

# Changelog Archive

## 2026

### **January 14, 2026**

Fix wrong calculation of needed simboosts when acceleration is active (newly started companies only)

**January 13, 2026** Add collapse/expand to warehouse stats, collapsed by default when more than 6 elements

### **January 7, 2026**

Collectibles trading update, max possible price increased to 20,000 simboosts. Trustee updated to post collectibles at higher prices.

Added new HQ Skin: Zero Emission HQ

### **January 5, 2026**

Added TRX/USDT (TRON) payment option

2026 ranking added to the homepage (will populate after rollover)

## 2025

### **January 7, 2026**

Added new HQ Skin: Zero Emission HQ

### **December 25, 2025**

Automated checks for explicit and gore content added for player logo uploads

### **December 19, 2025**

Update gift basket configurator UI: ability to get Q estimates without selecting a collectible

### **December 17, 2025**

Added new graphics for Hardware store

Updated grass for Grocery Store, Farm, Exchange, and Default HQ

Updated visuals for high level default HQ

### **December 15, 2025**

Update Trustee (NPC) collectibles exchange posting - the prices will be higher to start with and will go down with time

Fixed issue with collectible gift basket creation - when using quadcopter collectibles

Android application loading issue addressed - use version 2.81

### **December 12, 2025**

Added new graphics for Electronics factory

Added new graphics for Electronics store

### **December 10, 2025**

Slight transparency increase of most containers and wells

Fix search screen not working with special characters like: ä, ö, ü, etc.

Production modifiers (events) update - the effects can be about 80% stronger than before

### **December 9, 2025**

Homepage update - feature latest building images, added FAQ section, bottom map image updated

Added a Reject & Search Again button to the Executive Offer menu

### **December 8, 2025**

Added new graphics for Vertical Integration Facility

Minor adjustments to roads & tiles

### **December 3, 2025**

Add an option to cancel gift basket delivery - with no refund

### **December 2, 2025**

Fix exchange profit estimate calculator

### **December 1, 2025**

Government orders, projects updated. The goal is to achieve more balanced projects across the game resources.

Add game notification (notification center) to notify players when seasonal event starts, with link to corresponding encyclopedia page

Add Seasons page to the encyclopedia

Redesign Season page to clearly communicate what the event affects

Starting this season, the seasonal market will have 1 level for each 5 company levels. The level is fixed for the season duration, so will not increase level if you level up. Exception is for companies level 2-4 that get early access to lvl 1.

Update timetable - company tiers update when new government orders are created

### **November 28, 2025**

Adjustments to unemployed executives in order to make more of them. The minimum salary they ask is also based on their age. They both age and gain skill while unemployed.

### **November 27, 2025**

Fix royalties stats in the board room - it occasionally incorrectly showed larger value for 7 days average.

Added a separate section for last year's gift baskets delivered.

### **November 26, 2025**

Updated the busy timer for buildings on the map to show minutes precision up until 48 hours.

### **November 25, 2025**

Sound effects enabled by default for new accounts.

Executives passive skill gain doubled. The gain halves at age 40. Ensured basic skill gain even for talentless executives.

Added UI indication to show which skill is being passively gained.

### **November 24, 2025**

#### **Executives poaching update**

Hostile offers where your executive was selected but formal offer was not yet extended are now shown. Motivation: Avoid confusion, where employer thought they are in the cooldown period - however, their executive was already being poached.

If a candidate found by an agency, and you didn't extend the offer yet, accepts a different offer, the candidate will be marked as outdated and you have the option to find a different candidate. Previously, the offer was rejected, leading to confusion, since no offer was even extended.

Note: The poaching cooldown mechanics was not changed. Executives that had a raise or changed job are not selected for poaching by agencies for 4 days. However, the executives may have already been targeted before the cooldown started. In this case you may still receive offers.

### **November 22, 2025**

Graphics update to Xmas baskets, PA portraits, icons

### **November 19, 2025**

Next Idle Building indicator added to the landscape: shows the next building that will be idle, and the time until it will be idle

Minor update to Nuclear Power Plant

### **November 17, 2025**

Remove christmas themed HQ skins: The Cabin, Town Hall with Xmas Tree from shop. If you already own these, you will keep them permanently. More information in [Sim Companies Times: Issue 377](#)

### **November 13, 2025**

Animations adjusted to ensure non-flickering run on more devices: number of frames reduced, exchange animation disabled.

Animations added for park, forest, and residential buildings

### **November 12, 2025**

Update style of busy info and building name shown on top of buildings on the map - do not cover building graphics

Fix old building images used in chat input

Added new HQ skin: Disco Nuke (HQ > Simboosts)

Added new graphics for Forest Nursery

Updated graphics for Beverage Factory, Oil Rig, Shipping Depot, Fashion Research

### **November 10, 2025**

Dropped support for browsers/devices not supporting ES2017. Browsers older than: Chrome 58, Firefox 54, Edge 16, Safari 11, Opera 45, will no longer run Sim Companies. Motivation: Much faster page load speeds for anyone else.

Added countdown to the Government Orders application page, when the application is fulfilled by you but not all contractors

Added new graphics for Aerospace electronics

Added new graphics for Aerospace factory

Added new animations for Construction Slots

Added new animations for Park, Town Square, Residential Building

### **November 7, 2025**

Fix incorrect executive shown when applying research (only visual bug)

(Supporter) Fix collect all button not collecting all

### **November 6, 2025**

Exchange building animations added (needs to be enabled in the Preferences: Experimental building animations)

Make busy info on the Map more compact and aligned to the right, so more of the building is visible

Allow pinning resources in seasonal plaza

### **November 5, 2025**

Update Cash Receipts and Reimbursements statement entries: the details translation now follows current language being set (and not language at the time of creation), the sellers in the exchange purchase details are also clickable in all languages, not just English

**November 4, 2025**

Added new graphics for Propulsion Factory

**November 3, 2025**

Updated the warehouse history, resource transaction movements, to use the new building images

**October 31, 2025**

Facebook API version updated to v24.0 (used for authentication)

Certificates guide removed, use Certificate Explorer instead.

Fixed certificate colors in the Certificate Explorer.

Added new graphics for Hangar

Added new graphics for Grocery Store Tier 05 and Tier 06

Added new graphics for Water Reservoir Tier 05 and Tier 06

Adjusted graphics for new buildings according player feedback - slightly reduced scale, highest assets moved to center

**October 30, 2025**

Restaurant chart redesign

**October 28, 2025**

Fix "collect all" (Supporter only) button opening a building with "experimental rendering" feature flag enabled

Fix unable to open realms guide, and economy model guide

Fix not showing a guide if not available in player language yet - now will open english version as fallback

**October 27, 2025**

Center confirmation dialogues for better UX especially on mobile

**October 24, 2025**

Add listing of all certificate kinds to the Certificate Explorer

The new buildings graphics are now enabled for all players, removed setting from Preferences -

**Sim Companies Times: Issue 374****October 23, 2025**

Popup achievements animations performance improved - they should run smoother now

Add link to Certificate explorer to encyclopedia

Fix link to beginners guide removed from PA message right after replying

**October 21, 2025**

Update map position and zoom for wide monitors

**October 19, 2025**

Added new graphics for Sales Offices

Updated graphics for Realm Icons

**October 16, 2025**

Japanese speaking chatroom added

**October 15, 2025**

Government order bid prices now use dynamic precision based on price value (same as market orders)

Royalties income stats added to the Boardroom

**October 14, 2025**

Overachiever top achievement adjusted to be easier to achieve. (Rank 50 needed, was 30)

Add new graphics for Gas Station

Minor graphics adjustments to Academy, and Forest Nursery

**October 13, 2025** Improve scrolling performance on large pages

**October 10, 2025**

Halloween event just started in Sim Companies! Learn more about the event [here](#)

Add new skin for Halloween Haunted HQ

**October 9, 2025**

Add new graphics for Factory

**October 7, 2025**

Halloween plaza dates updated to: 10th of October to 5th of November

Building auction update: The PA will use the available cash of the company to bid, instead of not bidding at all in case the company has less money than the max allowed bid.

**October 3, 2025**

Updated newspaper sponsor links to be resilient to company name changes

Fixed a rounding problem, where the executive poaching offer at 75% would incorrectly appear as not threatening.

Add new graphics for Quarry

Add new Graphics for (Nuclear) Power Station - level 10 and 15

Minor graphics adjustments to Mine

**October 1, 2025**

The academy no longer contributes its benefits while being upgraded

**Building Auction Update**

The PA now acts as your auction agent. He/she automatically bids on your behalf up to the maximum bid you set. (The auction winner, only pays the amount of the 2nd highest bid: Vickrey Auction)

Motivation: Many players asked for a feature, where they can set maximum bid and let the PA (agent) bid. Based on academia research, this setup should reflect the true value of buildings more accurately. It mitigates the problem of "fat fingers". It also makes auction abuse more difficult.

Show sales speed increase for seasonal markets in upgrade dialogue

Hide production details for Forest Nursery in New Building dialogue, link to encyclopedia for comprehensive calculator instead

Make Stripe default payment provider for web (does not affect purchases through apps), for more information see [Sim Companies Times: Issue 369](#)

Add new graphics for Refinery

Background image graphics size optimized

**September 29, 2025**

Isometric background now on all screens - needs to be enabled in preferences

**September 26, 2025**

Certificate explorer improvements: include contest certificates, allow searching for specific producer, retailer, or mad scientist certificates

**September 25, 2025**

Terms and Conditions updated: Section: Your use of the services, changed: "- access our Services with other means than internet browser or **mobile phone** application;" to "access our Services with other means than internet browser or **an officially supported** application;"

Academy exploit patched - The academy no longer provides benefit and boosts while in the reposition queue (and still contributes while being upgraded until 1st of October)

Use new buildings graphics in search

**September 24, 2025**

Added certificate detail page for each certificate kind, with companies that were awarded recently, top hunders, and other details

Added certificate rarity and score computation, ranking added to the homepage

Added certificate search integration to the main search

Fixed issue causing executive salaries and royalties job to fail. (We will not be addressing unpaid salaries and royalties this incident caused)

### **September 22, 2025**

Cancel research production exploit patched

Fix animated buildings in reposition modal and building detail

Fix Forest Nursery nurturing requirements calculation

Fix Forest Nursery accounting details

Add labor cost to Forest Nursery (preview stage only)

### **September 18, 2025**

Add new graphics for Shipping Depot

Add new graphics for HQ Contract Lorry

Minor graphics adjustments to: Water Reservoir Tier 01, Town Square, HQ tier 1-4

### **September 17, 2025**

Improve caching mechanism - game will show updated graphics and translations faster

Make cranes and fences less pronounced in the construction overlay (when building/upgrading) to prevent them from being too distracting

Player feedback: Revert back to grey map tiles; added green only for newly remade buildings

Add new graphics for Town Square

### **September 15, 2025**

Executive poaching update: agencies will not target executives that accepted or refused offer recently - 4 days cooldown. (Note: Your executive may still receive back-to-back offers if they were targeted before the first offer was accepted/rejected)

### **September 13, 2025**

Monthly certificate added: Wallet Wielder (for most building value bought in the auction)

Graphical adjustments to: Cyber Tower, Cyber Spire, Headquarters (default), Exchange, map decorations (park, residential buildings, forest), and roads

Grass map tiles added (under feature flag, enable via Account Settings > Preferences > New buildings graphics)

Add new graphics for Mine building

Background image - minor enhancements

### **September 12, 2025**

Fix restaurant rating computation

### **Simboosts packages pricing update**

Motivation: Bring pricing across stores closer together and compensate for the falling dollar.

Different stores force us to use different base currencies and apply additional rounding to the

prices. This causes price drift over time. Read more [Supported platforms](#). As a result, you may see a different price for the same package in different stores.

Updated background image for Dark and Light theme (can be enabled using Feature Flags in Account Settings)

### **September 11, 2025**

2 more monthly certificates added: Overfeeder and Dumpster Chef (both for restaurant owners)

Add new graphics for Oil Rig building

### **September 10, 2025**

Fix incorrect currency selected in the shop for some players using Braintree payment provider (web)

### **September 9, 2025**

Fix temporarily showing wrong packages for iOS/Android/Steam in the shop, displaying incorrect prices

Add new graphics for Water Reservoir building

### **September 8, 2025**

Accounting update: Construction in Progress (CIP) added to account for buildings won in the auction but not placed yet and upgrade investments

Fixed encyclopedia resource page readability by adding contrast

Expand store review on homepage into a modal

Add new graphics for Power Plant building

### **September 5, 2025**

Unified time/date formatting. Use language setting to format time and date appropriately.

Add new graphics for Beverage Factory building

### **September 4, 2025**

Hiring agencies adjustment. Top Talent search window widened to top 3% (was 2%) and price increased. Staffing agency is way cheaper to use. Motivation: Small group of executives were getting offers repeatedly, we want to "spread the load" around a little more.

### **September 3, 2025**

Fixed sounds effects not starting immediately and problem with blocking other audio on some devices

Fix achievement syncing to steam achievements

Change new buildings graphics level progression from 1-2-4-8 to 1-2-3-6

Add new graphics for Ranch building

### **August 30, 2025**

Retail engine update (phase 3 - final): [Sim Companies Times: Issue 365](#)

### **August 28, 2025**

Retail engine update (phase 2): [Sim Companies Times: Issue 365](#)

### **August 27, 2025**

Do not show Bank and Academy as Next Idle Building

The academy hiring & training effect boost on very high levels reduced (diminishing effect increased).

### **August 26, 2025**

Retail engine update (phase 1): [Sim Companies Times: Issue 365](#)

### **August 25, 2025**

Top Talent agency now reaches top 2% (was 3%); boosted accuracy of all agencies about 4 times, by updating lookup

Add animation to the construction overlay (when building/upgrading)

In Account Settings > Preferences added an option to disable animations

Fixed the exchange link in Forest Nursery which pointed to a lower-quality water than required; only the exchange link was affected — buying and other functionality worked as intended.

**August 18, 2025** Animated HQ skins - Cyber Spire and Cyber Tower

### **August 17, 2025**

Fix an executive notification bug where an executive accepting an offer had wrong text description

### **August 15, 2025**

Fix all rocket launches being described as BFR launches in reports

Allow the main contractor to specify minimum required tier for the Government Order applicants

### **August 13, 2025**

Map sizing updated for screens of various sizes

### **August 12, 2025**

Maximum bank level increased to 40 (was 25)

### **August 11, 2025**

Hiring agencies accuracy improved

### **August 7, 2025**

Added CTO skill impact on research production speed to the Production Calculator in the Encyclopedia

### **August 6, 2025**

Fixed the "Max" button when producing research to take into account CTO boost

Fixed CTO estimates when committing research - following the probability update

Added note/warning about the fact that resource (icecream) decays over time to the Warehouse Resource screen - for better visibility.

### **CTO and research update**

CTOs now impact the production speed of research points, heavily decreasing price to produce research. At the same time the patent conversion probability was decreased to 6.25% (was 12.5%).

More details in [Sim Companies Times: Issue 361](#)

Steam app:

- Properly quit app on MacOS on closing the main window
- Show instructions on how to enable steam overlay when making purchase
- Fix achievements sync

### **August 3, 2025**

Executives gain experience skill linearly related to the time spent on the position in the previous 24 hours

### **July 31, 2025**

Fix retail estimation on Buy Missing dialog

Fix warehouse stats - not considering decay for outgoing contracts, and market orders

**July 30, 2025** Fix iOS players stuck with 'Purchase Detected' dialogue when visiting shop

### **July 29, 2025**

Executives poaching update: agency fees reduced, the offer percentage you need to match for the executive to stay with the company increased to 75% (was 50%)

### **July 28, 2025**

Add retail estimation to buy missing dialog in retail

Removed traditional chinese speaking chatrooms: SALES and SOCIAL (due to low usage)

Fixed Warehouse page crashing if the company has melted icecream

Fixed retailing of icecream not working if the company has melted icecream

### **July 27, 2025**

**Summer Season!** The beach market, and 2 new icecreams added. Careful, the speed of retailing is impacted by weather, and the icecream melts quickly. Check encyclopedia for details.

### **July 26, 2025**

Fix a bug where push notifications were translated into wrong language

### **July 24, 2025**

Updated the "good" and "staffing" executives hiring agencies, to select better candidates

### **July 22, 2025**

Fix executives sometimes not aging and getting experience

**July 18, 2025** Fix wrong academy building image used in building auction

### **July 16, 2025**

Fixed exploit where you could have an executive in the apprentice slot without academy, by looking for them first

Show executive Retire button even if the executive cannot be sent to retirement just now. To avoid confusion.

### **July 15, 2025**

Government order contractors can fulfill the part of the order that was awarded to now deleted company

Fix a bug where it wasn't possible to send recently purchased academy to auction

Mine/Oil rig/Quarry rebuild improved - it no longer changes WH price statistic of construction resources

### **July 14, 2025**

Executive stroke renamed to burnout, no mechanic change

Exchange fees increased to 4% for both realms

Fix executive royalties not showing in Cashflow statement

Game notifications indicator now vibrates when there are unread notifications

Fix duplicit notifications when executive decides to stay

Fix predefined quality when using exchange link from BUY MISSING shortcut

PA notifications now use proper PA image, based on the Company PA type

Government orders - warn companies about nearing fulfillment end

### **July 12, 2025**

Advanced poaching research available

### **July 10, 2025**

Display the amount of buildings sold for the Real Estate Mogul certificate

Send Game Notification when buy/sell tags expire

Fix executive apprentices counting towards other skills (COO apprentice contributing towards sales speed etc.)

### **July 9, 2025**

Fixed a bug where executives apprentices were counted in the skill calculation multiple times

### **July 5, 2025**

Exchange fees in Entrepreneurs realm "temporarily" increased to 4% (was 3%) - the goal is to counterbalance inflation caused by royalties, we will evaluate the impact before committing to this change

Executives can now be sent into early retirement by players (if age over 65)

### **July 4, 2025**

Effect of trainings done by other companies no longer visible

Executives stroke chances adjusted: stroke are now less frequent, and reduce skill by 1/3 (instead of 1/2)

### **July 3, 2025**

Recreation building upkeep costs now based on construction order: The first recreation building built costs 15 simboosts/week, the second costs 25 simboosts/week, and the third costs 40 simboosts/week. Additional buildings cost 40 simboosts/week. Previously, costs were based on the

number of currently active recreation buildings.

### **July 2, 2025**

Executive hiring agencies updated: Top Talent reaches top 4% (was 3%), Good agency reaches top 10% (was 16%), Staffing agency reaches top 20% (was 33%)

Fix unable to use St. Michael Monastery as HQ skin for new players

### **July 1, 2025**

Executive notifications improvements: live update, plus push notifications

Executives protection when inactive: If the company/account is inactive for 3 days (drops from ranking) the executives stop aging, gaining experience, and cannot be poached.

**The Academy Training** (execs update - 5th iteration): Combined academy levels of the company now boost skills of the freshly hired candidates, and also boost the effect of trainings. The effect increases with the number of academy levels, but there are diminishing returns on higher levels. The effect of your executive team impact is reduced by half for combined skill over 60 and by 3/4 for combined skill over 80.

Older executives have a chance of getting a stroke, which reduces their skill.

### **June 30, 2025**

**The Academy** (execs update - 4th iteration): Academy building added, allowing to get 4 more executive slots (apprentice positions). (The training and candidate skill boost, which the academy will provide is not implemented yet.)

Daily simboosts bonus updated for all players: to 5 simboosts a day - as announced earlier this year. See articles in [Newspaper Issue #333](#) and [Newspaper Issue #334](#)

Recreational buildings upkeep cost reduced to 15, 25, 40 (edit) simboosts a week. (Was 40, 40, 40)

### **June 29, 2025**

Added certificate for earning the most royalties in a month

Added countdown to the hostile offer warning

Royalties added to Cashflow statement

### **June 26, 2025**

Executives Poaching updates (3rd iteration): Various bugs fixed, Offers no longer refused right away (there was 10% chance of this happening), royalties percentage changed to 1% (was 1.5%)

### **June 25, 2025**

Executives Poaching updates (2nd iteration): Royalties - companies the executives worked for before receive percentage of their future salaries. (This effects also executives poached before this update)

### **June 24, 2025**

Game notifications section added: currently used for all executives related messaging

Executives Poaching updates (1st iteration):

Training reimbursements changed to \$30,000 (was \$20,000)

It's enough to match 50% (was 100%) of the poaching offer to keep the executive

The age at which executives retire increased

UI updates for easier usability

Add 7Y and 8Y Veteran certificates, will be handed in during the next rollover

### **June 9, 2025**

Fixed a bug where 6 months old Government Order filmment records were deleted

### **May 23, 2025**

Market order fees are now deducted proportionally for partial fills

### **May 17, 2025**

Add FR translation for Abundance, and Leveling and Experience Gain

**May 2, 2025**

Fix resolving time query in retail building too soon, preventing players to find optimal price

**May 1, 2025**

Buy/Sell tags will now expire after 3 days. So they have to be updated regularly.

**April 30, 2025**

Do not show exchange button when having enough unblocked resources for construction/upgrade

Show 3 decimal places for money movements in accounting details (eg. PRICE on market sell)

Add Settings link to game menu (top left), space out Log Out from the rest to prevent misclicks

**April 28, 2025** Fix controller/follower for Forest Nursery building - make sure it works even for different building sizes and current state

**April 22, 2025**

Added online status indicator to list with private notes

**April 18, 2025**

Added possibility to set your personal assistant

**April 15, 2025**

Adjusted the salary expectation of unemployed executives to be more realistic. They will go work for less.

Fix map visual issues after tutorial

Fix old Personal Assistant image in chat

**April 11, 2025**

Renamed "Return On Sales" to "Net Profit Margin" in the financial ratios table for better clarity

**April 4, 2025**

Poll page update to be screen reader friendly

**April 3, 2025**

Real Estate Mogul certificate added (most buildings sold in a month)

Thresholds for when contract accepting needs additional confirmation due to high price is tighter

Added progress bar to the GO Bureaucrat achievement to show progress towards fulfilling government orders

Fixed executives screen layout for tablet size devices

**March 27, 2025**

Japanese localization added

Low level companies (less than level 10) can no longer trade or use seasonal resources

**March 26, 2025**

Added PA notification when executive in a staff slot finishes training

Easter bunny and Ramadan sweets added as seasonal resources

**March 25, 2025**

Additional collectible trading restrictions added to prevent simboosts funneling.

**March 21, 2025**

Add FR translation for Government orders guide

Before asking for push notification on mobile devices, explain the benefits first

**March 20, 2025**

Fix not loading transaction history in Accounting > Cash Receipts on some devices (mainly Android)

Fix error sound effect always played when nurturing in Forest Nursery

**March 14, 2025** Fix contest link on contest certificate not working

### **March 13, 2025**

Government Orders added as a category into Cash Receipts and Reimbursements statement

### **March 12, 2025**

Fix broken tag search screen layout

Added support for rating 1-10 type questions for the poll

### **March 11, 2025**

Improved and redesigned email notifications

Terms and Conditions update to allow players younger than 15 to use the services, provided they have consent of their legal guardian

### **March 7, 2025**

Improved language detection for iOS, Android, and Steam apps

Redirect players to map when starting an app with active log in session more consistently

### **March 5, 2025**

Add total sourcing costs to the producing building info

Sim Boost premium packages updated - more simboosts at the same/previous cost (cheaper simboosts)

Only show rebuild button on abundance buildings level 1 to prevent accidental scraps of high level buildings

### **February 24, 2025**

Show last restaurant run occupancy on the map, similar to how rating is displayed - will start displaying once a restaurant run finishes after this update

### **February 23, 2025**

Add links to guides on relevant game screens (bonds, building auctions, collectibles, ...)

Adjust criteria for double execution exchange prevention, should not affect common use cases anymore

Fix company name generator sometimes generating too long company names

### **February 21, 2025**

Fix iOS devices reporting pending purchases, not allowing players to make new ones

Fix administration overhead not being updated when building was sent to auction

When signing a contract, show resource animation instead of success message, which covers the UI

### **February 20, 2025**

Double execution exchange prevention: The exact same exchange buys will be stopped if they are less than 30 seconds apart

Stronger differences between economy phases: recession / normal / boom. Effect increased by about 50%.

Effect of random production speed modifiers increased to 5% to 15% (was 3% to 8%)

An obsolete guide "Retail and Demand" removed. Detailed info about how quality impacts retail is in the [Research guide](#)

### **February 18, 2025**

Add Tree input resource table to encyclopedia

Fix messages from new contacts not being shown when on Chat page

### **February 13, 2025**

Fix simboosts movement table not visible on desktop

### **February 6, 2025**

Bond issuing interface updated: enter cash value, not bond count

**February 5, 2025** Fix chat message time not translated for some languages

**February 3, 2025**

Traditional Chinese chatrooms added

Remove country flags from language selection

**January 31, 2025**

Traditional Chinese localization added

**January 23, 2025**

Cookie Consent modal added

Added buy missing resources action to forest nursery

**January 22, 2025** Added buy missing resources action to retail buildings

**January 21, 2025** Fixed buy missing resources action in upgrade building modal

**January 20, 2025** Fix forest nursery trees being overlapped by other buildings

**January 15, 2025**

Fix being able to bid \$0 in government orders

Fix tree retail price going negative, preventing further sales

**January 8, 2025**

Fix ranking value display for 2025

**January 6, 2025**

2025 ranking added to the homepage

**January 3, 2025**

The buildings guide available in French

Setting preferences fixed

Mandarin speaking (ZH) social chatroom added

**January 2, 2025**

Gift basket adjustment: Simboosts received through gift baskets can no longer be used for collectible trading

## 2024

**December 25, 2024**

Gift basket related fixes

**December 23, 2024** Fix forest nursery not being shown in building auction filter

**December 20, 2024**

New government orders guide translated to IT: [Government orders guide](#)

**December 17, 2024**

Xmas trees and forest nursery implemented

**December 16, 2024**

Fixed issue with baskets where simboosts purchased once could be sold out multiple times

Fixed Resource Transaction entry in the warehouse showing resources going out into the basket is incoming

**December 7, 2024**

Xmas gift baskets deployed

**November 29, 2024**

Fix retail quantity running over 2 days, when hitting the "Max" button

**November 27, 2024**

Retail prices adjustment (decrease) as announced here: [Newspaper Issue #325](#).

Past and fulfilled Government Orders no longer listed

#### **November 25, 2024**

The bank no longer requires workers, so it doesn't increase administration overhead.

Fix company tier showing on the profile page

Update company tier calculation (less weight on CV/patents)

**November 22, 2024** Fixed price calculation for resources in missing resources table

**November 21, 2024** iOS push notifications temporary workaround - when player navigates to Account settings > Notifications, device will register for push notifications if permission is granted; this will be replaced with a proper solution soon

#### **November 19, 2024**

Fixed company profile page when accessing logged out

Added company tier to the profile page

Added emoji support to Government Order bid note

Fix deposit returning upon all bidders fulfilling GO bid

#### **November 18, 2024**

Rollout new chat to everyone - performance optimization, very little visual difference

Fixed required quantity in missing production resources table

#### **November 17, 2024**

New government orders guide translated to ES: [Government orders guide](#)

Fix iOS app having issues setting up push notifications

Fix logout button for iOS app

+ iOS app new version (1.16.0) released

Fix worker and admin cost in encyclopedia

#### **November 15, 2024**

New government orders guide translated to PT: [Government orders guide](#)

#### **November 14, 2024**

Fix - Companies below level 20 should not be able to join Government Orders Bid

#### **November 13, 2024**

New government orders guide translated to CZ and TR: [Government orders guide](#)

#### **November 12, 2024**

Redesigned Government Orders deployed and live, first round of orders will be on Wednesday

Guides available in Polish: [Government orders guide](#), [Submission to Sim Companies Times guidelines](#), [Reference prices and market limits](#), [Supporters guide](#)

#### **November 5, 2024**

New Government Orders guide available

Collectibles guide and Experience and Leveling guide available in Czech

#### **November 1, 2024**

Xmas market seasonal building added, xmas ornaments and crackers can be sold there. There are more features coming for the holiday season :) The xmas market will appear on everybody's map in December.

**October 30, 2024** Add buy missing resources button to production buildings

**October 21, 2024** Improve valuation allowance calculation - include resources with seasonal retail, include resources with low trading volume

#### **October 20, 2024**

Fix: Cancel exchange order modal partially covered by top bar

Fix: Player not receiving PA message about being banned in some cases

Fix: Building auction PA messages not being translated

### **October 16, 2024**

Government Order are no longer being generated, they are being replaced by a new system, see

Future development

### **October 14, 2024**

Fix: Production linked buildings now round output properly to make sure inputs are not consumed partially

Fix: When picking up resource near end of map, would cut off part of the number

### **October 13, 2024**

Improve Exchange resource screen, better indicate which resource is selected

**October 11, 2024** Fix when searching for unemployed executives, it is possible to get employed instead, making unintentional poach offer

### **October 10, 2024**

Collect all button supporters feature

Ability to disable pickup animations

Fix charts in encyclopedia not showing demand for Aerospace Resources

Retail model params adjustments: regular retail buyout prices pulled back a bit

Fix other realm messages/contracts not shown next to realm icon

### **October 9, 2024**

Improved resource/money pick up animations

### **October 5, 2024**

Retail model params adjustments: regular retail, and AS, buyout prices pulled back a bit

Do not restrict SB starting pack to companies below level 10

### **October 3, 2024**

Ability to link (control) halloween markets

Fix Sales Office issue, where orders were not update when jumping between sales offices

### **October 2, 2024**

Detect situation where retail length estimate is wrong and do not start retail.

### **October 1, 2024**

Retail income pulled back a bit. Revenue reduced on all resources.

Ability to remove seasonal building, Halloween market, from your map. Hint: It has no advantage whatsoever, to remove it ...

### **September 27, 2024**

**Autumn/Halloween seasonal update** New resources: pumpkin, witch costume, jack o'lantern, pumpkin soup

New Building: Halloween market

New production and retail mechanics, see Encyclopedia for details, or read Sim Companies Times:

Issue #318, Issue #316, Issue #314

### **September 23, 2024**

Fixed Building images, lowest level not displaying

### **September 17, 2024**

Abundance guide translated into Czech language

### **September 15, 2024**

Fix: do not show sales calculator on encyclopedia pages where resource cannot be sold in retail

### **September 6, 2024**

Retail model params adjustments: regular retail buyout prices pulled back a bit

### **September 5, 2024**

Fix wrong font used, setting fallback

Fix bank contributing bonus while in reposition queue

### **September 4, 2024**

The average retail price shown for AS products in the warehouse now reflect Quality bonus the items were sold with.

### **September 3, 2024**

Aerospace fully transitioned to the new retail model (given the revenue under new model is already higher than using combination). Note: Followup adjustments in the next 2-3 days are likely

### **September 1, 2024**

Fix Income Statement computation

### **August 30, 2024**

#### **New retail modeling, Aerospace**

Entrepreneurs: 55->60% weight

Magnates: 50->55% weight

Improve building auction display on smaller screens

Fix profile showing more building than player has building slots, due to buildings in reposition queue

### **August 27, 2024**

Remove quality preset from Exchange > Recent section, not working as intended

Update National Reserves (NPC) market prices

### **August 22, 2024**

#### **New retail modeling, 11th iteration**

Entrepreneurs: 100% weight regular retail - no change; 50->55% weight aerospace

Magnates: 90->100% weight regular retail; 45->50% weight aerospace

Make Recent section on exchange display only last purchased by date, and preset quality

### **August 20, 2024**

Top articles section in the library updated to deprioritize older articles

New retail model profits slightly increased

### **August 19, 2024**

New retail model profits pushed down further

NPC National Reserves brick prices updated

Adjusted price limits handling

New retail model bug fix - profits were twice as high as they were supposed to be

### **August 16, 2024**

Market saturation reaction to the amount of goods sold slowed down.

Fixed issues with retailing: price too high / too low, NaN

Profits with the new model decreased by about 8%.

### **August 15, 2024**

#### **New retail modeling, 10th iteration**

Entrepreneurs: 90->100% weight regular retail; 45->50% weight aerospace

Magnates: 80->90% weight regular retail; 40->45% weight aerospace

### **August 13, 2024**

Added a new monthly certificate: Cash Cow (highest accounting fees)

Fix unable to put collectible on display through collectibles vault on exchange

### **August 8, 2024**

Encyclopedia / supporters page - load speed improved and pagination added

### **New retail modeling, 9th iteration**

Entrepreneurs: 80->90% weight regular retail; 40->45% weight aerospace

Magnates: 70->80% weight regular retail; 35->40% weight aerospace

### **August 6, 2024**

Update to the new retail model (do not decrease selling speed with increased product quality)

### **August 5, 2024**

Add PL translations for the following guides:

- Collectibles guide
- Future development
- Interface tips
- Aerospace industry guide
- Supported platforms
- Robotics and specialization
- Building auctions
- Leveling and Experience Gain
- Buildings

### **August 2, 2024**

### **New retail modeling, 8th iteration**

Entrepreneurs: 70->80% weight regular retail; 35->40% weight aerospace

Magnates: 60->70% weight regular retail; 30->35% weight aerospace

Fix price increment when selling on exchange

Show up to two decimals in production building for production speed

### **July 25, 2024**

### **New retail modeling, 7th iteration**

Entrepreneurs: 60->70% weight regular retail; 30->35% weight aerospace

Magnates: 50->60% weight regular retail; 25->30% weight aerospace

### **July 24, 2024**

Fix exploit where a restaurant placed into reposition queue keeps running indefinitely.

### **July 21, 2024**

### **New retail modeling update**

Profits with the new model increased by about 20%. Market saturation reaction to the amount of goods sold slowed down.

### **July 18, 2024**

### **New retail modeling, 6th iteration**

Entrepreneurs: 50->60% weight regular retail; 25->30% weight aerospace

Magnates: 40->50% weight regular retail; 20->25% weight aerospace

**July 16, 2024** Fix MAX button for production does not consider user selected quality

### **July 12, 2024**

### **New retail modeling, 5th iteration**

Entrepreneurs: 40->50% weight regular retail; 20->25% weight aerospace

Magnates: 30->40% weight regular retail; 15->20% weight aerospace

**July 9, 2024** Fix cannot sell robots below \$189 on exchange

**July 8, 2024**

Increase the wage threshold after which an executive considers early retirement by 30-50%

**New retail modeling, 4th iteration**

Entrepreneurs: 30->40% weight regular retail; 15->20% weight aerospace

Magnates: 20->30% weight regular retail; 10->15% weight aerospace

**June 28, 2024**

**New retail modeling, 3rd iteration**

Entrepreneurs: 30% weight regular retail; 15% weight aerospace

Magnates: 20% weight regular retail; 10% weight aerospace

**June 27, 2024**

New checkout style now enabled for everyone (old version dropped)

**June 20, 2024**

**New retail modeling, 2nd iteration**

Entrepreneurs: 20% weight regular retail; 10% weight aerospace

Magnates: 10% weight regular retail; 5% weight aerospace

Menu improvements - use more of space available on all platforms, unify game menus visually, improve contrast

**June 15, 2024**

Fix article order on company profile should be from newest

**June 14, 2024** Fix transportation price not being updated correctly, causing big changes in accounting - Freight Out, OCI

**June 13, 2024**

Fix collectibles SB sales going to company that listed them on the collectibles exchange

**New retail modeling, 1st iteration**

Read more details in the [Sim Companies Times #302](#) and [Sim Companies Times #303](#)

Entrepreneurs: 10% weight regular retail; 5% weight aerospace

Magnates: 0% weight regular retail; 0% weight aerospace (no change)

Guide translations added: [Abundance](#) - ES

Rollout new chat to supporters - performance optimization, very little visual difference, can be turned of in preferences if causing big issues

Fix players being able to send messages even when ignored by recipient

Fix sausage quest not considering Launch Pads above level 7 as upgradeable

**June 7, 2024** Fix transportation price not being updated correctly for exchange trades, causing an artificial decrease in transportation source cost decrease

**June 6, 2024**

Fix robots Q0 valuation in Balance Sheet

Fix chat popup notifications appearing for old messages, mostly when being idle and returning to the game

Do not require confirmation for abundance building rebuild if all resources are below 80%

**June 4, 2024**

Fix Income Statement Gain On Sale NaN issue, when week or month is selected.

**May 23, 2024**

Allow players above level 20 to reward newspaper article authors with 5 SB

Show top 15 most liked articles in Library

Add button to show reposition queue, visible on map when at least one building is in it

Allow to scrap or send to auction not commissioned building won in auction

**May 22, 2024** Newspaper surprise feature - will activate when #300 gets published on Magnates

**May 20, 2024**

Simboosts cost to promote a Building Auction increased to 30 SBs (was 10). This is to give it purpose, it was currently used by 50% of the sellers, which made the feature a bit useless.

**May 16, 2024**

Building Auctions released to everyone! Building auctions

**May 7, 2024** Building Auctions - Early access to supporters, release to everyone soon

**April 18, 2024** Add confirmation modal for production/sales speed bonus realign to prevent accidental realigns

**April 16, 2024**

Collectible is now removed from the seller's display case when sold

Fixed incorrect quantity shown in the Recent search results section for warehouse items

Weekly growth certificates are now limit to players starting in the recent 2 months

**April 15, 2024**

Chatrooms added: Hindi sales, Polish social

Fix sale not propagated to UI correctly for Steam purchases during sale (visual bug, no simboosts lost, refresh fixes it)

**April 4, 2024** Fix game not working correctly on old browsers (upgrade modal not visible, log in modal not visible, etc.)

**April 3, 2024**

Guide translations added:

- Abundance - DE
- Buildings - ZH, TR
- - ZH, TR

**April 1, 2024**

Add events (production modifiers) to the Entrepreneurs realm

**March 30, 2024**

New guides added:

- Buildings

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**March 25, 2024** Fix OCD certificate being handed out to companies that do not qualify, wrongly handed out OCD certificates were removed from players

**March 21, 2024**

New guides added:

- Abundance
- Leveling and Experience Gain

**March 18, 2024**

Added a new OCD Certificate (all achievements achieved)

**March 15, 2024**

Have the Trustee (NPC) post collectibles it recovered from deleted companies to the exchange - a few a day in random intervals

### **March 12, 2024**

Show speedup indicator on small mobile devices even if contest is active

Improved contract send dialog: amount no longer prefilled to max, "All" button added

Fixed "contest info" link on Certificate in display case

### **March 11, 2024**

PayPal payments suffered from integration issue on PayPal's end, during the weekend 9th March and 10th March. The issue has now been resolved and PayPal payments are working as expected.

Fixed subject language on contract cancel emails

### **March 8, 2024**

Enabled building auctions visual prototype for supporters

### **March 4, 2024**

Adjusted rounding, around how many robots are needed. To get more consistent number.

### **February 27, 2024**

Collectibles Exchange

- Supporters can now trade without restrictions - no SB purchase in past 90 days is needed
- Non supporters can now trade more with the same SB purchases

**February 19, 2024** Fix menu items having wrong color after being clicked on mobile devices

### **February 17, 2024**

On Tag Search page, show companies active in last 2 days (previously was only 1)

Fix when opening production building, some resources often did not have quality shown

Improve architect achievement detection to make sure player receives it

### **February 10, 2024**

Fix broken layout after clicking on question mark in financial statements section

Fix features on Encyclopedia - Levels page always shown as unlocked

**February 6, 2024** Show if the executive candidate is unemployed

### **February 1, 2024**

Added events page to encyclopedia

Fix reset leaderboards certificates not handed out to companies

**January 30, 2024** Introduce dynamic pricing for newspaper sponsors to reflect demand

### **January 25, 2024**

Fixed order quantity input value after partial order execution.

### **January 24, 2024**

Fix incorrect detection of missing transport for contracts

Preserve link to written or translated articles on company reset

- we were not able to relink all articles, please contact support to link them back to you

**January 22, 2024** Added veteran certificate for 6 years

### **January 16, 2024**

Sound effects released to everyone - set it up in the Account / Preferences (still experimental with known issues)

Fix newspapers should not require to be logged in

Always show rebuild button for abundance buildings on lvl 1

### **January 15, 2024**

Companies getting the windfall tax (for unfair excessive growth) are now excluded from ranks and growth certificates

**January 13, 2024** Fix make sure only one exec of each position counts towards the bonus

**January 11, 2024**

Fix some companies unable to sell bonds (bonds not shown on exchange, buy from profile results in an error)

Fix bond payment not fully completed, should run fine next time

**January 9, 2024** Change tables used in articles to respect theme

**January 8, 2024**

Update translations

Fix sounds enabled during supporter tease period still active, and unable to be turned off, after tease end

**January 5, 2024**

Fix anything could be loaded with manual `[[IMG:src]]` tag, only allow resources previously uploaded to the game

Limit image sizes to avoid cropping, or too large space being taken by the image

Allow to show images from most widely known screenshot/gif sites

**January 1, 2024**

Only companies starting (joined) in 2024 will be considered for top 2024 ranking. (This is following the same principle and reasons behind the recent reset changes)

Added 2024 ranks to the homepage

## 2023

**December 31, 2023**

Celebrate the New Year with fireworks

Expect warmer temperatures in the coming days, leading to a gradual melting of the snow

**December 26, 2023**

Allow temporary supporters to enable sounds in the game

**December 21, 2023**

English Voice Over instructions for the tutorial

**December 19, 2023** Allow moderators to mention moderators in moderator chat

**December 18, 2023**

Allow players to react on newspaper articles with a like button

Fix localization and alignment of Encyclopedia > Levels table

**December 15, 2023**

A new unlockable HQ building with Xmas tree added - The town hall in Memmingen, Germany, was used as an inspiration.

**December 8, 2023** Unlock Xmas Crackers during December again

**December 7, 2023**

Allow players to hide the snow effect (Profile > Edit Account > Preferences > Hide Snow)

Show level the player reset at on the reset certificate, show date on start over and reset certificates

Improve Encyclopedia > Levels page: Include specialization bonus, unlockable buildings, rework unlocked features visualization

## **December 6, 2023**

Preserve daily achievements on company Reset

Add a temporary new guide describing latest changes in detail (the guide was removed)

## **December 5, 2023**

Start-over and reset mechanisms merged: see [Sim Companies Times #275](#)

High leveling speed-up (experience requirement decreased) for levels over 23. Leveling up to lvl 60 added. Production/Sales bonus every 5th level.

Players with existing start-over certificate

- Get 6M exp (corresponding to 15 high levels, for each cert)
- Can keep the extra start over 3% production/sales bonus for 3 months

Fix company profiles with the new Reset certificate failed to load

## **November 28, 2023**

Ability to flag newspaper articles as outdated and no longer valid

A 'cool' surprise is drifting into Sim Companies

## **November 27, 2023**

Do not allow to buy missing construction materials, when some are blocked in WH - would buy more blocked

Indicate robots are blocked in WH and prevent buying missing when trying to install robots

Fix Simicheline certificate details not readable

Fix incorrect resource amount shown after accepting order in Sales Office with "prefer highest quality" unchecked

**November 25, 2023** Fix construction materials being lost when building/rebuilding/upgrading a building, while having some construction materials blocked in WH

**November 20, 2023** Fix reference price update not being run, affecting price limits

**November 17, 2023** Fix oldest articles shown for players with more than 4 articles, instead of newest, on their profile page

## **November 16, 2023**

Limit the amount of market orders a company can have active at any given time to 75

Allow to buy missing construction materials for buildings that are busy, or have robots installed

Reverse order of articles written by a company on company profile, show newest first

## **November 13, 2023**

Restaurant retail parameters fine-tuning. See Sim Companies times Entrepreneurs, issue: #58 for details

Entrepreneurs phase advance: Restaurants

Always show unlockable building slots, as many players were not aware of them

## **November 11, 2023**

Fix contracts with same seller, quality, quantity, and price were grouped even if resources were different

Fix contracts moving around when accepting on incoming contracts screen

## **November 10, 2023**

When using SB for rush/unlock actions, give player a feedback with spinner and error messages, do not hide the modal after clicking

## **November 9, 2023**

Fix unable to rush executive search

## **November 7, 2023**

When more than one action can be rushed on an executive, show rush buttons for each action  
Fix When an executive had more than one action, a different action could be executed than the one specified by player

### **November 3, 2023**

Adjust research category and units amount on research page to prevent line break for long translations (DE)

### **October 31, 2023**

Fix executive dismissed instead of let go in rare case

### **October 30, 2023**

Fix achievement image not shown for non english languages

### **October 27, 2023**

Prevent race condition causing players redirected to realms page instead of realm switch

Make incoming and outgoing contracts accessible with screen reader

### **October 26, 2023**

Fix players redirected to realms page instead of switching realm, or getting inconsistent game state, when initiating more than one realm switch at a time

### **October 24, 2023**

Automatically reconnect chat and fetch new messages when connection is lost, or the player has been idle for several minutes (page refresh was needed)

### **October 17, 2023**

Improve chat stability

Show spinner when loading chat messages

### **October 13, 2023**

Fix Achievements screen crashing under certain conditions

Building linking improvements: do not offer buildings that cannot be linked: either they are already controllers or controlled from elsewhere

Fix when selling of certain resource, correctly suggest left and right resources in WH

### **October 12, 2023**

Fix: preselecting Q1 for production when at least one resource is missing in WH (or blocked) before the quality is loaded/shown (affecting players with slow internet connection)

### **October 11, 2023**

Fix: when clicking the exchange link from production building before the quality is loaded/shown, results in Q0 being preselected (mostly affecting players with slow internet connection)

Added page wide announcement ability for incident reporting

Make sure search screen matches English names of the guides

Added incidents reports and postmortems to the status page

### **October 10, 2023**

When setting price in retail, show Max button, that will preset the max time allowed by players level

Added pagination for the article section on the profile screen

Relax executives salary poaching limit

### **October 8, 2023**

Improvements to the generated events article and overall article translation quality

Only show Research link in WH when on eligible resource (not research, transport, or cu)

### **October 6, 2023**

Fixed steam achievements synchronization

Add direct link to research from Warehouse/Resource screen

Add spinner to Market Order cancel button

Government Orders sections in the Exchange updated: cleanup, more info shown, fulfilment profit computed in the Cash Receipts section

Adjust National Reserves exchange pricing in the Entrepreneurs realm to match Magnates

### **September 28, 2023**

Exchange recent resources section improvements: load faster, do not use more than one row, backfill with recently visited resources, if not enough resource kinds were purchased recently

Fix wrong style (no margins, images not scaling properly, etc.) for guides in library

### **September 25, 2023**

Localised realms in chat suggestions

Removed the deprecated the old Exchange UI

### **September 24, 2023**

Interface tips and Reference prices guides available in Turkish

### **September 22, 2023**

Polls accessible (read-only) for logged out users

### **September 21, 2023**

Achievements integration with steam achievements (part 1 - proof of concept, 2 achievements added)

Added machine translation for texts not yet translated by humans (players) - for better readability

Switched to a different, and much better, machine translation provider

Fix missing resources link in production would navigate on exchange with quality preset of -1 for Q0 product

Fix an issue causing lower quality production than selected in some cases

### **September 20, 2023**

Update PA newspaper notifications to feature specific player written articles

Show quality of production history in production building

### **September 17, 2023**

Fix simboost purchase sale not being reflected for Steam users (all purchases will be compensated shortly)

### **September 15, 2023**

Fix steam approximate prices conversion

### **September 14, 2023**

Fix chat menu dots on mobile scrolling with contacts

Fix default language setting for new steam installs

### **September 12, 2023**

Improved Achievements notifications UI

### **September 11, 2023**

Persist locked chat tabs per device

### **September 8, 2023**

When a collectible gets sold on exchange, the seller will receive a PA message with details

### **September 7, 2023**

Integrated payment support with the Steam platform.

### **September 4, 2023**

Plantation renamed to Farm; Farm renamed to Ranch. (We apologize for confusion this change caused. The term "plantation" has a negative connotation associated with it. So we decided to stop using the term.)

### **August 25, 2023**

Fix new exchange - retail infor for retailable products shown at the bottom of page on desktop

### **August 23, 2023**

Implemented feedback received for the new exchange redesign: Larger resource icons, add missing icon names, favorites section more prominent, next/previous icons added

New exchange is now default setting, you can override it in settings / preferences to get the former design

### **August 18, 2023**

Fix homepage show more stats button not working, make sure all stat sections are the same size

Fix game unable to load on devices with outdated DNS cache

### **August 15, 2023**

Make government order status icon more pronounced

Fix neither price nor highlight being updated when changing quality on exchange

### **August 13, 2023**

Fix incorrect collectibles not found yet displayed in encyclopedia

Fix market orders not being fetched from server when needed (i.e. Water Q3 on Magnates)

Retain map scroll position

### **August 8, 2023**

Fix unable to cancel order on exchange

### **August 1, 2023**

Launch pad queue length increased to 30 (was 24)

### **July 27, 2023**

Link Launch Stats page from Encyclopedia and indicate the realm name

The new exchange redesign available for all players - can be enabled in Account Settings / Preferences

### **July 26, 2023**

Fix collectibles page in encyclopedia not showing all available collectible items

Open resource detail in encyclopedia when clicking on a resource on the Collectibles page

Allow players to show unavailable resources in warehouse, to access that resource data (movements, contracts, etc.)

### **July 21, 2023**

Fix accessibility issues

### **July 10, 2023**

Add building approximate upgrade cost based on current market data to encyclopedia

### **July 5, 2023**

Fix bonds filters and pagination

### **July 3, 2023**

Add TR translations to supporters guide, retail and demand articles

### **June 30, 2023**

Add more social share button to Referral program page

### **June 29, 2023**

Fix level progress bar background

### **June 28, 2023**

Add IT translation to guides: Guide for moderators, Retail and demand, Reference prices and market limits, Teachers guide

### **June 26, 2023**

Entrepreneurs realm advanced into the 8th phase - Aerospace

### **June 22, 2023**

Chat connection stability improvements

**June 19, 2023**

Add TR translation to collectibles guide

**June 16, 2023**

Cash Receipts and Reimbursements CSV download increased to 30 days (was 7)

Rocket launches page URL and API updated to take into account realm

Events added - random resources will get production speed bonus or decrease. Starting on 26th.

**June 7, 2023**

Privacy Policy updated - clause "Communication of a personal data breach" added

**May 15, 2023**

Make simboosts gained from selling collectibles available for further collectibles trading

**May 12, 2023**

Enable Scientist achievements at the right realm phase (all enabled now for Entrepreneurs realm)

**May 10, 2023**

Fix incorrectly given growth certificates if company was inactive

**May 9, 2023**

NFT sales room removed

Collectibles exchange simboosts purchase period extended to 90 days (was 14)

Collectibles exchange seller info added

**May 8, 2023**

Government orders guide and Supporters guide available in Italian

Entrepreneurs realm advanced to the next phase - with car industry

**May 6, 2023**

Add new Collectibles Exchange, where players can trade collectible items for simboosts

Remove Algorand integration, NFT trading, and collectible auction house

Fix players with any language besides EN having an empty map when visiting

[www.simcompanies.com](http://www.simcompanies.com)

**May 3, 2023**

Creating blockchain escrows disabled, it's no longer possible to trade NFTs

**April 17, 2023**

Moderators can mention devs in any chatroom via @dev/@devs for mention push notification

**April 14, 2023**

Add support for resource and building emoji from chat in company description and private notes

**April 10, 2023**

Send a push notification when a player is mentioned via @ in a chatroom (can be turned off in notification settings)

**March 31, 2023**

Seasonal resources, like Xmas Crackers or Xmas ornament, can no longer be traded outside of their season.

Fix iOS push notifications

**March 30, 2023**

Themed background image added to the dark theme

Fixed braintree payment screen color issues when in dark mode

Improved new building screen

**March 29, 2023**

Fix redirect to map when refreshing building page

Fix message retract

**March 24, 2023**

Add info about recent simboosts movements into the HQ

Added note about ALGO/blockchain integrations removal to various places in the game

**March 23, 2023**

Rebrand chocolate to Ramadan sweets for the Ramadan period

**March 20, 2023**

Executives can no longer be sent in training, while being on strike

Fixed PA newspaper broadcast

**March 17, 2023**

Fixed unread messages clearing

**March 16, 2023**

Fixed CSV exports

**March 15, 2023**

Adjusted sales chat limits to 6 messages every 3 hours (was 4 messages every 2 hours)

**March 13, 2023**

Update generator for power and water newspaper articles (use AI for writing)

Advance Entrepreneurs phase: Enable executives

Fixed simboosts preserving following soft reset (after lvl 30)

**March 11, 2023**

Add turkish translation for Suggesting features guide, thanks TEKNOFROST

**March 10, 2023**

Add italian translation for guides - Realms, Submission, thanks 4PEOPLE S.R.L.

**March 7, 2023**

Fix incorrect translations with percentage sign - TR only

**March 6, 2023**

Fix login using Apple ID

**February 17, 2023**

Added dark/light preview to logo editor.

**February 16, 2023**

Fix clickable sponsor links in the Newspaper

Enable dark theme for everyone

**February 14, 2023**

Bonds guide and Construction guide available in Polish

**February 9, 2023**

Fix insolvency proceedings not working for some companies, preventing their bonds to be called

**February 8, 2023**

Fix quality stars in production building being blue, improve contract confirmation modal

Fix incorrect money shown when different realm contract accepted (visual issue only, players were not able to use that money)

Fix course invitation links not working

**February 6, 2023**

Show warning and require confirmation for contracts with suspicious price

**February 2, 2023**

Change the PA quest from Steel to Bricks, as the Steel is not used in construction since the Construction industry update

**February 1, 2023**

Fix game not loading for some devices

### **January 30, 2023**

Fix starter pack not being credited to players on Android when purchased, if you have bought it and not received it, please contact support

Unify emojis shown in suggestions with those shown in chat

### **January 24, 2023**

Dark mode (theme) enabled for supporters. The system theme: light/dark is used by default. It can be overwritten in the player settings

Collectibles guide available in Portuguese

### **January 22, 2023**

Fix flags for some countries in company profile not shown

### **January 20, 2023**

Show incoming contracts from other realm and spinner when contracts are not loaded yet

### **January 19, 2023**

Ability to switch the guide language without changing the player language

### **January 4, 2023**

Article covering the restaurant business added to the rotation

### **January 3, 2023**

Fix contest button not shown on some mobile devices

### **January 2, 2023**

Update NPC price in Entrepreneurs for: Reinforced Concrete, Bricks, Planks

Entrepreneurs realm advance to the next phase: electronics added, bonds max interest reduced to 4%

## 2022

### **29th of December**

Fix NFT trading after Android Pera Wallet 5.6.1 breaking change

### **22nd of December**

Updated the moderator marking in the chats (less prominent, and crown icon removed), tag clickable

### **20th of December**

Show spinner on chat icon when fetching unread messages

Updated UI: rounded corners removed at multiple places

### **19th of December**

Redesigned GUI - removed borders and orange headings, changed chat colors

### **15th of December**

Revert: Make supporters company name green in chat - made supporters being mistaken for moderators

### **14th of December**

Make supporters company name green in chat

Transcript of the last Questions and Answers session added

### **8th of December**

Show "Started in year" for relevant certificates - would not show for players that started in 2022

### **5th of December**

Separate last visited resource on exchange per realm; would keep only one value for all realms globally

Display resource image on certificates even when the resource is disabled (e.g. Xmas crackers)

Prevent market orders of disabled resources from being created (xmas crackers)

### **2nd of December**

Do not show pointer cursor for unread messages from other realms icon, as it is not clickable

Do not count seasonal resources (Xmas crackers and Xmas ornaments) towards Know-it-all achievement

Show exchange links from company profile only for same realm companies

Fix pinning a chat contact throwing an error

### **30th of November**

Adjust NPC National Reserves prices for Bricks and Transport in the Entrepreneurs realm

Show unread messages from other realm near the realm icon

### **29th of November**

Petrol retail model in Entrepreneurs realm slightly adjusted

### **28th of November**

Entrepreneurs realm advanced to phase 3: Bonds added

### **25th of November**

Realms guide available in Turkish

### **22nd of November**

Fix being able to play for deleted companies

Allow different interest rates in different realms. Entrepreneurs will allow 0.5% to 5% interest range.

### **15th of November**

Fix Collectibles ALGO trades, sometimes not reflected in the game

Fix messages from various sources being occasionally mixed up

Restaurant guide available in Italian

### **10th of November**

Fix skill bar overflow when viewing executive with high skill

### **9th of November**

Fix NFT trading after new version of Pera Wallet

### **8th of November**

Make sure at least 1 top menu icon (contest, acceleration, ...) is shown even on narrow screens (312px+)

Fix exchange scrolling when selecting resource, or going to exchange from production building

### **4th of November**

Fix resource/buildings icons display when chatting from Entrepreneurs realm

Add spinner when PA quest reply is selected

Restaurants guide available in Czech language

Fix NFT trading

### **3rd of November**

For partially filled market orders, lower the buy input quantity (previously was changed to 0) in case players intend to buy the rest

### **2nd of November**

Updated fair sausages PA quest buyout price to \$9.9 (was \$3.7)

### **1st of November**

Update exchange purchase screen. Add option to increase max price by 5%

Disable Aerospace sales chat in Entrepreneurs realm until aerospace is released

Require lvl 5 for sales chat posts

### **31st of October**

Let the Realm button in top menu quick switch to another realm, if player has more than one company; otherwise it will redirect player to Realms page

Fix producer/retailer certificates icons when viewing from a different realm

Fix duplicate PA quest replies when servers are busy

**26th of October** Remove collectibles section in the Entrepreneurs Encyclopedia until collectible items are available

**26th of October** Fix handling of Oil Rig's abundance in the Entrepreneurs realm

**24th of October** Entrepreneurs realm phase changed to 2

**24th of October** Supported platforms guide available in Czech

**24th of October** Fix building scrapping

**21th of October** Fix last activity tracking for players playing in both realms

**21th of October** Fix the building controller/follower interface crashing

**18th of October** Retail and Demand available in Czech

**18th of October** Simboosts exchange for money limited by realm phase. (1st phase: 2,000/day; 2nd phase 4,000/day; 3rd phase 6,000/day, ... 10,000/day max)

**14th of October** Company value, Balance Sheet, Overall ranking, Accounting overhead now computed only for companies active in the last 2 days (was 3). This is a temporary solution, attempting to speed up computation until we have a better solution.

**13th of October** Teachers can copy student invite links

**12th of October** Referrals update: Referring companies get simboosts as rewards; Referred companies get \$2,000 starting bonus; Only referred companies that do at least one SB purchase are considered (sorry, we had to do this to prevent fake referrals cheating)

**11th of October** Adjust construction market order prices put up by National Reserves NPC on Entrepreneurs realm

**10th of October** Guides available in French: Realms guide, Retail and Demand, Newspaper submission guide, Suggesting features, Future development, and Moderators guide

**7th of October** Allow ignoring companies from other realm (useful for chatrooms)

**7th of October** Realms guide added

**7th of October** Retail & Demand guide, Limits guide, available in Portuguese

**6th of October** Make the new building construction cost approximation based on market data

**5th of October** Fix encyclopedia sales calculator to correctly estimate profit per unit with acceleration speed boosted

**5th of October** Make the Ukrainian HQ unlockable for free

**4th of October** National Reserves should re-post orders after they are filled

**4th of October** Entrepreneurs realm launch! - open for everyone

**3rd of October** Entrepreneurs realm launch! - opened for supporters

**1st of October** Add possibility to transfer simboosts to a new realm; limited time offer; does not consume simboosts from Magnates until Realms update launch

**27th of September** Fix supporter chat image on the checkout page

**27th of September** Remove quarry and clay from first 2 realm phases

**27th of September** Fix level up messages to reflect realm features

**27th of September** Fix incorrect underage info when viewing company from other realm

**27th of September** Update other tabs when realm changes

**27th of September** Fix building construction of buildings that are not yet available

**26th of September** Fix chatrooms load if course chatroom is subscribed to

**26th of September** Fix chat contacts drawer being covered when there is a pinned message on mobile

**26th of September** Remove duplicat loan-shark certificates

**26th of September** Account delete section update - clearer communication

**22nd of September** Entrepreneurs realm - Post tutorial "suggestions" (blue hints) disabled

**22nd of September** Entrepreneurs realm - delay quadcopter PA quest until Electronics industry is enabled

**22nd of September** Entrepreneurs realm - allow clicks on logo when sender from a different realm

**20th of September** Player settings restart page updated, failsafe against accidental reset added

**20th of September** MarketBuyer achievement updated

**2nd of September** Stale market orders cancelled sooner. All orders auto-cancelled after 2 weeks. Orders with unpaid fees cancelled after one week.

**31st of August** Restructure account settings for realms update

**30th of August** Restaurant maximum menu price limited to \$350 (was \$450), minimum occupancy slightly decreased. (This is to address exploit where rating 0 restaurant runs with maxed out menu price were still profitable)

**16th of August** Fixed restaurant rating computation. Multiple qualities used of the same food kind where incorrectly considered as multiple food options. This was now fixed.

**13th of August** Fixed retail finish time amount entry - for case when quality was non zero

**8th of August** Fix error with market tick size \$NaN when trying to post on exchange in some cases

**6th of August** Retail and demand guide added to the library (available in English and German)

**6th of August** Fixed PA announcements on economy cycle change

**4th of August** Chocolate retail models updated (profit corrected for normal economy cycle, there should be little to no profit at the current demand level)

**3rd of August** Replace quality stars with Q1-Q12 as higher quality covers resource name on narrow devices

**3rd of August** Remove start over limit - every start over will award a player with a certificate, but the bonus is capped to 6%

**2nd of August** Basic fat-finger checks added for all resources

**1st of August** Fix contracts not loading on warehouse stats page

**29th of July** Allow players to cancel their own market orders from their profile page

**27th of July** Make sure all achievement stars are shown on mobile in display case + adjust resource stars

**26th of July** Fix game sometimes crashing when trying to build a new building with very slow connection

**25th of July** Fix - Starting over can only be done twice, with the bonus stacking up to 6%

**20th of July** Ranking and certs for companies started in 2022 added to homepage (will compute values for tomorrow)

**20th of July** Chat loading speed improved, collectors page load speed improved

**20th of July** Encyclopedia ranking blobs increased to 400 companies (was 50)

**18th of July** Company rating agency (assigning company risk ratings: AAA+, AAA, ...) updated its internal rating system

**18th of July** Run machine Turkish translation for player written newspaper articles

**14th of July** New chatrooms added: [it] Social and [tr] Help

**11th of July** Exchange Bond categories split further into more sections to allow easier navigation

**8th of July** Do not show contract suggestions for deleted companies (recipient suggestion, and recent outgoing contracts)

**4th of July** Improve handling of links in chat surrounded by parentheses

**4th of July** Make Personal Assistant send links to relevant articles (FAQ, Terms & Conditions) when informing player

**30th of June** Stop applying research when cap is reached (12 or realm cap); would consume all researched applied while not giving patents

**24th of June** Collectibles can only be auctioned once

**24th of June** Chatroom for teachers - using educational version added

**23rd of June** New set of chat icons - our current set has issues with contrast (readability); the flags, while intuitive, were abandoned due to players nationality issues

**22nd of June** Changed Turkey to Türkiye, as the country has been rebranded

**22nd of June** Improve detection of the right quality based on other inputs when buying missing products from exchange while setting production

**17th of June** CMOs impact on the restaurant rating reduced by 33%

**8th of June** Non-English speaking chatroom icons updated to make them more easy to distinguish

**7th of June** Fix buying robots from the building menu, using the Buy Missing button

**7th of June** Strictly limit production time - there was a 5% leeway so production of more than 48 hours was possible

**6th of June** Various UX bugs relating to the new realm implementation fixed

**1st of June** HQ skin unlocks available from level 10 (was 20)

**30th of May** Fix help chatroom suggestion for Czech, Polish, and Mandarin languages; the chatroom was not being highlighted

**30th of May** Fix building image in reposition modal - luxury restaurants and idle recreational buildings had a wrong image

**25th of May** Czech game chat split into: Hra and Obchod

**25th of May** Polish Help chatroom added

**25th of May** Chatroom for buying/selling NFT collectibles added

**24th of May** Add possibility to export students' executives info for course teacher

**23rd of May** Fix no exchange orders for higher Q when buying from a link in a production building

**21st of May** Fix labor cost calculation shown for production (does not affect the money taken from the player)

**21st of May** Fix display case - achievements were a different size and broke the layout

**20th of May** Do not display reset date for companies that haven't been reset

**19th of May** Fix android app zoomed in for some devices (mainly Samsung and Vivo smartphones)

**19th of May** Fixed issue with applying robots to high level buildings

**17th of May** Fix resource images not loading in chat in some cases

**12th of May** Legal documents: Terms & Conditions, Privacy Policy, Cookie Policy, integrated with the library, search, and in-chat typeahead

**3rd of May** Performance improvements

**3rd of May** 'Void' country added to locations

**28th of April** One week of Ramadan Sweets (Chocolate resource name/image temporary substituted with Ramadan delicacy)

**22nd of April** Overall restaurant occupancy slightly decreased

**22nd of April** Performance optimization better gaming experience

**20th of April**

Transcript of the latest [Q and A](#)

**20th of April** Support Hiragana and Katakana in chat

**19th of April** Roleplay chatroom rules update - optional suggestions added

**19th of April** Starting pack - PA message explaining the temporary construction slot - if given

**19th of April** Performance optimization - for sooth server response times even during the peak hours

**19th of April** FAQ available in Czech

**14th of April** Collectibles auction cashflows added to the Cashflow statement

**8th of April** When using production/sales query (1hr, 3pm, etc.), use maximum time available; there were a last minute reserve, and rounding error

**8th of April** Pinning a resource in a building is now persistent across all devices; will automatically migrate from the current system

**4th of April** Restaurants occupancy modeling adjusted - occupancy with low rating/high menu price will now go a bit lower

**28th of March** FAQ translated to Turkish

**23rd of March** Added an ability to pin a resource to the top in retail buildings (busting caches will remove all pins)

**19th of March** Added an ability to pin a resource to the top in production buildings (busting caches will remove all pins)

**18th of March** Added support of quantity codes (am/pm/hr) to retail buildings (price needs to be set)

**17th of March** Group articles into categories in the Library

**17th of March** Added explanation of quantity codes (am/pm/hr) to production buildings

**16th of March** Add all library articles to chat suggestions

**2nd of March** Turkish roleplaying chatroom added

**2nd of March** New HQ added: Bell tower of St. Michael Golden-Domed Monastery in Kyiv, Ukraine

**28th of February** Aerospace guide translated to Czech

**22th of February** Reference prices and limits guide translated to Czech

**21st of February**

### **Changes to restaurants**

Rating - Luxury restaurant multiplies the effect of the rating, rather than add to it. (It will have much larger impact for high ratings, and low to no impact for low ratings)

Rating - Having good staff (service) has slightly decreased (positive) rating impact

Wages - Luxury restaurant wages are half of the economy restaurant wages

Consumption - Restaurant consumption of food units increased

Occupancy - Occupancy modeling based on price and rating updated - extremes like 100% and 0% are less likely

Occupancy - Luxury restaurant can hold 50% as much customers as economy (used to be 35%). This increases revenue but also food consumption

**24th of February** Fix false building idle notifications for Launchpads and restaurants

**18th of February** Auction house update: bidders can not increase their own bids once over \$3M. Fee updated to be 30% or bid portion over \$20M - whichever is higher

**17th of February** One-of-a-kind collectibles now given just to players with ALGO address registered

**17th of February** PA quests that increase current production yield updated. Units added are now rounded down (was up)

**16th of February** New chat suggestions enabled for all players, available for all platforms; type : for emojis and @ for mentions

**15th of February** Add research certificate for aerospace research

**15th of February** Show time executive poaching offer was extended at

**10th of February** Reference prices and limits guide available in Mandarin

**10th of February** Retail modeling for smartphones in normal economy updated

**10th of February** Guide for supporters guide available in French

**10th of February** Robotics and specialization guide available in Czech

**5th of February** Retail modeling for chocolate and diesel updated

**4th of February** Ability to type and send messages while previous messages are being sent

**3rd of February** Fixed Valuation Allowance extreme values causing company value to jump around

**2nd of February** Fixed Contract Input: the price should no longer revert to default when cleared manually

**2nd of February** Fixed retail price arrow +/- in the Encyclopedia Sales Calculator

**1st of February** Added new chat suggestions for supporters, available for all platforms; type : for emojis and @ for mentions

**1st of February** Share value and outstanding shares removed from company profile. (Until we develop it further it has no information value)

**26th of January** The Mandarin universal chatroom renamed to "☐☐ " and a separate Mandarin sales chatroom created

**26th of January** The Polish universal chatroom renamed to "Ogólny" and a separate Polish sales chatroom created

**24th of January** Executives guide, Economy model, and Construction guide available in Czech

**21th of January** Bonds guide and Government orders available in Czech

**21th of January** Collectibles guide available in Mandarin

**21th of January** The restaurant guide available in French

**21th of January** Encyclopedia / Collectibles page added

**20th of January** Low demand indicator "none" renamed to "almost none"

**18th of January** Executives guide, Economy model, and Suggesting features, available in Polish

**17th of January** Auction house: bid button overflow fixed

**17th of January** Research guide available in Czech

**7th of January** Forgot password flow fixed

**4th of January** Number of exchange orders listed limited to 100 - to speed up rendering and reduce device RAM requirements

## 2021

**25th of December** Use fractions like 1/16 instead of 0.0625 in encyclopedia consumption amount

**25th of December**Hiding contact in chat leading to 404 page fixed

**25th of December**Collectors page NFT links to nftexplorer now (was algoexplorer)

**20th of December**ALGO simboosts pricing reduced by about 10% - to reflect no payment provider fees when this method is used

**15th of December**Ability to purchase Sim Boosts for ALGO (browser versions only)

**14th of December**NFTs trading history and ability to advertise added to the auction house

**13th of December**Interface tips guide available in czech

**9th of December**Auction finish UX improved

**8th of December**A special surprise for the contest winner implemented

**8th of December**Restaurants rating computation adjusted - low food quality hurts rating a bit more, high quality food has smaller positive effect on rating than before

**7th of December**Winter HQ building added (unlockable)

**6th of December**Include Quality in the new contract notification email

**6th of December**Clear stalling, emptied, NFT escrows

**6th of December**Warning language to prevent direct ALGO sending by accident

**3rd of December**Q1 CUs and Transport removed from the list of available collectibles

**3rd of December**Fixed accounting overhead when players resets between rollover time and accounting time

**3rd of December**Accounting overhead fixed - did not run the morning 3rd

**30th of November**Display collectibles not found yet (Encyclopedia / Collectors / bottom)

**30th of November**Auction house keeps history of auctioned items and displays the latest

**30th of November**Encyclopedia collectors page now only shows collectors with NFT claimed collectibles

**30th of November**50 ALGOs funding fund available. Companies claiming their NFTs on an empty wallet will get funded with 0.5 ALGOs automatically - courtesy of Patrik: 25 ALGOs and Fox Nations Inc.: 25 ALGOs. Available until the fund lasts.

**30th of November**NFTs added - no longer experimental, see setup details in the Collectibles guide

**26th of November**(Experimental) NFTs added - you can claim your collectibles as NFT tokens and trade them on blockchain

**26th of November**Robotics guide available in French

**26th of November**Collectibles guide available in Spanish

**26th of November**Collectibles and reference prices guides available in French

**25th of November**Auction house - correctly update front-end money for bidder and previous bidder on a new bid

**23rd of November**First-to-produce collectible is now given to the FIRST 10 players, not 10 items to a single producer (for Q11 and Q12 - there is still just one item)

**22nd of November**First-to-produce collectibles are now given to the FIRST producers!

**22nd of November**Collectibles guide available in German

**22nd of November**Collectors screen added (accessible thru Encyclopedia)

**22nd of November**Auction house screen added (accessible thru the Exchange)

**22nd of November**Collectibles guide added

**14th of November**Polish obscenities filtering added

**11th of November**Profit entry added to the Cash Receipts from finished restaurant runs

**11th of November**Q11 and Q12 added to the exchange filter

**5th of November**Update the restaurant building and cash when run finishes automatically

**5th of November**Beginners guide available in czech

**4th of November** Food items restaurant consumption chart added to the encyclopedia - values up until now are approximated

**4th of November** Dropping demand for items sold in both restaurants and grocery store fixed

**2nd of November** Maximum number of display case slots increased to 12 (was 8)

**2nd of November** Veteran certificates added for 4th and 5th year

**2nd of November** Restaurant close confirmation dialog added

**2nd of November** Restaurant closing status and rating visible on the map

**2nd of November** Aerospace article added to rotation

**1st of November** Machine translation of user contributed articles (in the absense of human translation)

**1st of November** Exchange price in the Encyclopedia is now a clickable link to the exchange

**1st of November** Hindi obscenities added to the filter

**26th of October** Restaurant runs chart added

**26th of October** Restaurant menu setting -added indication of quality that will be used

**26th of October** Reference prices article available in Spanish

**26th of October** Hindi chatroom added

**26th of October** Hindi language support dropped - there was no interest for it

**25th of October** Sales speed bonus adds 0.02 to the resulting restaurant rating

**25th of October** Show old rating for each restaurant run

**23rd of October** Update to reference prices and limits

**22nd of October**

Price limits and reference prices article added: [link](#)

**22nd of October** Market limits will allow to post under the current market price

**21st of October** Restaurant COGS accounted properly (were accounted in OCI before)

**21st of October** Chat 'pasting' fixed for android

**20th of October** Restaurant rating is now decreased (by 12.5%) if it closes.

**20th of October** Fixed links in pinned messages (they were not opening anything)

**20th of October** Clicking on PA in search takes you to messages with PA

**19th of October** Fixed rounding issue sometimes preventing the restaurants to start when exact food amounts were available

**19th of October** Character limit error message added when updating company note

**19th of October** Restaurant triggers +5 daily produce or sell simboosts

**19th of October** Add the exact time restaurant finishes

**18th of October** Faulty contest checkpoint computation fixed, and results back-updated to reflect the fix. (In rare case some restaurant runs were not taken into account)

**18th of October** Updated PA quest - \$1,000 bet with sausage sourcing price. Update was needed, since the way sausages are produced changed.

**18th of October** Average retail price for products only sold in restaurant removed - there is no valid value for them

**18th of October** Missing agriculture buy/sell tags fixed

**18th of October** Fixed front-end cash update after restaurant reconstruction is started. Note: this fix breaks front end update after changing any other restaurant properties - updating the game version, or busting cache is needed

**18th of October** Fixed restaurant doing shorter than 12 hour runs on re-opening

**18th of October** New building images now using PNGs (was SVG) - for compatibility with older devices and faster rendering

**17th of October** Restaurant guide now available in Turkish and Portugal

**17th of October** Fixed restaurant UX not to display blocked resources as available

**17th of October** Fixed exchange left/right arrows

**17th of October** Restaurant Wars contest fixed to show 30 top contestants

**17th of October** Resource images now using PNGs (was SVG) - for compatibility with older devices and faster rendering

**16th of October** Fix restaurant consuming wages even if the next cycle does not start due to food being unavailable

**15th of October** Restaurant reconstruction cost reduced to approximately half the upgrade cost (was full)

**15th of October** SIMICHELINE STAR monthly certificate added, for the fanciest restaurant.

**15th of October** Know-it-all achievement rewards increased

**15th of October**

Restaurant guide added

**15th of October** New contest mechanics implemented to support the contest: Restaurant Wars

**15th of October**

**Food industry expansion**

30 new resources

1 new research resource: Recipes

7 new buildings

Retail building with new mechanics: Restaurant

**11th of October** Guide type-aheads added: :lib-faq:

**11th of October** Scientist L12 added

**11th of October** Browser title fixed for visiting company profiles

**7th of October**

Transcript of the latest Q and A

**5th of October** Filtering exchange by quality in the warehouse

**5th of October** Number of incoming contracts in the navigation

**5th of October** iOS notifications actions

**4th of October** Spooky, haunted, HQ building added

**30th of September** iOS native app push notifications support. Go to account settings / notifications to enable

**22th of September** Fix incorrect bonds amount update on exchange when buy confirmation modal is closed

**17th of September** Fix search history to persist closing browser window

**16th of September** Future development article, and Simtimes submission guide available in Turkish

**15th of September** Fix top of the encyclopedia ranking page

**14th of September** Bug report page updated

**14th of September** Fix map display for phones with very small screen height, sub 560px

**13th of September** Show contact unread counter when contacts are collapsed on mobile

**12th of September** Fix ranking

**12th of September** Fix chat reconnecting

**10th of September** Ticker added to homepage and exchange

**10th of September** Fixed popup message colors

**9th of September** New UI navigation - footer removed, bottom menu added - main game screen easily reachable with thumb

**8th of September** Economy model article available in Turkish

**6th of September** Interface tips guide available in hindi

**6th of September** Aerospace guide and Gov. orders guide available in Turkish

**2nd of September** Added online/offline indicator to contract sending screen

**2nd of September** Possibility to report private communication added.

**25th of August** Game de-listed from Armor Games - all AG users converted to regular web users

**17th of August** Bond detail screen improvements: previous/next added, last seen info added

**16th of August** Copy URL added to the top of newspaper screen

**12th of August** The research guide available in Polish

**10th of August** Times submission guide available in Portuguese

**10th of August** Top ranked company started in year 2021 added to the homepage

**9th of August** Extra information about poaching and unemployed executives added to the auto-generated executives article

**6th of August** Few auto generated articles updated to contain list of top producers

**6th of August** Chart displaying used tags added for Power, Water, and Research newspaper auto generated articles

**6th of August** FAQ available in Polish

**6th of August** Top 10 rank list added for companies started in 2018, 2019, 2020. There will also be 3 monthly certificates for each.

**5th of August** Ability to ignore/unignore company from the profile

**4th of August** Send button added

**3rd of August** Added fake countries with cool flags to the player country option: pirates, rainbow, peace

**3rd of August** Retail revenue percentages fixed for auto-generated retail articles: food, fashion, cars, electronics. Was showing 100 times less than correct number.

**3rd of August** "Translated by" field added to articles

**30th of July** Fixed emoticons and flags support for some devices (Windows, ehm.) with poor unicode support

**29th of July** Clicking on HQ truck icon takes you directly to the incoming contracts screen

**29th of July** Tag search result have online/offline indicator

**29th of July** Page with rocket launches stats added:

**29th of July** Player's country, if set, displayed on the public profile screen

**28th of July** Ability to put your flag on the Ariake HQ building. (Your country flag can be set in the account settings)

**18th of July** Robots installation screen finish time fixed

**18th of July** New HQ design added - in the honor of the upcoming Games

**15th of July** Ability to re-run recent production or retail tasks available to everyone

**15th of July** Exact upgrade time finish display on the upgrade confirmation screen

**30th of June** (Supporters only) - Ability to re-run recent production or retail tasks

**28th of June** Building screen UX update - "rename" button added to the quick menu, robots removed from quick menu

**25th of June** Building screen UX update - buttons collapsed for mobile

**22nd of June** Add quality 11 (scientist also updated)

**22nd of June** Research guide available in Mandarin

**21th of June** Allow company description editing from the public profile page

**21th of June**New/old HQ building image added as unlockable

**18th of June**Bonds call date display fixed

**16th of June**PA quest added

**16th of June**Current exchange price added to encyclopedia

**15th of June**Robots: yes/no added to encyclopedia production calculator

**15th of June**HQ contract indicator, the truck - number color changed to black

**15th of June**Guide for beginner available in Polish

**14th of June**Fixed missing goods in the Contracts outflow summary when sent to deleted buyers

**14th of June**Robotics and specialization guide available in Turkish

**14th of June**Fixed newspaper ads alignment

**11th of June**Robotics added, you can install robots on your production floor in production buildings. Robotics and specialization guide

**7th of June**Experimental Hindi (India) localization added

**7th of June**Warning email is sent if account email is changed

**7th of June**More guides translated to mandarin: Construction industry, Aerospace industry, Economy model, Suggesting game features, and Submission the Sim Companies Times

**5th of June**Government orders guide available in mandarin

**5th of June**Added monthly Producer certificate for the company producing of an item

**4th of June**Added monthly Mad Scientist certificate for the company producing most research units (one cert for each research kind - excluding AS)

**4th of June**Supported platforms guide available in mandarin

**3rd of June**Occasional Page not found when clicking on tagged company in the chat fixed

**2nd of June**Terms and conditions, Privacy policy, Cookies policy available in Czech, Polish, and Mandarin

**2nd of June**Interface tips guide available in mandarin

**1st of June**Exploit fixed - poach offer salary can no longer be updated once placed

**1st of June**More timely delivery of the daily achievements: logged-in and production/retail start

**28th of May**Chat - Removed own company name from post entries, chat will be less cluttered

**28th of May**Fixed transportation units not being updated on the front-end when posting to the exchange or sending contract

**27th of May**Czech and Polish chatrooms added

**27th of May**Building idle push notifications fixed (regression bug from last week)

**27th of May**Unsigned contracts are now auto cancelled when you put the seller on ignore list

**27th of May**Fixed PA quests stability, quests were delivered unreliably

**27th of May**Executives guide translated to Mandarin

**25th of May**The "Supplier" achievement level added

**24th of May**The bonds guide available in Mandarin

**20th of May**Start over (or soft reset) feature limited to be only used twice.

**20th of May**Red color used for liabilities in accounting chart (was black)

**20th of May**Search tag results ordering updated. Priority: number of matching tags, company rating, company rank

**19th of May**Economy models article available in French

**19th of May**Retailer monthly certificates added (most products retailed)

**18th of May**Simboosts images on the checkout page updated

**18th of May**Fix translation of Government orders names

**17th of May**Push notifications for idle buildings delivery speed increased to 10 minutes

**14th of May**Fixed missing prices for supporter and starter pack

**13th of May** Fixed idle building push notification for case of launchpad

**12th of May** Push notification support for android native app (update in play store to version 1.06 or later required)

**11th of May** Copy URL function added to top of each guide

**11th of May** Copy to clipboard buttons added to android native app

**11th of May** Bonds computation split into 4 jobs that run in parallel (was 2)

**10th of May** Services status page added: Status page

**10th of May** Exchange push notifications fixed (were coming in even if disabled)

**10th of May** 2 new payment packages added

**10th of May** HQ design unlocks available from lvl 20 (was 25)

**10th of May** Fixed production unit-cost frontend estimates when changing target output quality

**9th of May** Push notifications content fixes: HTML tags from PA removed, resource icons replaced with resource names

**7th of May** Fixed research building upgrade screen - show % production increase

**7th of May** Fixed new message push notification click - open the right chat window

**6th of May** Teachers guide, Economy model and Sim Companies times guidelines translated to Spanish

**4th of May** Push notification for signed contract added

**3rd of May** Push notifications enabled for everyone (was supporter only). Note: Android and iOS apps are still not supported

**3rd of May** Unlockable headquarters designs added

**3rd of May** Online/offline indicator changed to use color circles

**3rd of May** HQ images updated, lvl 22+, and lvl 25+ updated

**3rd of May** Polish language support added (marked as experimental - only 24% translated)

**2nd of May** (supporters only) Push notifications for idle building and bonds sold

**30th of April** (supporters only) Push notifications for new messages, new contracts, and exchange fills implemented

**30th of April** (supporters only) Browser push notifications support added (desktop browser, mobile browser, and PWA)

**30th of April** Online/offline indicator added to profile page

**29th of April** "Loan Shark" monthly certificate added, for most interest collected

27th of April - Company suggestions when sending a contract improved

27th of April - Prospector achievement rewards halved

27th of April - HQ images updated

27th of April - Future development and Suggesting features now available in Spanish

26th of April - Ability to retract chatroom entries (useful for marking sales posts as fulfilled)

23rd of April - Fixed rebuild "glitch" when the mine/rig/quarry slot flashed empty for a moment

22nd of April - Warehouse/Stats sorting update: sourcing cost / quality (used to be sourcing cost / sourcing cost)

22nd of April - Spanish roleplay room added

21st of April - Government Orders sizes adjusted (we should get smaller orders)

20th of April - HQ map position changed, Warehouse removed, new simboosts unlockable slot added

19th of April - Fixed a rare bug when just resent contract displayed as a previously sent contract (could happen when resending different contracts rapidly)

18th of April - Emoji for blue simboosts star added

18th of April - HQ/WH menu switch can now be triggered with swipe left/right gesture

14th of April - Headquarter and Warehouse screens and menus merged

14th of April - More details available in store pick Cash transaction entry

13th of April - Move newspaper article authors to the top of the article

13th of April - Submission to Sim Companies Times guidelines moved to the library (was only in the forum before)

8th of April - Indicate if construction resources are not in the warehouse (red color) on the new building screen

6th of April - 5th executive staff slot added

5th of April - Educator monthly certificate added

5th of April - Prospector achievement expanded

5th of April - Italian chat split into: Gioco and Venditi

5th of April - Construction industry article added to the newspaper rotation

4th of April - Suggesting features page translated to Portuguese

3rd of April - FAQ translated to mandarin

31st of March - Go to last visited resources when clicking on the exchange (instead of defaulting to power)

31st of March - Supporters guide available in Spanish and Mandarin

30th of March - Hiring agency update: the executive is no longer located when search is initiated, but when it finishes. This should provide more accurate results in terms of executive being still unemployed, or still without trainings. (This is still not guaranteed thought, since the same exec

can be located by multiple searches)

30th of March - NPC trader is more powerful

30th of March - Beginners guide available in mandarin

27th of March - CV requirements to bid for GOs relaxed a bit

26th of March - The "block" chat feature is not longer adjustable by players. We will deal with harassment cases individually and set it up ourselves in extreme cases.

26th of March - Aerospace guide and Supported platforms available in Spanish

23rd of March - Items in extreme demand receive better retail margins

22nd of March - Mandarin speaking chatroom added

22nd of March - Fixed overlapping weekly income statement (period of 8 days, instead of 7 was reported)

22nd of March - Split exchange bonds into more categories

22nd of March - Government orders guide translated to Spanish

22nd of March - Ignore and block from chatrooms features split

22nd of March - Stars alignment on the achievements screen fixed

20th of March - Hide chatroom messages from players that are ignoring you

19th of March - "Rebuild" button added to mines/rigs/quaries with low abundance

19th of March - Interface guide translated to Spanish

19th of March - Overachiever given one rank too early fixed

19th of March - Missing "Liabilities" in the accounting chart legend fixed

19th of March - Q9 and Q10 added to exchange filter

15th of March - Fix encyclopedia levels screen for mobile phones

15th of March - Scientist achievement added for quality 9 and 10

15th of March - Support for "☺" unicode colon in chats

15th of March - Localized "5 minutes ago" strings for Spanish, Czech, and Mandarin

13th of March - Patch \$1 unemployed executive hires

13th of March - Fixed executives retiring

12th of March - HQ/Accounting - chart has more details

12th of March - Most (hopefully all) chinese unicode characters unblocked for chats

12th of March - Added note about launchpads to encyclopedia: launch times are not impacted by economy cycles

10th of March - "Invest in bonds" button moved higher up on the finance screen

10th of March - Bond call entry now in "\$" was bond amount before

7th of March - Tag unlock confirmation added

4th of March - Fixed resource source price rounding when doing partial fill

4th of March - Time when executives gain their experience skills added to timetable

4th of March - Warehouse stats screen alignment fix

24th of February - Decimal indicator for input resource on the production screen fixed

23rd of February - The "Elon award" monthly certificate added

23rd of February - Other Comprehensive Income (OCI) swings fix

22nd of February - Communication restrictions added for underaged students

22nd of February - The last Q and A session updated Q and A

20th of February - FB login fix for android and apple apps

20th of February - Fix bug when not all experience points were given on construction rush

20th of February - Send PA notification about more quests coming less often

16th of February - Fixed executive setting in rush while training

16th of February - Fixed blocked research points coming up in the product research screen

15th of February - Headquarter/overview liabilities sign fixed +/-

15th of February - Interest coverage indicator sign fixed on the Finance screen

15th of February - Fix "posting too often" error notification for sales chat

13th of February - Income statement computation speed up: 2x

13th of February - CSV export with cash transactions localized

12th of February - Fixed PA growth warning, unread did not go away after clicking "Sure"

12th of February - Update player cash and outgoing contracts when contract is signed

12th of February - Update player cash when his market orders are filled

11th of February - Launchpad changes

- max level increased to 10

- base, lvl 1, launchspeed increased 4 times, to 128 hours

- all pads over lvl 10 decrease to lvl 10

- max launch queue size doubled to 24

9th of February - Executive skill over photo - readability issue fixed

9th of October - The last Q and A session updated Q and A

9th of February - Performance optimization

9th of February - List of moderators added to the library

9th of February - Added ability to cancel executive search

9th of February - Incoming contracts sorting, by date, switched order, oldest at the top. (To prevent accidental contract accept when newer contract appears in the place of a different contract.)

8th of February - The "Max" button on the hq/finance screen fixed to use the value of current buildings (not buildings from the most recent rollover)

8th of February - Midas, January 2021, date info fixed

8th of February - The "max" button in production screen no longer gives float amounts

8th of February - Fixes to various layout issues on mobile devices with chrome

4th of February - The blocked resources indicator update, ordering preserved, half lock indicator for partial locked resources.

3rd of February - The blocked resources indicator on the main warehouse screen now shows if at least one resource quality level is blocked (all of them had to be blocked before)

3rd of February - Xmas crackers valued at \$10 for company value computation purposes

3rd of February - Fixed issue where an executive skill indicator was covered by exec's face

2nd of February - Executives text overflow fix

2nd of February - Fixed purchase of bonds of the same company

2nd of February - Fixed owned bonds purchased time ordering

2nd of February - Performance optimization

2nd of February - Bonds guide available in Spanish

29th of January - Research guide available in Turkish

27th of January - Exec salary input when poaching fixed

27th of January - Fixes

25th of January - Display hostile offers when visiting executive detail screen

25th of January - Hide "Let Go To Competitor" button if salary is already higher than hostile offer

24th of January - Date/Time formatting fixed for CASH RECEIPTS AND DISBURSEMENTS on Firefox

24th of January - Fixed mine/rigs degradation (was not degrading for some buildings)

24th of January - Fixed NaN in historic cashflow displays

24th of January - Fixed "adjust bond offering" link in the Exchange/bonds

22th of January - Number and date formatting on newest Chrome fixed

22th of January - Tutorial updated to reflect the new HQ

22th of January - New HQ, redesigned, available for everyone

22th of January - iOS integration update: Facebook login added, faster load (doesn't work with iOS app version 1.4.0 or lower)

22th of January - Cache-bust link now works when clicked in the chat

18th of January - iOS application released - App Store Link

15th of January - Fixed display of acquired patents when research thru 2 quality levels

13th of January - Images for lvl 4 quarry and construction factory added

13th of January - New HQ - ability to set poaching offer salary

13th of January - New HQ - bonds display fixes

13th of January - Possibility to report bugs while outage announcement is on

11th of January - Plantation lvl 3 image added

11th of January - "Max" button on the production screen takes account the fact that player can go cash-negative when producing

10th of January - Fix quality select on the exchange

9th of January - Premature resource giveout from production buildings when recreation buildings stop fixed

9th of January - Market purchased goods sourcing cost rounding fixed

9th of January - Company logo in warehouse/contract input screen fixed

8th of January - union PA quest updated

8th of January - Market order click on the company page scrolls up

8th of January - Settings/chatroom page redesigned to be easier to use

7th of January - Construction guide translated to Turkish

6th of January - Page load speedup

6th of January - Cash totals added below the contract screen summary

5th of January - Search results ordering updated: companies last

5th of January - Exchange data fetch speedup, only top of the market fetched

3rd of January - Moderators can choose to be flagged as moderators

3rd of January - Having enough transportation units checked on the contract/exchange screen in the warehouse - link to the exchange added

1st of January - Beginners guide translated to Spanish

1st of January - Few UX/UI and language improvements

1st of January - PA chatbot functionality retired (it wasn't working as expected)

1st of January - ES, FR and TR chatrooms split into game/social

## **2020**

29th of December - Turkish language update; executives guide translated

27th of December - French language update

20th of December - Fix display of unread messages

19th of December - New HQ (supporters only) - Executives - trainings bar added, let go to competitor option added

18th of December - Sand removed from newspaper mining articles rotation

18th of December - Bonds guide translated to Turkish

17th of December - CSV download of the whole warehouse added

17th of December - 2 more prospectors added

17th of December - Retail store / factory pick-up optimization

14th of December - Beginners guide translated to Turkish

14th of December - Company value computation fixed - ranking has been corrected

11th of December - Spanish sales chatroom added: ES Ventas

10th of December - Fixed 11st, 12nd, and 13rd on the contest certificates

10th of December - Supporter guide added

10th of December - Bug reporting screen updated

8th of December - Easier tag management (UX improvement) modal doesn't close after change anymore

7th of December - Public profile information formatting fixed for line overflows

7th of December - Over-achiever achievement for top 6,000 rank added

6th of December - Fix accounting fees computation with existing bank

2nd of December - Bonds interest computation speed-up (~ 2x)

2nd of December - Xmas crackers always valued at "0" when computing company inventory value, xmass crackers removed from P&L checks

30th of November - Production input resource missing, exchange link, now prefiles the amount

30th of November - Fixed launching of rockets, lower Q rocket was being consumed instead of the correct one

30th of November - Corrected the Retail breakdown screen for case with time accelerator running

30th of November - (Supporters only) - ability to link research buildings

27th of November - (Supporters only) - ability to link buildings, so they execute the same production/retail orders

25th of November - Rollover script and Income Statement computation scripts optimized (finishing ~ twice as fast)

25TH OF NOVEMBER - ECONOMY MODELING CHANGES (ALSO KNOWN AS AS-NERF)

Food: tiny profit margin increase

Clothing: no change

Construction: no change

Luxury watch: \$6 margin decrease

Necklace: \$3 margin increase

Electronics: average of \$8 margin decrease

Cars: \$40 to \$80 margin decrease

Petrol, Diesel: no change

SOR: \$3k margin decrease

BFR: \$27k margin decrease

Jumbo jet: \$5k margin decrease

Luxury jet: \$1,500 margin decrease

SEP: \$850 margin decrease

Satellite: \$1,000 decrease

Value of patents resulting from Aerospace research will be valued about 7% less - this correction is needed so Launching rockets is similarly valuable as retailing them

24th of November - Contest fixed, show top 30, and hide current donations

24th of November - Corrected exchange resource movement history, selling price on record is no longer impacted by fees

24th of November - Bonds purchase limits from single company stricten (to protect beginners). 1% limit up to lvl 15, 3% limit up to level 20, 5% limit otherwise (was 5% for all before)

23rd of November - Patents value added to the company public profile

23rd of November - Ability to pin PA contact

23rd of November - Sales office with ready-to-fulfill orders is now considered "busy" and cannot be upgraded

23rd of November - Turkish sales chatroom added

23rd of November - Fixed stale market data after order cancel

23rd of November - Market/contract price limits restrictions updated

19th of November - Lake images updated

16th of November - Building construction/upgrade table optimized for small devices

16th of November - Fix executives impact table accounting fees display

13th of November - Fix rank indication on the supporters list

13th of November - Fix unread messages from blocked contacts, fix unread indicator after app wake-up

12th of November - The bank building added

10th of November - Another simboosts package option added (between small and medium for \$8.95)

10th of November - Executive hiring agencies will no longer show the executive "photo"

9th of November - Hide the upgrade button for lvl 8 launchpad

6th of November - Newspaper table formatting for small devices fixed

5th of November - Fix cash flow entries to change language when language is updated

5th of November - Fix contract popups to display in the right language

2nd of November - Tag search results limit increased to 100 (was 40)

30th of October - Valuation allowance computation updated, higher Q reference prices taken into the account, inventory should appreciate

30th of October - Reference prices computation updated - low traded instruments not used as reference.

30th of October - RSS feed with guides updates: RSS Feed URL

29th of October - PA will warn about cash being low 2 hours before executive salaries are deducted.

29th of October - Company value loss on production and retail cancel reflecting in COGs - inventory loss. (It was falling thru to OCI before)

28th of October - Bonds job stability improved

27th of October - Company tagging released to everyone! Max tags increased to 4 (was 3)

27th of October - Popup notifications of incoming contracts (adjustable in settings)

26th of October - Company tagging implemented (supporters only for now). You can tag your company and be discovered by the tag

21st of October - Tightening of price range for market and contract posts to 30% deviation (was 40%)

20th of October - Educational version - CSV exports added for Balance Sheet, Income Statement, Cashflow Statement, Chart rendering fixed

16th of October - Ability to pin important contacts to the top of your list

16th of October - Ability to force lower quality of produced good on the production screen

15th of October - Contest rules updated to give certificates to the first 30 companies (was 10)

15th of October - PA quests items and cash spent/received correctly reflected on the Income statement and Cashflow statement (was falling through to OCI before)

14th of October - educational version of Sim Companies updated, another pricing model added

13th of October - many guides translated to IT

13th of October - Bigger warehouse image for players lvl 20+

12th of October - Order of resources in the encyclopedia updated to match the exchange

7th of October - Sales office orders summary added

7th of October - Scientist achievement lvl 8 added

7th of October - Tutorial updated to require price \$4 when retailing apples (was \$4.4)

6th of October - The last QandA session updated Q and A

6th of October - Google simboost purchases fixes - stability improvements and no-refresh after purchase implemented

5th of October - Start with an open contacts drawer on mobile - if no conversation is selected. Chatrooms/Contacts delimiters added

5th of October - Fixed resource movement log when buying from the exchange across multiple orders - price was logged incorrectly for some of them

5th of October - Added an exchange link to the Production screen error message when input resource is missing

5th of October - Contacts list, in chat, expanded from the last 30 contacts to 60

28th of September - Reference price moving average parameters updated, to be more dynamic. Resource reference prices are used for market/contract high/low limits and FPA

28th of September - Fix "bonds" cash receipts filter - should include own bonds sells/calls now

28th of September - 3 year veteran certificate added

28th of September - Do not allow executive hiring if cash is negative

25th of September - Fix BS/IS - count value of transport on open market orders/contracts towards the company value (was not accounted for before and the difference slipped into OCI)

24th of September - Fix hidden chatroom rules button when chatroom name too long

22nd of September - Fix audit access for course teachers

21st of September - Added email educational course invitations

18th of September - HR fresh grads quotes translated to German (thanks Alzeyer!)

16th of September - New PA image

15th of September - Corrected past CV/resources data for retailers, where it was incorrectly computed for the last 5 days

15th of September - Construction guide available in Spanish

15th of September - Fixing exchange refresh button when visited from the warehouse

14th of September - Company value and retained earnings discrepancy fixed, IS fixed

11th of September - Cashflow statement implementation start (new HQ supporters only), income statement computation optimized (speed up)

10th of September - Aerospace chatroom added

10th of September - Cost of rocket launch failures reflected in COGs on the IS

10th of September - Early game suggestions update: Optional suggestions have different color, suggestion to visit help chat added

9th of September - Rollover update, attempt to fix incorrect Income Statement / Sales row (retail running thru the rollover was double counted), which then reflected in Other Comprehensive Income being inflated/defaulted. Other Comprehensive Income should only reflect the change between the last to Valuation allowances and rounding errors.

7th of September - 2-step bond purchase to prevent accidental purchases when scrolling on mobile

7th of September - Ability to order your private notes

7th of September - Have the PA tweet the newspaper/twitter raffle winner

7th of September - Disable encyclopedia profit calculator for products not traded on the exchange (it ever worked anyway, but now there is a proper UX treatment)

7th of September - Economy cycles weight updated slightly: probability to leave recession increased, probability to fall into recession from normal decreased

4th of September - Future development article available in Italian

4th of September - Ability to start over added for companies lvl 30+

4th of September - Show simboosts cost for taken Newspaper sponsor slot

2nd of September - Income statement - income from training reimbursement moved under

"poaching" under the Income Statement, was "training" before

2nd of September - Educational courses can be set up to be covered by individual students

1st of September - PA message mentioning the beginners guide added

31st of August - Launchpads over lvl 8 have launch costs as if they were lvl 8

28th of August - Added refresh button to the exchange, orders also auto refresh on "good no longer available" error

28th of August - Moderators guide updated to reflect the changes in ban lengths

28th of August - Simboosts exchange limit resetting fixed

27th of August - New HQ (supporters only) - economy phase indicator added

24nd of August - Q4 Know-it-all achievement added

24th of August - Suspend an account that start selling out inventory at low prices - suspended accounts are locked until unlocked by admins (the goal is to prevent scenarios where quitting company gives up all inventory almost for free)

24th of August - Newspaper loading fixed for Spanish localization

22nd of August - Add spinner when changing language from the homepage

20th of August - Fixed incorrect building salary (buildings built in the past were using salary game specs from time they were built)

20th of August - New HQ (work in process) - Fixes to cashflow overlap, CSV exports for IS and BS added, ratios fixes

18th of August - New HQ (work in process) released to supporters

18th of August - Newspaper charts number formatting localized

18th of August - Government orders guide available in french

15th of August - Display IDR/TRY values estimates on simboosts checkout

14th of August - Increased email length limitation in the account settings to 64 (was 32)

12th of August - Fix front end labor cost and unit costs estimates when under acceleration

12th of August - Fix resource transactions history fetch - after contracts has been accepted

11th of August - Display BRL/CZK values estimates on simboosts checkout

11th of August - New PA quests available in EN/DE/FR/PT and released to everyone

10th of August - Supported platforms page translated to french

9th of August - More new PA quests - supporters only for now

7th of August - New PA quests - supporters only for now

7th of August - Sim Times Ads simboosts cost increase ~ 50%

6th of August - Company identify banning redesign - auto increasing ban periods on subsequent violations

6th of August - Lifted (hidden) buildings are shown on the public company profile

6th of August - More pages added to sitemap.xml (SEO improvement)

5th of August - Ignored PA quests (that are causing PA unread messages to be stuck at "1") will reappear at the bottom of the message list as recent messages

5th of August - Terms and Conditions, Privacy Policy, Cookie Policy available in Spanish and Turkish

1st of August - Bonds insolvency updated The bonds guide was updated, the main changes: defaulter always pays 100% of the borrowed value, creditor is guaranteed to get the restructure percentage at minimum

1st of August - Fix market fill email

31st of July - Research and Executives guides available in Spanish

30th of July - FAQ available in Spanish

30th of July - Share value computation fixed, homepage stats should generate for tomorrow

27th of July - Spanish chatroom added

27th of July - Profile link crossing 2 different languages fixed

27th of July - Banning system redesign (duration of bans decided by the system)

27th of July - Fixed resource history update after fulfilling Sales Office order (backend was correct, front end displayed wrong items until refresh)

27th of July - Fixed resource links on encyclopedia building screen

24th of July - Spanish support added (about 76% translated)

22nd of July - Reset contributed capital correctly on company reset

22nd of July - Fix duplication of contract rejection PA message

22nd of July - Fixed references to "staff" executives in the change log

21st of July - More anti-bot language added to FPA page, API article and captcha screen.

19th of July - Turkish localization improved

17th of July - Fixed device language detection for android app

16th of July - Fixed transport resource history log on accepted contract

16th of July - Aerospace guide translated to french

16th of July - Fixed Tharves logo on homepage

16th of July - Bot prevention mechanism added

16th of July - Fixed newspaper links when accessing with localization set

16th of July - Launch queue size limit increased to 12 (was 8)

16th of July - Launchpad size limited to lvl 8 (applies only to new constructions)

16th of July - Portuguese obscenities added to the language filter

15th of July - Legal documents translated to PT

15th of July - Optimized code for lifting buildings (likely candidate for recent site crashes)

7th of July - Aerospace guide available in PT

1st of July - Major redesign of URLs - localized pages now have the language in the URL, english URLs did not change

1st of July - Aerospace guide translated to Italian

29th of June - Hidden pinned chat messages stay hidden

29th of June - PT language update + parts of executive modal translated; DE, FR

29th of June - Ability to instruct the hiring agency to search unemployed execs only

29th of June - Add the exact time Sales Office finishes customer search

28th of June - Economy change script improvements: stability and language support fixed

26th of June - Special, secret, new courtesy for supporters

26th of June - Automatically refund rare braintree payments that are charged but not reflected in the game (this was a manual process before)

25th of June - Ability to attach screenshots with bug reports

25th of June - Encyclopedia building images updating based on building level

23rd of June - Encyclopedia retail chart extended to cover 28 days (was 14 days)

23rd of June - TR localization improvements

23rd of June - Construction guide translated to PT

22nd of June - Make sure finished retail stores are processed before interest payments

22nd of June - New PA quests added (EN/DE/FR available, other translations coming in soon)

19th of June - Make sure ban notifications are in the correct language

19th of June - Fix exchange order execution when price already shifted - execution should be rejected

19th of June - Do not populate PA as a possible contract recipient

19th of June - Moderators guide updated

18th of June - PA quest exploit patched

18th of June - Sales chat frequency limits shared across all of our sale chatrooms

17th of June - Turkish localization finished

17th of June - Contest(s) localization

17th of June - Portuguese speaking "social" chatroom added

16th of June - The latest Q and A transcript with the Portuguese speaking players published: Q and A

16th of June - Executives guide translated to Italian

16th of June - Chatting limit error message now displays time until it is in effect

16th of June - Reference prices updated fixed (used for inventory valuation and market limits)

16th of June - Freight cost / shipping adjustments. While the Transportation units are still being deducted the moment you post market order or contract, the resource transaction will record only at the moment orders are filled or contracts signed. This will allow it to correctly report in the Income Statement for the right time period. (For the transition period, freight cost will be incorrectly double counted on the IS for already posted contracts/orders)

16th of June - FAQ and Research guide translated to Italian

15th of June - Added check that prevents accidental double posting to the market (same order is rejected if posted again within 20 seconds)

15th of June - Bonds call button moved to the left to be accessible on small devices

12th of June - Sales office orders product generation to use recent demand information (used to use 2 days old information), this should stabilize product distribution

11th of June - Datetime formatting localized (chat / contracts / ...)

11th of June - Hide chatroom entries from ignored players

11th of June - Italian beginners guide added

8th of June - Sales office quality bonus fixed to apply per product

8th of June - Hanger images update - centering so it doesn't overlap the sidewalks

8th of June - Aerospace sales office, product distribution adjusted

Assuming approximately equal demand, the distribution is:

7.12 SOR for each BFR

3.65 Jumbos for each BFR

10.47 LPs for each BFR

25.36 SEPs for each BFR

15.5 SATs for each BFR

If selective orders are refused the market saturation/demand adjusts and the frequency changes.

5th of June - The latest Q and A transcript published: Q and A

4th of June - Italian chatroom added

4th of June - Personal assistant added to search results

4th of June - Fixed chat/contacts display if hidden conversation has unread messages

3rd of June - Sales office order UX update for mobile

3rd of June - Merge same bonds on purchase

3rd of June - Load fresh messages when accessing PMs

2nd of June - Production screen - show 24h and Max button when even if amount entered is above cash limit

2nd of June - Rollover stability fix, Work in process computation fix

27th of May - Fixed incorrect work in process balance sheet computation

26th of May - Fix Sales Office order generation

26th of May - 7 day income/expenses table removed, cashflow table pagination added

26th of May - Fix newspaper ads when company uses the default logo

24th of May - Performance improvement, caching changes

22nd of May - The latest Q and A with the German community published: Q and A

22nd of May - Patch loophole where you can scrap buildings before issued bonds are sold

21st of May - Fixed "Achievements, PA, ..." line on the income statement (was falling thru to the OCI before)

21st of May - Fixed duplicate PA messages on bond defaults

21st of May - FPA submission added - you can report companies for auditing

20th of May - Sales office orders product distribution updated (current demand taken more into account, the goal is to get reduction on BFRs presence given the current demand conditions)

20th of May - You can now let go an Executive with 3rd party offer and not pay any severance

20th of May - Message loading fixed

20th of May - Future development article translated to PT

18th of May - PA notifies about poached executive declining the hostile offer

18th of May - Issued bonds ordering: interest/rating

18th of May - Company description update error handling fixed - notify description being too long, instead of just spinning

18th of May - Executives guide translated to Portuguese

18th of May - Over-achiever achievement updated

13th of May - Turkish chatroom added

13th of May - Turkish language support enabled (75% translated)

13th of May - Guides translated to PT: Supported platforms, Economic model

12th of May - Guides translated to PT: Interface tips, Bonds guide

11th of May - Achievement added: Mentor

11th of May - Fixed construction resources return when cancelling an upgrade over lvl 3

11th of May - Guides translated; FR/Executives, PT/Research

9th of May - Fix company logos in the exchange/bonds section

7th of May - Identicon library changed - faster loading

6th of May - FPA process updated, details are outlined here: [FPA](#)

4th of May - Many more unicode characters now supported in chats: smileys, asian alphabets, ...

4th of May - More guides translated into french: FAQ, construction guide, research guide, interface tips

30th of April - Apple Sign In (Single Sign-on added), prerequisite for the iOS app

28th of April - Automated tweets added informing on various events in the game: Sim Companies Twitter

28th of April - Beginner's and bonds guide now available in french as well

28th of April - Aerospace changes (cull)

AS research company value change -> 8.5% decrease

Sales Office payout decrease - every AS product pay out decrease by about \$2,160

28th of April - Breeding research company value decrease -> 9%

27th of April - Fixed chat style injection

26th of April - Remove empty lines from chat entries

26th of April - Fix sticky chat popups

26th of April - Launch queue size increased to 8 (was 6)

23rd of April - Advertising screen population fixed

23rd of April - Performance optimization

22nd of April - Newspaper pull optimized

22nd of April - Ranking list API endpoint ratelimited and optimized

21st of April - Performance improvements (recent contracts pull, PM messages pull)

21st of April - Ability to copy company name to clipboard

20th of April - FR and PT sales chats added

20th of April - Income statement computation moved 30 minutes forward to 2:30 UTC

17th of April - Fix PA quests

16th of April - For schools page updated

16th of April - Chat stability improvements

15th of April - Filter out "Unicode fonts" when chatting

15th of April - Bug report help chat link fixed for languages other than English

15th of April - Fix chatroom older messages pull when a pinned message exists

11th of April - Private messages pulls optimized, recent resource transactions pull optimized

10th of April - Chatroom pull optimized

9th of April - Sales office fulfillment cashflow entry - add profit

9th of April - Ability to delete private notes from the notes list

9th of April - PA bond default message, on delete, improved - earnings info added

9th of April - Renamed Horizontal Integartion Building to "Hangar"

8th of April - Performance improvements

6th of April - Highlight chatroom messages in which you are tagged

6th of April - Fix newspaper language issues if the browser has different language settings than user

5th of April - Fix unread indicator increment on incoming message

5th of April - Optimized (faster) contacts loading

3rd of April - Performance improvements

2nd of April - Market buying performance improvements

1st of April - Performance improvement

1st of April - Portuguese language finished, PT chatroom added

31th of March - Sales speed bonus entry removed from Sales Office fullfilment cashflow log

31th of March - Fixed thousands point in PA poaching messages

31th of March - Portuguese language added (about 80% translated)

27th of March - Bond interest payments fixed

27th of March - Performance improvements

26th of March - Performance improvements

24th of March - German chatrooms realignment

21th of March - Rollover stability tweaks

20th of March - The launch queue max size changed form 3 to 6

20th of March - Retail input updated to round to 0.01 if under \$8, up/down arrows fixed

19th of March - Launch queue enabled for everyone

19th of March - Owned bonds table now has the rating bond was purchased on (after rollout)

19th of March - Recreational buildings impact reflected in the executives impact table, the sales row

19th of March - Sales Office order search cost added to the fulfillment cashflow entry

19th of March - Rating agency update - Bad company rating will remain bad for lot longer if company defaults on bond

19th of March - Fixed buildings not being leveled down when defaulting

18th of March - T&C, Privacy, cookie policy, translated to French

16th of March - German help chatroom added

13th of March - Fixed overlapping resource names in the warehouse screen

13th of March - Share value computation time, 4:30 am UTC, added to the Time Table

13th of March - Launch queue implemented (supporters only for testing phase)

13th of March - Rounding fixed for contract profit entry

13th of March - Key Down (arrow down) fixed for retail price input

10th of March - Block chatroom messages with repetitions in them

10th of March - Profit added to the contract cashflow entries

10th of March - Share values added to the HP and company profile

10th of March - Fixed contract resend from outflow summary

9th of March - Building upgrade action split to 2 actions: exchange purchase and upgrade

9th of March - Fixes to keypad

6th of March - PA will notify the supporter chat if economy changed or did not change

6th of March - Fixed modal closing when clicking outside of the modal

6th of March - All floating point inputs: retail, exchange & contract sell, and bonds interest, corrected to handle comma for usability with other languages.

6th of March - Retail price input step up/down \$50 changed to \$20

6th of March - Fixed exchange execution priority, the oldest orders were not executing first in some cases. (There were many bug reports of orders not disappearing from market - but in fact they

were, just not from the top)

5th of March - Update to all emails to reduce their "spam-score". This should improve deliverability.

3rd of March - French localization coverage improved (about 20% more content now covered)

3rd of March - Refinery lvl5 image added

3rd of March - Income Statement: computation optimized, fixed IS computation for companies with german and french localization

2nd of March - Fixed missing links in emails from PA

28th of February - Indicating unavailable income statement

28th of February - Old, former, terms and conditions and privacy policy removed

28th of February - Search bar results now contain article titles

25th of February - French chatroom added

25th of February - French localization added (about 72% of the game translated)

24th of February - Encyclopedia levels table fixed for small devices

24th of February - German localization improvements, T&C, Privacy policy, and Cookie policy translated

24th of February - Rollover stability improved

23rd of February - Show all resources in busy buildings

19th of February - Guides added to the search results

18th of February - Fixed company value calculation to include goods in outgoing contracts

18th of February - German translation improvements

18th of February - Training reimbursement when poachign rased to \$20,000 (was \$15,000)

18th of February - New PA quests

17th of February - Construction industry Government orders added

17th of February - New tab click fixed when clicking a company in the encyclopedia/ranking list

14th of February - New T&C, Privacy policy and Cookie policy added, will be in effect from

02/28/2020

14th of February - Chat character count indicator - if the message is too long

13th of February - Research spend endpoint optimized for performance

13th of February - Stability of simboosts exchange reset improved

13th of February - Fixes: Contract signed email button label, contract signed email price precision, error when pinning/unpinning contract, cashflow now correctly states launch of SOR if SOR is launched

12th of February - Links to T&C and Privacy policy added to receipt emails

11th of February - Performance improvements

7th of February - More Sim Times advertising spots added, price increased

7th of February - New chatroom added: [DE] Handel chatraum

7th of February - New article added to the library: Supported platforms

6th of February - Chat transcript from the last Q&A session added

6th of February - Roleplay chatroom limits relaxed a bit - so you can post more often

6th of February - Always allow executive salary increase over the value of a pending offer

6th of February - Support chatroom rules updated, it will be moderated from now on

5th of February - Fixed sales office stats collection

5th of February - Time table updated

4th of February - Rollover split into Balance sheet computation and Income statement computation (the IS will be computed a hour after the balance sheet)

4th of February - Building production queue inner workings redesigned to boost performance

4th of February - Exchange (market) inner workings redesigned to boost performance

3rd of February - Fixed front end estimates of production and retail time after economy cycle changes

3rd of February - Production and retail endpoints optimization

3rd of February - Start the "starting pack" speed up count down after the beginner speed up is over

1st of February - Fixed resource names update on language switch, chat load performance improved

1st of February - Income statement exchange fees "NaN" fixed

31st of January - Contract accept endpoint optimized

31st of January - Private message retention reduced to 2 months (was 4), chatroom retention reduced to 1-2 days (was 2-3)

31st of January - Market/contract create endpoint optimized

30th of January - Database instance upgraded

30th of January - Production, retail, and warehouse endpoints optimized

29th of January - Market data fetch endpoints optimized, building status fetch optimized, chatroom and private messages fetch optimized, building and store collect optimized

28th of January - Posting to market and creating new contract stability improvements

28th of January - Link support in newspaper articles

28th of January - Contest checkpoint stability improvement

27th of January - CSV export for teachers (educational version) updated to contain full Balance Sheet and summaries of Income statements

27th of January - Government orders changes: 3 bids are now required to assign an order (was 2). Overall size of the orders was lowered.

27th of January - Performance improvements

25th of January - Red/Green contract price indicators fixed to only take into account previous contract from the party

23rd of January - Encyclopedia scrolls to content when menu item is click

23rd of January - Performance improvements

23rd of January - Newspaper language fix

22nd of January - Roleplay chatroom added

22nd of January - Ability to choose which chatrooms to see in account settings

22nd of January - Contest name truncated on smaller-ish devices

21st of January - Order time limits added to Encyclopedia/Levels

21st of January - Fixed chat menu being blocked on small devices

20th of January - Newspaper translated into German

20th of January - Exclude recently deleted companies from ranking

18th of January - Mark favorable price change in incoming contracts with green color

17th of January - Ability to revoke single-sign-on in emails already sent

14th of January - Fixed chat menu button (was covered by contest indicator on mobile)

14th of January - English profanity filter updated

14th of January - Retirement indicator for executives soon to retire

13th of January - Show warning if raising executive salary by too much. (fat fingers check)

13th of January - Fix executives data frontend/backend synchronization

11th of January - English profanity filter improved

11th of January - German translations improvements, german swear words added to profanity filter

11th of January - Duplicate accounts detection methods improved

10th of January - Minor UX fixes: Next idle link, production/sales modifier re-alignment

10th of January - More performance optimizations (let's make sure the servers runs smooth and fast!)

9th of January - Obscenity filter fixed for case of the same swear word repeated

8th of January - Performance improvements

8th of January - Color code resources, red, that will be purchased on upgrade/construction

8th of January - Ability to post and sign contracts form the same IP is blocked

7th of January - Fixed net amount display in contract sign notification email

7th of January - Fixed occasional duplicit email notification on market fill

6th of January - CTO research estimates for everyone (was supporters only)

6th of January - Expensive contract indication. If a supplier increases contract price, the price is RED.

5th of January - Update list of incoming contracts the moment a new contract is received

5th of January - Fixed error where resource quantity was updated (in the front end only) after refusing a contract

4th of January - Margins on the checkout page fixed for mobile devices

4th of January - German translation corrected in the Sales calculator

## **2019**

31st of December - Small fixes and German localization improvements

17th of December - CTO research estimates (supporters only)

17th of December - PA reports earned interest when bonds are called

17th of December - Guides caching -for offline availability

16th of December - Most guides translated to German

16th of December - Interface tips article added - link in the library

16th of December - Profit calculator fixed to take COO skill into account

16th of December - PA in german

16th of December - Warehouse stats screen - lines no longer break into 2 rows on smaller screens

16th of December - Fixed chat scrolling to bottom when re-opening chat

13th of December - Beginners guide translated to German language

13th of December - Timetable page updated - local time display fixed

13th of December - Accounting overhead and exec salaries being postponed by one hour to 3am UTC and 4am UTC

12th of December - Fixed incorrect display of gained patents (was happening in a rare case)

12th of December - Research guide & construction guide updated

12th of December - Encyclopedia screen bug fixed - crashed when CFO was being search for

11th of December - Encyclopedia profit calculator (for everyone)

11th of December - Ability to choose for which chatrooms to get popups.

11th of December - German localization improvements

11th of December - Warehouse stuck bug after resource is fully sold fixed

11th of December - Safari compatibility fixed

10th of December - Warehouse stats screen has contracts summary

10th of December - Padding and margins adjustments, fixes.

9th of December - Research management moved into the warehouse. Research screen redesign - faster page load.

5th of December - Production cancel fixed

4th of December - Tables layout in guides fixed

4th of December - Rare crash in the warehouse fixed

4th of December - New encyclopedia profit calculator available for supporters

4th of December - Added encyclopedia link to the exchange

4th of December - Fixed launch pad inventory update and map redirect after rocket is launched

4th of December - Fixed administration overhead info after scrapping or production cancel

3rd of December - Bonds are now liquidated after 3 consecutive missed payments (was 5)

3rd of December - Fixed issues with unread messages in hidden conversations

3rd of December - New bonds guide (provided by COUP The Center)

3rd of December - Ability to cancel a running training (no refund)

3rd of December - Ability to cancel sales office orders that are still being search for (no refund)

2nd of December - Building upgrade button - "goods at price not available" fixed

2nd of December - Localization improvements (number formatting fixes)

28th of November - German speaking chatroom added (visible to players with german language enabled)

28th of November - Resource & buildings emojis support for other languages

27th of November - Retail prices for all products depending on quarry marginally increased

27th of November - Number of bricks needed for construction reduced. For plantation, was 120, now 110. All other buildings updated by the same rate. Construction reference prices for concrete, bricks, and CUs marginally increased.

27th of November - Building upgrade button stability improvement

25th of November - Future development article updated

25th of November - Simboosts exchange screen UX updated and faster loading

23rd of November - Simboosts spend fixed

22th of November - New, stricter, posting limits on the sales chat. Limited to 4 posts in 2 hours.

21th of November - (Performance improvement) Dormant, old, market orders will be automatically removed from the market/cancelled. Orders with fees already covered after 4 weeks of placement, orders with outstanding fees after 2 weeks of placement. Both with PA message and no cancellation fees.

21th of November - Fix displayed local time on public profiles

19th of November - (Performance improvement) Resource history fetched on demand

18th of November - Contest screen UX improvements

18th of November - Exchange construction resources Next/Previous buttons fixed

18th of November - General contractor updated to 2h construction time (was 90 minutes)

18th of November - Fixed access for accounts with no email set (was broken since 15th)

18th 4pm CET - construction deploy phase 2 - new materials required for construction of new buildings and upgrades. Scraping/downsizing returns materials

15th of November - Know-it-all achievement increased to reflect the added resources

15th of November - Materials research CV value assigned (will be reflected in CV on the next rollover)

14th of November - Experimental (not finished) German localization added

14th of November - Experimental (not finished) German localization added

14th of November - Retail margin increased for higher Q products in extreme demand (retail price increase up to Q2 no matter the demand)

14th of November 4pm CET - Construction industry

Based on the poll we all voted in

Research: Materials research was added (manufactured in the chemistry lab).

The new research can be applied to increase quality of: Reinforced concrete, bricks, steel beams, planks, windows, and tools. Heat shield and carbon composite are also researched by materials research now. (was chemistry)

12th of November - FAQ updated, abundance assignment information added

7th of November - Bidding on government orders bids close to min/max bid fixed

6th of November - Fixed issue where companies incorrectly could not bid for GOs even thou they were large enough

24th of October - Achievement stars in display case fixed

21th of October - Maximum possible bonds interest reduced to 2%.

16th of October - Display primary contractor's bid - to himself/herself

16th of October - Payment processing fixed

12th of October - Resource and building images in the chat are now clickable, pointing to encyclopedia.

8th of October - Resource and building images in the chat are now clickable, pointing to encyclopedia.

7th of October - Company name and logo in the resource history linked to the public profile

6th of October - 2 year veteran certificates added

6th of October - Same market orders merging (reduce market spamming)

4th of October - Performance improvements

3rd of October - Confirmation modal when rejecting a sales order

3rd of October - Aero electronics, E factory, propulsion factory, aero factory, and sales office image downsized a bit

2nd of October - Polls implemented

1st of October - Added a button to the next idle building

1st of October - Fixed useless horizontal scroll on mobile map screen

30th of September - Accounting fees in the cashflow statement moved under the "Fees" category

30th of September - Scroll to the top when accessing exchange

27th of September - Fix Sales Office, upgrade/downgrade/scrap no longer possible while it's busy.

26th of September - Error handling screen (instead of the white screen of death)

26th of September - Fixed exchange issues with bonds and GOs

26th of September - Production/sales bonus moving UX changed to be usable on phones: account settings

25th of September - email prompt UX improved

25th of September - Android app released ( give it 5 stars! ): Google Play Store

23rd of September - Fixed degrade mines job stability

23rd of September - Fixed an bug where a looking for/pending offer, was automatically extended and accepted if the exec was fired

23rd of September - Fixed error message after failing construction rush

23rd of September - Adjusted the PA poach notification copy

23rd of September - Added error mesasge if the name is not filled out in the payment flow

23rd of September - Added timeout on chat message send

20th of September - Fixed private message auto-refresh

13th of September - New PA messages/quests!

12th of September - API guide published

11th of September - Blacklist disposable email domains when registering

11th of September - Contest screen instant page load

11th of September - Payment flows updated to use SCA 3D secure 2.0 protection

10th of September - Chat refresh fixed

9th of September - Sales boosts percentage display fixed

9th of September - Sales sped bonus in the Sales Office line removed

9th of September - Income Statement deployed for everyone

9th of September - Contest donations reflected on the Income Statement

5th of September - Change email functionality in the settings page fixed

4th of September - connection stability improvements

2nd of September - Aerospace retail update

All items payout price increased by ~ \$1.2k (accounted for assumed 15% orders being ditched)

Sales office wages are impacted by COO (were not before)

Sales office wages, after administration, are impacted by the sales bonus. 20% sales bonus is 20% less wages cost. Effective immediately

No price sales speed bonus on orders that are searched for after UTC midnight 2nd/3rd

In summary, AS retailer with 40% admin and 10% sales bonus: gets ~ \$8.5k less per item, 40% admin and 20% sales bonus: gets ~ \$16k less per item

2nd of September - Chat message sending improvement - you can type the next message while the previous one is being sent

2nd of September - Gov orders handling on the income statement

1st of September - Fixed top menu on the research screen

30th of August - Checkout rewrite - loadspeed improved, no refresh after purchase

30th of August - Fixed GO fulfillment deadline display

30th of August - Fixed typos in launch failure messages

28th of August - Executives names generator fixes - firstname/lastname swap corrected for some asian names

28th of August - Chat reliability fixes - reload messages after idle time

26th of August - Government orders deposits reflected in the company value

26th of August - Income statement - fixed steel construction cost

26th of August - Income statement - fixed COGs accounting of goods in stores on rollover

26th of August - Income statement added (BETA - supporter only)

23th of August - Fixed contract resend from Outflow summary on the contracts screen

23th of August - You can buy bonds on the same interest rate borrowed at

23th of August - Rocket launches research payouts decreased: 400 / 2,800

22th of August - Market fees split into separate entries in the cashflow

22th of August - Fat finger checks (contract limits) for AS products fixed

22th of August - AS retail payouts adjustments - (low demand having higher impact on the price, overall margins reduced)

Sales office payouts reduced by ~ \$25k for each product

20th of August - New bug report screen

20th of August - Fulfilling Sales Office orders gives exp

19th of August - Image support in chats (MODs only) and image support in the articles

16th of August - Fixed estimated unit cost when producing - was off in rare cases when input resources were varying in quality

16th of August - Fixed incorrect wages display on the left side in the building detail (COO impact was not taken into account)

16th of August - AS contracts generation tweaks: Quantity of SEPs increased, lowered price for products in low demand

16th of August - Switch around the looking for customers contract with the actual contracts in the Sales Office

15th of August - FPA detection algos improved

15th of August - Newspaper - 2 more articles added to the rotation: Gold mining update and Oil/Methane drilling update

14th of August - Poaching improvements - Poacher can decide the salary, current employer will know the offer salary, early retirement salary increase, list of all hostile offers in the HQ, salary needed for early retirement doubled

9th of August - No redirects when answering to PA

7th of August - ability to hide conversations

7th of August - Added progress bar to the sales office if orders are being searched for

6th August - Wages added to the accounting table in the Sales Office (UX change only - no change in gameplay)

6th August - adjusted aerospace sales office prices to be inline with fuselage changes done on the 2nd

5th August - Demand increased slightly for food, fashion, electronics and cars

5th August - AS retail adjustments, more balance

4th August - Sidewalks and road crossings

2nd August - Sub orbital rocket image changed

2nd August - Aerospace fuselage tweaks

Carbon fibers and carbon composites manufacturing speed increase. Jumbo fuselage requirements reduced.

Carbon fibers and carbon composite sourcing cost reduction

Wages increase in many aerospace buildings and manufacturing speed reductions

BFR sourcing cost reduction ~ \$20k

Suborbital rocket sourcing cost reduction ~ \$4k

Luxury jet sourcing cost reduction ~ \$3k

Jumbo jet sourcing cost reduction ~ \$87k

Single engine place sourcing cost reduction ~ \$6k

Satellite sourcing cost increase ~ \$6k

1st August - New images for research labs

1st August - Ability to check/uncheck all filters in the transaction history HQ

31st July - PA message added - 2nd attempt at festival after lvl 23

31st July - Fixed few more places still showing old aerospace research payouts.

31st July - Fixed company value computation issues

30th July - Include resources not traded on the exchange (aerospace) in the CV on rollover

30th July - No longer showing incorrect unit cost if input resources are missing on the production screen

30th July - CMO skill correctly reflected in the sales offices

30th July - Retail and sales building update reflecting the changes made to gold and other AS related buildings on 28th. Launchpad research yield updated as well to preserve ~ \$400/unit aerospace research cost

28th July - Gold mining speed increased and aerospace rebalanced to preserve high sourcing cost of end-products

Gold mining speed -> radical increase, power requirements increased, goldbar processing slowed down a bit, estimating golded bar price ~ \$5k (was \$20k)

High grade e-comps -> needed only 0.0625 gold bar (was 0.25), chemicals and silicon requirements increased, estimating sourcing cost ~ \$850 (was ~ \$5k)

Aerospace products input amounts were increased to preserve the higher price, check encyclopedia for changes

Aerospace building costs and wages increased

Combustion and electric motor production speed increased

BFR -> sourcing cost ~ 30% lower

Sub orbital rocket -> sourcing cost ~ 60% lower

Jumbo jet -> sourcing cost similar

Luxury jet -> sourcing cost ~ 60% lower

Single engine plane -> sourcing cost similar

Satellite -> sourcing cost ~ 60% lower

26th July - Fixed company names history (previous names)

26th July - Know-it-all achievement updated, gives higher rewards

26th July - The impact of sales speed bonus in the Sales offices adjusted

25th July - Aerospace industry added, details

25th July - Link in FAQ that busts caches

23rd July - Account settings screen page load speedup

18th July - 2 new PA messages

11th July - Fixed game auto-update for safari devices

10th July - Fixed exec training cost covering when poaching

8th July - Do not populate empty notes on the notes screen

4th July - Bond default rates added to the bonds article

3rd July - Partial bond calling

3rd July - Ability to instruct hiring agencies to exclude candidates, where training has to be paid for

3rd July - Fashion industry update - more expensive fashion store and higher margins (companies with existing stores gained building value)

3rd July - Update exchange data more often to ensure they are fresh

2nd July - Page with notes added

1st July - Fix frequent issues with average retail price being off

1st July - Poaching changes - you are always notified of an offer, the poacher details are never given, you have 24 hours to react

29th June - Poaching offer processing fix

26th June - Unit cost added to production screen

25th June - Headhunting agencies, executive guide updated

25th June - Balance sheet added (for everyone)

20th June - Fix chat popups when resource icon is present

20th June - FAQ copy fixes

20th June - Mark expired GOs

20th June - Fix resources tight up in the stores not contributing to the company value.

20th June - Balance sheet added to head quarters

19th June - Know-it-all fixed to require all resources (59, was 55)

19th June - Tweaks to the resource value attribution on rollover - appreciate running production orders more precisely

10th June - National reserves upping it's game again, releasing more water thru the exchange, 500,000 units orders.

8th June - National reserves releasing more water thru the exchange

7th June - Petrol/diesel ethanol blending

6th June - Caching improvement in case of economy cycle change - show fresh data in production, retail and encyclopedia

6th June - Warehouse - Contracts flow incoming/outgoing fix for case of over 500 contracts

5th June - Sugarcane, ethanol and beverage factory added - ethanol will be needed to produce petrol and diesel on 7th 2pm CET

3rd June - Chat - tooltips added to both resource and building icons

3rd June - Encyclopedia - update production and sales bonus default to reflect recreational buildings

3rd June - Production amount input - when using time hints, round down for complete input resource consumption

3rd June - Gold watch and necklace added

30th May - Recreational buildings

30th May - Government orders require just 2 bidders to be awarded (was 4)

28th May - Fixed links to other companies in emails

28th May - Encyclopedia / ranking - fix time display for Firefox

28th May - Executives - fix salary display in the board room (was showing \$0 if candidate was being searched for)

28th May - Government orders - display value of own bids after the bidding closes

24th May - Fixed crash when low level loads the exchange executives

24th May - Confirmation modal added - when buying newspaper ads

24th May - Link to PA from the executives screen added

24th May - Display contacts with unread messages on top

24th May - Optimize contract sign code

22th May - Company profile page mobile fixes

22th May - Government orders increased to 3 a week

22th May - Navigating up and down the rating from the company profile page

22th May - Group same contracts in the resource detail screen

22th May - Teacher dashboard improvements

22th May - Flash messages moved to the left; Flash messages auto clear after 3 seconds

21th May - Fixed contest winner on homepage; Fixed contest screen order on ties; Display fulfillment countdown

21th May - Fixed exchange executives listing

20th May - New article about suggesting features added.

20th May - Government orders - other bidders sorted by bid value

19th May - Fixed executives salary indicator (exclude candidates, include staff)

17th May - Government orders - minimal bid requirement added; guide updated

14th May - Fix items ordering in the warehouse detail. Always show lowest Quality first.

13th May - Government orders deployed

13th May - Bureaucrat achievement added

13th May - Ranking pagination increased to 100 (fetch more companies at once)

13th May - Finalized the government orders guide

6th May - Speedup executives loading on the exchange

6th May - Latest rollover numbers displayed under the HQ finance chart

6th May - Chat notifications moved to the left - so they do not cover the building action buttons

6th May - Company value estimation fixes - correctly count resources tight up in production/retail (no negative resource value)

4th May - Trainings an executive receives before being fired do not have to be covered if poached later.

4th May - Future development article updated.

3rd May - Guide for moderators published.

3rd May - Executives changes - Execs will give 3 day notice before retiring

3rd May - Executives changes - 6 weeks (was 2) worth of training are covered when poached

3rd May - Executives changes - Previous employers are notified about their former employee being available again

3rd May - Executives changes - Executives fired after short time have much lower salary expectations when applying for new job on the job market.

3rd May - Update exchange data after posting new order. Visualize own market order in warehouse

2nd May - Market ticks updates - smaller ticks at some levels

2nd May - Fix displayed experience for unemployed execs

1st May - Updates to reference price computation and company value computation. Inactive or slow traded resources not counted to company value - as they are not liquid.

1st May - Delete recent chat messages of company that has been banned

1st May - Sim Boosts sales bonus now giving extra sim boosts

1st May - Fixed warehouse crashing when selling the lowest Q on the market

1st May - Fixed error messages when changing company name

1st May - Market ticks - orders posted to the market needs to be rounded to the nearest tick (price increment)

30th April - Warehouse - fix resource transactions loading

30th April - Fixing reference prices computation stability

30th April - Duplicate detection algorithm improvements

30th April - King Midas certificate added

29th April - Warehouse loading fixes

26th April - Fixed warehouse CSV formatting to make MS excel accept it

26th April - Fixed warehouse white screen issue after sending a contract

26th April - Patched rush construction simboosts exploit

25th April - Production cancel now recovers only 50% of the unpaid wages

25th April - Warehouse stats screen improvements

25th April - Add company name to resource movement history

24th April - Warehouse synchronisation improvements

23rd April - Warehouse stability fixes

22nd April - fix 12am and 12pm quantity input in production

22th April - Rounding updates (round down)

22th April - New warehouse rollout to everyone!! Fast switching to and from the warehouse

21st April - New warehouse - up to 14 recent contracts shown

21th April - New Warehouse - recent contracts pin moved to the left, Contract sign reflected in the inflow summary right away, outflow summary does not collapse after resent, contracts do not switch order on sign/cancel

21th April - Armor Games supporter purchase fixed

18th April - Companies you are ignoring cannot send contracts to you

18th April - New warehouse - Ability to pin common contracts for easier resend

18th April - New warehouse - add unit cost to Statistics overview

18th April - New warehouse - contract screen rewrite: group same contracts, easier resend, add unsigned to the summary table, summary table visual fixes, contract ordering, color code buttons

15th April - PayPal payments integration

15th April - Supporter package available for Armor Games players

12th April - List of supporters added to encyclopedia

12th April - Ability to hide quantity of items in the display case

12th April - New warehouse - Use building images in the resource movements table for production, retail. Use icons for research, construction, transport

12th April - New warehouse - Correctly record resource movements for transport and steel on market cancel and construction events

11th April - Prospector achievement now resets on account reset

11th April - New warehouse - Add sourcing cost per Q level

10th April - New warehouse - Fix xmas-crackers load

10th April - New warehouse - grouping same items together in stats; grand total added

9th April - New warehouse UX available for supporters

8th April - Production amount entry now takes "am", "pm", "hr", and "m". For example: "3pm"

5th April - Market ticker shows real-time data

5th April - Bottom padding fixes

4th April - Fix notification message hiding on click

4th April - 4 more slots for Display case

4th April - Contacts load speed improved

2nd April - Building icons added for chat

1st April - Scientist achievements added

26th March - Performance optimization

26th March - Gold ore and Golden bars added

26th March - Scroll to the bottom when new chat tab is selected

26th March - Collapse mobile menu when company/resource/building is selected in the search

26th March - Building busy "recharge", when goods or money is available for early pickup,

extended.

26th March - Rate limiting added to market endpoints and company detail endpoint

21th March - Executives training links spread a bit, total number of trainings displayed.

20th March - Executive skills display moved above training

20th March - Supporter package added

19th March - Sim boost packages changed

19th March - Copy improvements

14th March - Architect achievement fixed - rewards lowered, building upgrade has to finish

13th March - Encyclopedia sales calculator - sales bonus impact - fix

12th March - Info about achievement rewards on other levels added

12th March - Bond guarantees lowered, rating rules changed

11th March - Add info about interest earned so far when bond is liquidated.

11th March - Recovered worker wages on production cancel reflected in the 7 day summary

11th March - Economy cycles: (depression, "normal", boom) changing automatically

8th March - Faster newspaper loading

7th March - Over-achiever achievement added

7th March - Fixed negative progress bar for executives on strike

6th March - Fixed disappearing amount when entering production and retail quantity

5th March - (Secret feature added - relates to production quality)

5th March - List of written articles added to public profile

4th March - Executives go on strike when not paid

4th March - Fix time indicators in chat (do not show future time)

3rd March - Future development article updates

3rd March - Fix user menu closing when top menu is clicked

2nd March - Fix domain name for AG checkout

2nd March - Fix T&C and privacy policy link on the registration page

1st March - Fix registration flow for AG

27th February - Add research info to encyclopedia

26th February - Achievements can be put into the display case

25th February - PA message about research sent when company reaches level 10

24th February - Fix missing bonus section in account settings to change production/sales bonuses

23th February - Display case for certificates

23th February - New achievements screen

22th February - Emojiiiiis!!!!

21th February - Allow unpublished newspaper ad updates even if company name was changed

21th February - Update map / contracts when revisiting the page

20th February - Chat stability improvement

18th February - Fix chat icons for On-board computers and e-cars

14th February - Fix issue with flash messages getting stuck, Personal Assistant fixed

12th February - Fixed upcoming contest resource information leak

10th February - Sim Boosts exchange reset functionality fixed

10th February - XSS security vulnerability fixed

7th February - Exchange auto-scroll scroll

6th February - Private notes about other companies added

6th February - Market selection highlight

6th February - Max button added when issuing bonds

4th February - Adjustments around executives poaching: Sign up bonus is paid rightway (1 day worth of salary). Unreasonably high offers are rejected by the executives, they are not considered being serious.

4th February - Make sellers and buyers in the Balance sheet clickable

4th February - Fix user menu for 2k monitors

4th February - Incorrect sale indicator fixed

4th February - Information about hoarders added to the future retail articles

3rd February - Display achievements and simboosts in the balance sheet summary

3rd February - HQ/Bonds screen - fixed up/down arrows

3rd February - Patched exploit, when users could scrap below bond liabilities

2nd February - Logo changing fixed

2nd February - Prospector achievement updated to consider just mines and rigs

1st February - Added "until" information to the acceleration tag

1st February - Added info about wages to the building view

1st February - Added info about wages to the building view

1st February - Fixed balance transaction details view in HQ

1st February - Major performance upgrade

28th January - Fix UX showing less money when executing against own market orders

28th January - Q6 and Q7 added

27th January - Fix contract transport units recovery when receiver cancels

25th January - Fixed retiring age, only execs 50+ will retire

24th January - Fixed building downgrading when bond liabilities present

23th January - Economy boom phase implemented

22th January - Confirmation before executives move position added.

22th January - Ability to name buildings

22th January - Encyclopedia calculators admin overhead and sales bonus defaults to numbers taking executives into account

21th January - Tutorial improvements

15th January - Certificate for one year of gameplay added

15th January - Bond interest 0.01 difference allowed, rating code displayed for owned bonds

11th January - Fix incorrect retail estimates when selling in 2nd store in close succession

11th January - Take CMO and COO into account when estimating retail profit on the exchange

11th January - Scientist 6 achievement added

10th January - Search bar optimized for faster loading

10th January - Administration cost & executive bonus reflected in the production estimates

9th January - Tutorial redesign

9th January - Instant switching between buildings and map

9th January - Instant switching between headquarters and map

9th January - Production / retail information available on busy building

5th January - Limit executive salary raising. Executives will leave if there's not enough cash to pay them.

4th January - Higher Q goods take priority when executing market orders. (price, quality, time of entry)

3rd January - Best market buyer/seller statistics now excludes self-trades

2nd January - Executives retiring added

2nd January - Last seen info added to the company detail

## **2018**

23th December - Architect achievement lvl4 updated

20th December - Executives gray hair fixed

18th December - Disappearing construction slot fixed

16th December - Achievement added, Prospector

16th December - Achievement added, Architect

16th December - Executives severance package reduced to 3 days worth of pay (used to be 5)

15th December - Executives salary deduction fix

11th December - Ability to raise executive salary

11th December - Executives impact table updated (no change in exec's bonus logic)

11th December - Other company view adjustments

11th December - Data synchronisation improvements

6th December - New company account screen

5th December - Fixes to chatroom unread indicator

4th December - Show per unit market fee when posting an order

4th December - Table support for free column articles

3rd December - Add retail info the the exchange

2nd December - Newspaper list scrolling added

30th November - A surprise for tomorrow added ;)

29th November - Add more info when building a new building.

29th November - Showing number of trainings in last 2 weeks when viewing details of an executive

29th November - Fixed scroll to top when going back to map

28th November - large continue as button added to homepage

28th November - Your company highlighted on the homepage

28th November - Achievements displaying on the map screen again

28th November - Sales bonus display in the boardroom fixed; default sales bonus in the sales calculator fixed

25th November - Dup detection algos improvements

23th November - Changes to homepage. Offline use greatly improved

22th November - Offline use features added

20th November - Fast switching between more pages implemented

19th November - Landscape screen load speed optimization

12th November - Map/landscape UX improvements

12th November - All products at quality achievement

12th November - Unsold items and items in production are accounted for during the rollover

12th November - FPA processes improved.

8th November - CSV export of account balance added

7th November - Collapsing executives work history for better readability

5th November - Market buyer/seller achievements reduced

5th November - Changed the way skills are rounded down, executives contribution to other positions is increased.

5th November - Executives related copy updates (Training does not block poaching. This was previously intended but never implemented)

4th November - Executives poaching

4th November - Executives market added

3rd November - Page titles added

3rd November - Exchange screen rewrite - optimization

31st October - Staff executives visible on the account screen. Executives starting salaries reduced.

27th October - New resource: Seeds added. Needed for all plantation products.

27th October - Retail re-balance. Food/fashion/energy got higher margins. Electronics and cars got smaller margins.

25th October - Chairman achievement

25th October - Executives training time increased to 27 hours

25th October - Rollover stability fixes

25th October - Patents included in company value

23th October - Executives phase 1

21th October - Executives phase 1 (beta testing - moderators only)

9th October - Stability and performance improvements

3rd October - Accounting fees starting at \$3M (moved up by \$1M)

3rd October - Contest indicators added to charts in the newspapers

3rd October - Show market seller(s) in the balance sheet

25nd September - Fast switching between Chat/Newspapers/Encyclopedia

24nd September - Warehouse sourcing cost total added

23nd September - Full ranking list added to encyclopedia

22nd September - Encyclopedia improvements: Sales calculator, Production Calculator, faster page loads

19th September - On board computer icon in chat fixed.

18th September - Fixed front end production time computation for buildings with abundance.

18th September - PA notifies if outgoing contract is cancelled/refused.

18th September - Statistics for incoming/outgoing contracts

17th September - Contest rules update - points given out for contribution since the last checkpoint

14th September - Patched exploit with canceling production with speedup; too small market orders or contracts blocked

14th September - Search bar fixes; ability to hide pinned chat entries

12th September - Chat stability improvements

12th September - Certificates graphics update

10th September - Future dev article update

10th September - Fixed chat scrolling for Firefox (user can see old messages)

6th September - Chat stability improved

31th August - Players can now disable chat popups in the account settings.

31th August - Newspapers link added to the menu. Future development article update with government contracts.

30th August - Newspapers added to the game: here

30th August - Decimal numbers increased on bonds and contracts. Show company value on the account page from the last rollover.

29nd August - Bonds update (variable restructuring). With the goal of increasing yield of low investment grade bonds. The Sim Companies government decided to reduce the percentage investor gets back on default. This change has no impact on bonds already purchased. In general, the AAA bonds are still covered at 75%, but each rating level down, the coverage decreases by 2%. The C rated bonds are covered at 41%. Coverage is based on the seller rating at the time of bond purchase (not the time of default). In addition to this, the max single company investment limit of 3% is being raised to 5%. Read more in the bonds guide.

27nd August - backend framework version upgrade

22nd August - flash messages fix - Flash messages (or notifications) to have better visibility.

22nd August - Social chatroom added - New chatroom added to separate game related topics to those of more of a social nature.

17th August - Retail update - Increase (double) the impact of the quality on the selling speed. Products in with higher quality are selling faster than before.

14th August - Menu redesign - performance improvements, usability improvements

31th July - Market demand info re-classification, same math and pricing but "normal", "extreme", "low" brackets were spread a bit.

26th July - Recent contracts section in warehouse now going back 7 days (was 5)

26th July - fixed issue with production where sub-quality product was sometimes produced if low Q input materials were in the warehouse

26th July - new Electronics factory image

25th July - Production and cost in the encyclopedia fixed to take production speed modifier into account

25th July - Production per hour indicator in the building detail screen fixed

25th July - Change log added

