

Leveling and Experience Gain ES

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 4. Abundance Buildings (Quarry, Mine, Oil Rig)
 5. Upgrading Buildings
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Operating Buildings and Recreation Buildings

Experience is gained from running your buildings and recreation buildings. Idle buildings do **NOT** gain experience.

12 experience per hour per building

40 experience per hour per level for recreation building

(**Note:** you will not get the experience from the recreation building until the 7 days are complete).

Buildings

12 experience per hour per building

12 experience x 1 hour = 12 experience

12 experience x 12 hours = 144 experience

If you have 2 buildings that now changes to 24 experience per hour

If you have 5 buildings that now changes to 60 experience per hour

...and so on...

Recreation Building (park, castle, lake):

40 experience/hour/level

There are 168 hours in 1 week. Recreation buildings run off of 40 Sim Boosts for 1 week (168 hours). Need to run recreation buildings for all 168 hours to gain the experience.

40 experience x 1 levels x 168 hours = 6720 experience

40 experience x 2 levels x 168 hours = 13440 experience

40 experience x 3 levels x 168 hours = 20160 experience

Level breakdown:

Level	Experience Needed
1	5
2	10
3	20
4	30
5	50
6	80
7	130
8	210
9	340
10	550
11	890
12	1430
13	2320
14	3750
15	6000
16	10000
17	16000
18	26000
19	42000
20	68000
21	110000
22	170000
23	280000
24	400000

60	400000
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Note: 24 thru 60 require the same amount of 400000 experience.

The link below will take you to your information in game. **No one else has access to this information unless you give it to others.**

<https://www.simcompanies.com/api/v3/companies/auth-data/>

You are looking for:

"experience"

"experienceToNextLevel"

experience.PNG

Experience is your current Experience.
ExperienceToNextLevel is how much needed to level up.

New Construction

When constructing **new** buildings there is a gain of ~36.5 experience an hour. This number fluctuates due to rounding.

Abundance Buildings (Quarry, Mine, Oil Rig)

When prospecting for abundance; you are scrapping and rebuilding (**new construction**) the same building over and over. Which in turn gains more experience than a running a building with production or selling. Here is a table breaking down the experience gained. It is comparing the time taken for producing/selling and comparing it to the experienced gained for Prospecting (scrapping and rebuilding - new construction). Example: A quarry takes 3 hours for new construction. It gains 110 experience; while a building producing/selling for that same 3 hours only gains 36 experience. The difference is 74 more experience gained.

Buildings	Hours	Prospecting XP	Normal Bld XP	Difference
Quarry	3	110	36	74
Mine	4	146	48	98
Oil Rig	4	146	48	98

Notes:

1. XP = experience
 2. The difference is how much more experience gained over the hours listed verses a normal building used during that same time period.
 3. Reminder that normal building experience is 12 experience per 1 hour.
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Upgrading Buildings

There is zero (0) experience earned from upgrading buildings. Any building upgrades that is for level 2+ will not gain any experience.

Sales Offices (SO)

As we know from earlier that every building in the game gets 12 experience per hour (producing/selling). What happens with Sales Offices is the game divides experience by the levels. The experience is gained from the 47 hour searches and **Delivered** contracts. Any **Rejected** orders do **NOT** give experience.

12×47 [hours] = 564 experience (FIXED) Each SO gets 564 experience as long as you **DELIVER** all the contracts.

$12/\text{levels}$ = each hour

$564/\text{levels}$ = experience per 47 hours (delivering all the contracts in SO)

Delivering:

SO 1 Level; 1 Delivered contract = 564 experience

SO 2 Levels; 2 Delivered contracts = 564 experience (each contract is 282; $282+282 = 564$)

SO 10 Levels; 10 Delivered contracts = 564 experience (each contract is 56.4; $56.4 \times 10 = 564$)

Delivering and Rejecting:

SO 1 Level; 1 Rejected contract = 0 experience

SO 2 Levels; 1 Delivered and 1 Rejected contract = 282 experience (each contract is 282; $282 + 0 = 282$)

SO 3 Levels; 1 Delivered and 2 Rejected contracts = 188 experience (each contract is 188; $188 + 0 + 0 = 188$)

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