

Construction industry guide

Welcome to Construction Industry!

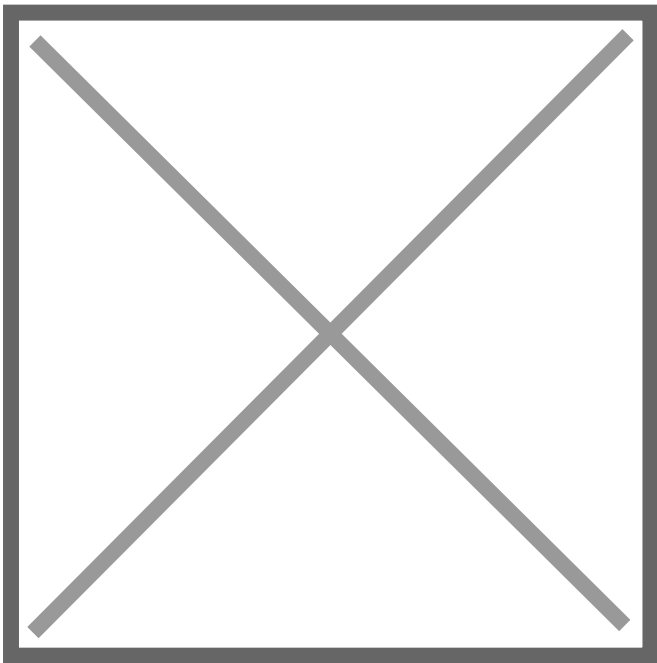
OVERVIEW

The Construction industry added thirteen (13) resources and five (5) buildings to Sim Companies. In this guide will go over the resources and buildings. What is needed to construct a new building. What is needed to upgrade your existing building. We'll also cover scrapping and quality.

RESOURCES

The resources are:

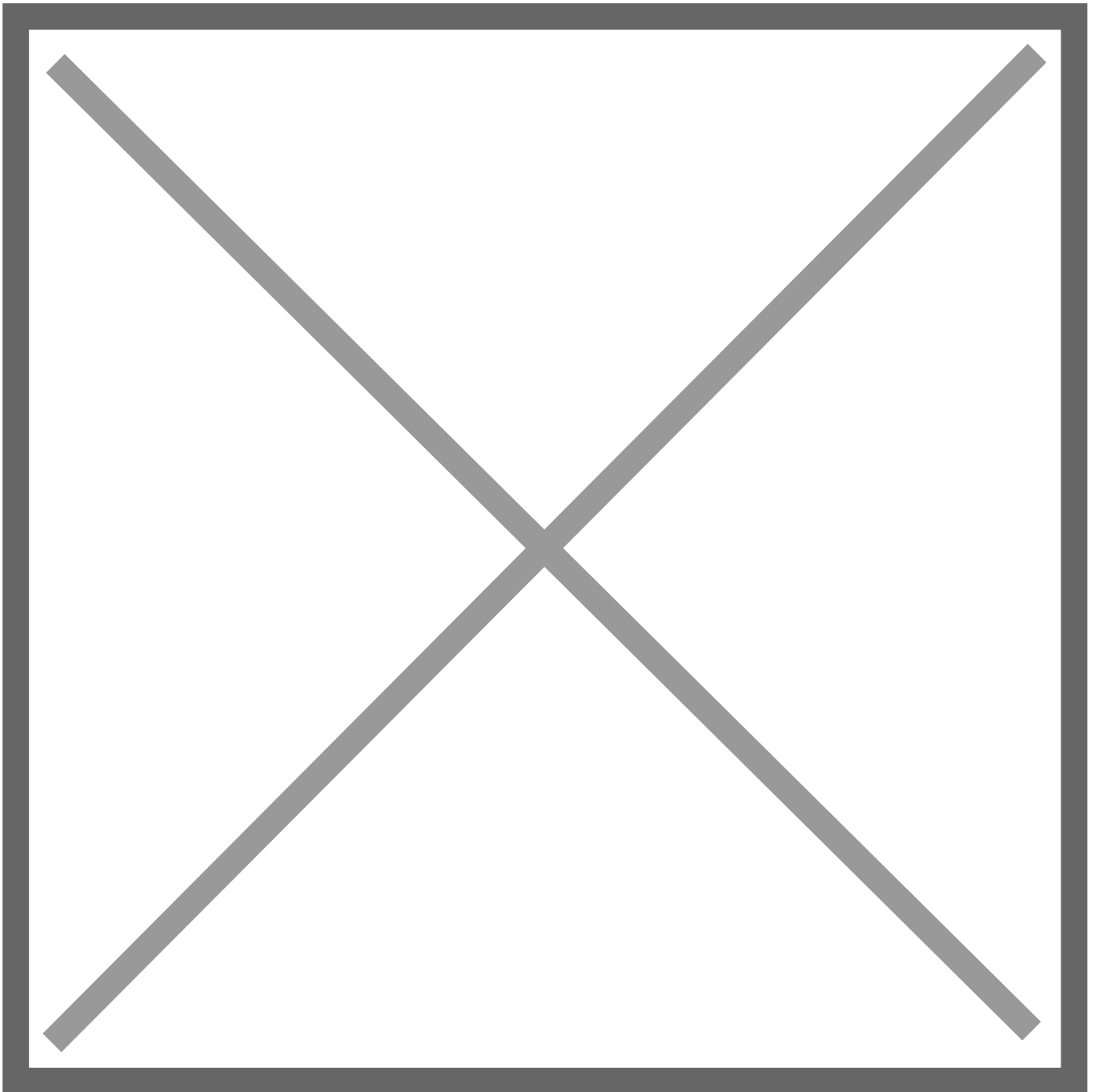
Wood, reinforced concrete, bricks, cement, clay, limestone, steel beams, planks, windows, tools, construction units, bulldozer, and materials research.



BUILDINGS

The buildings are:

Quarry, concrete plant, construction factory, hardware store, and general contractor



The Quarry produces Clay, Limestone, and/or Sand in abundance format just like Oil Rigs and Mines.

The abundances decrease 0.032% a day (or 1% a month).

The Concrete plant produces Reinforced concrete, Bricks, and Cement.

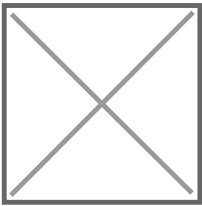
The Construction factory produces Steel beams, Planks, Windows, and Tools.

The Hardware store (retail) sells Bricks, Cement, Planks, Windows, and Tools.

The General contractor produces Construction units.

The Bulldozer is produced in a car factory.

Materials research is produced in a chemistry lab.

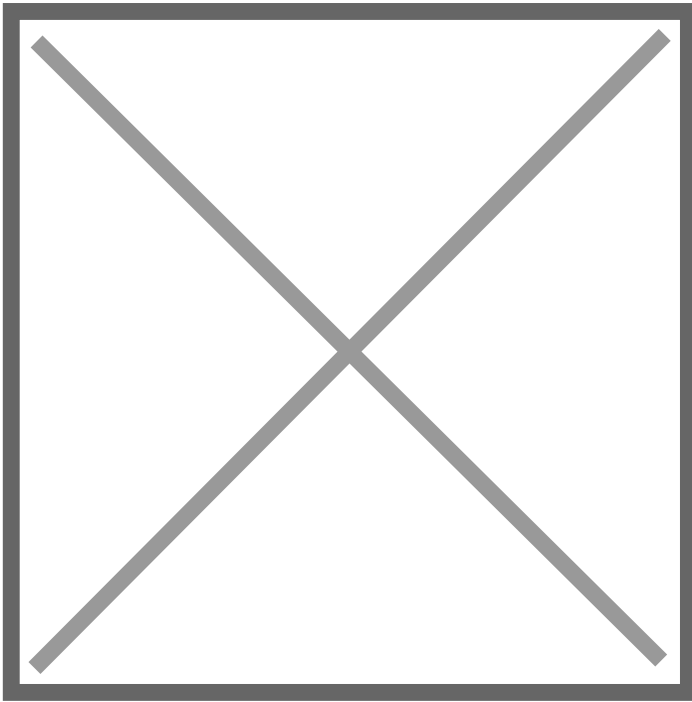


Construction units are unique. They are **only** needed for doing new building construction and upgrades. Note, that producing Construction units needs to be done in multiples of **eight (8)**. The cost of a bulldozer can cause your **unit cost to be higher than normal**. Construction units need 0.125x Bulldozer. Meaning 8 construction units can be made from 1 Bulldozer. If, you made 1 construction unit the price of 1 full bulldozer would be used. If, you made 2 construction units the price of 1 full bulldozer will be split between the two. And so on all the way up to the correct amount of 8.

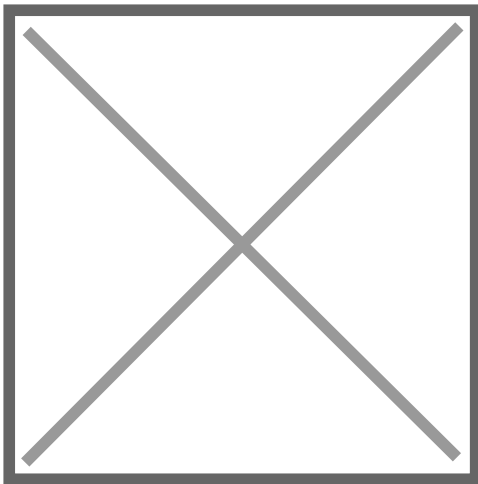
NEW BUILDING CONSTRUCTION AND BUILDING UPGRADES

Construction of buildings and building upgrades require resources instead of cash (\$). The following resources are needed for new construction and building upgrades:

Reinforced concrete, bricks, planks, and construction units.



When building a new building or upgrading an existing building there will be a menu that shows the resources needed. The monetary costs are an approximation of the value of needed resources. Market value may **differ** from this reference value. It is suggested to find the materials through contracts to save on building and/or upgrade costs.



When building upgrades are needed, obtaining any of the required materials; will pull them from your warehouse stock. While, any missing materials will buy from the Exchange.

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Reference cost:

How much should the upgrade cost if all the construction resources were obtained at reference prices. The reference prices are fixed and are used to evaluate buildings value. You can find reference upgrade costs in the encyclopedia.

Cost inflation (savings):

How much your real upgrade cost differs from the reference. Negative number means you are constructing cheaply.

This makes it vital to obtain materials through contracts cheaper than exchange prices. Proper planning and bond scheduling may be needed to make the most out of each upgrade.

BUILDING VALUE

Building Value (BV), is how the game calculates building **reference costs**. The Building Value is the scrap value of all your Buildings.

Level 1 Farm is \$6,900 scrap value

Level 5 Farm is $(5 \times \$6,900) = \$34,500$

\$34,500 is the total **Building Value** of a level 5 Farm.

INCOME STATEMENT

When upgrading buildings the Construction Costs are defined as:

“Value "lost" when upgrading over level 2 or due to overpriced construction materials”

This will show the Difference between **Construction Material Costs** and the **Reference costs**.

SCRAPPING

If a building is level 1 or 2, you will get the full investment back. Any building above level 2 that is scrapped will not receive the full investment back. Destroying a level 5 building will return 5 times the value of a level 1 building.

Case one:

Construction resources for level 5 farm:

Level 1	\$6,900
Level 2	\$6,900

Level 3	\$13,800
Level 4	\$20,700
Level 5	\$27,600
Total	\$75,900

If we **scrap** this level 5 building then we would receive construction resources back worth:

Level 1	\$6,900
Level 2	\$6,900
Level 3	\$6,900
Level 4	\$6,900
Level 5	\$6,900
Total	\$34,500

Case two:

Construction resources for level 2 oil rig:

Level 1	\$69,000
Level 2	\$69,000
Total	\$138,000

If we **scrap** this level 2 building then we would receive construction resources back worth:

Level 1	\$69,000
Level 2	\$69,000
Total	\$138,000

When scrapping and/or downgrading buildings the materials are returned at the default reference price. Recovered materials from scrapping will be returned at quality zero (q0).

Reinforced Concrete \$166.66

Bricks \$2.16

Planks \$9.08

Construction Units \$2501.71

Note: If you are prospecting Abundance buildings you will see fluctuating Construction Materials prices in your warehouse.

QUALITY

There is no benefit to having higher quality for new construction and upgrades.

Higher quality on bricks, cement, planks, windows, and tools can be used to sell items faster in a Hardware store.

While Bulldozers and Reinforced concrete quality may be needed in niche markets for Government Orders and for achievements (Know-it-all and Scientist).

Construction units are like transport. They can not have quality.

SUMMARY

The construction industry is full of avenues to explore. If you are new to the game or want to change industries, construction may have what you are looking for.

Remember, to seek out contracts for **cheaper** materials than the exchange prices when planning out new buildings or upgrading buildings.

Library Guides:

[Frequently Asked Questions \(FAQ\)](#), [Guide for Beginners](#), [Research Guide](#), [Executives Guide](#), [Government Orders Guide](#), [Aerospace Guide](#)

By The Center

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