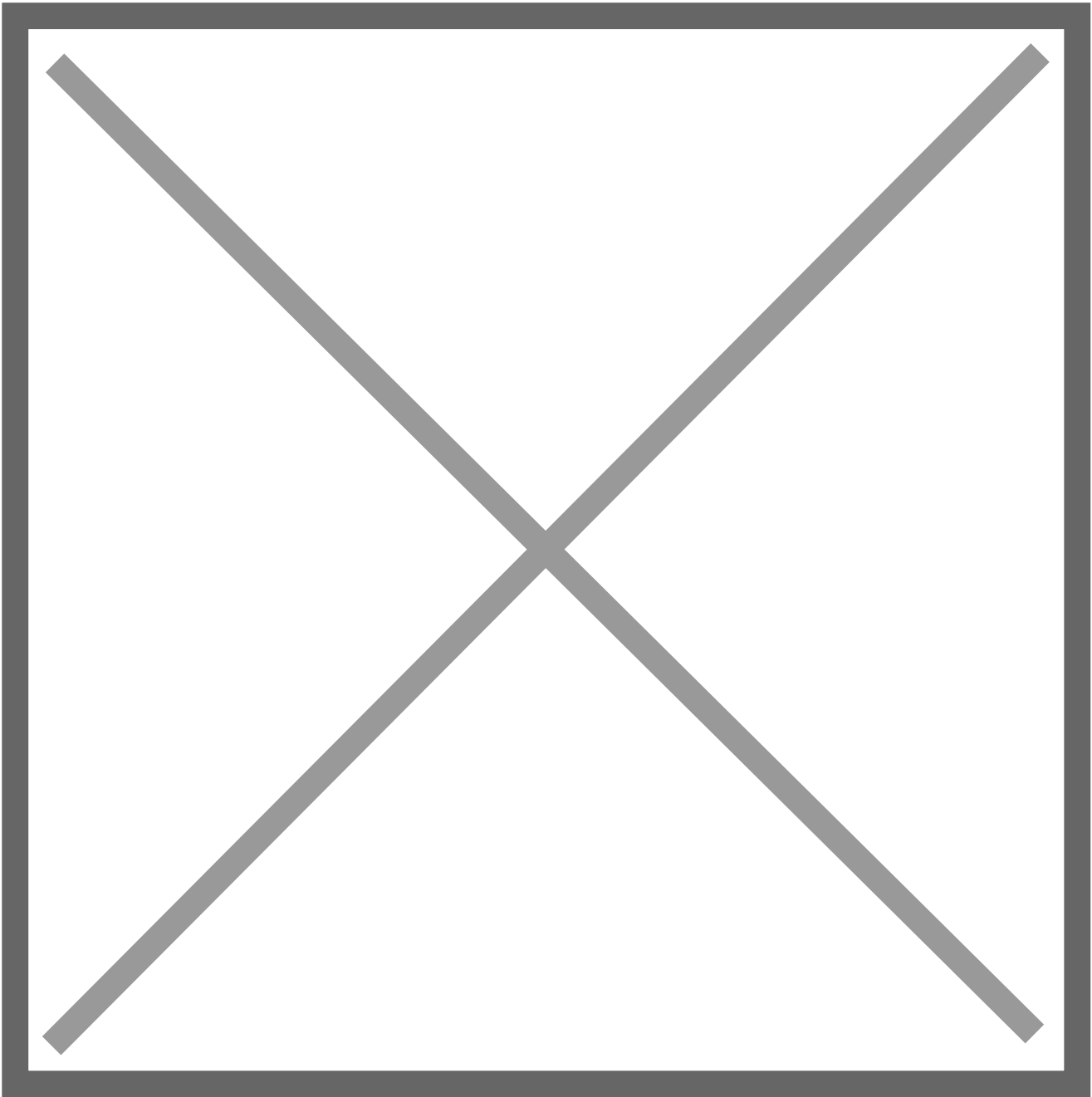


Aerospace industry guide

RESOURCES

The resources are:

Methane, rocket fuel, quadcopter, fuselage, wing, flight computer, cockpit, attitude control, propellant tank, solid fuel booster, rocket engine, heat shield, ion drive, jet engine, sub-orbital 2nd stage, sub-orbital rocket, orbital booster, starship, BFR, jumbo jet, luxury jet, single engine plane, satellite, carbon fibers, carbon composite, and aerospace research.



BUILDINGS

The buildings are:

Aerospace electronics, aerospace factory, propulsion factory, hangar, vertical integration facility, launch pad, and sales offices.



The Aerospace electronics produces flight computers, cockpits, attitude control, quadcopter, and satellite.

The Aerospace factory produces fuselages, wings, propellant tanks, heat shields, sub-orbital 2nd stages, orbital boosters, and starships.

The Propulsion factory produces electric motors, combustion engines, solid fuel boosters, rocket engines, ion drives, and jet engines.

The Hangar produces jumbo jets, luxury jets, and single engine planes.

The Vertical integration facility produces sub-orbital rockets, and BFRs.

The Launch pad is used to produce aerospace research.

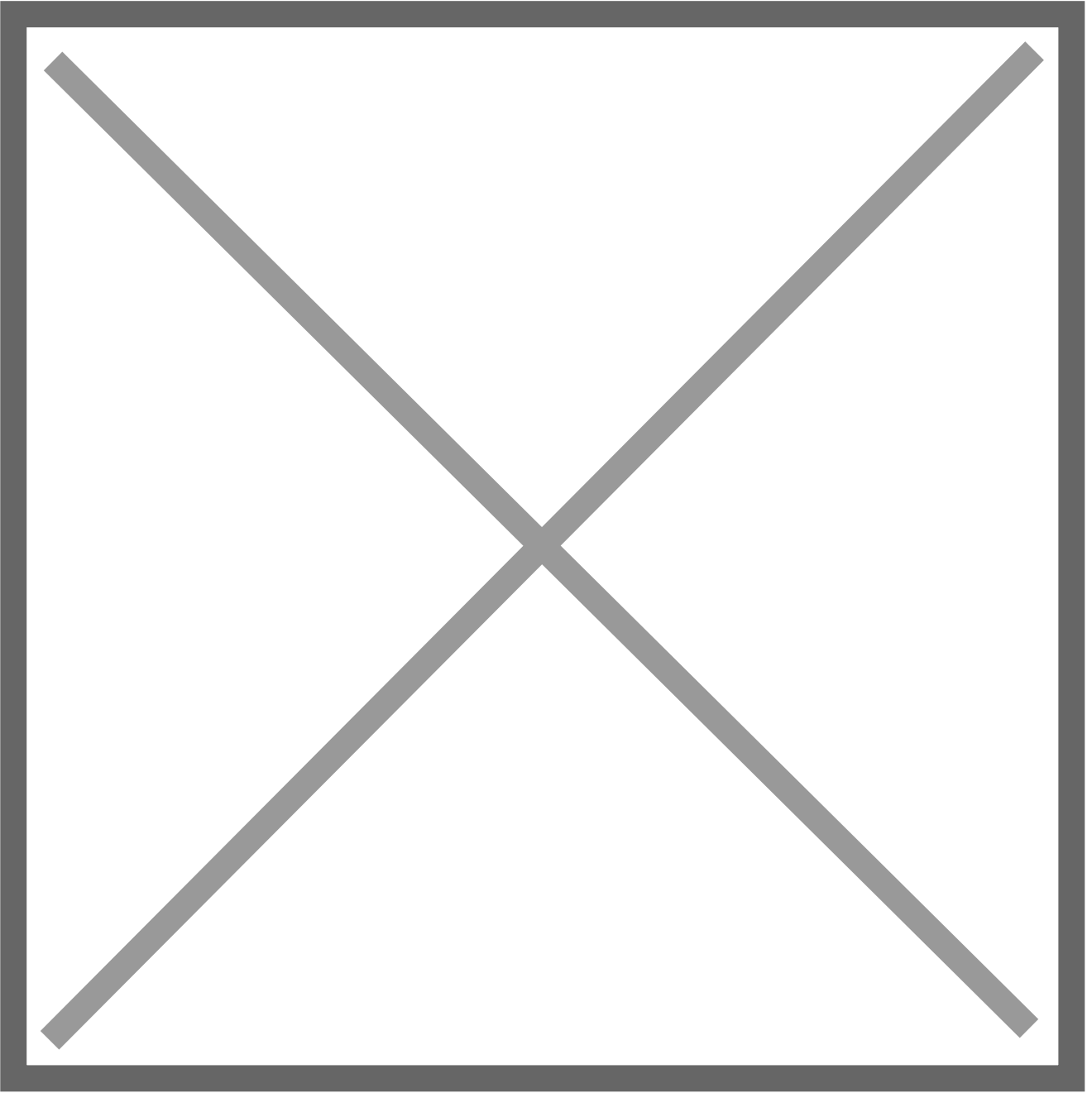
The Sales offices is the retail building for Aerospace; sub-orbital rockets, BFRs, jumbo jets, luxury jets, single engine planes, and satellites can be sold from this building.

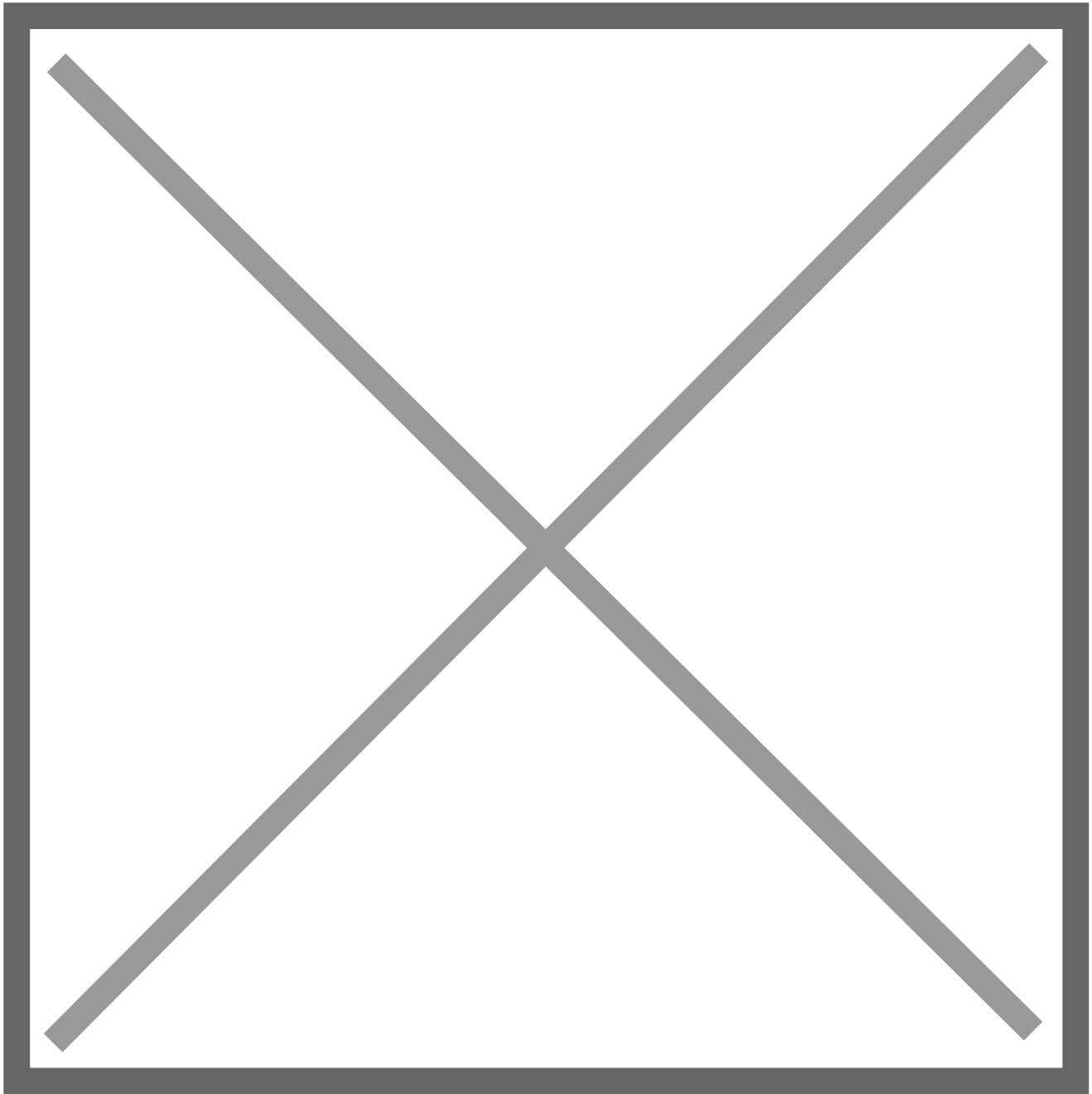
Quadcopters are the only aerospace product that can be sold outside of aerospace. They can be sold in Electronic stores.

SALES OFFICES

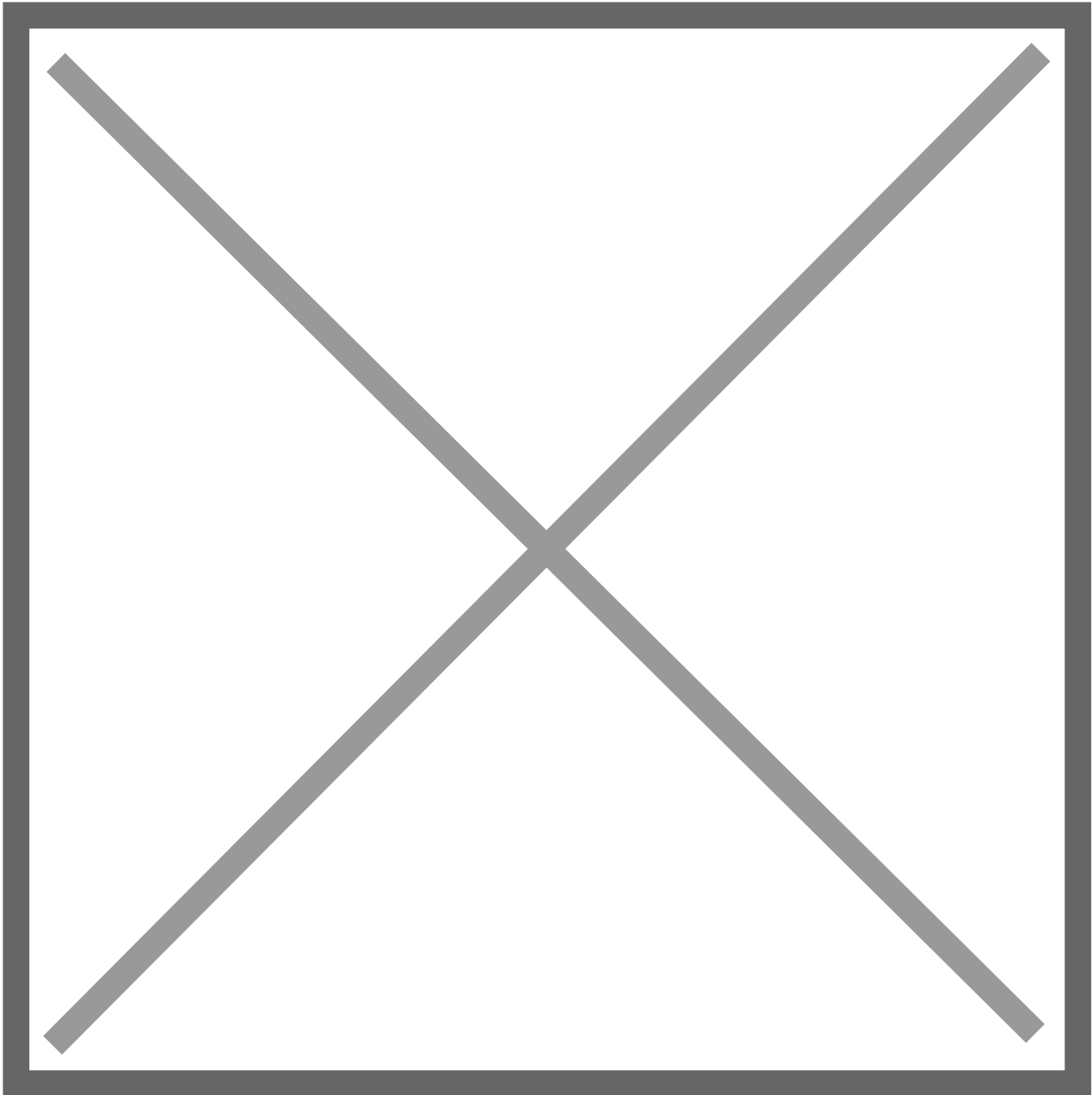
All aerospace end-products can be sold in the Sales offices building (except quadcopter).

Your employees at the sales office will try to look for corporate buyers and will present you orders you have a **choice to fulfill or reject**. **Each level** of the Sales office building can hold **one order**. A level two (2) building, allows you to look for 2 orders at the same time. A level three (3) allows 3 orders; and so on.





Once the **order is found**, you will **see the terms**, of what needs **to be delivered and what is the reward**. There is not a time limit. You only **need to pay wages while your employees look for an order** (47 hours).



The order **terms vary**, but you can expect the orders to require **delivery of 1 to 2 aerospace end-products** in small quantities. The quality is not a requirement, but **higher quality results in higher payment**, according to the terms. Your sales speed bonus percentage results in lower wages. Your purchase price of the products should be lower than the price offered by the sales office. Search costs are included in the price of each order.

You have the option to select the “prefer highest quality,” taking the highest quality from your warehouse and apply it to the required items when delivering the terms.

You also have a choice of rejecting the order and wait 47 hours for another, paying the wages again. Keep in mind that it makes more sense to deliver an order at a \$10k loss than to reject it and lose the entire search cost (e.g. \$30k).

The products required by the new orders and prices offered are not entirely random. The **demand is modeled based on server-wide deliveries of those products.**

Helpful **articles** from our local newspaper The Sim Companies Times:

Sales Office Costs

Sales Offices Accounting

Please note that the **search costs** for an order in the Sales Office (SO) (start of a search) are noted in **Sales** in the **next Income Statement (IS)**.

Example: you sell your products for **\$200k** (We assume that **no transport** is used), in manufacturing they cost **\$100K**, your IS shows:

Sales	\$200,000
COGS	\$100,000
Total	\$100,000

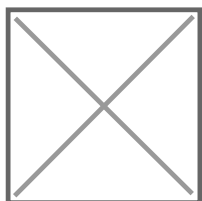
But now we assume you also start **two (2) Sales Offices** with **search costs of 25k each**.

Your IS will show:

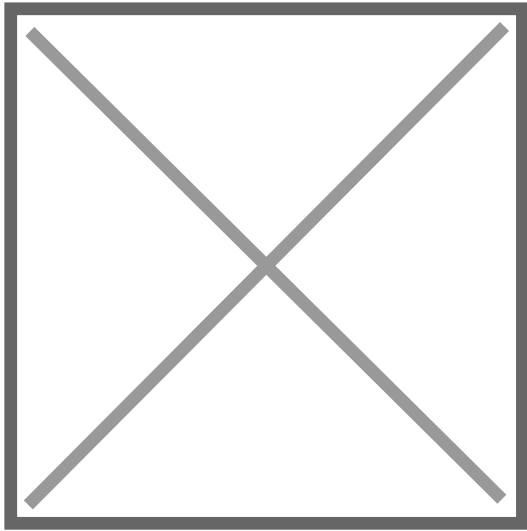
Sales	\$150,000 (\$200k - 2*\$25k)
COGS	\$100,000
Total	\$50,000



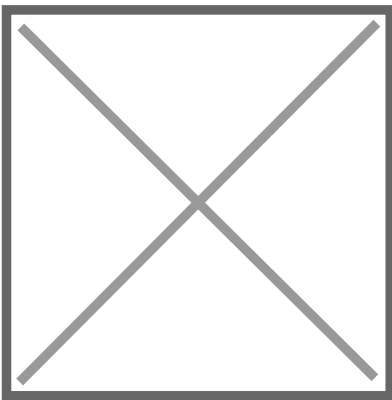
AEROSPACE RESEARCH



The aerospace research points are **acquired by performing space missions using rockets;** BFR and Sub-orbital rocket.



You need a launch pad to launch BFRs and Sub-orbital rockets.



There is a non-zero chance the **mission fails resulting in loss of the vehicle and no research points**. The probability of **mission failure depends on rocket quality**. Find out the failure probability and how many research points in the launch pad encyclopedia page.

Queue limit of 30 rockets.

Rocket Launch Statistics (Magnates)

Rocket Launch Statistics (Entrepreneurs)

Helpful **articles** from our local newspaper The Sim Companies Times:

Launch Pads and Workers Cost

Aerospace Research and Launching Pads

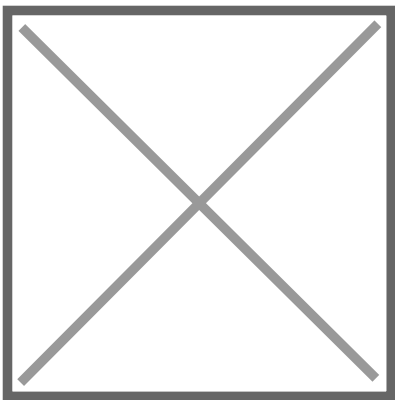
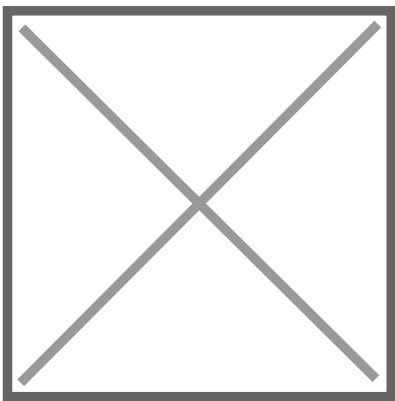
AEROSPACE SALES CHAT

Aerospace is such a large industry that it has a Sales Chat. The Aerospace Sales Chatroom is for Aerospace product sales. By default the chat rooms you see are set to your language settings and some chat rooms like the **Aerospace Sales** chat is not shown. In order to see any other chat room in game you need to go to:

Three (3) dots above the Chatrooms.

1. Account Settings (cog on the right)
2. Chatrooms
3. Checkmark all the chat rooms you want to see; In this case **Aerospace Sales** chat
4. Update

Aerospace Sales Chat falls under the same rules as regular sales chat: 6 posts every 3 hours.



Helpful **articles** from our local newspaper The Sim Companies Times:

[Three Ways To Sell To Sales Offices](#)

[Sales Office FAQs](#)

[A Guide to SO \(Sales Office\) Farming: Part 1](#)

[A Guide to SO \(Sales Office\) Farming: Part 2](#)

SUMMARY

Welcome to the new space race!

Whether you concentrate on the production of few specific aerospace end-products; to building up a network of contacts to fulfill any products needed by your Sales offices; or become efficient in feeding aerospace input resources to your partners - there is plenty of opportunity for everyone with Aerospace!

by Patrik Beck and The Center

Library guides:

[Frequently asked questions](#), [Guide for beginners](#), [Interface tips](#), [Research guide](#), [Construction guide](#), [Bonds guide](#), [Executives guide](#), [Government orders guide](#)

Revision #2

Created 23 July 2025 17:10:11 by The Center

Updated 24 July 2025 14:37:15 by The Center