加速)



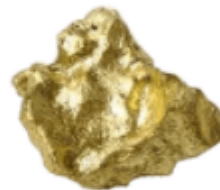
▲ 单位每小时  
▲ 工人+管理成本(\$)



### Gold Ore (20% overhead, 0% speed bonus)



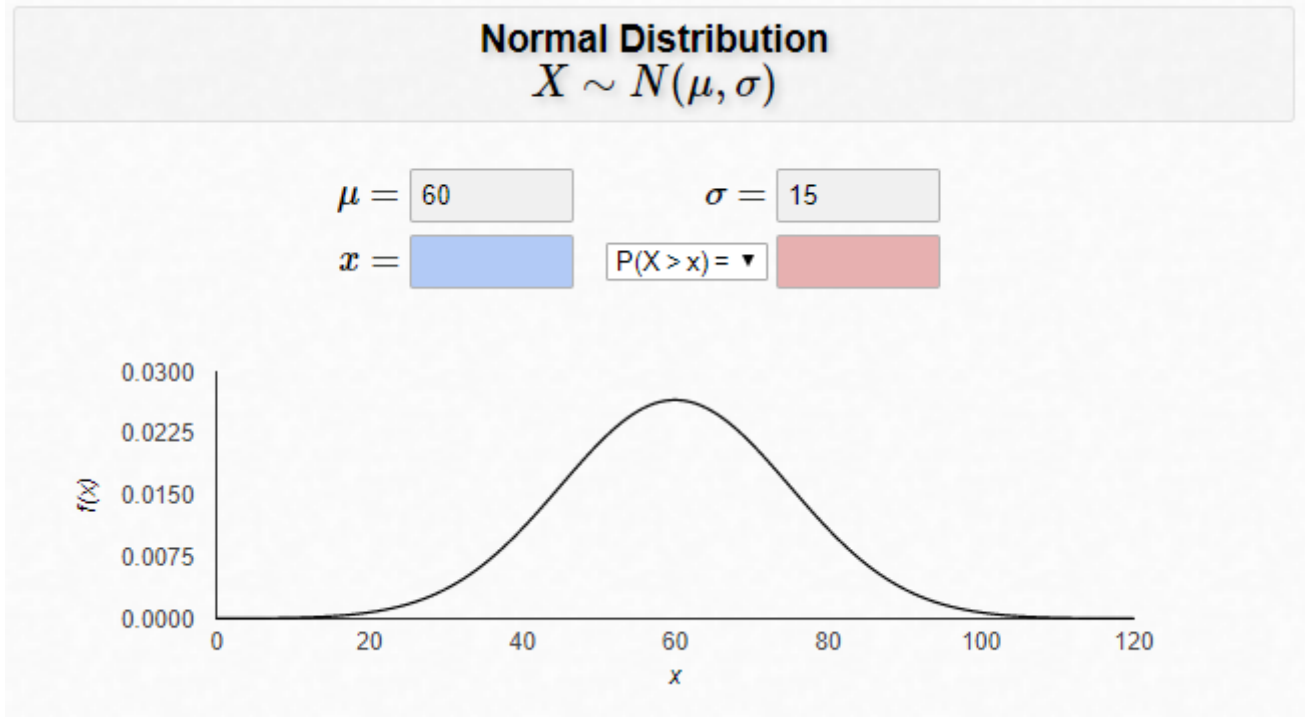
▲ Units an Hour  
▲ Worker + Admin Costs (\$)



# DISTRIBUTION

Each resource produced in the building has its own abundance assigned using Gauss distribution with mean 0.6 (60% abundance) and standard deviation of 0.15. Resulting values over 1 (100%) are truncated to 1 (100%) and values below 0.1 (10%) are truncated to 0.1 (10%).

`min(1.0, max(0.1, gauss(mu=0.6, sigma=0.15)))`



     Sim     

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Revision #16

Created 23 October 2025 09:19:30 by Patrik

Updated 2 November 2025 14:33:26 by TAIWAN DREAM BUILDING GROUP