

Continue

























Welcome, Mayor, to the city builder and simulator! Be the hero of your very own city metropolis. This is the city-building game to design and create a beautiful, bustling town or metropolis. Every decision is yours as your city simulation grows larger and more intricate. You need to make smart building choices as a city builder to keep your citizens happy and your skyline growing. Then build, trade, chat, compete, and join clubs with fellow city-building Mayors. The city game that lets you build your city, your way!BRING YOUR CITY METROPOLIS TO LIFEBuild your metropolis with skyscrapers, parks, bridges, and much more! Place buildings strategically to keep your taxes flowing and your city growing. Solve real-life city-building challenges like traffic and pollution. Provide your town and city services like power plants and police departments. Strategize, build and keep traffic moving with broad avenues and streetcars in this city builder and simulator.PUT YOUR IMAGINATION AND CITY ON THE MAPThe possibilities are endless in this town and city-building simulator! A worldwide city game, build Tokyo-, London-, or Paris-style neighborhoods, and unlock exclusive city landmarks like the Eiffel Tower or Statue of Liberty. Make building rewarding and discover new technologies with the Future Cities while getting athletic with sports stadiums to become a pro city builder. Build and decorate your town or city with rivers, lakes, forests, and expand along the beach or mountain slopes. Unlock your city-builder strategies with new geographic regions for your metropolis, such as the Sunny Isles or Frosty Fjords, each with a unique architectural style. The city-building game where there's always something new and different to make your city simulation unique.BUILD AND BATTLE YOUR WAY TO VICTORYThe city-building game that lets you defend your city metropolis against monsters or compete against other mayors in Club Wars. Plot winning city-builder strategies with your Club mates and declare war on other cities. Once the battle simulation is on, unleash crazy disasters like the Disco Twister and Plant Monster on your opponents. Earn valuable rewards to use in battle, in building or to improve your city. In addition, take on other players in the Contest of Mayors, where you can complete weekly challenges and climb the League ranks toward the top of this city game. Each contest season brings unique rewards to build and beautify your city or town!BUILD A BETTER CITY WITH TRAINSThe city-building game to improve as a city builder with unlockable and upgradeable trains. Discover new trains and train stations for your dream metropolis! Build, expand and customize your rail network to fit your unique city simulation.BUILD, CONNECT AND TEAM UPJoin a Mayor's Club to trade city supplies with other members who love and chat about city-building strategies and available resources. Collaborate with other town and city builders to help someone complete their personal vision as well as get support to complete yours. Build big, work together, lead other Mayors, and watch your city simulation come to life in this city-building game and simulator!-----Important Consumer Information. This app/Requires a persistent Internet connection (network fees may apply). Requires acceptance of EA's Privacy & Cookie Policy and User Agreement. Includes in-game advertising. Contains direct links to the Internet and social networking sites intended for an audience over 13. The app uses Google Play Game Services. Log out of Google Play Game Services before installation if you don't want to share your game play with friends.User Agreement: for assistance or inquiries.EA may retire online features after 30 days' notice posted on www.ea.com/service-updates.Mystic Cairo - Journey Through the AgesSafety starts with understanding how developers collect and share your data. Data privacy and security practices may vary based on your use, region, and age. The developer provided this information and may update it over time. This app may share these data types with third parties.Location and Device or other IDsThis app may collect these data types:Location, Personal info and 5 othersData is encrypted in transitYou can request that data be deletedRatings and reviews are verifiedinfo, outlineRatings and reviews are verifiedinfo, outlineThe ads do not work, un-installed reinstalled and nada. I've watched so many apps and didn't get rewarded, and it's frustrating! I reached out to support, showed them a video and told them I should be compensated for all the ads that failed to reward and was told uninstall, not happy, can't get ahead when your game doesn't work correctly. 11 people found this review helpfulDid you find this helpful?Used to play when it was a fun game many many years ago. Stopped playing when new metrics - complete items delivery for 50 different types of orders to receive 50 different types "unique" items to unlock 50 different types of unrelated things to the base game with 50 different types currencies and nothing regarding building a freaking city. Played for 2 hours and realised why I deleted the game in the first place. It's like begging at this point from EA. Pathetic!59 people found this review helpfulDid you find this helpful?It almost had me fooled . The game was pretty good overall. I thought there were an equal amount of opportunity between having to pay for things (which I don't mind) and to earn items. My complaint is when a new seasons began, the game reset my storage capacity from 140 to 95. Now I have no ability to store any items unless I pay money to increase my storage again. I honestly feel that's not right. And would not recommend this game.331 people found this review helpfulDid you find this helpful?Did you feel the ground shaking, Mayor?That is our new update coming with mysterious pyramids spawning in SimCity. Dig one out of the ground to unearth its ancient secrets, discover what Dr. Vu is up to, and finally trigger a mysterious sandstorm! Enjoy the rest of the content of our Cairo season, with the Coptic Museum, Cairo Citadel and even the Great Sphinx of Giza.Oh and we have camels also.Happy digging, Mayor!flagFlag as inappropriateShare a copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit, provide a link to the license, and indicate if changes were made. You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation. No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. United States Argentina Australia Austria Belgium Brazil Canada Chile China Colombia Czech Republic Denmark Finland France Germany Greece Hong Kong Hungary India Ireland Israel Italy Japan Korea Mexico Netherlands New Zealand Norway Poland Portugal Romania Russia Saudi Arabia Singapore Slovakia South Africa Spain Sweden Switzerland Taiwan Thailand Turkey Ukraine United Arab Emirates United Kingdom Yes! Send me EA news, products, events and promotions by email consistent with EA's Privacy & Cookie Policy. I can unsubscribe at any time by changing my email preferences, emailing privacy\_policy@ea.com, or writing to Electronic Arts Inc., ATTN: Email Opt-Out, 209 Redwood Shore, Pkwy, Redwood City, CA, 94065, USA. Sign in and Join Sign Up Refresh Page Sign up today to receive the latest SimCity Buildit news, tips and tricks, updates, and more (including other EA news, products, events, and promotions) by email. You must sign in and sign up for SimCity Buildit and EA emails first. You must sign up for the SimCity Buildit newsletter first. You've successfully signed up to receive emails about SimCity Buildit and other EA news, products, events and promotions. Unsubscribe at any time by changing your email preferences. You've already signed up for SimCity Buildit newsletters with the above email. Please check your spam folder for the above email. If you still have troubles receiving the emails, please contact EA. Sorry, you are ineligible to sign up for this newsletter. Sorry, something has gone wrong. Please try again later. Are you facing some expensive road upgrades? Dr. Vu needs 160k to upgrade? It's time to make some money, but what do you build? What makes you the most money in the least amount of time in SimCity Buildit? I previously did some calculations on dollars per total minute of build time. As I've continued to play this game, I've come to the conclusion that the time spent in the raw good factories is mostly irrelevant. The bigger factor is the time spent using up a slot in the commercial buildings. With this concept in mind, I took a fresh look at my calculations and removed the time needed in the raw good factories and recalculated the \$/minute rate. I assumed that I had an infinite amount of raw goods: wood, metal, plastic, etc. and recalculated everything. In essence, it's a rate that quantifies dollars per minute of commercial building build-time. The assumption is that you'll be able to manage your raw good factories to ensure the commercial buildings can stay busy 100% of the time. After running the calculations, I sorted results by the top \$/minute rates. The results are below. The boxes are colored by which commercial building produces them. Note that these are for the default, non-upgraded, commercial build times. "Critical Path" means it's the commercial good with the longest lead time. FactoryMax \$Materials RequiredCritical PathRaw M.Assy'sTotalMins/Min Flour Bag5702 Seeds, 2 Textiles0:300:303019 Nails802 Metal0:050:05516 Donuts9501 Flour Bag, 1 Sugar & SpicesFlour Bag0:300:451:157512.7 Ice Cream Sandwich2:5601 Bread Roll, 1 CreamBreadroll+Cream3:303:330143 Burgers3:6201 Beef, 1 BBQ GrillBread+Beef4:50:355:2032011.3 Lemonade Bottle1:6902 Glass, 2 Sugar & Spice, 1 Fruit & B.1 CheeseFlour+Fruit+Cheese3:451:305:153157.11 Couch1:8103 Textiles, 1 Drill, 1 GlueDrill2:002:304:302706.7 Watch5802 Plastic, 1 Glass, 1 Chemical:1:301:30906.44 Hammer901 Metal, 1 Wood0:140:14146.43 Home Textiles6102 Textiles, 1 Measuring TapeMeasuring Tape0:201:151:35956.42 Garden Gnomes1:6002 Cement, 1 Glue2 Cement+Glue2:401:304:102506.4 Cheese6602 Animal Feed1:451:451056.29 Cream4401 Animal Feed1:151:15755.87 Beef8603 Animal Feed2:302:301505.73 Cooking Utensils2502 Metal, 2 Plastic, 2 Wood0:450:454555.56 Measuring Tape1101 Metal, 1 Plastic0:200:20205.5 Grass3101 Seed, 1 ShovelShovel0:300:30100605.17 Refrigerator1:0602 Plastic, 2 Chemical, 2 Electrical Comp.3:303:302105.05 Shovel1501 Metal, 1 Wood, 1 Plastic0:300:30305 Drill15902 Metal, 2 Plastic, 1 Electrical Comp.2:002:001204.92 Fire Ptl1:7402 Bricks, 1 Shovel, 2 Cement2 Cement2:204:006:203804.58 Business Suits1,1703 Textiles, 1 Measuring T., 1 GlueGlue1:003:304:302704.33 Frozen Yogurt1,7501 Fruit & B., 1 Cream, 1 Sugar & SpicesCream+Fruit2:454:006:454054.32 Garden Furniture202 Planks, 2 Plastic, 2 Textiles2 Planks1:002:153:151954.21 Planks1202 Wood0:300:30304 Tree Saplings2202 Seeds, 1 ShovelShovel0:301:302:001203.5 Grill3303 Metal, 1 Cooking UtensilCooking Utensil0:452:453:302102.52 Fashion StoreMax \$Materials RequiredCritical PathRaw M.Assy'sTotalMins/Min Donuts9501 Flour Bag, 1 Sugar & SpicesFlour Bag0:300:451:157512.67 Bread Roll1,8402 Flour Bags, 1 Cream2 Flour+Cream2:151:003:151959.44 Green Smoothie1,1502 Vegetables, 1 Fruit & Berries2 Veg+Fruit2:100:302:401607.19 Cherry Cheesecake2,2401 Flour Bag, 1 Fruit & B., 1 CheeseFlour+Fruit+Cheese3:451:305:153157.11 Frozen Yogurt1,7501 Fruit & B., 1 Cream, 1 Sugar & SpicesCream+Fruit2:454:006:454054.32 Fashion StoreMax \$Materials RequiredCritical PathRaw M.Assy'sTotalMins/Min Cap6002 Textiles, 1 Measuring TapeMeasuring Tape0:201:001:20807.5 Shoes9802 Textiles, 1 Plastic, 1 GlueGlue1:001:152:151357.26 Watch5802 Plastic, 1 Glass, 1 Chemical:1:301:30906.44 Business Suits1,1703 Textiles, 1 Measuring T., 1 GlueGlue1:003:304:302704.33 Fast Food RestaurantMax \$Materials RequiredCritical PathRaw M.Assy'sTotalMins/Min Ice Cream Sandwich2:5601 Bread Roll, 1 CreamBreadroll+Cream3:300:143:4422411.43 Burgers3:6201 Beef, 1 Bread Roll, 1 BBQ GrillBread+Beef4:50:355:2032011.31 Lemonade Bottle1:6902 Glass, 2 Sugar & Spice, 1 Fruit & B.Fruit1:301:002:3015011.27 Pizza2:5601 Flour Bag, 1 Cheese, 1 BeefFlour+Cheese+Beef4:50:245:093098.28 Cheese Fries1,0501 Vegetable, 1 CheeseVeg.+Cheese2:050:202:251457.24 Home AppliancesMax \$Materials RequiredCritical PathRaw M.Assy'sTotalMins/Min TV1,2802 Plastic, 2 Glass, 2 Electrical Comp.2:302:301508.53 Lighting System8901 Chemical, 1 Electrical Comp., 1 Glass1:451:451058.48 Refrigerator1,0602 Plastic, 2 Chemical, 2 Electrical Comp.3:303:302105.05 BBQ Grill15303 Metal, 1 Cooking UtensilCooking Utensil0:452:453:302102.52 My recommended setup for maximizing profit over long periods I've tried out several setups and the one I like the most focuses on making Donuts (flour bag, sugar and spices) \$12.70/min Bricks (minerals) \$9.50/min TVs (plastic, glass, electrical components) \$8.53/min Caps (textiles, measuring tape) \$7.50/min Home Textiles (textiles, measuring tape) \$6.42/min Tape Measures for home textiles, caps and to sell as-is(metal, plastic) \$5.50/min Garden Furniture (planks, plastic, textiles) \$4.21/min Flour production is ramped up... Donut production at full capacity Primary Items Donuts, TVs and caps are all the top items for their store. Nails have a higher profit rate than bricks, but would require a lot of baby-sitting, so I swap out nails and build bricks instead. Bricks have a great return rate and only require minerals to make. Secondary Items Home Textiles Home textiles have a relatively low return rate, but the tape measure needed to produce them are easy to add into the supply chain when you're already making them for caps. The other furniture store items you could produce would require both the hardware store and building supplies store. Because bricks (\$9.50/min) have such a high return, I prefer to keep the building supplies store focused on those instead. Garden Furniture Garden furniture also has a relatively low return rate, but in order to build something else in the garden supplies store, you'd have to use the building supplies store for lengthy periods or focus the hardware store on building shovels (grass, tree saplings). Garden furniture requires only planks which means the gardening supplies store can be used with as small an impact on brick production as possible. I like to build planks while I sleep at night, so that during the day I can focus on bricks. Why do I make donuts when flour has a higher ear nate? If you sell flour as-is, you're leaving the donut shop empty. So if you're already making flour, you might as well turn them into donuts. For more on the farmers market, continue reading below. Maximizing the use of your farmers market. Many of the highest priced items in the game have to move through the farmers market at one point or the other. I've analyzed all the items that are produced in, or require goods from the farmers market and determined an earnings per time spent only in the farmers market. Example: The bread roll is assembled in the donut shop, but requires two flour bags and one cream from the farmers market. Each flour bag uses the farmers market for 30 minutes and the cream 75 minutes. In order to produce a single bread roll, the farmers market will be used for 30+30+75=135 minutes. The earnings for a single bread roll is \$1840, so \$1840/135 min spent in the farmers market = \$13.63/farmers market minutes As you can see from the results below, donuts are by far the best item for your farmers market to be producing. If you sell flour bags, lemonade bottles, bread rolls or burgers, you are setting for a lower rate of return for the very valuable production time of the farmers market. Earnings per Minute spent in the Farmers Market Max \$Materials RequiredFarmers Mkt Items# Mkt TimeAssy'sTotalMins/Min Donuts9501 Flour Bag, 1 Sugar & SpicesFlour Bag0:300:3030831.67 Flour Bag5702 Seeds, 2 Textiles0:300:3030831.67 Lemonade Bottle1,6902 Glass, 2 Sugar & Spice, 1 Fruit & B.Fruit1:301:3090919.78 Bread Roll1,8402 Flour Bags, 1 Cream2 Flour+Cream2:152:1513581.63 Burgers3:6201 Beef, 1 Bread Roll, 1 BBQ GrillBread+Beef4:54:45285812.79 Ice Cream Sandwich2:5601 Bread Roll, 1 CreamBreadroll+Cream3:303:30210812.19 Frozen Yogurt1,7501 Fruit & B., 1 Cream, 1 Sugar & SpicesCream+Fruit2:452:45165810.61 Cherry Cheesecake2,2401 Flour Bag, 1 Fruit & B., 1 CheeseFlour+Fruit+Cheese3:453:4522589.96 Pizza2:5601 Flour Bag, 1 Cheese, 1 BeefFlour+Cheese+Beef4:454:4528588.98 Green Smoothie1,1502 Vegetables, 1 Fruit & Berries2 Veg+Fruit2:102:1013088.85 Cheese Fries1,0501 Vegetable, 1 CheeseVeg.+Cheese2:052:0512588.40 Fruit & Berries7302 Seeds, 1 Tree SaplingTree Sapling1:301:30908.11 Vegetables1602 Seeds0:200:20208.00 Cheese6602 Animal Feed1:451:451056.29 Cream4401 Animal Feed1:151:15755.87 Beef8603 Animal Feed2:302:301505.73 When to sell I usually sell all items in packs of five. When the game first came out I used to sell donuts/caps/TVs in pairs, but I don't think that makes much sense these days. Most players have been playing for a long time and have large storage capacities, so buying 5 packs of everything is not difficult. Why you should always be building TVs: TVs have the highest \$/minute rate for the home appliance store, require only raw goods, and have a long build time which makes it easy to load up. All of the electronic store items are easily found in the Trade HQ, thus you should just fill the queue with TVs and let it run 24/7. If you ever need a lightbulb, refrigerator or grill, purchase it. Ways to make extra money The downside with this setup is that the fast food restaurant doesn't get used. When possible, I'll pick up watermelon, cheese or cream and make additional fast food items. Kicking things up a notch keep in mind that the commercial buildings can all be upgraded to decrease the build times up to 20%. It's a big upfront cost, but over time can pay for itself. Take a look at the upgrade costs and benefits on the Commercial Build Time page. For further explanation, take All Your Blocks' master class on the Fastest Way to 1,000,000 Simoleons Let me know what you think? The trick with this is finding a combination of high rate items that allows you to have as many stores active as possible. Have you thought of an alternate combination? I'd love to hear your ideas. Leave a comment below. Expert Methods Want to make money the way the expert players do? Learn about burger farming. A full description of this method can be found here. 2014 mobile game This article has multiple issues. Please help improve it or discuss these issues on the talk page. (Learn how and when to remove these messages) This article's lead section may be too short to adequately summarize the key points. Please consider expanding the lead to provide an accessible overview of all important aspects of the article. (January 2018) This article needs additional citations for verification. Please help improve this article by adding citations to reliable sources. Unourced material may be challenged and removed.Find sources: "SimCity: Buildit" - news - newspapers - books - scholar - JSTOR (January 2018) (Learn how and when to remove this message) (Learn how and when to remove this message) 2014 video gameSimCity: Buildit(Developer's)TrackTwenty(Publisher's)Electronic ArtsSeriesSimCity(Platform's)AndroidiOSKindle FireReleaseDecember 16, 2014Genre(s)City-buildingMode(s)Single-player SimCity: Buildit is a city-building mobile game developed by TrackTwenty and published by Electronic Arts. It was launched in late 2014. The game is part of the SimCity franchise.[1] and is available to download from the Google Play Store,[2] Amazon Appstore,[3] and the Apple App Store. This game allows players to solve real-life situations like fire, sewage, pollution, and traffic and helps deal with public problems. Players can connect and compete with other players for more connected gameplay.[4] The game is freemium (free-to-play with pop-up advertisements and in-game purchases). It utilizes music and graphics similar to the 2013 SimCity game, although it is slightly downscaled to fit in with iOS and Android devices' graphic capabilities. The game's currencies include simoleons (standard in-game currency) and SimCash (premium currency). Players play as the mayor of their city and make choices to keep their Sims happy. When they do this, players can earn taxes from the City Hall. The happier the people are, and the more taxes are earned. Players can trade, friend, chat, and join clubs with other players for connected online gameplay. There is no zoning feature in SimCity: Buildit. Instead, buildings are moved manually. Commercial and industrial buildings produce items, and residential zones require them to upgrade to a higher density. Factories can also be upgraded, although this requires demolishing the original building when it is not producing anything and then replacing it with a new one. The build tool can only be used to build two-lane roads. Players cannot manually build higher-capacity roads; they must upgrade them instead. The game started development after the release of SimCity (2013) in an effort to develop a game quicker than prior installments and at a much higher profit margin. Buildit uses many assets from SimCity (2013).[5] This section needs expansion. You can help by adding to it. (October 2018) ReceptionAggregate scoreAggregatorScoreMetacritic58/100[6]Review scoresPublicationScoreIGN3.5/5[7]X-Play3/5[citation needed]Pocket Gamer2.5/5[8]TouchArcade[9]PC Magazine4/5[10] As of October 2021[update], the application has been downloaded over 100 million times on the Google Play Store.[11] It ranks number four all-time in simulation game downloads operating on Android.[citation needed] In 2018, according to EA Mobile, SimCity: Buildit became the most-played SimCity game ever. It stayed in the top 10 in U.S. sin and strategy games on iOS platforms, in the top 100 for U.S. games overall, and in the top 150 games globally.[12] ^ "SimCity Buildit - Free Mobile Game - EA Official Site - Electronic Arts EA.com" <games >simcity-buildit". ea.com. January 13, 2017. ^ "SimCity Buildit - Apps on Google Play". play.google.com. Retrieved February 21, 2023. ^ "SimCity Buildit:Amazon.co.ukAppstore for Android". www.amazon.co.uk. Retrieved February 21, 2023. ^ ARTS, ELECTRONIC (January 22, 2018), SimCity Buildit, ELECTRONIC ARTS, retrieved February 11, 2018 ^ Bains, Callum (March 7, 2023), "SimCity launched a decade ago, and it was so disastrous it killed the series". PC Gamer. Future plc. Retrieved March 12, 2023. ^ "SimCity Buildit for iPhone/iPad Reviews". Metacritic. CBS Interactive. Retrieved December 15, 2014. ^ "SimCity Buildit - IGN". IGN.com. November 25, 2015. Retrieved October 24, 2017. ^ "SimCity Buildit review - iPhone reviews Pocket Gamer". pocketgamer.co.uk. December 18, 2014. ^ Ford, Eric (December 23, 2014), "SimCity Buildit 'Review' - Actual City Planning Has Timers Too". TouchArcade. Retrieved October 5, 2018. ^ "SimCity Buildit (for iPad) Review". PCMag. September 5, 2017. Retrieved July 16, 2021. ^ "SimCity Buildit - Apps on Google Play". ^ "SimCity Buildit - The Best Construction Game". August 15, 2019. Archived from the original on August 20, 2019. Retrieved August 20, 2019. Retrieved from " Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. SimCity Buildit was developed by TrackTwenty and published by Electronic Arts, is a mobile city-building simulation game that belongs to the esteemed SimCity franchise. Its primary objective is to grow the city's population by unlocking specializations and acquiring buildings using Keys. I'm excited to introduce this SimCity Buildit Currency Guide, which aims to help you understand the game's available currencies, and how to earn and spend them effectively. The strategic placement of buildings plays a crucial role in maintaining tax revenue and facilitating city expansion. Recognized as one of the top city-building games for mobile platforms in 2024, players face challenges such as traffic congestion and pollution while managing vital services like power plants and various departments. Additionally, you can explore my beginner's guide, customer support guide, and discover redeem codes within the game that may offer rewarding benefits. Image via ELECTRONIC ARTS SimCity Buildit centers on the expansion of your buildings and community, highlighting diverse infrastructural developments across various areas and regions. Advancing in the game hinges on your strategic construction and optimization of your surroundings. You'll have the opportunity to develop your community, observe its growth, and ensure the happiness of your citizens. SimCash serves as the premium currency in SimCity Buildit, offering a myriad of benefits. Initially, you start with 50 SimCash, but you can acquire more through various avenues. City Achievements, Mayor's Pass rewards, watching Video Ads, participating in the Contest of Mayors, Event Tracks, Design Challenges, and more. In my experience, the Contest of Mayors has been the most useful method for earning substantial amounts of SimCash. Image via ELECTRONIC ARTS As for where to spend SimCash, the options are diverse and impactful. You can use SimCash to purchase buildings exclusive to SimCash, instantly produce various items, acquire different currencies (except for platinum keys), add slots to commercial buildings, remove items from the Trade Depot, refresh the NeoMail, add slots to the Trade Depot, acquire disaster cards, and hasten processes like residential zone refreshes. It's a versatile currency that can significantly enhance your gameplay experience and progression. Golden Keys, another key currency in SimCity Buildit, offer unique opportunities for city development. Unlike SimCash, you don't start with any Golden Keys, but you can earn them through Cargo Ship deliveries, Contest of Mayors rewards, Event Tracks, and more. Additionally, Golden Keys can be purchased using SimCash. Image via ELECTRONIC ARTS These valuable keys are primarily used to construct specialized buildings that require Golden Keys, such as those related to Landscape, Education, Transportation, and more. They also play a role in upgrading War disasters, adding depth to your city's infrastructure and capabilities. Platinum Keys stand out as the rarest currency in SimCity Buildit, offering exclusive benefits. You don't start with any Platinum Keys, but you can earn them through Contest of Mayors, Event Tracks, claiming the Golden Chest, participating in Design Challenges, and engaging in Club Wars. The contest of Mayors has been particularly fruitful in my experience of accumulating Platinum Keys. Image via ELECTRONIC ARTS SimCash, Platinum Keys cannot be purchased directly using real money or SimCash. Image via ELECTRONIC ARTS These prestigious keys are reserved for purchasing powerful specialization buildings and upgrading disasters, adding a unique layer of depth and progression to your city-building endeavors. However, it's crucial to note that without sufficient Platinum Keys, you won't be able to preview certain buildings, emphasizing their rarity and importance in the game. Simoleons are the backbone currency in SimCity Buildit, playing a crucial role for various city-building activities. Upon starting the game, you receive 25,000 Simoleons, and you can earn more through diverse means. City Hall revenue, selling items in the Trade Depot, completing Cargo Ship and Airport deliveries, claiming daily chests, and more, are all avenues for acquiring Simoleons. Image via ELECTRONIC ARTS You can use Simoleons to construct buildings that require this currency, purchase items from the Global Trade HQ, engage in OMEGA processing, upgrade roads, and enhance commercial buildings. Simoleons are a fundamental currency that fuels your city's growth and development, making them essential for every aspiring mayor. NeoSimoleons are closely tied to the OMEGA aspect of the game, offering unique opportunities and challenges. While you don't start with any NeoSimoleons, you receive 5,000 after reaching level 30 and unlocking the Neomall. Additionally, you can earn NeoSimoleons by collecting revenue from OMEGA zones, progressing in the Mayor's Pass, selling items to OMEGA advisors, and purchasing NeoSimoleons using SimCash. Image via ELECTRONIC ARTS I've found that building and bulldozing OMEGA structures can be a clever workaround to manage NeoSimoleon limits. These valuable currency units are used for constructing buildings specific to NeoSimoleons, including essential services and infrastructure for OMEGA zones, as well as purchasing items from the Neomall, enhancing your city's technological prowess. Regional Simoleons are unique to regional gameplay, offering distinct advantages and objectives. There are five types of regional currencies, each tied to a specific region. You can obtain Regional Simoleons by upgrading residential zones within regions, completing shipments in the Export HQ, selling regional items to advisors, receiving rewards from Mayor's Pass and event tracks related to regional gameplay. Image via ELECTRONIC ARTS These regional currencies are primarily used for building regional trends, developing and upgrading regional Hot Spots, and constructing regional service buildings. They add a layer of complexity and strategic planning to city-building efforts within regions, encouraging diverse and specialized development. War Simoleons serve a specific purpose within the War Store, catering to specific design decisions in conflict-oriented gameplay. You can earn War Simoleons through Club Wars, Monster Trouble, Mayor's Pass rewards, offers, event tracks, and purchasing them with SimCash. Image via ELECTRONIC ARTS These specialized simoleons are exclusively used for acquiring War Items and Battle Boosters within the War Store, enhancing your capabilities and strategies in Club Wars and related activities. Lastly, Design Simoleons play a crucial role in City Design Challenges, offering a unique currency system for creative endeavors. At the start of a design challenge, you receive 8,000 Design Simoleons, which can be earned through various activities within design challenges and purchased using SimCash. Image via ELECTRONIC ARTS Design Simoleons replace regular Simoleons in design challenges and are used for purchasing services and upgrading roads specific to design challenges, offering a focused and rewarding experience for creative city planners. Each currency serves a specific purpose, from purchasing special buildings to upgrading disasters. Balancing and wisely using these currencies can greatly impact your city's development and success. It's essential to earn and spend them strategically to create a thriving and efficient city in the game. Did you find this SimCity Buildit Currency Guide useful? Let us know in the comments below! For more Mobile Gaming news and updates, join our WhatsApp group, Telegram Group, or Discord server. Also, follow us on Google News, Instagram, and Twitter for quick updates. SimCity Buildit is an incredibly realistic city building simulator. Players must manage the city, its politics, and economy, and of course build various buildings, such as factories, shopping centers, etc. And of course, all of this requires a lot of money, which is not so easy to earn. Therefore, in this guide, we will tell you a couple of tips on how to make money fast. For almost all activities in SimCity Buildit, players will need money called Simoleons. Most players always miss them, but we can help with this. During the game, players will often be offered various deals. The bottom line is that these transactions can bring you a lot of money and, on the contrary, force you to remain in the red. RELATED: How to add friends on SimCity Buildit When you see a deal, you don't have to immediately accept or reject it. Instead, you need to tap outside the trade window to minimize it and then go to Trade Depot. You must create an offer with the product that you are offered in the deal. This way you will see if the deal is profitable or not. If you can sell goods at a higher price at Trade Depot, then the deal is bad. And the second way is the production of various goods. You need to choose products that are not produced very long, and not too fast because you won't be able to stay in the game all the time. And then use them to create more profitable products. For example, you can produce seeds, and then turn them into flour. After that, you can make donuts from the flour, which will bring you a lot of Simoleons.