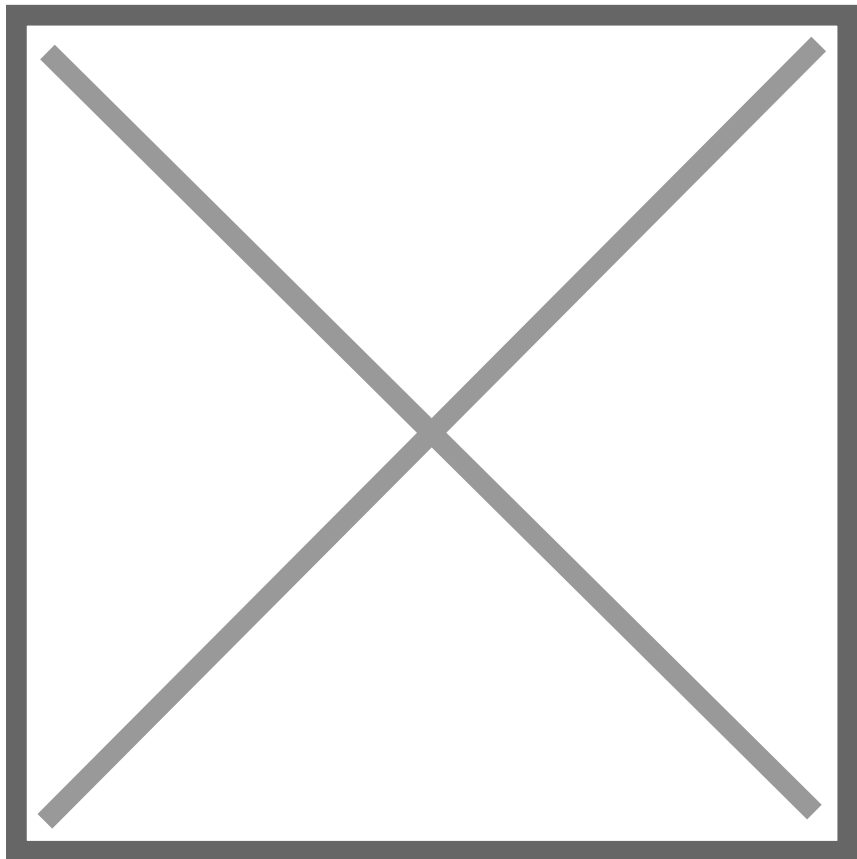




The Center /



(15 )



Sim Companies

COO

- COO

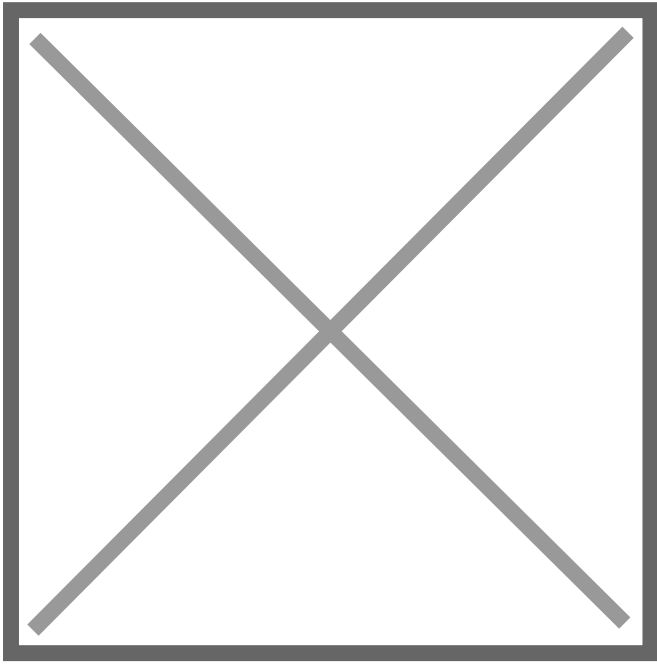
CFO

- CFO CFO ( )



COO CFO CMO CTO

COO



15

20%



- [Progress Bar]
- [Progress Bar]
- [Progress Bar]

(10%

[Progress Bar] 24 [Progress Bar]  
 [Progress Bar]  
 [Progress Bar]

[Progress Bar]  
 [Progress Bar] [Progress Bar] [Progress Bar]

# ACADEMY AND APRENTICES

The academy is a special building that makes executives' training more effective, and increases the starting statistics of in-house candidates. The more academy levels, the higher the contribution. Furthermore, every 5 levels of the academy, apprentice positions are unlocked for major executive positions.

You can own multiple academies at the same time, their levels are combined. Bonuses are calculated from the sum of the academy levels owned.

Note: Academy adds to administrative overhead, and make no XP.

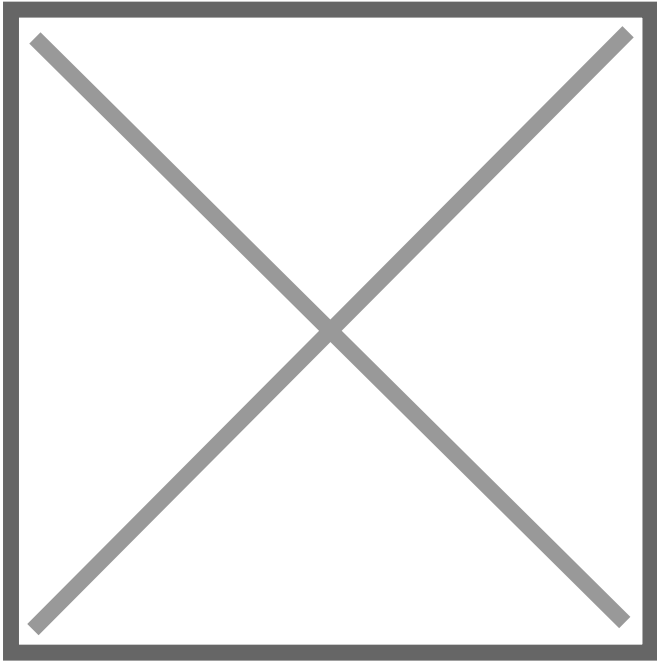
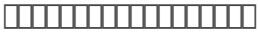
Directors in apprentice positions contribute to your company's performance, but with some limitations:

- Only half of apprentices' skills are counted
- Only the apprentice skills needed for the position are counted, the other skills have no impact. (Example: Communication skills are not counted in a COO apprentice position)
- You can unlock up to 4 additional apprentice slots, one each for COO, CFO, CMO and CTO.

Note: When you have apprentices assigned, you cannot have less academy levels than are required to unlock them

[Progress Bar] COO [Progress Bar] CFO [Progress Bar] CMO [Progress Bar] CTO [Progress Bar]

[Progress Bar] 27 [Progress Bar] \$10,000 [Progress Bar]



3 " " "



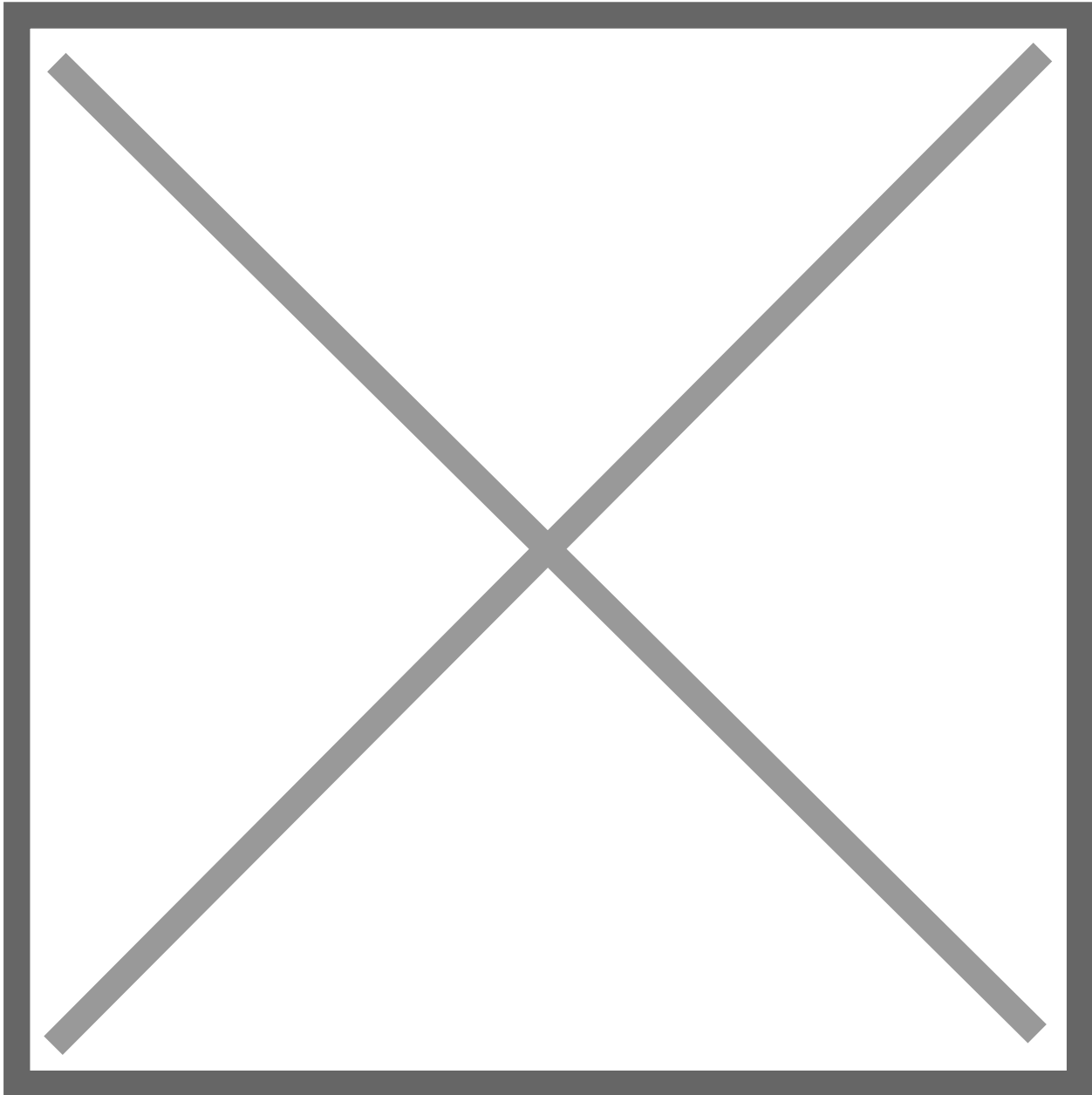
\$10,000

3



24





---

## EXECUTIVE GROWING OLD

Executive employees would grow old and retire at some point. They grow older by 1 year every 2 days. The more they are earning, the higher chance they retire sooner.

Note: Players who are inactive are protected and their executives no longer age, and cannot be poached.

When executives become older there is a risk that they will suffer a stroke, which reduces their skills.

---

## NOTIFICATION CENTER

To make executives management easier, all related events will be noted in the notification center. The notification center is located on the top navigation bar and is marked with a bell icon. Clicking on notifications from the list will automatically redirect you to the screen of the director to whom the notification refers. Some of the notifications, such as retirement notice, are sent in advance. This will allow your company to prepare for the upcoming event.

---

## EXTRA EXECUTIVES AND STAFF INFORMATION

████████

████████

██████    □ 10████

██████    □ 3████

██    : \$10,000 □ 27██████    20████

████    : 50 □ 100 □ 200 □ 400 □ 500 □ simboosts

██    □ 3████

██    □ 24████

██████    □ 04:00 UTC - ██ █████

██████    □ 08:00 UTC - ██ █████

██████    □ 14:00 UTC - ██ █████

### **Explanation:**

Finding **Candidates** takes 10 hours

**Settling** in to a new Executive position takes 3 hours

**Training Cost** is \$10,000 and 27 hours, with 20 max training sessions

**Severance Packages** are 3 days worth of salary

The extra **Staff slots** cost: 50, 100, 200, 400, 500 (Sim Boosts)

**Extra Apprentice slots** are unlocked when reaching 5, 10, 15, 20 levels of Academy in total

A **Strike** lasts for 24 hours:

- If you don't have money to pay for your executives/staff they will go on **strike**.
- No benefits will be applied from executives while on **strike**.
- Any training will continue during a **strike**.
- Two (2) days in a row of a **strike**; the executive(s) will leave your company.

**Salaries** are paid out automatically at **04:00 UTC**. See [Time Table](#) for your local time.

Executives **retire** at **08:00 UTC**. See [Time Table](#) for your local time.

Executives can earn **experience** daily at **14:00 UTC**. See [Time Table](#) for your local time.

---



Sim Companies

Helpful articles from our local newspaper The Sim Companies Times (listed by date):

[Understanding the Boardroom - Part 1 - The Value of Executives](#) (newspaper 13)

[Understanding the Boardroom - Part 2 - Prospecting for Talent](#) (newspaper 13)

[How Much Do Executives Cost? What Do They Give Me?](#)

[Genie of the Lamp: The Power of Science](#) (CTO and Patents)

[Filling the Executive Gap- A Guide for Beginners](#)

[The Tax Man Cometh](#) (Accounting Overhead)

[Fantastic COO and how to evaluate them](#)

[Training: Develop Top Executives Yourself Instead of Poaching \(Part 1\)](#) (newspaper 328)

[Training: Develop Top Executives Yourself Instead of Poaching \(Part 2-1\)](#) (newspaper 329)

[Training: Develop Top Executives Yourself Instead of Poaching \(Part 2-2\)](#) (newspaper 329)

[Training: Develop Top Executives Yourself Instead of Poaching \(Part 3\)](#) (newspaper 330)

---

Revision #2

Created 27 July 2025 16:26:17 by The Center

Updated 15 October 2025 03:01:50 by Wesley