



Sim Companies 3 Quarry Mine prospect
Oil Rig
prospect






1.

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Grade	Number of Students
1st	25
2nd	40
3rd	50
4th	20

2.

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 20

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Abundance

Level of Agreement	Percentage
Strongly agree	98%
Agree	95%
Disagree	95%
Strongly disagree	95%
No opinion	95%

[illegible]

Progress bar (30 segments)

MineralsProgress bar (20 segments)



20 × 1 ×

Progress bar (20 segments)

EncyclopediaProgress bar (20 segments)

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

Progress bar (30 segments)

0.032% 1 1%

Assumed 10% Administration Overhead and 0% Production Speed

Abundance	Units an Hour	Unit Worker Cost	Unit Admin Cost	Unit Cost - Inputs	24 hours
70%	86.44	\$ 3.19	\$ 0.32	\$ 3.51	2074.56
80%	98.79	\$ 2.79	\$ 0.28	\$ 3.07	2370.96
90%	111.14	\$ 2.48	\$ 0.25	\$ 2.73	2667.36
100%	123.49	\$ 2.24	\$ 0.22	\$ 2.46	2963.76

100% 70% 100% 1 889.2 \$1.05

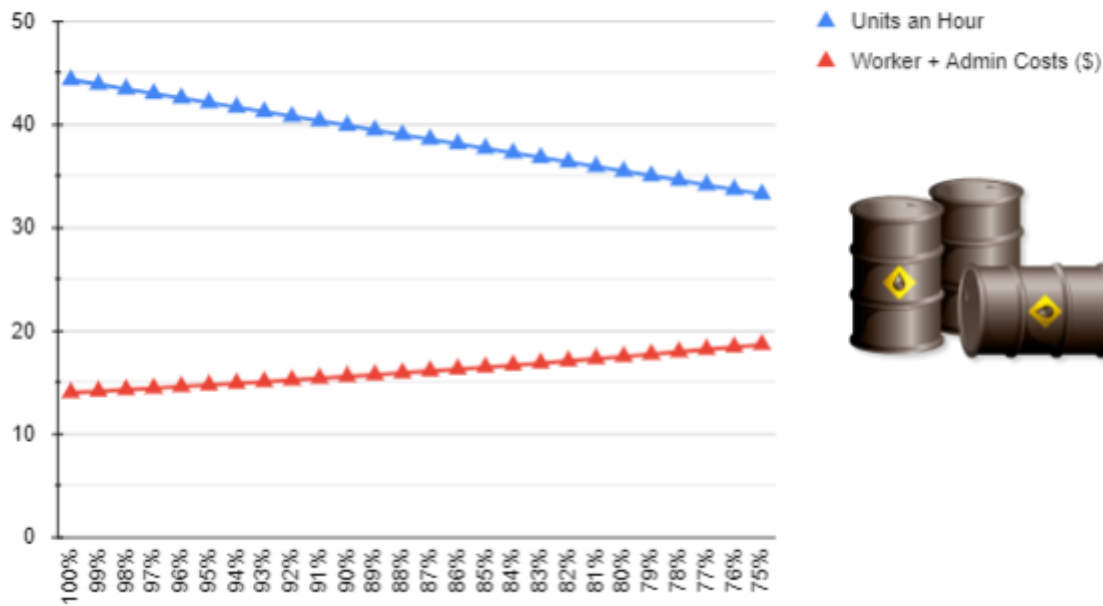
95%

95% 95% 95% 10 85% ROI

90% 2 2

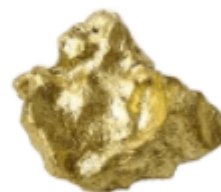
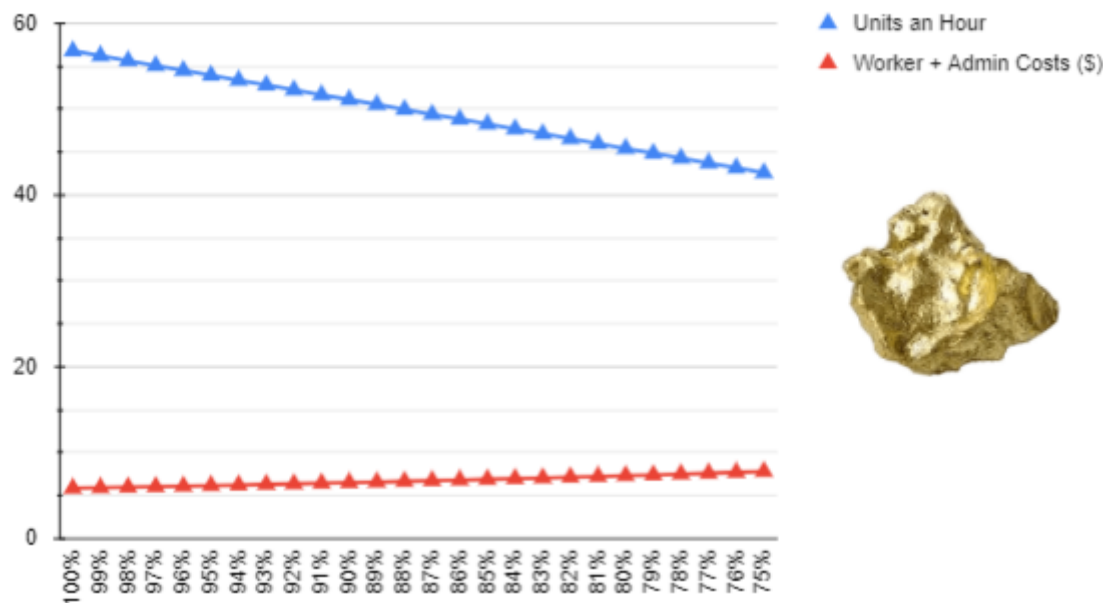
1

Crude Oil (20% overhead, 0% speed bonus)



1

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



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[illegible]

60% ☐ ☐ ☐ ☐ ☐ ☐

0.15

[illegible]

1 □ 100%

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1 100%

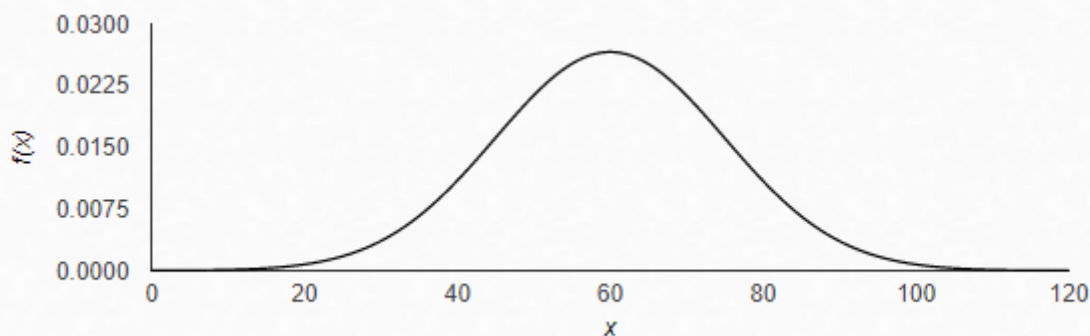
0.1 10%

0.1 10%

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



$$X \sim N(\mu, \sigma)$$

 $\mu = 60$ $\sigma = 15$ $x =$ $P(X > x) =$ ▼

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☐ The Art of Prospecting ☐☐☐☐☐☐

□ The Do's and Don'ts of Mining

KOKUTEN

[illegible]

Revision #5

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