

WarEra clankeriai

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Nauji skillai:



Pakeitimai:

- Panaikino - entrepreneurship.
- Pridėjo - Leadership.

Detalūs pakeitimai:

- Energijos - gauni pradžioje 100 kiekvienas lygis duoda papildomai 10 energijos į rezervą.
- Produkcijos - pradžioje gauni 30 kiekvienas lygis duoda papildomai 3 energijos į rezervą.
- Managment - Tai tavo naujas produkcijos bonusas. Pradedi nuo 2% ir kiekvienas laiptelis duoda papildomus 2%. Bonusas yra taikomas tik samdomies robotukams. Tavo atlyginimas priklauso nuo tavo managment lygio ($\text{Tavo managment lygis} \cdot \text{užmokestis} = \text{valandinis atlyginimas}$).
- Leadership – Tai pagerina šansą gauti geresnį upgrade tavo robotukui. Pradedi su 55% common, 25% uncommon, 5% Epic, 2% legendary. Kiekvienas lygis nuima -2% nuo common ir duoda +1% uncommon, +0,6% rare, +0,3% epic, +0,1% legendary

Darbas:

JOB

Best position for you 🍄 0.66 /h →



Bullet
🇲🇽 Jalisco & Michoacan
🍄 9.99% ⚙️ 4 🏠 1 📊 2

➡ 9.08 /h 🍄 1.071 /h

➡ 1 = 🍄 0.1179



persejas Manager
👤 11 ➡ +22% 10h unpaid

🍄 0.605 /h

🇲🇽 María Ortega Figueroa F · 35y

➡ 17 🍄 6 🍀 6 ☹️ 55 ➡ +30% 📊 1

🇲🇽 Dulce María Pedroza de Valadez F · 41y

➡ 11 🍄 7 🍀 3 ☹️ 55 ➡ +30% 📊 1





➡ 165.37 /200

⬆ 4

📊 1H34M

COLLECT 🍄 0

Dabar atlyginimas yra mokamas į valandą. Atlyginimas priklauso nuo tavo management lygio ir darbdavio siūlomo uždarbio. Dabar įsidarbini kaip manageris ir tau reikia kiekvieną dieną palinksminti pasirinktą darbuotoją. Palinksminti reikia vieną kartą per UTC parą. Tai reiškia kad darbas atsinaujina tuo pačiu metu kaip ir daily misijos.

Net jeigu darbdavys neturi pinigų sumokėti tau vistiek kapsi valandos ir kai tik darbdavys gaus pinigus iškart tau bus sumokėta. Tau pinigai kapsi ir reikia juos pačiams pasiimti. Kai pasiimi pinigus yra nuskaitomi mokesčiais tos valstybės kurioje ta įmonė yra.

Įmonės:



Nauji dalykai:

- Break room – duoda įdarbinti daugiau robotukų. Upgrade kainos 2lv1 20 plieno, 3lv1 80 plieno
- Robotukai - Tai darbuotojai kuriems moki už production pointą. Jie už tave dirba.

Robotukai:



Robotukus pasamdyti kainuoja 10 energijos. Kai juos samdai gali matyti jų vardą, pavardę, lytį, amžių, kiek per dieną prašo. Žemiau yra traits ir statsai jie yra random kai kurie matosi prieš

įdarbinant kai kurie pasirodys įdarbinus. Kol kas nėra būdo pagerinti pirminių trایتų ar statsų sėkmę. Jeigu nėra norimo varianto galima rerollinti už 10 energijos. Įdarbinus robotuką pasirodys visi jo trایتai ir statsai. Robotukų produkcija galima pagerinti su įrankiais iš specialaus toolbox dėžės. Toolbox dėžės gauną patys robotukai.

Statsai:

Production

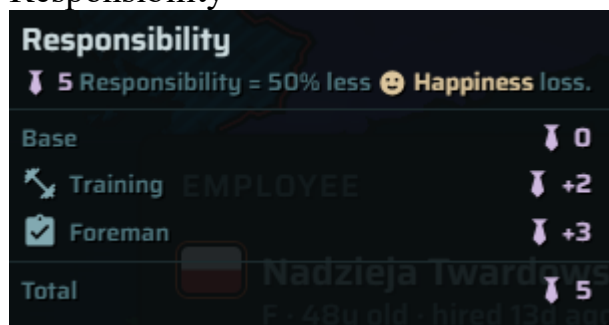


Production	
↗ 5 Production ÷ 4 = 1.25 points per hour, before bonuses.	
Base	↗ 2
↗ Training	↗ +3
Total	↗ 5
🎓 Specialization	↗ +13%
Scales output, not the stat	

Rodoma produkcija / 4 = valandinis produkcijos kiekis.

Produkcija gali gerinti treniruojant robotuką.

Responsibility



Responsibility	
⬇ 5 Responsibility = 50% less 😊 Happiness loss.	
Base	⬇ 0
↗ Training	⬇ +2
📋 Foreman	⬇ +3
Total	⬇ 5

Rodomas responsibility · 10 = kiek procentaliai mažiau praranda nuotaikos.

Galima gerinti treniruojant robotuką.

Luck

Luck	
1 Luck. Never output; it finds toolboxes, improves training draws and moves the odds of every employee event.	
Loot	
Toolbox per worked hour About 2% a day	0.1%
Training draw, before your Leadership	
Uncommon +1 to one stat every 25%	25% → 25.5%
Rare +1 to one stat every 13%	13% → 13.3%
Epic +1 to one stat every 5%	5% → 5.2%
Legendary +1 to one stat every 2%	2% → 2.1%
Employee events	
Luck checks	-8%
Every other check	-4%
Base	1

Tai robotuko šansas išmesti dėžę ir pagerinti random evento sprendimą. Bazinis yra 1 ir gali gerinti treniruojant robotuką.

Emocija:

Happiness	
Morale is set live by traits and conditions.	
Base	50
Income tax	-0.7
A tempting offer 2d12h14m left	-10
Responsibility shielded	+6.5
Total	45.7
Production	-4.3%

Emocija turi bazinį 50 taškų. Kiekvienas papildomas taškas duoda 1% bonusu, kiekvienas prarastas taškas duoda -1% bonusu. Kai emocija pasiekia 45 taškus robotukas pradeda ieškoti kito darbo ir kyla rizika kad jisai išeis.

Income tax – mažina taškų skaičiu ($\text{tax} \cdot 0,1 = \text{-taškai}$)

Responsibility – tai robotuko stats, kuris mažina nuotaikos kritimą.

Robotuko nuotaika gali kristi nuo tam tikrų traitų ir random eventų.

Manageris gali pekelti robotuko emocija +5 emocijos taškai 48h.

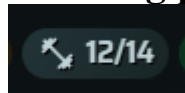
Produkcijos bonusas:

Production bonus		Daily wage
Every percent that scales what their banks, added together.		
Management		+22%
Manager		+2%
Happiness		-0.2%
Specialization		+14%
Total		+37.8%

Tai bendras visų buffų ir debuffų produkcijos bonusas.

Jis priklauso nuo traitų, managerio kurį įdarbinai, emocijos, specializacijos
Specializacija – tai produkcijos bonusas, kuris didėja nuo laiko dirbant įmonėje.

Training potential:



Tai parodo kiek kartų gali treniruoti savo robotuką.
Galima didinti treniruojant robotuką. Limito nėra.

Wage expectation:

Wage expectation	
How much more or less than the market rate they ask for the same stats. It sets the wage they are paid.	
Rolled at hire	-6.2%
Anywhere between -30% and +30%.	
Negotiation	-20%
Cut by Negotiation training cards.	
Total	-26.2%

Tai procentali dalis pagal rinkos kainą, kiek darbuotojas pigiau dirbs.

Įdarbinus gali reikalauti nuo -30% iki +30% nuo rinkos kainos.

Galima gerinti treniruojant.

Traitai:

Tools:



Handy

Holding any tool: ⚒ +40%. Nothing bare-handed.



Improviser

Holding no tool: ⚒ +25%. Give the tool to somebody else.

Coworkers:



Nationalist

Half or more coworkers share their nationality: 🇳 +2 😊 +5.



Cosmopolitan

⚒ +2 per foreign nationality on the roster, up to ⚒ +4.



Old Friends

Working alongside their friend: ⚒ +15%.



Sweethearts

Working alongside their sweetheart: ⚒ +20%. Only ever from an office romance.



Girl Power

⚒ +15% per female coworker (max ⚒ +30%). Women only.



Band of Brothers

⚒ +15% per male coworker (max ⚒ +30%). Men only.



Comic

⚒ -1 to themselves, but 😊 +10 to every coworker.



Mentor

Every coworker weaker than them gets ⚒ +2. Costs the mentor ⚒ -1.



Foreman

Every coworker gets 🇳 +3. Nothing for themselves.



Bully

With coworkers: ⚒ +2 for themselves, 😞 -10 for everyone else.



Loner

Sole employee of the company: ⚒ +100%. Nothing once a coworker joins.



Sociable

⚒ +25% per coworker (max ⚒ +50%). Unhappy alone.



Rival

Somebody out-produces them: ⚒ +3. Top of the roster: ⚒ -1.



Prima Donna

Paid more than every coworker: ⚒ +20%. Otherwise 😞 -10. Nothing while alone.



Xenophobe

A coworker of a different nationality: ⚒ -2 😞 -5.



Envious

😞 -5 per coworker paid more than them, down to 😞 -10.



Nemesis

Working alongside the one they cannot stand: ⚒ -15%.



Man Hater

⚒ -15% per male coworker, down to ⚒ -30%. Women only.



Misogynist

⚒ -15% per female coworker, down to ⚒ -30%. Men only.

Work:

	Specialist In a company producing their good: ↗ +3 😊 +5.
	Quick Study Every day worked counts double toward specialization.
	Stockpiler A full storage does not bother them.
	Craftsman Manufactured goods and weapons: ↗ +3. Raw resources: ↘ -1.
	Laborer Raw resources: ↗ +3. Anything manufactured: ↘ -1.
	Claustrophobe In a company with a large storage: ↘ -20%.

Age and tenure:

	Veteran After 30 days in the same company: ↗ +20%. A transfer resets it.
	Diamond in the Rough +1 to one stat every 10 days in the same company, up to +4.
	Late Bloomer ↗ +2 per 10 years of age past 40.
	Sprinter First day in a new company: ↗ +50%. Nothing after that.
	Creature of Habit For 3 days after a transfer: ↘ -30%.
	Burnout -1 to every stat every 20 days in the same company, down to -3.
	Worn Out ↘ -2 per 10 years of age past 50.

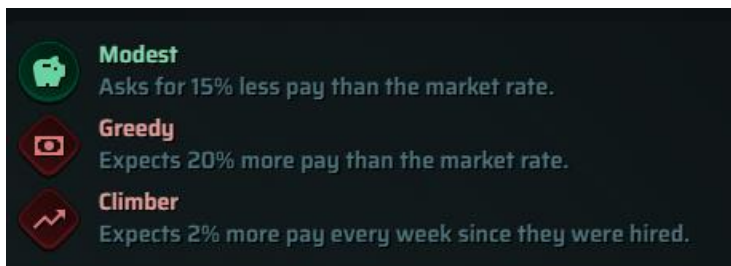
Geography:

	Patriot Working in a core region of their homeland: ↗ +2 😊 +10.
	Expat Working abroad: ↗ +2.
	Homesick Working abroad: ↘ -2 😊 -10.

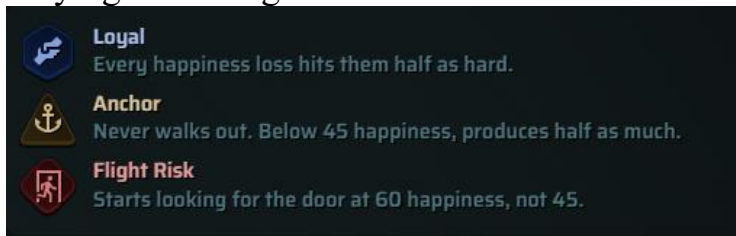
Politics:

	Statist Income tax at 20% or more: 🏴 +2.
	Tax-shy ↘ -1% per 1% income tax in the country, down to ↘ -30%.

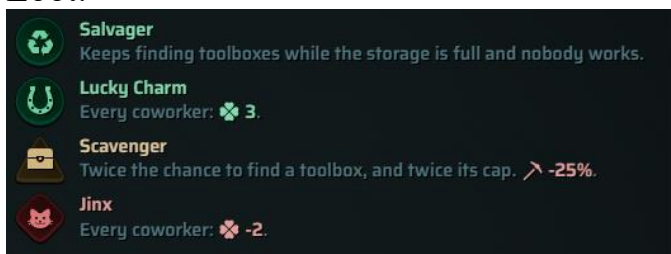
Wages:



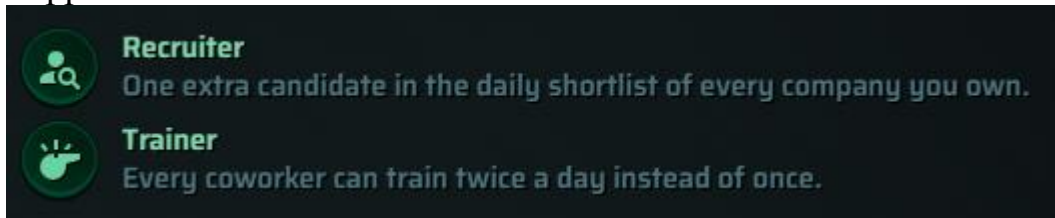
Staying or leaving:



Loot:



Support:



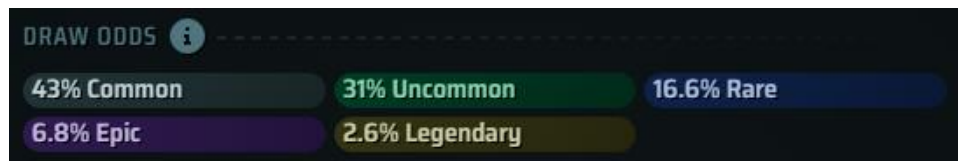
Other:



Kiekvienas įdarbintas robotukas gauną random traitus. Traitai treniruoiant robotuką gali būti nuimami arba pridedami. Aktyvius trairus galima matyti tiek per įmonių listą tiek paspaudus ant robotuko.

Treniravimas:

Treniravimas kainuoja 10 energijos. Treniruoiant atsiranda 3 pasirinkimai. Pasirinkimai visada bus to pačio retumo.



Galimi treniravimo variantai.

	Drill +1 to one stat.	Common
	Negotiation -5% on the wage they expect.	Common
	Intensive drill +2 to one stat.	Uncommon
	Rehab Clears one mixed trait, such as Sociable or Comic.	Uncommon
	Wild card A random trait, good or bad, revealed only once picked, and +1 to a random stat.	Uncommon
	Negotiation -10% on the wage they expect.	Uncommon

	Rehab Clears one bad trait, such as Xenophobe or Burnout.	Rare
	New habit Teaches one mixed trait: real upside, with a string attached.	Rare
	Second wind +2 training potential: one session more than the draw just spent.	Rare
	Negotiation -20% on the wage they expect.	Rare
	Intensive drill +3 to one stat.	Epic
	New habit Teaches one good trait, no downside.	Epic
	Second wind +3 training potential: two sessions more than the draw just spent.	Epic

	Intensive drill +4 to one stat.	Legendary
	Two new habits Teaches two good traits at once. Needs two free slots.	Legendary
	Second wind +4 training potential: three sessions more than the draw just spent.	Legendary
	Clean slate Clears every bad trait they carry, in one card. Only dealt to an employee with at least two of them. Mixed traits are left alone.	Legendary

Pastaba: Jeigu yra variantas kelti training potential visada jį rinktis.

Eventai:

Tai atsitiktiniai eventai kurie gali atsitikti robotukui. Kai robotukas gauną random eventą atsirandą pasirinkimų ekranas.



Kiekvienas pasirinkimas gali pagerinti arba pabloginti situacija arba net netekti robotuko. Nuo blogiausio critical failure iki geriausio critical success.

Taip pat robotukas gali gauti trauką per eventą.



Inspiration:



Crisis:

	A tempting offer Happiness 😊 45 or less, Production ↗ 6 or more, or ↗ Climber. Always possible for a 🚪 Flight Risk, and twice as likely.	▼
	Running on empty Happiness 😊 40 or less, or 🗑 Burnout or 🤒 Worn Out.	▼
	Gambling debts Only a 🎲 Gambler.	▼

Coworkers:

	A friendship blooming Two coworkers with happiness 😊 45 or more, neither of them with an 🧑 Old Friends or 🧑 Nemesis trait yet. Twice as likely if one is 🧑 Sociable or 😄 Comic.	▼
	A scuffle Two coworkers, when one of them is 🗨 Bully, ⚔ Rival, 🧑 Xenophobe or 😡 Envious, is the other's 🧑 Nemesis, or has happiness 😊 40 or less.	▼
	A mentor's offer A 🧑 Mentor or an employee with Production ↗ 6 or more, and a coworker with Production ↗ 3 or less and training potential left.	▼
	The great soup debate Two coworkers, neither of them with an 🧑 Old Friends or 🧑 Nemesis trait yet. Twice as likely if one is ⚔ Rival, 😡 Envious or 👑 Prima Donna. ⌚ At most once every 14 days	▼
	The fort A 🧑 Loner and a 🧑 Sociable coworker, neither of them with an 🧑 Old Friends or 🧑 Nemesis trait yet.	▼

	Checking the inventory Two coworkers hired 7 days ago or more, with happiness 😊 45 or more and at most 15 years apart, neither of them with a 🧡 Sweethearts trait yet, and not each other's 🧑 Nemesis. ⌚ At most once every 21 days	▼
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World:

	A call to arms The company's region is under attack, and the employee is a citizen of the country holding it, a 🚩 Patriot or a 🚩 Nationalist.	▼
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Life:

	Night classes Aged 40 or younger, with training potential left.	▼
	A letter from home Working abroad, with happiness 😊 45 or less. Always possible abroad for a 🏠 Homesick , and twice as likely.	▼
	Midlife crisis Aged 45 to 55. 🕒 Once per employee	▼
	Time to retire Aged 65 or more.	▼
	Green grapes only A 👑 Prima Donna with at least one coworker. 🕒 At most once every 7 days	▼

	The chair Only a 🪑 Creature of Habit . 🕒 At most once every 7 days	▼
	A party of one A 🧐 Tax-shy or a 🏠 Statist . 🕒 At most once every 7 days	▼
	Work anniversary 30 days or more in the company. Twice as likely for an ⚓ Anchor or a 🦸 Veteran .	▼
	A cursed tool Holding a tool. Twice as likely for a 🎲 Gambler .	▼
	The mustache Hired 7 days ago or more, and 🎲 Greedy , 🦢 Climber or with happiness 😊 45 or less.	▼

	The winning ticket Rare. Anyone hired 7 days ago or more, twice as likely for a 🎲 Gambler . 🕒 At most once every 45 days	▼
	A new job title A 🦢 Climber or a 👑 Prima Donna , after 7 days in the company. 🕒 Once per employee	▼

Cozy:

	Something in the storeroom Can happen to anyone. 🕒 At most once every 14 days	▼
	A stray cat A company with 2 or more employees at work. 🕒 At most once every 30 days per company	▼
	The impression A 😂 Comic with at least one coworker. 🕒 At most once every 7 days	▼
	The locker Only a 🏠 Stockpiler . 🕒 At most once every 7 days	▼
	The compliment Only a 🍷 Modest . 🕒 At most once every 7 days	▼

	Spelled wrong Happiness 😊 65 or more, after 14 days in the company. 🕒 Once per employee	▼
	The coffee machine A company with 3 or more employees at work. Twice as likely if  Handy or  Improviser . 🕒 At most once every 14 days	▼
	General Coo Rare. Can happen to anyone, twice as likely while the company's region is under attack. 🕒 At most once every 45 days	▼
	Take your kid to work Aged 28 to 50, hired 7 days ago or more. 🕒 At most once every 14 days	▼

Legendary:

	A strange mood Rare. Someone hired 7 days ago or more who is  Craftsman ,  Specialist or  Handy , or has 15 days of experience in the company's good, if a tool exists for that good. 🕒 At most once every 60 days	▼
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Follow-up:

	A promise to keep 7 days after you pick Promise a trip later in A letter from home . 🕒 2 days to answer	▼
	The demand Right after you pick Give them the workshop in A strange mood . 🕒 2 days to answer	▼
	Supreme Commander 5 days after you pick Grant the title in A new job title . 🕒 2 days to answer	▼
	Trouble in paradise 14 days after you pick Encourage it in Checking the inventory . 🕒 2 days to answer	▼
	Kittens 10 days after you pick Adopt it in A stray cat . 🕒 2 days to answer	▼

Managerių įdarbinimas:

POST A MANAGER POSITION

✕

📈 +2% on every employee, per 👤 1 Best offer 🤖 0.06 /h per point

🔔 Every manager has at least 1 point, so even one with no Management level gives 2%. A level 10 one gives 22%.

PAY PER MANAGEMENT POINT

🤖 0

−

+

Per hour. Allowed 🤖 0.0511 - 🤖 0.0765

MINIMUM MANAGEMENT

👤

−

+

Leave empty for no requirement

REQUIRED CITIZENSHIP

All countries

>

DESCRIPTION (OPTIONAL)

Describe the role, what you expect, what you offer...

POST

CLOSE

Tu gali įdarbinti managerius kurie tau padės palaikyti robotukų emociją.

Veikia panašiu principu kaip ir dabar tik, kad nustatai kainą už darbuotojo managment lygi.

Atlyginimas mokamas kas valandą.