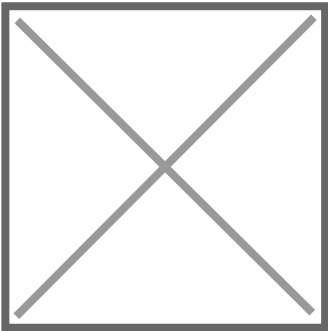


Robotics & specialization

Welcome to the new age of Robots!

OVERVIEW

Robots are a game feature that allows players to improve manufacturing costs.

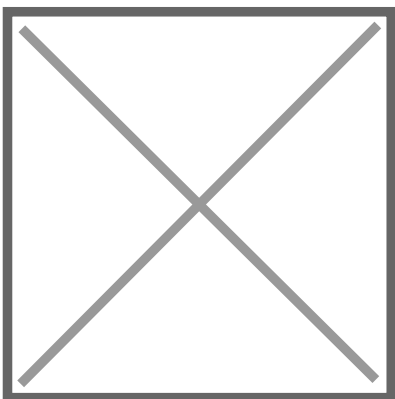


RESOURCES

The resource is Robots!

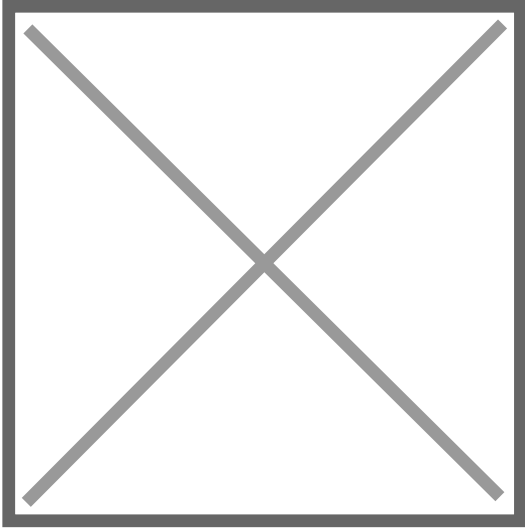
BUILDING

Electronics Factory



RESOURCES

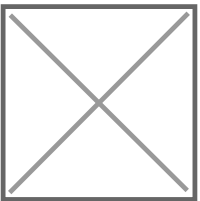
Resources needed in order to produce robots.



Electric motor, Processors, Plastic

RESEARCH

Software is required in order to increase the quality of Robots!



MECHANICS

Can apply robots to any production building (except for research buildings). Robots cannot be retailed.

The cost of robots is based on the building cost and level of buildings. The **Encyclopedia** for each building has a list of the required amount for **robots** and **quality** needed shown under Construction Times.

Building Levels:

1-3	Q0 (or higher Q) robots
4-7	Q1 (or higher Q) robots
8-11	Q2 (or higher Q) robots
12-15	Q3 (or higher Q) robots
16-19	Q4 (or higher Q) robots
20-23	Q5 (or higher Q) robots

(...and so on)

Reminder: quantity of robots required is different for each building; visit the encyclopedia for each building type.

INSTALLING ROBOTS

Installing robots to a building will limit that building to produce just **ONE (1)** product. The base worker wages will go down by **3%**. Note: this reduction impacts the value used to computing admin costs.

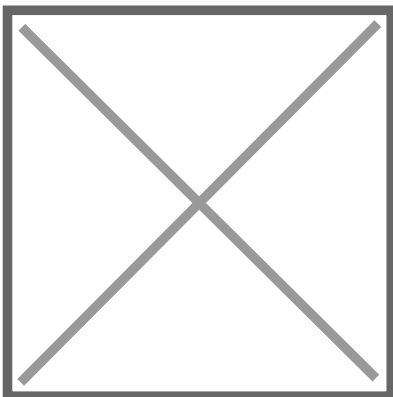
Downtime will be required in order to install robots. **Rushing** is possible with [Sim Boosts](#). It is not possible to upgrade a building while Robots are installed. The downtime for installing robots is the time required to upgrade the next level of the same type of building (x+1).

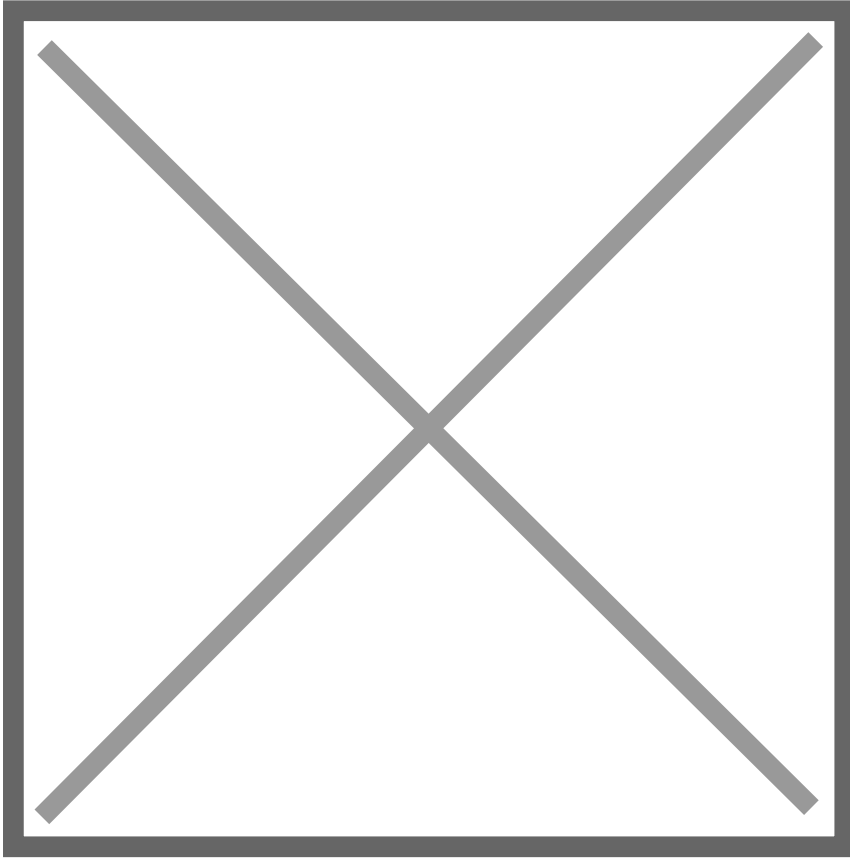
Note: In order to upgrade any building with robots installed; they will need to be uninstalled from that building.

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

[Should I install robots? \(Part 1 & 2\)](#)

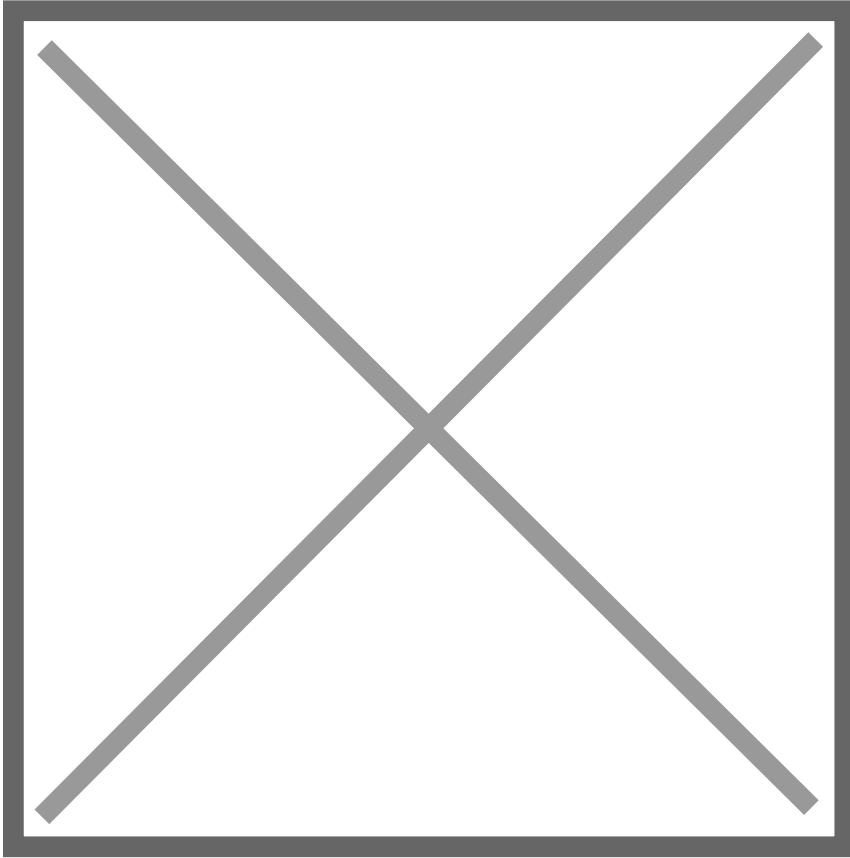
[Should I install robots? \(Part 3\)](#)





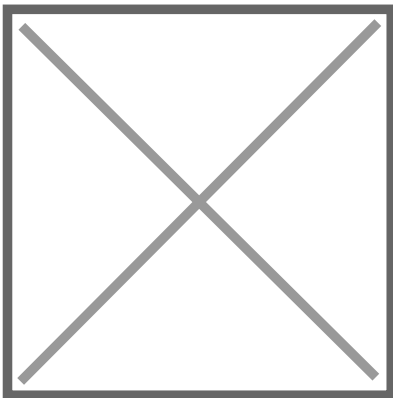
When installing robots, obtaining any of the required materials; will pull them from your warehouse stock. While, any missing materials can be purchased from the Exchange using the **BUY MISSING** button.

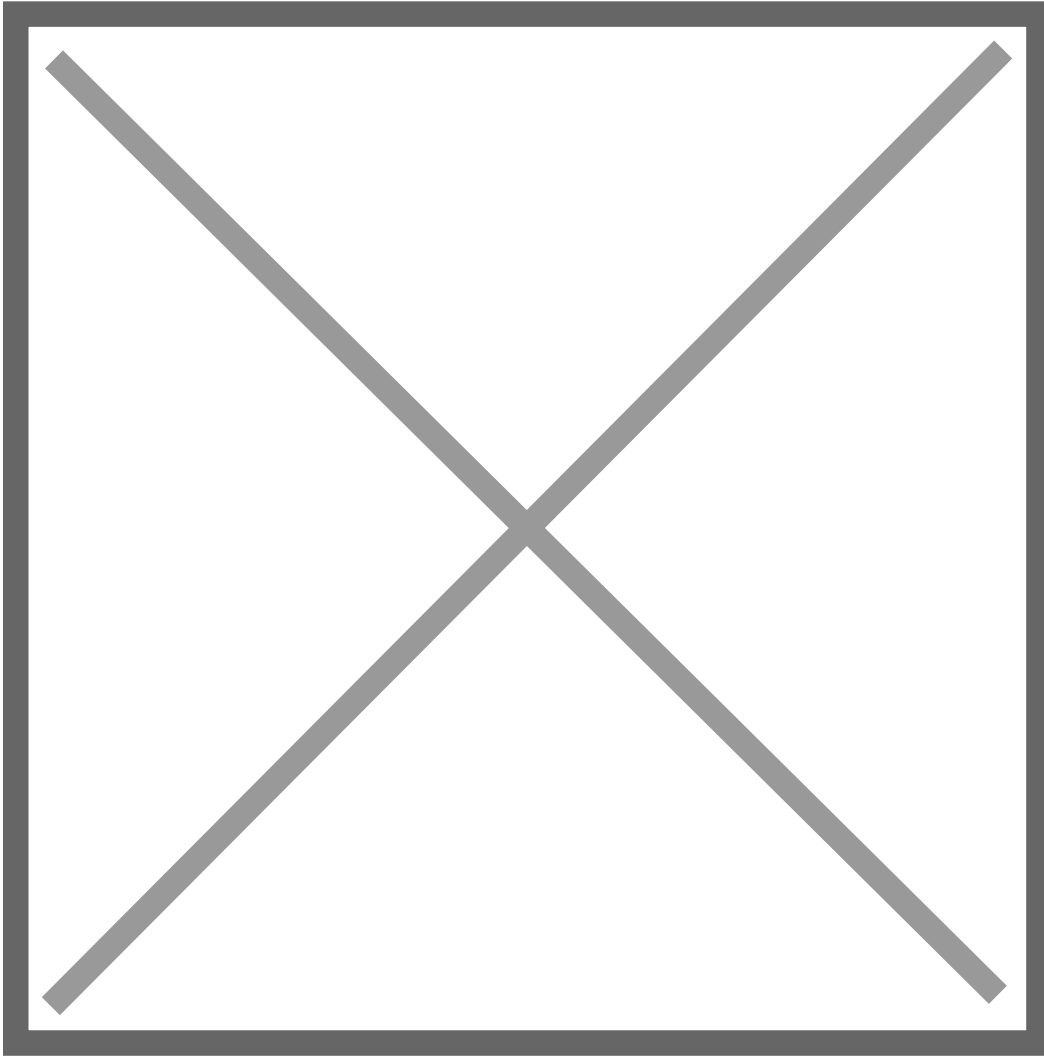
Selecting the product specialization will allow you to install the robots. **Reminder:** you will only be allowed to produce that product in that building after robots are installed.



UNINSTALLING ROBOTS

Uninstalling robots comes at a cost: **50%** of the robots will be returned and will be **quality zero (Q0)**.





NOTES

Company Value: Installing robots is not reflected in the company value. The Income Statement will show “loss” in the “Construction costs.”

Q0 robots: will, over time, become very cheap. Large companies will not need Q0 for high level buildings. This will allow new companies to be able to purchase the robots from the market and experiment at low cost.

SUMMARY

Robots are a powerful tool, they can reduce your production costs but they will restrict your flexibility. How will you strike the perfect balance?

Library Guides:

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

By The Center

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