



## How to Use this Guide.

This eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

The main menu puts all of the eGuide sections for *Sims 3* at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

Of course, you can also use the “page forward” and “return to beginning” icons to navigate through the eGuide.

For any other questions about your eGuide, check out the help button.

Enter keywords to find a specific word or phrase.

Within each eGuide section, all sub-sections are displayed for easy navigation.

**UNleashed**



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# How To Use this Guide



Welcome to *The Sims 3* for consoles, including the PlayStation 3, Xbox 360, and Nintendo Wii. *The Sims 3* is a smash hit on the PC, and Electronic Arts has worked hard to bring that experience to the different consoles, focusing on the strengths of each for the different versions. The Xbox 360 and PlayStation 3 editions of *The Sims* are identical, save for the differences between achievements and trophies. The Wii version, on the other hand, is quite a bit different thanks to the introduction of direct control for Sims.

Because of the major differences between the Xbox 360/PlayStation 3 editions of *The Sims 3* and the Wii edition, we have effectively split this guide in half. The front of the book is dedicated to the Xbox 360 and PlayStation 3 edition of *The Sims 3*. The guide for the Wii version is in the back half of the book, starting on page XX. For each version of *The Sims 3*, we give you everything you need to help your Sims lead a happy, fulfilling lives—everything from how to excel at careers to the skinny on the objects you can place in their homes (such as their beneficial properties) is in here. Our guide also explains the essentials of moving into your new neighborhood, such as furnishing a house, creating unique Sims, and developing skills. Here's how we've organized all the information for easy reference:

## Xbox 360/ PlayStation 3



**Chapter 2:** Simology—Everything that goes into the essence of a Sim is covered here. This extensive chapter lists all traits, wishes, needs, moods, opportunities, Challenges, Karma Powers, and skills—and tells you exactly what they mean. With our tips and strategies, you can make the most out of skill development, guarantee wish fulfillment, keep your Sims' spirits high, and master the fine art of the conversation. Yep, with our breakdown of the social scene, you'll fall in and out of love, manage friendships, and learn how to live in peace with an entire family under one roof.



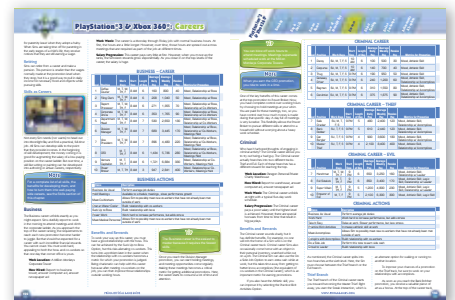
**Chapter 3:** Day in the Life—Sometimes it's just easier to explain by doing. This chapter details the first few days in Moonlight Bay, revealing how to easily take care of needs, land a job, manage moods, and work on wishes.



**Chapter 4:** Dream House—Learn the ins and outs of both Build Mode and Buy Mode, two powerful tools for erecting a house on a lot and filling it with really cool stuff!



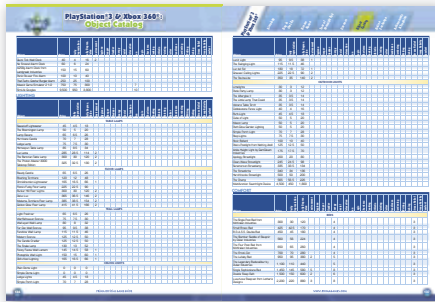
**Chapter 5:** Tour of Moonlight Bay—This walking tour of the city identifies all the key spots you need to know. Career locations, social hangouts, fishing spots, and community lots are explained. The super-secret locations of the collectibles are here, too, including the most valuable metals, gems, and insects.



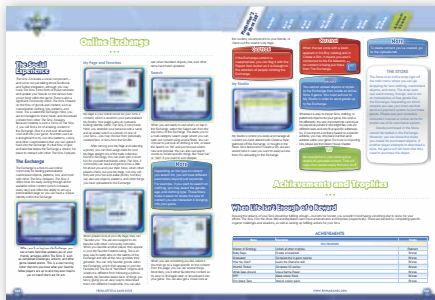
**Chapter 6:** Careers—Some Sims define happiness by an honest day's work. All the careers in Moonlight Bay are explained in this chapter. We drop all sorts of knowledge about how to accelerate promotions and what perks come with each job.



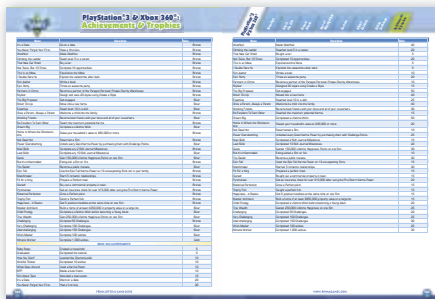




**Chapter 7:** Object Catalog—Our extensive catalog not only reveals the objects your Sims need and desire, but also breaks down their properties so you know which objects help with needs and skill development.



**Chapter 8:** Online Exchange—The Sims 3 community loves to share (and show off). Use this tutorial to get online, share your cool creations, and find great stuff to download into your game.

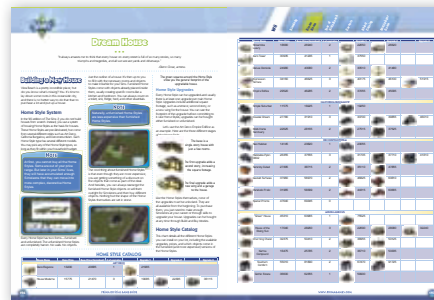


**Chapter 9:** Achievements & Trophies—Admit it, we all love achievements and trophies. Every single one of these awards is detailed here so you know exactly what you need to do to earn it.

# Nintendo Wii



**Chapter 10:** Simology—The entire Create a Sim process is explained, including all the traits that make up a Sim's personality. We cover the convergence of moods and needs, as well as the benefits of satisfying wishes and opportunities. All wishes and opportunities are listed here, too. The Karma system is also detailed here, followed by the skills your Sims can develop as they become well-rounded individuals. Finally, the secrets of the social system are revealed so you can forge successful relationships with friends, neighbors, and family members.



**Chapter 11:** Dream House—The Wii edition of The Sims 3 uses a special system for building houses on lots. The different shells you can use to construct houses are explained here, including the different ways to upgrade shells.



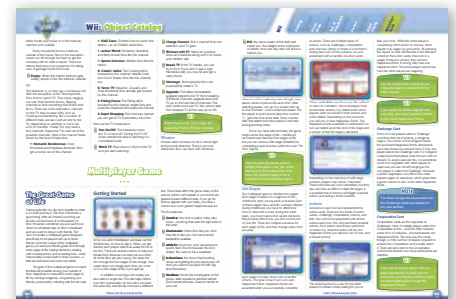
**Chapter 12:** Tour of Vista Beach—Take a walking tour of Vista Beach, where you can see all the community lots, career venues, shops, and more.



**Chapter 13:** Careers—This chapter dives into the different careers available in Vista Beach, including the all-new Tourism and Extreme Sports careers. We explain how to get promotions faster, which is great for your household's bottom line.



**Chapter 14:** Object Catalog—Want to fill your house with goodies? This catalog lists everything you can purchase in Buy Mode.



**Chapter 15:** Multiplayer—Up to four players can challenge each other in the great game of life. This chapter details the multiplayer card game that takes Sims from cradle to the grave, including the three minigames that you must play to determine the winner of life's biggest decisions.



# Simology



“The human soul, as part of the movement of life, is endowed with the ability to participate in the uplift, elevation, perfection, and completion.”

-Alfred Adler, founder of Individual Psychology

A Sim is not a puppet; it is a reflection of the id and ego. A Sim is a way for somebody on this side of the screen to discover how they might act or react to different situations without the actual concerns and consequences of the social contract. When you consider life in Moonlight Bay through that prism, the narratives you create prove both liberating and exciting. You are about to embark on an adventure with a zillion possibilities—but potentially no endings.

Now, what you put into your Sim is what you get out of it. If you check in on your Sim now and then, you'll catch glimpses of an interesting story. But that's not why you bought this guide, is it? You want to be at the heart of an engaging narrative starring a fascinating cast. This chapter details all the different avenues of Sim creation, personality development, and metrics for success. But don't be surprised when life takes an unexpected right turn. That's one thing that holds true on both sides of the screen.

## REQUIRED READING

Before starting a new story with your Sims, you need to know the building blocks of life in Moonlight Bay. You will see these terms throughout this guide and expanded upon in this and later chapters.

◆ **Wishes:** Every Sim has desires, both immediate and long-term. When you create a Sim, you give it a Lifetime Wish. However, Sims also come up with smaller wishes each day that they would love for you to help them fulfill. Fulfilled wishes boost your Sim's mood, result in Karma Points, and award Lifetime Happiness Points.

◆ **Lifetime Happiness Points:** These are the ultimate barometer of your Sim's fulfillment. When you complete a wish, your Sim earns Lifetime Happiness Points. You also earn these points when you boost your Sim's mood over a certain threshold. Lifetime Happiness Points can be traded in for Lifetime Rewards, which affect your Sim's personality and aptitude.

◆ **Skills:** Sims can learn a variety of talents, such as writing, fishing, painting, and athletics. These skills are often tied into careers or hobbies. Certain activities increase your skill ranking. You can track your Sims' skills in their Skill Journals.

◆ **Careers:** To maintain their households, Sims must have a constant source of income. Careers provide that. There are a multitude of career tracks in Moonlight Bay, from athlete to journalist. Sims also can seek out part-time jobs or turn their skills into money-making opportunities, such as penning books from home. Each career has several levels of promotion.

◆ **Opportunities:** From time to time, Sims encounter opportunities that result in rewards when completed.

Opportunities are typically related to careers and skills, but special opportunities pop up just by exploring Moonlight Bay and talking to people. Rewards include job promotions, physical objects, Simoleons, or relationship boosts.

◆ **Moodlets:** *The Sims 3* introduces a new way to tell what your Sim is feeling. Moodlets are factors that affect your overall mood. They are good, bad, and neutral. Most moodlets have a timer that denotes how long they affect overall mood. Some negative moodlets can be eliminated by correcting behavior or environment. To make your Sims' lives better and earn more Lifetime Happiness Points, adjust your Sims' lives so they experience more positive moodlets.

◆ **Needs:** Sims have individual needs like Bladder, Hunger, Hygiene, Social, Fun, and Energy. These needs are affected by environment, activities, and relationships. While mood and moodlet take center stage in making sure your Sim is happy, don't neglect basic needs. When buying objects for your lot, be sure to keep an eye on how certain objects affect specific needs. For example, a nicer bathtub or shower will increase your Sim's Hygiene rating.

◆ **Socials:** Socials are the interactions that take place between Sims. There are literally hundreds of socials. Not all socials are available right away. Some are unlocked by developing skills. Other socials are activated by the traits you give your Sims. Use socials to direct a

conversation and engage other Sims, paying attention to their likes and dislikes so you can build better relationships. Who knows what could happen? Playfully teasing the right Sim could lead to a lifelong love, while joking with a sourpuss could result in a new nemesis. Relationship status can also determine what socials are available. Physical context can also determine the availability of some socials.

◆ **Karma:** Energies sent out into the universe tend to come back around. This is called karma—and it comes in two varieties: good and bad. Karma Points, used to initiate Karma Powers (such as extra luck or increased intelligence), are accumulated by fulfilling wishes. Not all Karma Powers are available right away. They must be unlocked with Challenge Points, which are earned by completing Challenges.

◆ **Challenges:** These are in-game objectives like reading a specific book or growing a particular harvestable. Some of the smaller Challenges are links in larger multi-part Challenges. When a Challenge is completed, the player is rewarded with Challenge Points that can be spent in the Challenge Shop for prizes.

◆ **Self Interactions:** You can access your Sim's phone and inventory by selecting the Sim itself. There's also a self interaction for changing outfits. Some Sims will have additional self interactions based on their traits.

## Create a Sim

If you are already familiar with previous games in *The Sims* series, then you are familiar with Create a Sim, the toolbox that allows you to sculpt brand-new Sims either from scratch or by modifying a pre-made Sim found in the Sim Bin (which is also where Sims you have previously created and saved are store, too). *The Sims 3's* Create a Sim is boosted with an even more visual enhancements and improvements. Sims now look more real than ever. There are not just hundreds of eyes, ears, and noses to choose from, you also can modify cheekbones, eye shapes, height, weight, muscle mass, and those lovable curves that make us human.

In addition to all the cosmetic surgery you can perform on your Sims, the Create a Sim tool lets you spark a personality out of a host of traits. Traits include everything from Bookworm to Green Thumb, from Lucky to Can't Stand Art. With more than 60 different traits to select from, you have the means to craft a robust and particular personality.

### NOTE

Another way of creating a Sim: genetics. This option is available if you have at least one Sim of each gender that is Young Adult or older. The created Sim is a combination of physical characteristics and traits. The offspring can be any age.

### TIP

Consider making households of at least two Sims so you can create multiple narratives in the same play.

### NOTE

From the Your Household screen, you can highlight any Sim and create a twin from it. If you are adding a brand new Sim, you get the option to Play with Genetics if you have at least one male and female young adult Sim. Import A Sim allows you to chose from pre-made Sims, Sims you've saved, and Sims you've downloaded from The Exchange.

## Appearance



When you first enter the dressing room of Create a Sim, you meet a pre-built Sim, just waiting for you. You can choose this pre-set Sim and dig right into the personality or you can use this Sim as base inspiration for fashioning your own. Perhaps you dig that first Sim's hairstyle but want a different color. Or you are struck by the face of a Sim but just aren't sold on a certain aspect, like the eyes.

From the first screen of the Create a Sim toolkit, you have five sections of options and potential changes. Here are the five sections and their functions:

- ◆ **Basics:** This section lets you name your Sim and change its gender, name, and age.
- ◆ **Hair:** Use this section to change your Sim's hairstyle, which includes adding headgear.
- ◆ **Looks:** Go here to change the general appearance of your Sim's head and face, including making adjustments to skin tones, chin, nose, eyes, and cheeks.
- ◆ **Clothes:** Select your Sim's basic wardrobe from this section, including everyday wear, athletic garb, and formal clothes.
- ◆ **Personality:** This section lets you assign specific traits to your Sim. Choose personal favorites (food, music, and color), and select a Lifetime Wish.

### TIP

The appearance panel that starts with Basics and Hairstyle is where you can save the current Sim to My Studio.

## Basics



Should you decide to make a completely new Sim, you will likely start tinkering with the Basics section right away. The Basics section lets you give your Sim a new name, assign a specific age, and decide the gender. You do not need to settle on a name right away, but the age does affect a lot of other things in the Create a Sim process. For example, Sims from young adult and up get five traits. Children have only three traits—as they advance into teen and then into young adult, they do gain additional traits.

## BROWNIE BITES

Gender makes absolutely no difference in *The Sims 3* with regard to how the narrative of life unfolds, except in one key area: pregnancy. Only female Sims can become pregnant and have babies.

Beyond that, you should never get hung up on gender.

Both male and female Sims can develop all the skills, pursue any of the careers, and chase down any dream.



## Hairstyle



For many, no physical feature defines them more than hair. As such, hair is highly customizable in the Create a Sim toolkit. There are many different hairstyles to choose

from for either gender and each 'do can be further personalized by adjusting hair color and adding highlights. For example, you can add dark roots to a blonde dye job, frost the tips of a 'do, or give your would-be punk green streaks. You can add hair accessories, too, such as berets and flowers.

Once you've settled on a hairstyle—and you can actually choose a different hairstyle for each of your Sim's different outfits, such as formal and athletic wear.

### TIP

Use the Lock Hairstyles option to keep the same hairstyle across all the outfits, such as formal, every day, and athletic.





### Looks



The Looks section of Create a Sim is where you select facial features, such as eyes and a nose. This is basically a painless plastic surgery section, as you can adjust each feature. You also can make changes to the head shape, add freckles, and even apply a little make-up. (Or a lot, if that's your thing.)



Use the advanced options in each category to make finer adjustments to features, such as the position of the mouth, fullness of lips, width between eyes, etc.



The Looks section is also where you make changes to the body shape, adding muscle or a few extra pounds to change the general frame of your new Sim. You can adjust skin tone here, too.

**TIP**

If you like, you may even give your Sim otherworldly skin hues like green and blue.

### Clothing

Do clothes truly make the Sim? If so, then you can make and remake your Sim five times over in Create a Sim by assigning five different outfits for five different occasions: everyday wear,



formal, sleepwear, athletic, and swimwear. Gender and age affect the clothing choices. Male Sims cannot choose a formal gown and little kids cannot opt for a tuxedo. (Not even a baby blue one.)

**TIP**

You can set a different hairstyle per outfit by un-checking the Lock Hairstyle option and then going back into the Hair section to pick a style. That style will then be "locked" to the current outfit.



Everyday wear



Formal



Athletic



Sleepwear



Swimwear

Everyday clothing is what your Sim commonly wears when at home during normal waking hours or while out and

about the town. The formal wear is donned for special events or going out for a nice meal. When it is bedtime, Sims slip into their comfy sleepwear. Before heading to the gym, Sims put on athletic clothes. Finally, swimwear is what your Sim puts on when they, well, swim.

**NOTE**

This is probably the first place you will encounter content from The Exchange. The content in the first box with the bright blue background is made by other players and can be downloaded for use in your own game. If you see a red circle with a slash, it means that you are not connected to The Exchange.

### Create a Style

Customization—that's one of the specialties of the Sims. And it's not just clothes and hair that can be personalized. Everything from wallpaper patterns to couch coverings. But let's concentrate on Create a Sim right now. Each article of clothing has a handful of default colors, but in Create a Style, you can adjust up to four different aspects—four different patterns or colors.

**NOTE**

Styles are specific to objects and clothing/makeup, etc. Patterns are more like customized materials that can then be applied to objects/clothing.



The Create a Style interface

To dive into Create a Style, select it from the clothing section of Create a Sim. This brings up a toolkit with the four different changeable aspects. Each aspect can be re-patterned with the pull-down bar at the top of the tool. There are several categories of patterns, such as geometric and abstract. Within each category, you can choose from many different samples. Apply the sample and that aspect of the clothing article changes.

**TIP**

Always save your styles. You may want easy access to them later or to share them with others on the Exchange.

Of course, you can alter the samples. Many patterns have multiple elements that can be adjusted. It is simple to adjust the colors of these elements using the color selector.

Selected colors can be adjusted with a sliding bar, adjusting the brightness and hue.

There is no cost in Create a Style, nor any limit to how many times clothing can be adjusted or re-fashioned. So have fun with Create a Style and make a wardrobe that no other Sim in Moonlight Bay has.

## NOTE

After finishing up Sims, you can set their relationships (parents, siblings, spouses, etc.). Any relationship not designated defaults as "housemate."

## Personality

The final section of the Create a Sim tool is where you determine your Sim's personality. If the Sim is a young adult or older, you may assign up to five traits that define their personality. There are more than 60 traits to choose from in the Create a Sim tool. Not all of them are positive, but that's where an element of honesty must come into play. Nobody is perfect. Do you really want to make a perfect Sim with five positive traits? Or do you want to give them a personality wrinkle that makes them more "human?"

Traits affect your Sim's lifelong wishes and goals as well as their personality. The selections you make here stick with your Sims for the remainder of their lives (well, there is actually a way around this...but more on that later). Choose carefully because these traits have far-reaching effects on all aspects of life, from how the Sim functions in a social situation to how they like to spend quiet time at home—if at all.

Traits also affect a Sim's mood. Moods are detailed later in this chapter, but take this into consideration when designing a personality. Every Sim needs sleep. Lack of sleep can lead to a poor mood. Well, the Light Sleeper trait means your Sim wakes up at the slightest noise. So, if another Sim in the house turns on the TV, they wake up and do not get enough rest. Sounds bad, right? Why would you ever choose the Light Sleeper trait? Well, the Light Sleeper trait isn't so bad if the noise of a burglar wakes the Sim as he sneaks into the house.

## Traits

There are 63 traits to choose from in *The Sims 3*. Traits include personality triggers such as Frugal, Handy, and Unlucky. They range from positive to negative with a handful of relatively neutral traits that affect the edges of a personality. Because these five traits not only make up the core of your Sims' personality (including which skills are easier to develop and which careers can be mastered more efficiently) but also affect what Lifetime Wishes are available to them, consider

how they might factor into the kind of life you'd like to live inside *The Sims 3*.

## NOTE

Depending on the age of the Sim you create, you can have up to five traits.

This is a full list of the available traits:

### Absent-Minded

**Description:** Absent-Minded Sims get lost in their thoughts and occasionally forget what they are doing or where they are going.

**Benefits:** Adds character to the Sim, which can be a topic of conversation.

**Shortcomings:** Sim will often stop in mid-action, disrupting progress and losing valuable time.

**Unique Features:** Absent-Minded Sims sometimes turn off the television when they finish watching—even if other Sims are still watching.

### Ambitious

**Description:** Ambitious Sims dream big and are more rewarded when their wishes are satisfied in life. They are driven to move up the corporate ladder more quickly, but fall prey to low mood if they don't quickly receive the promotion they desire.

**Benefits:** Ambitious Sims enjoy improved performance at work. Fulfilled wishes are worth more Lifetime Happiness points.

**Shortcomings:** Sim gets the Anxious to Advance negative moodlet if promotions or skill level advancements don't come at a regular pace.

**Unique Features:** To keep Ambitious Sims happy, make time to advance skills. Stay on top of goals at work, too.

### Angler

**Description:** Anglers catch fish better than any other Sims. They also enjoy fishing more than anyone else.

**Benefits:** Anglers catch more fish and gain Fishing skill faster than normal Sims.

**Shortcomings:** **Shortcomings:** None

**Unique Features:** Anglers start their lives with a Fishing skill book in their personal inventories. Fishing lowers their stress and decreases the need for Fun.

### Artistic

**Description:** Artistic Sims are naturally gifted artists with a paint brush. They make pretty good writers or musicians.

**Benefits:** Artistic Sims gain the Painting skill faster than normal Sims. They gain the Writing and Guitar skills faster, too, but not as fast as the Painting skill.

**Shortcomings:** None

**Unique Features:** Artistic Sims automatically interact with guitars and easels more often. Trait introduces Talk About Art social.

### Athletic

**Description:** Athletic Sims are the best athletes in town. They can push themselves harder and longer than others, and will do so to feel the burn.

**Benefits:** Athletic Sims earn the Athletic skill faster than normal Sims. Athletic Sims also take longer to get the Fatigued moodlet.

**Shortcomings:** Do not like to listen to other Sims complain about exercise or athletic activities.

**Unique Features:** Athletic Sims cannot possess the Couch Potato trait. Athletic Sims get the Talk About Exercise social.

### Bookworm

**Description:** Bookworms have a passion for reading that surpasses their other desires. They also tend to become good writers.

**Benefits:** Bookworm Sims read faster. Bookworm Sims also write faster whether working on the Writing skill, writing novels, or doing homework. They get increased Fun from reading, which helps dispel the Stressed Out moodlet.

**Shortcomings:** None

**Unique Features:** Bookworm Sims get an increased environmental bonus from a room with a bookcase. They receive a Talk About Books social.

### Brave

**Description:** Brave Sims are fearless individuals who will fight fires, wrangle Burglars, and work to protect those around them.

**Benefits:** Brave Sims will fight and defeat Burglars. If a fire breaks out on the lot with the Brave Sim, the Brave Sim will not panic. He/she will immediately grab a fire extinguisher and put out the flames. Brave Sims do better in the Military and Law Enforcement careers.

**Shortcomings:** None

**Unique Features:** Brave Sims can sometimes demand a raise from their boss with success. Brave Sims are not scared by normal ghosts, but are unnerved by the Poltergeist and Quake Maker Karma Powers. Repeated uses of Poltergeist and Quake Maker will Scare even the bravest Sim. Brave Sims cannot pick the Loser or Coward traits.

### Can't Stand Art

**Description:** Sims who Can't Stand Art will never appreciate the latest masterpiece or expensive home decor. They are the anti-connoisseur.

**Benefits:** None

**Shortcomings:** Sims with this trait have a negative reaction to all art. They do not like to talk about art either.

**Unique Features:** Sims get the negative Can't Stand Art moodlet whenever they are around art.

### Charismatic

**Description:** Charismatic Sims love to socialize and





often know the perfect thing to say. They also like to throw parties.

**Benefits:** Charismatic Sims start with a Charisma skill building book and gain the Charisma skill faster than other Sims. Charismatic Sims fare well in almost all conversations. It's a useful trait for the Political career because it boosts the chances of contributions. Social-oriented tones in career have greater effect on performance.

**Shortcomings:** None

**Unique Features:** Charismatic Sims are great in conversations, which makes it easier to make friends. They're good at everything from Debate Politics to Boast About Fishing. Cannot have the Loser trait at the same time.

## Childish



**Description:** Childish Sims find it difficult to "act their age." They love playing with children's toys, see things through the eyes of a child, and need to be constantly entertained.

**Benefits:** Childish Sims get benefits from having children's toys around, such as environmental boosts. They can also play with toys.

**Shortcomings:** Childish Sims are easily bored in conversations. They are particularly sensitive to repeated socials.

**Unique Features:** Childish Sims are not afraid of ghosts. Childish Sims can fish in swimming pools.

## Clumsy



**Description:** Clumsy Sims muck up life with shoddy footwork and poor planning.

**Benefits:** None

**Shortcomings:** Clumsy Sims drop food, trip, and lose fish while reeling them in from the water.

**Unique Features:** Clumsy Sims drop engagement rings when proposing. It's actually cute...

## Commitment Issues



**Description:** Sims with Commitment issues don't really want to settle down into a long-term relationship or lifelong career. Marriage is out of the question.

**Benefits:** None

**Shortcomings:** This Sim reacts poorly to many relationship-oriented socials, like proposing marriage.

**Unique Features:** Commitment Issues Sims must have a high romantic relationship with another Sim to accept marriage proposal. This Sim will desire to change careers just when things are getting good at work.

## Computer Whiz



**Description:** Computer Whizzes love spending time on the computer. They are great at tinkering with computers, and can even make money as hackers if they choose.

**Benefits:** If the Sim has the Handiness skill, they almost instantly repair computers without fail. Unlocks the Hack interaction, which offers a new revenue stream.

Sim gets greater pleasure out of Play Computer Games interaction.

**Shortcomings:** None

**Unique Features:** Unlocks Talk About Computers social.

## Couch Potato



**Description:** Couch Potatoes are perfectly happy sitting on the couch to watch TV and eat junk food. They'll need additional prodding to lead active lives.

**Benefits:** Comfy moodlet is 50 percent stronger. Watching TV improves Fun need quicker than other Sims.

**Shortcomings:** Couch Potatoes need to sleep longer.

**Unique Features:** Couch Potato Sims cannot have Athletic trait. Will not workout unless in a very good mood.

## Coward



**Description:** Cowards are terrified of everything that can and will go bump in the night. They are scared of the dark and frequently faint in "dire" situations.

**Benefits:** None

**Shortcomings:** Gets the Scared moodlet when seeing any of the following—Burglar, ghost, fire, Grim Reaper. Runs from these things most times, but will occasionally faint. Cowards get the Terrified Moodlet the first time they are scared by a Poltergeist or Quake Maker Karma Powers. They can get the Traumatized moodlet from repeated uses of Poltergeist and Quake Maker Karma Powers.

**Unique Features:** The trait unlocks the Run Away interaction. Cowardly Sims cannot have the Brave or Daredevil traits.

## Daredevil



**Description:** Daredevils seek the extreme side of life, even if it means making an everyday chore extreme. They also love fire.

**Benefits:** Quickly puts out fire when on the same lot. Daredevils never burn to death if on fire. Daredevil Sims are not scared by normal ghosts, but are unnerved by the Poltergeist and Quake Maker Karma Powers. Repeated uses of Poltergeist and Quake Maker will Scare even the most extreme Sim.

**Shortcomings:** None

**Unique Features:** Many interactions now have the word "extreme" in them. Adds the Watch This social, which asks others to watch as the Sim does something crazy. After being crazy, Sim enjoys the Adrenaline Rush moodlet. Cannot have Daredevil and Coward trait at same time.

## Dislikes Children



**Description:** Sims who Dislike Children do not want to have anything to do with children. No talking, no playing, and certainly no reproduction.

**Benefits:** None

**Shortcomings:** Sims reacts poorly to Sims with children or on a lot with children.

**Unique Features:** Dislikes Children Sims are in a bad mood any time they are around young Sims.

## Easily Impressed



**Description:** Easily Impressed Sims are easily astounded by everyday stories and are always pleased with the smallest of accomplishments.

**Benefits:** Easily Impressed Sims are always receptive to boasting socials.

**Shortcomings:** None

**Unique Features:** Discovering an Easily Impressed Sim is a goldmine for adulation. These Sims hang on every boastful word, whether it's about fishing or dancing.

## Evil



**Description:** Evil Sims love the dark, take great delight in the misfortune of others, and prefer to lead a life as far away from goodness as possible.

**Benefits:** Evil Sims are not discouraged by a lack of light. These Sims also get positive moodlets from other Sims' misery, like Very Hungry or Smelly. Natural advanced performance in the Criminal career track.

**Shortcomings:** Other Sims are naturally wary of the Evil Sim once this trait is discovered, especially Good Sims or Sims in the Law Enforcement career.

**Unique Features:** Evil Sims cannot have the Good trait.

## Excitable



**Description:** Excitable Sims get excited about everything. They enjoy an extra dose of self-satisfaction when good things happen.

**Benefits:** Excitable Sims get positive moodlets from many activities, such going on dates, eating a favorite food, getting a promotion, or catching a fish.

**Shortcomings:** None

**Unique Features:** Excitable Sims cannot have Grumpy trait.

## Family Oriented



**Description:** Family Oriented Sims make great parents. They love big families and being surrounded by their children.

**Benefits:** Family Oriented Sims can help children with walking and talking better than other Sims. These Sims also start out with even better familial relationships than other Sims.

**Shortcomings:** None

**Unique Features:** Family Oriented Sims have the Talk About Family social.

## Flirty



**Description:** Flirty Sims are constantly looking for romance and are most often quite successful in this endeavor.

**Benefits:** Flirty Sims do exceptionally well with romantic socials and have more available right away. Massages from Flirty Sims have extra positive effects.



**Shortcomings:** None

**Unique Features:** Flirty Sims naturally drift toward flirting unless it would negatively affect a current relationship.

**Friendly**

**Description:** Friendly Sims smile frequently at other Sims and are quick to make friends.

**Benefits:** Friendly Sims default to friendly socials and develop friendships faster. Friendly Sims have an easier time becoming friends with other Sims.

**Shortcomings:** None

**Unique Features:** Friendly Sims cannot have the Mean trait.

**Frugal**

**Description:** Frugal Sims love to clip coupons to save money, relish a good deal, and hate being wasteful.

**Benefits:** Frugal Sims get coupon-related interactions with newspapers and computers and enjoy the Got a Good Deal moodlet whenever a discounted object/service is purchased.

**Shortcomings:** Frugal Sims react poorly to purchasing expensive objects, even if they are beneficial to household or Sim.

**Unique Features:** Frugal Sims give less in campaign donations.

**Genius**

**Description:** Geniuses are brilliant logical thinkers, masters of chess, and excellent hackers. They savor pursuits of the mind.

**Benefits:** Genius Sims generally have accelerated learning with brain-related skills and activities, such as the Logic skill or using a telescope. Genius Sims do well in the Science, Law Enforcement, and Medical careers and are naturals at chess.

**Shortcomings:** None

**Unique Features:** Genius Sims often automatically use the Contemplate interaction.

**Good**

**Description:** Good Sims go out of their way to help friends and family in need, are charitable with their money, and frequently comfort those around them.

**Benefits:** Good Sims don't react negatively to socials or interactions as often and try to see everything in a positive light. When Good Sims "help" another Sim in a negative mood, that Sim gets the Comforted moodlet.

**Shortcomings:** None

**Unique Features:** Good Sims cannot have the Evil trait. Good Sims get the Donate to Charity interaction with the mailbox. Donating results in the Charitable moodlet. Good Sims can only donate once per day.

**Good Sense of Humor**

**Description:** Sims with a Good Sense of Humor tell the best jokes.

**Benefits:** Sims with this trait have an easier time starting relationships with other Sims, even those with No Sense of Humor. Jokes have a greater impact on relationships with other Sims.

**Shortcomings:** None

**Unique Features:** Sims with a Good Sense of Humor also respond well to jokes.

**Great Kisser**

**Description:** Great Kissers kiss better than any other Sim. They give kisses that are not easily forgotten.

**Benefits:** Kisses from Great Kissers are more readily accepted by other Sims and have larger positive effects on the relationship.

**Shortcomings:** None

**Unique Features:** Adds character to the Sim, which can be a topic of conversation.

**Green Thumb**

**Description:** Green Thumbs are the best gardeners. They find solace and comfort in their gardens and can revive plants in the worst conditions.

**Benefits:** Green Thumb Sims learn the Gardening skill faster than other Sims and start off with a Gardening skill book in their personal inventories. They create higher quality harvestables and can revive dead plants.

**Shortcomings:** None

**Unique Features:** Green Thumb Sims have the Talk to Plants interaction with their gardens. This interaction can remove the Lonely moodlet.

**Grumpy**

**Description:** Grumpy Sims are rarely in a good mood. They simply don't want to be happy.

**Benefits:** Adds character to the Sim, which can be a topic of conversation.

**Shortcomings:** Grumpy Sims naturally have decreased moods. It takes more work to make them happy.

**Unique Features:** Grumpy Sims cannot have the Excitable, Hot-Headed, Good Sense of Humor, or Neurotic traits.

**Handy**

**Description:** Handy Sims are the best tinkerers. They will never fail when repairing or upgrading a household item, which makes electrical objects far less dangerous.

**Benefits:** Handy Sims learn the Handiness skill faster and start out with a Handiness skill book in their personal inventory. Handy Sims never fail when repairing or upgrading objects.

**Shortcomings:** None

**Unique Features:** Objects repaired by Handy Sims have a lower chance of breaking again.

**Hates the Outdoors**

**Description:** Sims who Hate the Outdoors despise being outside and will remain indoors whenever possible.

**Benefits:** Adds character to the Sim, which can be a topic of conversation.

**Shortcomings:** These Sims get the Plagued by Outdoors negative moodlet when they are outside for longer than just a few minutes. (Travel to work is excluded.) These Sims make poor anglers because they don't like being outside.

**Unique Features:** They cannot have the Loves the Outdoors trait.

**Heavy Sleeper**

**Description:** Heavy Sleepers will sleep through any situation, no matter how loud or alarming. They also tend to snore.

**Benefits:** Heavy Sleepers are not awakened by loud appliances or music, letting them get a full night's sleep.

**Shortcomings:** Heavy Sleepers sleep through bad events, too, like burglaries and fires. Not even the alarms for these rouse the Sim.

**Unique Features:** Heavy Sleepers cannot have the Light Sleeper trait. They also get the Sleep at Work tone for careers.

**Hopeless Romantic**

**Description:** Hopeless Romantics passionately seek their soul mate. They want romance and true love, and surround themselves with cheesy romantic television and novels.

**Benefits:** Hopeless Romantics are more receptive to romantic socials and get an environment bonus if they are in the same room as a romantic interest in their lives.

**Shortcomings:** The Stood Up and Heart Broken negative moodlets are more potent with Hopeless Romantic Sims.

**Unique Features:** Hopeless Romantics have more fun reading romance novels and if they are writers, they create higher quality romance novels.

**Hot-Headed**

**Description:** Hot-Headed Sims are quick to anger. Broken household objects, conversations gone awry, or even the slightest negative moodlet will send them into a boiling rage.

**Benefits:** Adds character to the Sim, which can be a topic of conversation.

**Shortcomings:** Negative moodlets related to anger are more potent. Hot-Headed Sims have increased negative reactions to getting fired and broken objects.

**Unique Features:** Hot-Headed Sims react poorly to negative socials, such as Mock or Break Up.

**Hydrophobic**

**Description:** Hydrophobic Sims are terrified of swimming. They loathe every second they have to spend in the pool.



**Benefits:** Adds character to the Sim, which can be a topic of conversation.

**Shortcomings:** This Sim hates the water and will experience negative moodlets whenever around it.

**Unique Features:** Hydrophobic Sims never automatically get in the pool. They will not play with the rubber duckie in the bath, excluding them from Duck Time moodlet.



### Inappropriate

**Description:** Inappropriate Sims talk about the wrong thing at the wrong time, never think to dress properly, and never think to apologize when they've wronged someone. They enjoy mocking others with harsh words.

**Benefits:** Inappropriate Sims can rummage through other Sims' trash cans to find cool things (and trash).

**Shortcomings:** Inappropriate Sims cannot Apologize—they simply do not have this social option. They have the Make Fun Of social that is just cruel to other Sims.

**Unique Features:** Inappropriate Sims cannot have the Friendly trait.



### Insane

**Description:** Insane Sims respond to events in life unpredictably. They say what they want, do what they want, and even wear what they want, even if it doesn't make sense to anyone else.

**Benefits:** Insane Sims are not frightened by ghosts.

**Shortcomings:** Insane Sims have a random response to a marriage proposal, no matter the level of the relationship.

**Unique Features:** Insane Sims will sometimes put on inappropriate outfits for occasions, like formal wear for going to bed. Insane Sims can fish in swimming pools. Insane Sims have the Talk to Self social, which removes the Lonely moodlet.

### Kleptomaniac



**Description:** Kleptomaniacs "accidentally" end up with things owned by others. They often permanently borrow items from work, school, or even their neighbors' homes.

**Benefits:** Adds character to the Sim, which can be a topic of conversation.

**Shortcomings:** Kleptomaniac Sims often come home with stolen objects, which can severely damage relationships.

**Unique Features:** Stolen objects are tagged with the object's origin. Kleptomaniacs get the Return to Owner interaction with stolen objects that results in Returned Stolen Object moodlet.

### Light Sleeper



**Description:** Light Sleepers toss and turn throughout the night and are awakened by the slightest sound or bump.

**Benefits:** Light Sleepers always wake up when a

Burglar arrives.

**Shortcomings:** Light Sleepers have trouble getting Fully Rested and are easily woken by music, children, and noisy objects.

**Unique Features:** Can use the Research Sleep techniques interaction on computer, but this has no specific benefit. Light Sleepers cannot have the Heavy Sleeper trait.



### Loner

**Description:** Loners enjoy time spent alone more than time spent with others. Quite shy, they never approach anyone who isn't a close friend. They prize their solitude and get nervous around large groups.

**Benefits:** Loner Sims do not mind being by themselves. In fact, they get the Enjoying Solitude moodlet.

**Shortcomings:** Loners get the Too Many People negative moodlet in social situations.

**Unique Features:** Loner Sims cannot have the Party Animal trait.



### Loser

**Description:** Losers encounter woe and misfortune throughout their lives, beginning with school and continuing into their career. They will fail, and fail often. They won't get mad even when life falls apart. They'll just cry.

**Benefits:** Loser Sims will get a nice mood bump from the Winner moodlet in the rare event they actually win a game.

**Shortcomings:** Losers rarely win at games, such as chess or videogames. Losers complain more often in conversations.

**Unique Features:** Loser Sims cannot have the Charismatic or Brave traits.

### Loves the Outdoors



**Description:** These Sims love spending time outdoors and find special joy amid nature.

**Benefits:** Sims get great moodlets for being outside and love careers like Athletic, Science, and Military, and enjoy talking about the outdoors.

**Shortcomings:** Loves the Outdoors Sims need to be outside more often, which can be disruptive at times.

**Unique Features:** Sims cannot have the Hates the Outdoors trait at the same time.



### Lucky

**Description:** Lucky Sims are closely followed through life with comforting sense of luck. They win often and they win big.

**Benefits:** If a Lucky Sim gets at least four hours of straight sleep, they have a chance at the Feeling Lucky moodlet. This staves off misfortune, like fires, broken objects, and burglaries. Lucky Sims also have a greater chance of getting raises at work.

**Shortcomings:** None

**Unique Features:** Lucky Sims have increased chances at winning chess games or videogames.



### Mean-Spirited

**Description:** Mean-Spirited Sims love to fight, mostly because they never lose in a brawl. They take satisfaction with every new enemy made and dream of new ways to be nasty to others.

**Benefits:** Mean Sims always win fights. Of course, that means they had to get into a fight in the first place. Every enemy a mean Sim has contributes to the Sim's overall mood. In other words, the more enemies they have, the better mood they'll be in.

**Shortcomings:** Mean-Spirited Sims regularly make enemies and often veer toward negative socials.

**Unique Features:** Mean-Spirited Sims cannot have the Friendly trait.



### Mooch

**Description:** Mooches can mooch food and money from their neighbors, who for the most part, just go along with it.

**Benefits:** Mooch Sims can actually get free food and Simoleons from other Sims.

**Shortcomings:** While many Sims just roll with it, not everybody likes a Mooch.

**Unique Features:** Mooch Sims have the Have Snack interaction on other Sim's lots and the Mooch interactions in conversations.



### Natural Cook

**Description:** Natural Cooks can improve any dish, making their food the most delicious.

**Benefits:** Natural Cooks learn the Cooking skill faster than other Sims and start off with a Cooking skill book in their personal inventory. They never start kitchen fires and never burn food.

**Shortcomings:** None

**Unique Features:** Natural Cooks can learn recipes just by trying foods on other lots.



### Neat

**Description:** Neat Sims always find the time to clean, regardless of their mood. They are easily devastated by filthy surroundings, but will never leave a mess behind.

**Benefits:** Neat Sims will automatically clean up their surroundings and clean objects more thoroughly.

**Shortcomings:** Neat Sims get negative moodlets around dirty surroundings or unclean Sims.

**Unique Features:** Neat Sims have the Clean House interaction, which sets them to clean every filthy/dirty surface or object in a house.



### Neurotic

**Description:** Neurotic Sims will freak out at the most minor of provocations. They become stressed easily and can be difficult to mellow. Luckily, they take solace in sharing their worries with others.

**Benefits:** Neurotic Sims have a self-interaction to

freak out, which gives them a mood boost for a while (at the mood expense of nearby Sims).

**Shortcomings:** Neurotic Sims take longer to shake stress. Sims can automatically Freak Out after an unfortunate event, such as burning food or breaking an object.

**Unique Features:** Neurotic Sims can use a new Freak Out interaction that is disruptive to nearby Sims. At the end of the Freak Out, they get the Tranquil moodlet.

## Never Nude



**Description:** Never Nudes despise nudity and will never completely remove their clothing.

**Benefits:** Adds character to the Sim, which can be a topic of conversation.

**Shortcomings:** None

**Unique Features:** Never Nude Sims wear swimwear into the bath or shower.

## No Sense of Humor



**Description:** Sims with No Sense of Humor tell terrible jokes, so they tend not to tell them. They don't enjoy the jokes of others, either. Humor is simply wasted on them.

**Benefits:** Adds character to the Sim, which can be a topic of conversation.

**Shortcomings:** No Sense of Humor Sims have weak reactions to jokes or humorous socials.

**Unique Features:** No Sense of Humor Sims cannot have the Good Sense of Humor or Schmoosier traits.

## Over-Emotional



**Description:** Over-Emotional Sims experience great mood swings when both good and bad things happen. They are constantly shedding tears of joy, whether it's at a wedding or just on the couch watching romantic television.

**Benefits:** Over-Emotional Sims get an extra bump out of positive moodlets.

**Shortcomings:** Over-Emotional Sims also get an extra dip out of negative moodlets.

**Unique Features:** Over-Emotional Sims have extreme reactions to events such as getting a raise/promotion, having a child, or getting married.

## Party Animal



**Description:** Party Animals love to party, and others love to party with them. When a Party Animal hosts a party, everyone comes and has a great time. Woo!

**Benefits:** Any Sim invited to a party from a Party Animal will attend regardless of relationship. These Sims have a greater chance bringing gifts to a Party Animal's party.

**Shortcomings:** None

**Unique Features:** Party Animals have the Woo! social. If the other Sim reacts positively, the Party Animal gets the Awesome Party and Life of the Party moodlets.

## Perfectionist



**Description:** Perfectionists spend more time

cooking, writing, or even painting, but what they eventually finish is noticeably better than average. Perfectionists accept nothing shy of perfection.

**Benefits:** Perfectionist Sims have the chance to make higher quality painting, novels, recipes, and homework.

**Shortcomings:** If a Perfectionist Sim is making a high-quality piece of art or food, the action takes longer.

**Unique Features:** The Perfectionist Sim always makes the bed after waking up from sleep.

## Schmoosier



**Description:** Schmoosiers are really good at befriending neighbors and co-workers, and sucking up to their bosses. They love to flatter and are very good at it.

**Benefits:** Schmoosier Sims more effectively socialize/suck-up with co-workers and bosses.

**Shortcomings:** None

**Unique Features:** Compliments from Schmoosiers are always accepted and always improve a relationship. The Chat social is replaced with Schmoosie.

## Slob



**Description:** Slobs constantly leave messes in their wake. To make matters worse, they won't offer to pick up or clean. Luckily, common filth won't offend their senses.

**Benefits:** Slob Sims are not negatively affected by messes or bad smells. Slob Sims can eat spoiled or burnt food without negative effects.

**Shortcomings:** Objects used by Slobs get dirtier faster than when used by other Sims.

**Unique Features:** Slobs can use the Lick Dish Clean interaction.

## Snob



**Description:** Snobs are very hard to impress, though they love hearing about themselves and will never turn down a compliment. They dream of owning only the finest things and being associated with the highest echelon of neighborhood Sims.

**Benefits:** Snob Sims love mirrors and expensive objects. They also always accept compliments regardless of relationship.

**Shortcomings:** Snobs are very hard to impress in conversations.

**Unique Features:** Snobs often wish to make money, date wealthy Sims, take well-paying jobs, and buy new objects -- particularly mirrors!

## Technophobe



**Description:** Technophobe Sims hate television. They rarely watch television and always look for alternate entertainment.

**Benefits:** Adds character to the Sim, which can be a topic of conversation.

**Shortcomings:** Technophobes have negative reactions to computers and televisions.

**Unique Features:** Because Technophobes do not like computers or televisions, they have a difficult time

repairing them and have a harder time learning the Writing skill.

## Unflirty



**Description:** Unflirty Sims do not appreciate romantic advances and are difficult to woo. It's not that they don't want to love, it's just difficult for them.

**Benefits:** Adds character to the Sim, which can be a topic of conversation.

**Shortcomings:** Unflirty Sims have negative reactions to romantic socials, such as kisses or flirtatious jokes.

**Unique Features:** Unflirty Sims cannot have the Flirty trait. They also have fewer romantic socials.

## Unlucky



**Description:** Things rarely go right for Unlucky Sims. They lose at everything they touch.

**Benefits:** The Grim Reaper sometimes takes pity on Unlucky Sims who die of accidents and revives them.

**Shortcomings:** Unlucky Sims occasionally get the Feeling Unlucky moodlet after four hours of sleep, which affects their chances of burning food, setting fires, and losing games.

**Unique Features:** Unlucky Sims cannot have the Lucky trait.

## Vegetarian



**Description:** Vegetarian Sims never choose to eat meat and doing so makes them ill.

**Benefits:** Vegetarians live longer than other Sims.

**Shortcomings:** Vegetarian Sims who eat meat earn the Nauseous moodlet.

**Unique Features:** Vegetarian Sims cannot prepare recipes with meat in them. Vegetarians can also cook vegetarian versions of some recipes, such as veggie burgers and tofu dogs.

## Virtuoso



**Description:** Virtuosos have a natural gift with musical instruments and make the best musicians.

**Benefits:** Virtuosos learn the Guitar skill faster than other Sims and start with a Guitar skill book in their personal inventory. They earn more Simoleons from tips.

**Shortcomings:** None

**Unique Features:** Virtuoso Sims tend to sing in the shower.

## Workaholic



**Description:** Workaholics love to work and rarely become stressed from working. Their mood suffers when they miss work, but they can make it up by working from home. Workaholics make the best employees.

**Benefits:** Workaholics finish homework faster and have fun doing it. Workaholics have a better chance at getting raises at careers. They get the Likes Work moodlet when working.





**Shortcomings:** Workaholics suffer from the Missing Work moodlet if they accidentally miss a shift.

**Unique Features:** Workaholics can check in at work via the cellphone. These Sims can also work from home on the computer, which helps with career advancement.

## Lifetime Wishes

At the very end of the Create a Sim process, you select a Lifetime Wish for your new Sim. This wish is the Sim's main goal in life—it is the dream that ultimately defines them. While you do not necessarily have to play the game strictly to satisfy these wishes, they do give you some structure. Plus, fulfilling a Lifetime Wish rewards your Sim with Lifetime Happiness points—a lot of them. Lifetime Happiness points are a currency that your Sim banks when you help them satisfy smaller wishes or maintain high spirits. While you can amass a lot of Lifetime Happiness points by fulfilling the day-to-day wishes and making sure your Sim is consistently happy, there is no bigger payout than the Lifetime Wish.



### Become a Creature-Robot

#### Cross Breeder

- Reach Level 9 in the Science Career

The complexity of circuitry and oddity of organics perennially perplex the scientific community. Your Sim must have excellent Handiness expertise and enough experience with gardening and fishing to know what organic beings need to thrive when fused with machines.



### Become a Grand Master in Chess

- Chess Legend
- Master the Logic Skill

Logic is cold and calculated, and chess is the battleground for those who adhere to it. A Sim who can master the path of logic and reach the coveted rank of Chess Grand Master will forever be enshrined in memory.



### Become a Master Thief

- Reach Level 10 in the Criminal Career (Thief branch)

Lightning quick reflexes (honed at the gym of course) and impeccable teamwork will take your Sim far, but only the most cat-like thieves reach the rank of Master Thief. The path begins with the local crime organization and leads to pilfering the world's jewels!



### Become a Superstar Athlete

- Reach Level 9 of the Athletic Career

Earning a championship jersey means developing the utmost athletic perfection and a tight bond with teammates, thus fostering victory even when the game seems lost.



### Become an Astronaut

- Become an Astronaut in the Military Career
- Reach Level 10 in the Military Career

Astronauts are incredible pilots who have endured years of rigorous athletic training. An astronaut's thirst for adventure is quenched only by daring space missions.



### Celebrated Five-Star Chef

- Reach Level 10 of the Culinary Career

Bustling kitchens filled with fiery stoves and flamin' hot dishes are in store for Sims desiring the Five-Star Chef epithet. Your Sim will need to build relationships with kitchen staff and develop Cooking skills.



### CEO of a Mega-Corporation

- Become a CEO in the Business Career

Your Sim can become a purveyor of profits and margins that make board members smile. Your Sim must successfully schmooze co-workers and the ever-present boss to ascend the corporate hierarchy.



### Culinary Librarian

- Learn Every Recipe

By mastering the Cooking skill and perusing the bookstore for recipes, your Sim can become a walking library of culinary expertise.



### The Emperor of Evil

- Reach Level 10 of the Criminal Career (Evil branch)

Your Sim can become the leader of the world's most diabolical organization. Strong evil office relationships are a must, as is possessing enough Athletic ability.



### Forensic Specialist: Dynamic DNA Profiler

- Reach Level 10 in the Law Enforcement Career (Forensic branch)

Special Agents in the field require the best data to apprehend criminals and only the finest analytical minds will suffice. After all, criminals leave only so many useful clues, making the work challenging. Students of Logic with a knack for Painting make the best forensic analysts.



### Gold Digger

- See Ghost of Wealthy Spouse

Some paths to acquiring wealth are more devious and selfish than others. Gold Diggers seek to marry the incredibly wealthy and yearn to see the premature demise of their spouse. It's the only way to really enjoy the money—alone and rich.



### Golden Tongue, Golden Fingers

- Master the Guitar Skill
- Master the Charisma Skill

Kindly spoken words and softly strummed strings are the fastest way to a Sim's heart and an excellent way to make friends. Charisma is a highly social endeavor, whereas guitar is for those who love learning and performing music. A master of both is an irresistible charmer.



### Heartbreaker

- Be the Girlfriend/Boyfriend of 10 Different Sims

Why settle for a long-term romantic relationship or monogamy when there are so many attractive Sims out there? Your Sim can find a lifetime's enjoyment by seeing many different Sims. Just keep your Sim's many former lovers at a reasonably safe distance.



### Hit Movie Composer

- Reach Level 10 in the Music Career (Symphonic branch)

The composer must be well-liked by the musicians of the symphony, a master of music, and one who truly understands logic to grasp the science of sound.



### Illustrious Author

- Master the Painting Skill
- Master the Writing Skill

The arts delight most Sims. However, for each successful artist there are dozens of has-beens and failures. Your Sim can write and paint toward a lifetime of artistic success, but it won't be easy.



### International Super Spy

- Reach Level 10 in the Law Enforcement Career (Special Agent branch)

The forces of justice and order need champions to foil the nefarious plans of those who would do the citizenry harm. Only Sims in peak physical condition who use logic to solve troubled situations and look smashing in evening wear need apply at the Police Department.



### Jack of All Trades

- Reach Level 5 of 4 Different Careers

Being tied to a single job isn't for everyone. Your Sim will be a jack of all trades, or at least four, by climbing halfway up the corporate ladder of four careers.



### Leader of the Free World

- Reach Level 10 in the Political Career

The Leader of the Free World must be a

passionate and charismatic politician who can raise immense campaign funding. It is an unenviable position where a Sim must constantly adjust to unexpected problems. The world needs great leaders—like your Sim.



### Living in the Lap of Luxury

- ◆ Have Household Net Worth of 100,000 Simoleons

A life of extreme wealth is one of comfort and privilege, but also one of fulfillment. If your Sim owns a fabulously furnished home and has enough money to live in luxury, satisfaction will be had.



### Master of the Arts

- ◆ Master the Guitar Skill
- ◆ Master the Painting Skill

The artisan can paint images that incite the humorless to laugh and the inarticulate to eloquence. The addition of Guitar skills can make your Sim the envy of the community.



### Perfect Garden

- ◆ Plant and Grow 8 Different Species of Perfect Plant

The most delicious fruits and vegetables are harvested from a perfect plant. Perfect plants grow from only the best seeds, which drop from the branches of generation-spanning plants that have been well tended and loved. Only fanatically patient outdoorsmen can plant such a garden.



### Perfect Mind, Perfect Body

- ◆ Master the Athletic Skill
- ◆ Master the Logic Skill

Seeking personal perfection through rigorous mental and physical training is a noble goal that guarantees a lifetime of challenge. Your Sim may one day stand on the peak of physical Sim achievement, but not without much sweat and mental strain.



### Presenting the Perfect Private Aquarium

- ◆ Have at Least 13 Different Species of Perfect Fish in Fishbowls

The ultimate fishermen can reel in incredibly majestic fish; so large they're practically bursting out of their scales. Truly dedicated fishermen spend hours casting and re-casting until the fruits of the deep blue are caught. Your Sim can create an amazing private aquarium by catching the most magnificent fish for a private collection.



### Renaissance Sim

- ◆ Reach Level 10 with 3 Different Skills

True scholars are not satisfied with mastering a single subject. Reach the top level of several skills to become a Renaissance Sim.



### Rock Star

- ◆ Reach Level 10 in the Music Career (Rock branch)

The path of rock appeals to many a young Sim, but the perilous journey is completed by few. Your Sim must join the music career, survive the early years of rock servitude, and master the guitar to become the greatest rock star the world has ever known.



### Star News Anchor

- ◆ Reach Level 10 in the Journalism Career

Great Charisma and an epic level of literary eloquence are required to succeed in the fast-paced field of journalism.



### Super Popular

- ◆ Be Friends with 20 Sims

Popularity is a sign that the community enjoys the friendship of your Sim. Unselfish socialization is a worthwhile pursuit.



### Surrounded by Family

- ◆ Raise 4 Children from Babies to Teens

For family focused Sims, the pitter patter of little feet makes parenthood worthwhile. A house full of children can mean a tight budget, little personal time, and few luxuries, but there's always somebody to play with or something new to teach.



### Swimming in Cash

- ◆ Have 50,000 Simoleons in Household Funds

Simoleons fuel the world and for some fiscally minded Sims, personal happiness as well. Scrimping and saving to live in an efficient home, working hard at work, and succeeding at lucrative personal side projects will allow your Sim to swim in the metaphorical pool of money.



### Tinkerer

- ◆ Master the Logic Skill
- ◆ Master the Handiness Skill

Logic and Handiness are natural bedfellows, partners of invention and discovery. Logic leads to great finds like eerie nebulas, whereas Handiness unlocks interesting household improvements.



### World Renowned Surgeon

- ◆ Reach Level 10 in the Medical Career

Only the greatest surgeons defeat disease. Your Sim must be able to make logically brilliant, split-second decisions at the operating table. The medical profession is only for incredibly dedicated Sims who are mentally above the rest.

## NOTE

You can create multiple Sims at the beginning of a game and then define their relationships within a single household, such as spouses, house mates, siblings, and parents. Families and house mates share Simoleons.

## Mood

There are many ways to measure your Sim's life progress, such as Simoleons or the current career promotion, but mood is how you measure your Sim in real-time. Your Sim's happiness (or misery) is displayed right there on the Mood meter—shaped like an upside-down exclamation point on the right side of the Current Status Panel. The meter turns green when the Sim is pleased. It turns bright red when something is seriously amiss. There is a yellow point in the middle of the Mood meter that gives you a warning when the Sim is slipping toward unhappiness. Inject something fun or enjoyable into your Sim's day or his mood will continue to plummet.

Pushing the Mood meter into the green indicates happiness. And if you can boost the Sim's mood all the way into the "bubble" at the top of the meter, then you know your Sim is truly happy. As long as the Mood meter is in that bubble, the Sim accumulates Lifetime Happiness Points. This lasts until the mood dips out of the bubble. Even if the Sim is still shown to be happy by a largely green meter, Lifetime Happiness Points are only accumulated when mood rises into the bubble section.



The plumb bob over your Sim's head is another good indicator of general mood. It changes from green to yellow to red as the Sim's mood plummets.

Lifetime Happiness Points are another metric of overall success. You may use them to acquire Lifetime Rewards, or modifiers that affect your



Sim's well-being. The complete list of Lifetime Rewards—including costs and properties—is in the following section: Wishes.

## Moodlets

Mood is a bird's-eye view of everything the Sim is feeling at that given moment. Moodlets are slivers of that mood. These smaller emotions, feelings, and cravings are not passive indicators—these are real-time assessments that should never be ignored.

Some moodlets demand immediate attention, such as moodlets that indicate Hunger or a lack of Hygiene. These negative moodlets contribute to a decreased overall mood, which affects so much of your Sim's life, such as their performance at work. Negative moodlets can typically be dispelled with an action, such as taking a shower to get rid of the Grungy moodlet.

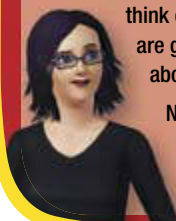
There are three types of moodlets: positive, neutral, and negative. To keep your Sim's mood up, you need to do more things that inspire positive moodlets. Moodlets have varying degrees of effect on overall mood. Some moodlets are very minor and do not cause a large mood swing. However, these little annoyances can add up to an unhappy Sim if they are ignored. To reverse these, address any condition causing a negative moodlet and seek out activities that cause positive moodlets.

Moodlets are fleeting—they only last for a certain time before they either vanish or, in the case of several negative moodlets, lead into worse moodlets. While a moodlet is active, it contributes to the overall mood. As soon as the timer on a moodlet expires, that moodlet's effect on the overall mood vanishes.

## BROWNIE BITES

I can remember the very first time I played *The Sims 3* and saw my Mood meter turn red. I freaked. Well, don't—there's no reason to get upset because the effects of a negative mood are far from permanent. (Well, unless your Sim is desperately hungry and you ignore that.) And after a time, I came to see negative moodlets as a teaching tool. Whenever my Sim's mood went south, I noted what activity or factor contributed to my Sim's bummer.

And, to be sure, pain is part of life. Without pain and hardship, you're missing the chance at growth and survival. Remember the first time you had your heart broken? You thought the world was going to end, right? But the sun came up the next morning and it hurt a little less. And a little less the next day, too. The lesson about fragility was a painful one, but think of what you learned and how you applied it to the next relationship. Chances are good that your next partner benefitted from that hurt, even if they had no idea about it.



Now, take that and apply it to *The Sims 3*. Allow your Sim to trip and fall. Then pick them back up. Dust them off. And send them back into Moonlight Bay all the wiser.

Here is a list of the moodlets your Sim can feel, broken down by effect—positive, negative, and neutral. The duration of each moodlet is also included so you know how long the effects of a moodlet will influence overall mood.

## POSITIVE MOODLETS

Moodlet	Effect	Duration in Hours	Description
Adrenaline Rush	15	3	An Adrenaline Rush will keep this Sim pumped and running around everywhere for some time to come!
Attractive	10	Variable	When a Sim looks this good, it's difficult for others not to notice. Wowza!
Awesome Party	20	3	Party plus Party Animal usually equals Awesome Party. It's simple math!
Beautiful View	Variable on trait	Variable	Would you look at that view!
Beautiful Vista	Variable on trait	Variable	This...house...is...incredible! Somebody really knows how to live.
Beautifully Decorated	40	Lasts as long as Sim in room	Rooms adorned with the most expensive sculptures and paintings improve life dramatically.
Brightened Day	10	3	Good Sims know exactly what to say to make someone's day better.
Buzzed	30	3	Caffeine can really wake a Sim. Use this time wisely, because after the high comes the low...
Calmed Down	15	3	Sometimes all an Angry Sim needs is an understanding voice to help them get through a bad mood.
Celebrated Birthday	40	24	Birthday parties are the best!
Celebrity	30	Variable	Sims love being recognized by their fans. Celebrity status is so cool!
Charitable	50	24	It feels great to help out other Sims, especially when they are in need.
Cheered Up	15	3	Gobs of sobs are stopped by the kind words of others.
Comforted	15	3	A quick cry on the shoulder helps the sadness go away.
Comfy	Variable on quality of the chair	Variable	Nothing beats a good seat for comfort except perhaps a better seat.
Cozy Fire	15	5	Sims enjoy the warm cheery glow of their fireplaces...poke them for extra warmth!
Cuddle Time	20	5	Teddy bears make excellent sleeping companions.
Decorated	10	Lasts as long as Sim is in room	Sims enjoy well furnished homes. By the looks of things, this place isn't so bad!



Moodlet	Effect	Duration in Hours	Description
Divine Meal	75	168	Sim has experienced a meal so exquisite, so divine, that it defies description. (i.e., Ate Ambrosia)
Duck Time	15	5	Rubber duckies make hygienic cleansing fun!
Educated	10	Variable	Exploring the local halls of culture and learning may teach even the most studious individual a thing or two.
Enjoying Music	Variable on music preference	Variable	It's hard not to enjoy a beat this solid.
Enjoying Solitude	15	Variable	Introverted Sims like it best at times when others completely and utterly stay away.
Entertained	25	Variable	Sim is entertained.
Excited	15	3	Excitable Sims tend to get, well, excited.
Exhilarating Shower	20	4	It makes sense that if a Sim uses quality plumbing, they get quality showers.
Fascinated	10	2	Some Sims take joy in things ordinary Sims might otherwise overlook.
Father of the Bride	40	24	Seeing a daughter married makes a father so proud.
Father of the Groom	40	24	Seeing a son married makes a father so proud.
Feeling Calm	15	Variable	It turns out it was just anxiety getting the best of your Sim. The object wasn't left turned on and impending disaster wasn't looming. But, double checking helps to calm the anxiety.
Feeling Lucky	5	23	Today is Sim's lucky day. Who knows what good will happen?
Fiendishly Delighted	15	6	Sims of the Evil persuasion take pleasure in the misfortune of others.
First Kiss	40	24	A Sim's first kiss can leave them glowing for a long time.
First Romance	40	48	Love has bloomed for the first time. Could this be the real thing?
Fit Atmosphere		Lasts as long as Sim is in gym	Exercising at the gym really improves the quality of the workout.
Flattered	10	Variable	Compliments are quite flattering!
Fresh Start	15	24	Moving into a new location provides a clean slate many dream of!
Fulfilled	15	6	The satisfaction of having a wish come to fruition feels great!
Good Times	100	1	What is in the air today? It seems like this Sim is just having a good time today! Go with the flow!
Good/Great/Amazing Meal	Variable on cooking skill	Variable	Yummy! Sim enjoyed that meal more than the standard fare.
Got a Good Deal	10	8	Saving a few Simoleons is pure satisfaction!
Great Adventure	20	3	Sim had such an amazing time! How could this adventure possibly be topped?!
Great Kiss	15	3	Great kissers give amazing smooches.
Had a Nice Nap	10	5	Having a great, refreshing nap may be just enough to hold back the onset of sleep.
Having a Blast	40	Variable	Sim is having so much fun it's almost criminal.
Heard Theater Music	10	Variable	The music pulsing from the inside of the theater sounds awesome. Perhaps tickets are still available!
Hilarious Conversation	10	Variable	Some Sims should be stand-up comedians with the humor they're dishing out.
Honor Student	25	24	Hard work and a nose to the books pays off with the satisfactory acceptance into the Honor Roll.
I Am Beautiful	10	4	Recognizing beauty, even one's own, is just a benefit of vanity.
I Am the Greatest!	25	8	It doesn't really matter how you got there. Being at the top means being at the top; you are the best!
I'm a Genius	10	3	This Sim had a stroke of genius! Comes from Stroke of Genius Karma Power.
Impressed	10	0	Touring public place sometimes reveals unexpected and impressive sights.
Inspired	15	4	A genuine and original work of art can inspire and render viewers speechless upon experiencing.
Instant Beauty	10	24	This Sim has undergone a miraculous transformation recently! They feel beautiful on the inside... and maybe on the outside, too.
Instantly Rich	10	12	Nothing feels better than free money! Comes from Jackpot Karma Power.
Intrigued	10	Variable	Juicy gossip satisfies eager ears!
It's a Boy	80	24	Bouncing baby boys are delightful additions to any family!
It's a Girl	80	24	Gurgling baby girls are delightful additions to any family!
It's Triplets	80	24	Three babies! Hope your Sims wanted a big family.
It's Twins	80	24	Wow, your Sims were lucky enough to have twins. Double trouble!
Just Married	50	48	Sims always enjoy the joyful period following the marriage. Let's hope the love lasts...



Moodlet	Effect	Duration in Hours	Description
Let Off Steam	10	Variable	Having a friendly ear to complain to helps when you need to vent.
Likes Work	10	Variable	Work isn't quite the daily grind for everyone. Bring on the overtime!
Lucky Aura	50	While next to Sim w/ Get Lucky	This Sim is super lucky today! He can make friends and lovers in a snap, get lightning fast raises and promotions, and even find rare fish and collectibles around town more easily!
Minty Breath	5	4	Sims love to be around those with Minty Breath. It sure beats the alternative.
Mother of the Bride	40	24	Seeing a daughter married makes a mother so proud.
Mother of the Groom	40	24	Seeing a son married makes a mother so proud.
My Love!	20	Variable	Sims in love swoon and flutter about like fools oblivious to the world around them.
New Car Smell	10	2	Ah, that new car smell is so factory fresh!
New Friend	20	8	Meeting someone new and hitting it off well enough to call them a friend is spiffy!
New Home	20	24	It's a new place to call home!
New Stuff!	20	2	Sims love getting new things for their homes!
Newly Engaged	50	24	With a ring on the finger, vows and true love forever aren't far behind.
Nicely Decorated	25	Lasts as long as Sim in room	Well designed décor stands out in a good way and tends to make everyone happier.
Oddly Powerful	15	5	The feeling of power is...intense! Science has bestowed Super Sim capabilities!
One With Nature	20	Variable	Outdoorswomen find themselves quite happy when not tucked away indoors.
Out After Curfew!	15	Variable	Being out after curfew is totally radical.
Pregnant	20	Lasts until birth	The wonder of creating new life makes pregnancy an exciting time for most Sims.
Pristine Picture	15	Variable	The pixels are dancing daintily on the television, perfectly in harmony within the highest resolutions money can buy.
Pumped	15	4	If Sims work out long enough, they get Pumped. Workouts are even more effective while Sims are pumped.
Raised from the Dead	100	24	It is hard to put into words what being raised from the dead feels like. It's like a new lease on life!
Read a Masterpiece	20	24	Turning the last page of a masterpiece is like falling in love...it's a beautiful thing.
Returned Stolen Property	15	8	Kleptos enjoy returning things even more than...ending up with them. After all, it's more difficult to do the right thing, even when it follows the wrong thing.
Saw a Karma Power	5	8	This Sim saw the might of a Karma Power.
Saw Cosmic Curse	5	8	Witnessing Supernatural events can have a lasting impact on a Sim!
Saw Great Concert	25	16	Sims unanimously agree that experiencing a concert is well worth the potential inner-ear damage.
Saw Great Game	20	16	The fans are rowdy, the food is messy, but when combined with a sports game, it's an experience Sims love!
Saw Great Movie	10	16	Sims have a special place in their hearts for movies on the silver screen, and a special place in their stomachs for the buttery popcorn.
Saw Great Play	25	16	Sims love to watch people on stage doing funny and unexpected things right before their eyes. Sometimes they get the strangest feeling of déjà vu.
Saw Great Symphony	30	16	A feast for the ears, Sims devour the mellifluous melodies of symphonies with jubilee.
Squeaky Clean	10	7	Experience the clean sensation of practicing personal hygiene!
Sugar Rush	15	Variable	Filling up on sugary goodness makes everything more fun!
Superior Equipment	30	Lasts as long as Sim near object	Food made with top-of-the-line equipment just has that superior flavor!
Sweet Venue/Party	15	Variable	The choice in venue for this party is excellent. It sure beats the standard house party.
The Life of the Party	15	3	Not only do party animals love to party, but other Sims love to party with them. Woo!
Threw a Great Party	30	24	Sims love a great party and the host who throws them.
Tranquil	10	8	Nothing can stress or anger Sims who have reached their happy place.
Virtually Victorious!	25	8	Success! Sims love the (virtual) taste and smell of (virtual) victory.
Warmed	25	3	There is nothing like the feeling of a warm flame to make a Sim happy.
Wedding Day	40	24	Sims love to celebrate this incredibly important day with a party...just make sure everything goes to plan!

Moodlet	Effect	Duration in Hours	Description
Well Rested	Variable on quality of the bed	Variable	It's easy to wake up on the right side of the bed when you get plenty of time in the bed.
Winner!	25	8	Sims never tire of the thrill of victory.

## NEUTRAL MOODLETS

Moodlet	Duration/Effect	Description
Baby is Coming	Indicates birth is soon	Uh oh! The water has broken, contractions have started, and the baby is on its way! Get the mother to a hospital soon or sit tight until the baby arrives!
Cozy Fire	Lasts as long as Sim is in front of fire	Sims enjoy the warm cheery glow of their fireplaces...poke them for extra warmth!
Fatigued	Variable	Activity of the athletic variety naturally leads to a little muscle fatigue.
Garlic Breath	Lasts 3 hours	Whoa! It might be time to scrub away that garlic with a toothbrush.
Get Lucky	Lasts 2 hours	This Sim is super lucky today! He can make friends and lovers in a snap, get lightning fast raises and promotions, and even find rare fish and collectibles around town more easily!
Has to Pee	Alerts that Sim should use bathroom	Your Sim needs to go. Like, "go."
Hungry	Alerts that Sim should eat	Your Sim's a wee bit peckish. The stomach growling isn't far behind.
Learning Quickly	Indicates sped-up learning	Sim is picking up on this skill really quickly—how satisfying!
Mostly Dead	Lasts 5 days	Dead Sims can be resurrected for 5 days before they pass on forever. Use the Divine Intervention Karma Power or feed them Ambrosia which is made from Lifefruit and Deathfish.
Power Study	Indicates sped-up homework/learning	That quiet library atmosphere makes reading, studying, and working so much more efficient!
Sleepy	Alerts that Sim should go to bed	Get Sim to bed soon, to avoid the wrath of the truly tired.
Stuffed	Sim is completely full	Forcing Sims to eat when they are not hungry may lead to loss of appetite and weight gain.

## NEGATIVE MOODLETS

Moodlet	Effect	Duration in Hours	Description
Aching Back	-20	4	An aching back is quite the nagging problem. A massage would surely help.
Afraid of the Dark	-15	0	Heading inside or finding a bit of sunlight will take care of this cowardly affliction.
Anxious to Advance	-15	0	It's been a long time since a promotion has been earned or a skill has been improved... too long!
Bad Night's Sleep	-15	6	Sleeping on a cheap bed would make any Sim grumpy.
Bad Reception	-10	Variable	Cheap television sets don't always provide the most pristine picture.
Betrayed	-50	24	Being cheated on is tough to move past. Talking it out with the other Sim would speed the healing process.
Boring Conversation	-5	3	Yawn! Will they ever stop talking?
Buzz Crashed	-10	3	Caffeine buzzes wear off eventually, leaving a sad Sim. Walk it off or have another cup!
Can't Stand Art	-10	3	One Sim's art is another Sim's garbage. Some Sims just don't appreciate the finer things in life.
Caught After Curfew	-15	3	It's so unfair! Why don't parents understand?
Cold Shower	-10	3	Freezing jets of water will dull any mood. Perhaps it's time to upgrade the shower...
Creeped Out	-10	Variable	Ewww! Someone sure is acting creepy!
Creepy Graveyard	-5	Variable	Graveyards are terrifying places filled with dead bodies, the ghosts of the bodies, and fear.
Chronic Flatulence	-30	2	Yuck! This Sim has some sort of supernaturally chronic intestinal issues they can't help sharing!
Crying Baby	-15	Lasts until leaving or baby stops crying	If the baby can't be quieted, it's best to get as far away as possible.
Cursed	-10	2	This Sim has been cursed! He's a stinky, bored, lonely, tired, hungry mess...with a horrible intestinal problem.
Desolate	-50	0	When Sims get really, really lonely, they need to talk to somebody. Anybody.
Detention	-20	4	Aww shucks! Nobody likes spending time in detention!
Dirty Surroundings	-15	Lasts until leaving or cleaning	Garbage, filth, and grime do not improve one's surroundings.
Disappointed	-15	24	Some Sims just hate it when they blow a chance to impress others.
Disgusted	-5	Lasts until leaving or cleaning	Revolting sights and smells will have this effect on Sims, so it's best to move them away.
Dislikes Children	-10	Last until Sim or child leaves	Some Sims just don't find children to be adorable bundles of joy.
Drowning	-40	Lasts until taken out of water	Sims breathe air. Anything else gets a little...suffocating.
Embarrassed	-20	3	Situations like this should be avoided at all costs...they're hard to live down.
Enemy!	-10	Lasts until Sim leaves	The presence of garbage would be preferred to that of a hated enemy!





Moodlet	Effect	Duration in Hours	Description
Epic Fail	-10	4	This Sim is a total reject and loser! Most social behavior will be rejected, and she'll break anything she touches. And watch out at work; she can get demoted or even fired!
Exhausted	-50	0	At this level of sleep deprivation, even the floor looks like a good bed to this Sim.
Failing	-40	18	Having to stare at a failing grade on a report card just stings. Homework completion and a good mood will improve low marks.
Feeling Anxious	-15	Variable	Neurosis overtakes some Sims with a feeling of anxiety that can only be solved by confronting the problem head on.
Feeling Unlucky	-5	23	Today is NOT Sim's lucky day. Nothing good can come of this.
Filthy Surroundings	-30	Lasts until leaving or cleaning	The grime and muck is really starting to pile high. It won't be long before it starts paying rent.
Fired	-30	Variable	Ouch! Getting thrown out of the workplace never feels good. Time to find a new job...
Grungy	-5	Lasts until shower	Yuck! That layer of grime growing might mean it's time for a bath or shower.
Heart Broken	-50	48	A broken heart is an affliction only time and tears can heal.
Heart Wrenching Scene	-60	Lasts until leaving	Witnessing a break up is truly heartwrenching. Hopefully the two Sims can reconcile and find new love elsewhere...
Horrorified	-35	8	Terrible things have been seen underneath the mausoleum. Explorers beware.
Humiliated	-15	3	Humiliation tends to rear its ugly head just behind the heap of insulting comments.
Hydrophobic	-20	Lasts until away from water	There's just too much water for Sim to enjoy this moment.
Insecure	-5	2	This Sim is usually pretty confident but something has rattled their cage pretty badly today.
It's Dark	-10	Lasts until room brightens	A little light would certainly improve things. Perhaps some windows to let natural light in, as well?
Itchy	-15	4	There's just no way to scratch the cursed itch!
Lonely	-15	Lasts until Sim finds company	Communication is a must for Sims. A quick chat will fix things right away.
Lost a Friend	-25	Variable	The loss of a friend hurts, but can be easily rectified by giving them a call and rekindling the friendship.
Missed the Wedding	-30	24	It's a bad, bad, bad idea to miss the wedding. It takes two to tango and your Sim missed the dance.
Missing Work	-30	0	Workaholics don't get stressed from working, but from not working.
Mourning	-50	48	The death of a loved one affects those closest to them. Sims can mourn at a tombstone or move it to a graveyard to feel more at peace.
Nauseous	-25	2	Sim isn't feeling so hot. You may want to keep her around a bathroom.
Offended	-15	3	Offense, when given, will require a healthy dose of time to forgive and forget. Or the dreaded apology.
On Fire	-200	1	Contrary to popular belief, being on fire is not healthy and can lead to symptoms including panic, burns, and death. Best find some water quickly!
Overworked	-15	12	All work and no play makes it so that Sim needs to lay off putting in all that extra effort.
Panicked	-30	2	Comes from Poltergeists or Quake Maker Karma Powers.
Plagued by Nature	-20	0	It's often best for Sims who Hate the Outdoors to spend as little time out there as possible.
Poltergeists!	-10	1	Unwelcome, restless spirits bent on revenge can be a real bummer. Comes from Poltergeists Karma Power.
Really Has To Pee	-30	0	The bladder situation has only gone from bad to worse; find a bathroom soon!
Rejected By Ex	-20	6	Sims don't like getting rejected, especially by someone who used to like them. Sims will have less luck socializing while they stew over a rejection.
Rejected First Kiss	-10	6	It's sad when a Sim gets rejected for a first kiss. Very sad. A rejected sim needs time to cool off before their social skills will be back on track.
Rejected Proposal	-30	6	It hurts to propose and be rejected. The good news is that Sims can try again as many times as they like. Of course, each rejection will hurt just as much.
Rude Awakening	-10	1	Loud noises and ruckuses will disturb sleeping Sims. Keep those stereos off and the conversations somewhere else, and don't light the bedroom on fire.
Rude Guest	-10	4	Sims don't like it when other Sims are rude, especially houseguests!
Scared	-20	2	Scaredy-cats are scared of pretty much everything, but they really show it when their life flashes before their eyes.
Singed	-40	0	Fire burns quickly, but it will burn a Singed Sim even faster, so avoid hot situations.
Singed Electricity	-40	0	Sims find it unenjoyable to be electrocuted, especially because it may stop their heart. Until this wears off, Sims should steer clear of further potentially electrifying activities.
Smelly	-10	Lasts until shower	Sims don't like to stink. More importantly, Sims don't like other Sims that stink.
Sore	-10	6	Sims may occasionally feel a little pain, but the results are usually worth it. Sometimes a massage can help.
Starving	-80	0	Allowing Sims to starve is quite cruel! Get Sim some food immediately to avoid an unnecessary death.
Stir Crazy	-15	Lasts until leaving house	Sims should leave the house frequently for sanity's sake. Shake well with a community marinade for best results.
Strained	-15	Variable	Sim could stand a few hours of fun to iron out the stress.

Moodlet	Effect	Duration in Hours	Description
Stressed Out	-40	Variable	Sim is in desperate need of some entertainment. The daily grind has ground the enjoyment of life to a halt!
Stuff Taken	-15	24	Sims really like their stuff, and when someone grabs it, they take it quite personally.
Tastes Like Fridge	-10	Variable	Every bite shouldn't contain flavors from everything else in the fridge. Quality fridges never have this problem!
Technophobia	-10	3	Some Sims really can't stand watching TV no matter what the channel.
Terrified	-40	2	Comes from Poltergeists or Quake Maker Karma Powers
Threw a Lame Party	-15	8	Some Sims throw awesome parties. Others throw parties that compare roughly with a stomach virus.
Tired	-40	0	When Sims get too tired, their mood begins to go south.
Tired From Moving	-10	6	It's been a long day, but it's good to be home and settled in.
Too Many People	-15	0	Certain Sims may not feel too comfortable around large groups.
Traumatized	-60	2	Comes from Poltergeists or Quake Maker Karma Powers
Uneven Cooking	-10	Variable	At least the left-most portion was cooked correctly...right? Maybe a nicer stove would burn better.
Unfinished Room	-10	Lasts until room finished	This room needs proper flooring and wall covering of some sort to be considered complete.
Upset	-15	3	It's hard to endure the rough patches with those you care about.
Very Hungry	-40	0	Gnawing hunger is not a good feeling for Sims. Feed regularly to avoid.
Vile Surroundings	-40	Lasts until leaving or cleaning	This room is so fetid and foul. Sims were not meant to endure such a lax household cleaning philosophy!
Virtually Terrified!	-25	3	Yikes! That snaggle toothed monster looked far more realistic than expected. Who knew monster breath would be so...fragrant...in virtual reality.
Wasted Food	-5	Variable	Don't throw away good food! There are starving children in Strangetown!
Witnessed Betrayal	-20	6	Witnessing the romantic betrayal of a loved one is quite devastating.

## Mood-Boosting Tips and Tricks

We have collected strategies for increasing the frequency of positive moodlets and minimizing the appearance (and effects) of negative moodlets. Because a good mood has such a far-reaching effect, use these tricks to maintain a smile on your Sim's face.

### Food Boosts

The simple act of eating can have a very positive effect on your Sim. Not only does it negate Hunger, but quality food can put a Sim on cloud nine (or clouds one through eight, depending on how good the meal is). Here are some tricks for maximizing mood through eating:

- ◆ In addition to buying a good fridge, splurge on a good stove. This reduces the chances of preparing a meal that results in the negative Uneven Cooking moodlet while working on new recipes.
- ◆ Develop the Cooking skill. As your Sim approaches level 10, they make higher and higher. Quality meals result in the Good Meal, Great Meal, and Amazing Meal moodlets, depending on the skill of the cook and the number of times the recipe has been prepared.
- ◆ Sims get better at a recipe the more they make a dish. Fortunately, they do not get tired of eating the same thing, so if your Sim masters a dish like Goopy Carbonara and keeps making it, Sims get moodlet boosts for eating it.

◆ If you are not Very Hungry before going to work, don't worry too much, though. Your Sim will automatically eat lunch halfway through their shift. Sims at work will also always take care of their bladder needs before they become an emergency.

◆ Place leftovers in the fridge of Excellent or Perfect recipes. The more expensive fridge helps leftovers keep longer, so you waste little time making additional servings every day and can enjoy a quick mood boost from eating good food.

◆ When a Sim finally reaches level 10 of the Culinary career, they get a special fridge that not only keeps leftovers for a long time, but Sims get the Superior Equipment moodlet just for walking past it.

◆ At level 10 of the Cooking skill, Sims can buy the Baked Angel Food Cake recipe. Eating a serving of this recipe results in the Warm Fuzzies moodlet, which gives an easy mood boost for five hours.

◆ Eating out at the diner or bakery always results in a food-related mood boost. Sure, it costs Simoleons, but the eight-hour moodlet boost will pump up your Sim's overall mood. Try dining out before going to work for an extended mood boost.

◆ Dining at the bakery occasionally (but not too often) results in the Divine Meal moodlet. This moodlet boost lasts for an entire week and offers +75 to your Sim's mood. Talk about a happiness generator.

◆ Feed Ambrosia to your Sims so they get the coveted Divine Meal moodlet. The

recipe is available from the bookstore once Sims reach level 10 of the Cooking skill. However, the recipe does not come cheap. It costs \$12,000 and it's worth every single Simoleon. (By the way, Ambrosia can also resurrect a deceased Sim that is a ghost.)

◆ No time to cook? Just grab a quick snack. If you let your Sim get too hungry, they get the Very Hungry and Starving moodlets. These negative moodlets last a long time and are terrible to have, especially before going to work. Through gardening, Sims almost always have harvestables in their inventory, too. This helps for a quick hunger boost without having to prepare a meal.

### Environment Boosts

◆ Sims are affected by their surroundings at home. You can boost mood by making sure your Sims have a pleasant pad. It may cost a little money to get the best stuff and make your Sims happy, but maxing out mood is almost always worth the expenditure.

◆ Sims love new stuff. In fact, buying a new object for the house results in the appropriately named New Stuff! moodlet, which is a quick mood booster.

◆ Keep your lot clean. It doesn't take that long to pick up dishes or make sure objects in the bathroom are clean. Mop up puddles right away, too. Dirty houses result in negative moodlets like Filthy Surroundings. Walking through a dirty house on the way to work is a real mood-killer.



- ◆ Newspapers tend to pile up on the lot and inspire an environmental mood hit.
- ◆ Master the Painting skill so your Sims create Masterpieces. Masterpieces add huge environmental boosts to rooms that help foster the Decorated moodlets.
- ◆ Spend some Simoleons on nice objects such as paintings and sculptures so Sims get the Decorated moodlets just for passing through a room.
- ◆ Install a fireplace in your Sim's house. When Sims walk past it while a fire crackles, they get the Cozy Fire moodlet. If they linger near the fireplace, they get the Warmed moodlet.
- ◆ Speaking of heat, if a gardening Sim grows a Flame Fruit and keeps it in their personal inventory, they always enjoy the Warmed moodlet.
- ◆ Place a swimming pool on your lot. Sims get the Lovely Pool moodlet when they are near it.
- ◆ Buy the rubber ducky from the supermarket and place it on the tub in your house. Every time Sims take a bath, they get the Duck Time Fun moodlet. That's an easy mood booster.
- ◆ All Sims like music. Place a stereo in your house and play music for your Sims so they get the Enjoying the Music moodlet. The potency of this moodlet increases with the quality of the stereo. If a Sim with the Handiness skill upgrades the stereo so it plays music in all rooms, all Sims in the house enjoy the moodlet boost when music is played.
- ◆ In addition to digging on music from a stereo, Sims also like the sound of the guitar. A skilled musician can cause the Enjoying the Music moodlet, too.
- ◆ Not all chairs are created equal. When browsing the chairs, look at the comfy rating. The higher the rating, the comfier the chair. (And, chances are, the more expensive the chair, too.) However, spend the extra Simoleons for the comfy chairs and sofas. Sitting in one—even for just a few moments—results in the Comfy moodlet.
- ◆ Your Sim gets the Pristine Picture moodlet boost from watching a quality TV. If a handy Sim tinkers with it, the chance of getting this moodlet increases. It's another easy way to boost overall mood.

### Social Boosts

- ◆ With the exception of Loner Sims, Sims love to be social. Many positive moods come from being a gadfly or a schmoozer, so consider these tricks while dealing with other Sims. Your next social interaction could put your Sim's mood up

into the green!

- ◆ Parties put Sims in good moods. If you put together an awesome party that your guests enjoy, you get the Threw a Great Party moodlet, which lasts an entire day.
- ◆ Know a Sim who is a Great Kisser? A little smooch from this Sim results in a nice little moodlet, Great Kiss. On the way out the door, that's an easy pick-me-up.
- ◆ Meeting a new Sim is always enjoyable, but when your Sim converts that acquaintance into a friendship, they can enjoy the New Friend moodlet. So, get out there and socialize. Just watch out for clumsy conversations so you don't end up with negative moodlets like Embarrassed or Boring Conversation.
- ◆ If you have multiple Sims in your household, have them stop and compliment each other for a moment to get the Flattered moodlet.

### Need Boosts

Each Sim has six primary needs. Addressing these needs often boosts the overall mood. Because we already dealt with food-related mood boosts, these strategies are related to the remaining needs.

- ◆ It's tempting to push your Sims to the limits of sleep in order to squeeze as much into a day as possible. However, getting a full night's sleep gives the Well Rested moodlet for a full 10 hours. That's a great moodlet to have before going to work.
- ◆ Got a spare hour? Take a nap. The Had a Nice Nap moodlet is a quick fix that adds a nice mood bump for a few hours.
- ◆ Obviously, Sims like to have fun. Giving your Sim something to do they enjoy (often related to traits, such as giving a good book to a Bookworm) will bring on the Entertained moodlet. Keep it up for six hours and that moodlet turns into the Having a Blast moodlet, which is an even bigger mood booster.
- ◆ Hygiene is an important need. It's not just that Sims do not like being around stinky Sims, but taking care of Hygiene needs can often result in a positive mood boost.
- ◆ The Minty Breath moodlet boost is a quick hit for very little effort. Just brush your Sim's teeth at any sink. Make it a habit.
- ◆ Buy a quality shower and enjoy the Exhilarating Shower moodlet boost. Get this right before heading out the door to work (along with a quality meal) to have a great day at the office.
- ◆ Whoa—is your Sim afflicted by the Strained moodlet? Get rid of it as soon as possible with a massage or fun activity!

### Out and About Boosts

There are many ways to boost your Sim's mood outside the house. Many community lots such as the theater have positive effects on mood, so if your Sim is down in the dumps, try these suggestions for turning that frown upside-down:

- ◆ If your Sim has the Loves the Outdoors trait, just going out into nature results in the One with Nature moodlet. It's an easy mood booster achieved by just going outside, so consider making sure your Sim has this trait.
- ◆ Visiting a city park gives Sims the Beautiful Park moodlet. It offers a nice mood bump.
- ◆ Many facilities such as the theater or science facility offer tours. If your Sim has a trait that is related to the location, take the tour and enjoy the Impressed and/or Fascinated moodlets.
- ◆ The day spa is a positive moodlet factory. Buying treatments at the day spa results in a variety of moodlets—all of them positive. The more expensive the spa treatment, the better the effect. The body treatments, for example, result in the Rejuvenated moodlet. If you spring for the top treatment, you can get up to +100 on your mood for 24 hours. You are effectively buying happiness!
- ◆ Go to the movies! This is a cheap way to get an extended mood boost called Saw a Great Movie. It lasts for 16 hours, so if you catch a flick the night before work, you'll enjoy the effect of the moodlet for most of the next day's shift.
- ◆ On your way out of the house, stop by the mailbox and donate some Simoleons to charity. The more Simoleons you donate, the bigger the boost from the Charitable moodlet. The moodlet lasts an entire day, so it's an effective way to pump up a Sim. Only Sims with the Good trait or Evil trait have the option to donate to charity.

### Needs

Needs are important to monitor so you may maintain the overall well-being of your Sims—after all, Sims have to use the bathroom and eat when they are hungry—but these needs now manifest themselves through moodlets. For example, when a Sim is terribly hungry, they let you know through the Hungry moodlet that appears right in the moodlet box.

There is a Need Panel in the Status Panel and Current Status Panel you can reference to get a closer look at exact need levels. This a helpful way to head off a potential negative moodlet. There are six needs to monitor:





- ◆ Bladder
- ◆ Energy
- ◆ Fun
- ◆ Hunger
- ◆ Hygiene
- ◆ Social

Each need is accompanied by a meter that monitors the exact level of the need at that moment. If the need is being met, it appears green. Alternately, if the need has been ignored for far too long, it turns red. If you see that the Hygiene meter is yellow, the satisfaction of that need has dropped below 50 percent and is on its way to red territory. When that meter turns red, a negative moodlet associated with that need appears and the Sim's overall mood takes a hit.

## BROWNIE BITES

Don't neglect the potential to address needs through design as well as activity. When you dip into the Build and Buy modes, pay attention to the potential for objects to address needs.

In our extensive Object Catalog, we have columns that show whether an object you are considering for purchase satisfies a potential need.

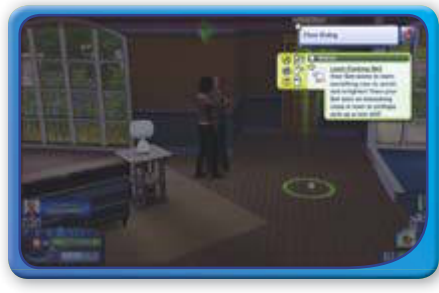


## Wishes

It is through wishes that Sims feel both fulfilled and productive, but not all wishes are equal. In fact, there are other ways to define a Sim's life besides Lifetime Wishes. The day-to-day desires of Sims are also very important and, fortunately, are not terribly difficult to satisfy. These smaller wishes commonly factor into the overarching Lifetime Wish, but also help with skill development and the career advancement. They also can be inspired by the immediate environment around a Sim.

Fulfilling a promised wish to a Sim results in a payout of Lifetime Happiness Points. The point reward is not nearly as much as a Lifetime Wish, but fulfilling smaller wishes really adds up over time. Not every wish is worth the same number of Lifetime Happiness Points. Depending on a Sim's wants, traits, and needs, a wish is worth a different amount than it would be to another Sim. But every fulfilled wish awards a Karma Point.

## Making Wishes Come True



Almost as soon as your Sims move into their new house, they start expressing wishes and desires via the panel in the top-right corner of the screen. Sims can have up to four active wishes at any time and express one in the arched bubble above the Wish Panel. To promise a new wish to a Sim, expand the active panel in the upper-left corner of the screen. Scroll down to the wish and accept it, thus moving it into the Wish Panel. (You also can select the trashcan icon to junk it.) If you find an incoming wish more appealing than a promised wish but have no more empty slots, trash one of promised wishes. There is no penalty for getting rid of a promised wish.

### CAUTION

You cannot undo a denied wish — once it's gone, it's gone. It may come back later, but don't count on it.

Once added to the Wish Panel, a wish stays there until it is either fulfilled or rejected. Now, the number of Lifetime Happiness Points for a promised wish do not deteriorate over time; if you hold on to the Have a Baby wish for several days before attempting to fulfill it, it is still worth the same number of Lifetime Happiness Points as the first moment it appeared.



Wishes are not universal. Every Sim wants different things, although you may see similar wishes appear for Sims in the same household who have similar traits, skills, or careers. Ages also affect the wishes, as a child will want different things than an adult.

### CAUTION

It is important to note that some promised wishes disappear as a Sim ages. Because the Sim is moving into a new age group and possibly gaining a new trait that affects personality, that Sim is likely to have totally different desires. Wishes are also zeroed out when moving to a new house or replacing the current one.

## Lifetime Happiness Points/Rewards

Whether you accumulate Lifetime Happiness Points by boosting mood up into the bubble or by fulfilling wishes, they all go into the same pot. Lifetime Happiness Points can then be traded for Lifetime Rewards, which are a collection of special objects, skill modifiers, or personality tweaks that can make your Sim's life easier—or send it spiraling in an entirely new direction.

## LIFETIME REWARDS

Lifetime Reward	Cost	Function
Steel Bladder	10,000	Never have to go pee
Change Lifetime Wish	10,000	Pick a new Lifetime Wish to replace current one
Dirt Defiant	15,000	Hygiene concerns be gone!
Hardly Hungry	25,000	Don't have to eat as often
Professional Slacker	5,000	Does not lose career performance for using the Slack Off tone at work
Speedy Cleaner	5,000	Sim can clean objects faster
Fast Metabolism	5,000	Change body shape faster
Multi-Tasker	10,000	Increased career performance / Do homework faster
Extra Creative	30,000	Paintings are always higher-than-average quality
Acclaimed Author	30,000	Increased royalty checks (from Writing)
Super-Green Thumb	20,000	Harvestables are of universally higher quality
Never Dull	15,000	Always interesting (never boring when socializing)



Lifetime Reward	Cost	Function
Discount Diner	5,000	Free restaurant meals
Complimentary Entertainment	5,000	Free theater shows
Bookshop Bargainer	10,000	Cheaper books
Office Hero	5,000	Popular w/ peers (Increased Relationship Gain during "Hang with Co-Workers")
Vacationer	15,000	Reduce performance decay for missing work
Legendary Host	5,000	Everyone invited shows up to your parties and they have a good time.
Haggler	15,000	Permanent shopping discount (at stores)
Long Distance Friend	20,000	No relationship decay when apart from LTRs
Fast Learner	15,000	Develop skills faster
Attractive	10,000	Sims with appropriate preference start in a high relationship to you
Observant	5,000	Instantly learn traits when socializing (tunable number of traits learned)
Opportunistic	10,000	Increase opportunity rewards (earn 2x reward)
Fertility Treatment	10,000	Increases chance of conception and chance of twins or triplets
Mid-life Crisis	20,000	Change traits
Collection Helper	40,000	This adds marks on Map View that help spot collectibles like metals and beetles
Mood Modifier	60,000	Remove negative moodlets...most of the time
Food Replicator	50,000	Freely duplicate meals without the shopping or cooking time

### CAUTION

The Hardly Hungry reward sounds like a great deal, right? No need to eat—that's more time to paint, write, or go to work. Be careful: If your Sim doesn't need to eat, it can miss out on all the positive moodlets associated with meals.

### TIP

The Food Replicator is a good reward for Sims with awesome Cooking skills. If a Sim regularly makes Perfect-level meals, the Food Replicator keeps the fridge stocked with these positive moodlet-producing foods.

### NOTE

Owners of the Moodlet Manager can use Cure on Sims to rid them of negative moodlets or apply Zap to give them negative moodlets.

## Wish List

Not every wish is created equal. Some are simple to satisfy, while others require some real time and effort. But just as the wishes themselves have different requirements, they also have different payouts. Satisfied wishes result in Lifetime Happiness Points and Karma Points, which help pay for the all-new Karma Powers.

Here is a complete list of wishes in *The Sims 3*:

## WISHES

Wish	Requirement
Accuse Someone of Cheating	A lack of faithfulness can rupture any relationship. Your Sim desires the truth more than anything and thinks a face-to-face accusation is the only way to fix things.
Admire Someone	Sims like to recognize their friends and family with respect and admiration. Your Sim wants to pay some respect with a little verbal admiration.
Adopt a Boy	Your Sim dreams of adopting a baby boy to bring into the family. Baby boys are a wonderful addition to any family and will surely bring years of joy for your Sim!
Adopt a Child	Your Sim wants to start a family by adopting a child. Have your Sim call the Adoption Agency via the phone to adopt right away!
Adopt a Girl	Your Sim dreams of adopting a baby girl to bring into the family. Baby girls are a wonderful addition to any family and will surely bring years of joy for your Sim!
Announce Pregnancy	A new life is growing and friends and family should know about the little bundle of joy! Your Sim dreams of announcing the pregnancy to those most important!
Apologize	Harsh words were exchanged and maybe a few punches, but that shouldn't end a friendship forever. Your Sim wants to apologize and repair the relationship!
Argue	Blood is boiling and it's time to vent. Your Sim desires an argument, so pick a victim and give them a tongue lashing!
Ask a Sim About Their Day	Sharing is caring! Your Sim wants to ask another Sim about their day.
Ask About Career	Learning about your neighbors is a great way to build community. Your Sim wants to ask someone what they do for a living.
Ask for a Promotion	Your Sim seeks a promotion, because the current title and pay grade just won't cut it! Your Sim should butter up the boss and ask for a promotion.
Ask for a Raise	More money, fewer problems, or so your Sim hopes! Your Sim has worked hard and thinks it's time for a raise. Your Sim should butter up the boss and ask for a raise.
Ask for Campaign Donation	The political machine won't pay for itself. Money is needed to fuel city politics! Your Sim thinks it's time to talk to the neighbors and ask them for campaign donations.
Ask for Recipe	Exciting new recipes can be learned from a multitude of sources... you neighbors for one! Your Sim wants to ask a neighbor for a recipe to see what they have to offer.
Ask if Single	The romantic landscape of the town is vast and exciting, but some Sims are off limits. Your Sim wants to ask someone about their partner to see if they're available...or taken!

Wish	Requirement
Ask Someone to Behave	A Sim's home is a sacred place that should be respected by visitors. Your Sim wants to put a stop to the nonsense by asking neighbors to behave while visiting!
Ask Someone to Clean Home	Your Sim's home is an absolute mess! Your Sim wants to ask others to clean up to eliminate that smell!
Ask Someone to Go Inside	Your neighbors seem friendly and have impeccable taste! Your Sim wants to ask them if it's okay to take the conversation inside their home!
Ask Someone to Leave	Some guests tend to wear out their welcome. Your Sim would really like to ask unwanted guests exit the premises, immediately!
Ask Someone to Move In	Homes can always accommodate new inhabitants, assuming the Sims inside are emotionally prepared. Your Sim dreams of asking someone to move in!
Ask Someone to Stay Over	Inviting someone to a sleepover is a recipe for late night fun! Your Sim wants to ask someone to stay over, perhaps to see how long sleep can be avoided!
Attend a Protest	Your Sim wants to express a little political thought and attend a protest! Protests are typically held at City Hall on the weekends. Let your Sim join in to be heard.
Avoid People for X Hours	Loners prefer to be alone for a little while, as it helps them relax. Your Sim wants to avoid others for several hours to get back to equilibrium.
Bathe	That smell certainly isn't the hip new fragrance, nor will anyone confuse it as such. Your Sim thinks it's time to take a bath...for everyone's sake.
Be a Winner, for Once!	Losers rarely win at anything. Life's not fair! Your Sim wants to win at a game just this once. Perhaps your Sim can find another loser?
Be in a Fire	Daredevils like to feel the extreme side of life. Leave the fireplace on or cook on a cheap stove to experience the worst of household disasters!
Be in a Steady Relationship	Your Sim is ready to settle down with an exclusive boyfriend or girlfriend. Pick the right time and place, but ask the question before your Sim's significant other gets away!
Be Invited to a Party by Someone	It's time for a party...or so your Sim hopes. Your Sim wants to be invited to a party by a neighbor, so make friends with someone nearby and wait for their invitation!
Be Mean	Sometimes it's fun to hurt someone else's feelings. Your Sim wants to try out a mean social on someone.
Be Worth More than SX	Financial security for some means a nice house and expensive furniture, as well as some funds in the bank. Your Sim's net worth is the household's cash plus the value of their lot.
Beat Up Someone	Your Sim isn't feeling so great. But beating up another Sim will make it all better!
Become a Grandparent	Little ones are double the fun when your only role is to spoil and love them! Your Sim dreams of becoming a grandparent. Hopefully, the parents have dreams of parenthood!
Become a Star Chef	Sometimes, merely cooking for friends and family isn't as great as being known as a star! Your Sim hopes to move up to become a Star Chef by working diligently on their culinary skills.
Become a World-Class Chef	Your Sim dreams of cooking at the very top of the world, at least the culinary world! Earning the title of World-Class Chef in town would really be a dream come true for your Sim.
Become an Aunt	The role of the aunt is to spoil and tell embarrassing stories the parents don't want their child to hear. Your Sim dreams of becoming an aunt one day, which will happen if the eventual parents have aspirations of parenthood!
Become an Uncle	The role of the uncle is to spoil you and teach you some crucial life skills that your parents would never want you to learn. Your Sim dreams of becoming an uncle one day, which will happen if the eventual parents have aspirations of parenthood!
Become Best Friends with Someone	Best Friends always laugh at your jokes and, when needed, will offer a shoulder to cry on. Your Sim dreams of having a Best Friend, but it'll take time and dedication.
Become BFF	Your Sim wants to become best friends with a Sim. Discover what they have in common and they'll be BFF in no time!
Become Disliked by Someone	Though most Sims prefer to be liked, it takes a particularly mean spirited Sim to desire to be disliked. Your Sim wants to be insulting and mean to become disliked by others.
Become Friends with Someone	Friends almost always stand together through thick and thin. Your Sim wants to have a Friend, so meet someone new and build a friendship.
Become Friends with Someone	Friends will stand by your Sim's side...mostly. Your Sim wants to have a Friend, so find someone to converse with and build a friendship.
Become Good Friends with Someone	Good Friends happily reside a little above regular Friends, but a bit below Best Friends. Your Sim hopes to soon call a Friend a Good Friend.
Become More Muscular	Your Sim wants to build strong muscles—time to hit the weights! Of course, change won't come overnight.
Become Old Friends with Someone	Old Friends have sustained a friendship for a long, long time. Your Sim wants to have an Old Friend, so put in the time with a Friend and grow old together.
Befriend All Co-workers	Your Sim hopes to improve the workday grind by befriendng all co-workers. It's a good way to network, improve sanity, and find friends for after-work events.
Befriend the Boss	Your Sim dreams of fast promotions and a corner office, so it's smart to build a relationship with the big cheese. Meet the boss after work for dinner, or just hang out together!
Beg for Job Back	The job was lost, but there's no use mulling over past mistakes. Your Sim really wants the job back! Get your Sim's old boss in a good mood and start begging!
Boast About Culinary Prowess	Your Sim is quite the chef and wants everyone to know. Go on, boast a little bit to friends!
Boast About Fishing Feats	Your Sim really knows how to handle a rod and reel and wants everyone to know. Go on, boast a little bit!
Boast About Gardening Glory	The gardening skills of your Sim should not go unnoticed. Your Sim wants others to know! Go on, boast a little bit!
Boast About Party	Great parties should be discussed at length the following day. Your Sim worked hard throwing a great bash and wants to brag a little!
Bore Someone to Death	Your Sim wants to bore someone to death with nonsensical rambling. Find a victim for your Sim and bore them to death. Don't worry, they won't really die!
Borrow Ingredients	Your Sim has a hankering to prepare a new dish, but doesn't have the ingredients specified in the recipe! Ask a neighbor to see if you can borrow the ingredients.





Wish	Requirement
Brag About Being a Doctor	Doctors are simply awesome. The power of life and death is in their hands, plus they wear scrubs! Your Sim wants to brag about the MD inscribed on the business card.
Break Up	Things aren't going so well with the current relationship and your Sim thinks it might be time to call things off. Perhaps the two lovers can still be friends after the break up?
Breakup with Someone	Things aren't going so well with the current relationship and your Sim thinks it might be time to call things off. Perhaps the two lovers can still be friends?
Brighten Day	Good Sims have the innate ability to brighten one's day with a few kind words. Being the good sort, your Sim wants to brighten someone's day!
Brush Teeth X Times	Minty fresh breath is a blessing for those around your Sim. Your Sim wants to brush the chompers at the sink.
Buy a Book	Reading is one of the most relaxing ways to entertain Sims. Your Sim wants to buy a book. Send your Sim to the bookstore to find a real page turner!
Buy a Couch	Your Sim wants some place to sit and relax after a long day of moving. Buy your Sim a couch by going to Buy Mode and selecting something nice!
Buy a Fishbowl	Hey, fishy fishy fish! Your Sim thinks it's time to get a pet to take care of and give a witty name. Buy a fishbowl out of the Buy Catalog.
Buy a New Car	True freedom is experience behind the wheel of a new car. Your Sim wants to buy a new car to get around town faster and in style!
Buy a New Recipe	Your Sim knows enough about the culinary arts to prepare a new recipe. Send your Sim to the bookstore to see what delightful recipes can be purchased!
Buy a object worth at least \$X	The home always looks best with nice things. Your Sim specifically wants to improve the house with something expensive. Start shopping!
Buy a Skill Book	Your Sim wants to try something new in life. One of the easiest ways to do that is to purchase a skill book from the bookstore!
Buy a Treadmill	The cruel taskmaster that is the treadmill is beckoning your Sim. The best cardio workout money can buy is available for purchase in the Buy Catalog.
Buy a X Worth at Least \$X	Your Sim wants to improve the house with a new purchase. Start shopping!
Buy an Easel	Every blank canvas has the potential to become a masterpiece by your Sims. Your Sim wants to buy an easel to see what visions can be brought to life with paint.
Buy an Exercise Machine	Pumping iron is the fastest way to turn a Sim's body into a muscular machine. Your Sim wants to bulk up! Buy an exercise machine from the Buy Catalog.
Buy Something	Your Sim thinks it's time to spice up the house just a touch with something new.
Buy Something	Your Sim wants to buy something that'll really improve the house. Look in the Buy Catalog, but use the Family's Funds wisely!
Buy Something	Your Sim thinks it's time to spice up the house with just a touch with something new. Your Sim really thinks it'll liven up the house!
Buy Something New	If you don't have something, that's why you need it! Your Sim wants to own something new.
Buy Something New	Your Sim thinks it's time to spice up the house with just a touch with something new. It'll liven up the house!
Buy Something on Sale	Who can resist a good deal? Look out for sales at the bookstore or supermarket and have your Sim buy something even if they don't need it.
Buy Something to Plant	Plantable foodstuffs can be purchased in the supermarket to plant at home. Your Sim hopes to buy something to plant in the garden.
Buy Something with a Coupon	Frugal Sims love to save money wherever possible. Your Sim wants to use a coupon clipped from the newspaper to purchase something at a discount!
Buy Something Worth At Least \$X	The home always looks best with nice things. Your Sim specifically wants to improve the house with something expensive. Start shopping!
Buy Something Worth at Least X Simoleons	The most valuable objects are the best, and your Sim wants something pricey!
Calibrate for Higher Cooking Quality	An upgraded stove can greatly increase the quality and flavor of food prepared on it. Your Sim wants to Calibrate the Stove for Higher Quality to make every meal fantastic!
Call Off Wedding	Perhaps getting married wasn't the best idea. It might be better for all parties, or at least your Sim, if the wedding is called off! Your Sim should have a heart-to-heart chat with the other Sim involved.
Call Repair Technician	Broken things around the house have a way of staying broken...unless they get fixed. Your Sim really wants to call a repair technician to get things back to normal. Send your Sim to the phone to schedule the repair technician's service!
Calm Someone Down	When Sims are filled with rage, the best cure is to calm them down. Your Sim hopes to calm an angry acquaintance down with some soothing words.
Catch a Great Fish	The highest quality fish are caught by the best fishermen, and only if they continue casting until quality is caught. Your Sim wants to catch a Great fish.
Catch a New Type of Fish	The first fish caught is always the one best remembered. There's nothing like hooking a new species! Your Sim wants to catch the first of a certain type of fish.
Catch a Perfect Fish	The highest quality fish are caught by the best fishermen, and only if they continue casting until quality is caught. Your Sim wants to catch a Perfect fish.
Catch a Record Size Fish	Your Sim wants to beat a personal best and catch a record size fish. Check the Skill Journal to see what your Sim is up against and start casting!
Catch a X Kilogram Fish	Only the biggest catches are worth mentioning. Your Sim wants to catch a certain sized fish of which to be proud.
Catch an Excellent Fish	The highest quality fish are caught by the best fishermen, and only if they continue casting until quality is caught. Your Sim wants to catch an Excellent fish.
Catch an Insect	The town is full of all sorts of creepy crawlies to catch! Your Sim wants to find a butterfly or beetle to call their own. Look around to start a bug collection.
Catch an Outstanding Fish	The highest quality fish are caught by the best fishermen, and only after many attempts. Your Sim wants to catch an Outstanding fish.
Catch Every Type of Fish	Your Sim dreams of catching every fish that swims in the local bodies of water. Seek out the best fishing spots, bring some bait, and get to it!

Wish	Requirement
Catch Something	Your Sim wants to go fishing, and more importantly, catch something.
Catch Something with Live Bait	Your Sim wants to experiment with live bait to catch something. Pick the correct bait, make sure it's still wriggling, and cast away.
Catch Something without Bait	It takes a fisherman of great skill to catch a fish without the perfect bait to lure them to the hook that spells their doom! Your Sim wants to catch something without using bait.
Catch X Fish	Your Sim hopes to spend some time at the beach or lake with a fishing rod in hand to catch several fish.
Catch X Fish	Your Sim dreams of catching the big fish, or perhaps enough of a certain kind of fish to equal a single big one. The weight of the fish will add up, it just takes dedication!
Catch X Kilograms of Fish	The best commercial fishermen judge their catches by the weight of fish brought in. Your Sim wants to be measured against the best by catching a heavy load of fish.
Catch X New Types of Fish	There are only so many fish species in the water, but your Sim hopes to catch a large number of them. Catch several new types of fish to satisfy your Sim.
Change Jobs	There are always greener pastures, right? Your Sim dreams of a fresh start with new employers. It's time to change jobs!
Chat with Someone	Sometimes it's nice just need to talk and listen. Your Sim wants to find someone for a nice chat.
Chat with Toddler	Goo goo, ga ga! Toddlers aren't the best conversationalists, but talking to them can be rewarding in its own way.
Check Self Out in Mirror	Hey there, good-looking! Your Sim wants to Check Self Out in a mirror.
Cheer Someone Up	Sadness will accompany Sims following rough patches like a broken heart or the death of a loved one. Your Sim wants to cheer someone up with a few kind words.
Clean Entire House	The home is appallingly dirty! Your Sim thinks it's time to clean up the trash, puddles, and grime that have amassed since the home was last cleaned.
Clean Something	A filthy home makes it difficult for Sims to remain happy. Your Sim would like to clean up the grime and lingering funk with some quick cleaning.
Clean Something	It's satisfying to scrub something...anything to clean up the house a little bit! Your Sim wants to clean up!
Clean the Dishes	The dishes are piling up, which is a problem for Sims that hope to use them for upcoming meals. Your Sim wants to clean the dirty dishes.
Compliment Appearance	Physical appearance is often noteworthy. Your Sim wants to compliment another on their appearance.
Compliment Athleticism	Physical appearance is often noteworthy. Your Sim wants to compliment another Sim's athleticism.
Compliment Someone's Cooking	Someone around is a great cook, and your Sim wants to talk about it!
Compliment Someone's Personality	Someone around has a great personality, and your Sim wants to let that Sim know.
Conduct an Interview	Your Sim needs a few questions answered in order to write a story. Track someone down and hold that interview for the answers you need.
Confess Attraction	Keeping secrets can get Sims all worked up. Your Sim can't hold it in any longer and wants to tell that certain someone.
Console Someone	Sims going through hard times need a friendly, consoling voice. Your Sim wants to console someone with a few kind words.
Cook	Your Sim dreams of doing a little cooking. It's the only activity that results in delightful edibles!
Cook Someone's Favorite Meal	Friendly cooks learn to prepare their friends' favorite meals. Your Sim wants to please someone by preparing that Sim's favorite dish.
Cook Something	Your Sim thinks a home cooked meal sounds absolutely delicious. Buy the ingredients and prepare something!
Cook Something with Perfect Ingredients	A well made meal is tasty, but it's even better when prepared with perfect ingredients. Your Sim dreams of eating something made with perfect ingredients.
Cook X Different Recipes Perfectly	Preparing one Perfect meal is a bit of a task. Your Sim has lofty aspirations of preparing many. Best of luck!
Copy Homework	It's easy to finish the homework if it is just copied from another Sim! Your Sim wants to find another Sim's homework to copy. Be careful—your Sim might get caught!
Criticize Family	It may be rude, but some families have it coming!
Cry on Shoulder	If you have to cry, it's best to have company. Your Sim wants to find a nice shoulder to cry on.
Cuddle	Sims love feeling loved! Whether on a sofa or relaxing in bed, a cosy cuddle will do wonders for a relationship!
Debate Politics	It can be like walking into a minefield, but your Sim wants to debate politics with another Sim.
Declare Someone a Nemesis	Relations have broken down and the only recourse is to declare the foe a nemesis. Your Sim thinks this is what it takes to come out on top!
Decorate House With at Least X Paintings	Your Sim wants to decorate the house with paintings. A range of great paintings is available in Buy Mode, but Artistic Sims might want an easel to create and display their own artwork.
Determine Gender of Baby	Doctors have certain abilities that should be shared. Your Sim wants to determine the gender of someone's baby so the new parents will know how to decorate the baby's room.
Discover a Star	Enterprising astronomers can eventually discover stars and other celestial bodies by Searching the Galaxy on a telescope. Your Sim wants to discover a star!
Discover X Stars	Enterprising astronomers can eventually discover stars and other celestial bodies by Searching the Galaxy on a telescope. Your Sim wants to discover some stars!
Divorce	Enough is enough! Sometimes Sims wonder how their life might have been different if... Well, there's no time like the present.
Do a Cardio Workout	Bend, flex, and keep the heart rate up! Your Sim wants to burn a few calories using the treadmill, taking a jog, or using the Fitness Channel on TV.
Do a Strength Workout	The muscle groups are begging for a workout and your Sim is eager and ready to comply. Muscle up with the TV's fitness channel or using the workout bench.
Do Homework	Completing homework daily is the key to good grades. Your Sim hopes to make the honor roll and wants to finish the assigned homework.
Donate \$X to Charity	You can't take it with you, so you might as well try to do some good with it! Your Sim wants to mail a check to help out a charity.
Donate \$X to Undermine Charity	Nothing is as wickedly satisfying as confounding do-gooders. Your Sim wants to mail a check to help undermine a charity.



Wish	Requirement
Donate Money to Charity	You can't take it with you, so you might as well try to do some good with it! Your Sim wants to mail a check to a charity.
Donate Money to Undermine Charity	Nothing is as wickedly satisfying as confounding do-gooders. Your Sim wants to donate money to undermine a charity.
Earn \$X in Royalties Per Week	Prolific writers of great renown can typically live off their royalty checks. Your Sim wants to become a professional writer by earning money in royalty checks per week.
Earn \$X Per Week in Royalties	While some write as a purely creative outlet, the best and most persistent writers can make quite a healthy living as authors. Royalties don't grow on trees, so your Sim must be willing to push through years of lousy checks to earn enough to live comfortably.
Earn a Promotion	Hard work pays off in the career climb. Your Sim dreams of reaching the relative safety of the next career ledge by receiving a promotion, earned by pushing just a little harder at work!
Earn a Raise	The sweet ka-ching of a raise is floating in your Sim's head. Dreaming big really pays off, assuming your Sim puts in the extra effort at work.
Earn an A in School	Hard work and dedication in school will get Sims far. Your Sim desires an A grade to proudly display for all. Make sure your Sim always gets to school in a good mood and finishes all of the homework and that A will come!
Earn Some Money	Your Sim wants to earn a little money, maybe to save, maybe to spend! Have your Sim go to work, or even have them sell something at a store.
Earn X Simoleons	Simoleons pave the way for nice things and a comfortable lifestyle. Your Sim dreams of earning some Simoleons—quite ambitious.
Earn X Simoleons in Tips	Guitarists can earn a little spare change from tips, assuming they are skilled with an acoustic guitar. Your Sim wants to earn some Simoleons in tips.
Earn X Simoleons Through Gigs	It's not easy living off your guitar. Get on the phone and call around for gigs at private parties or restaurants. Making cash will be easy when this Sim becomes a Rock Star.
Eat a Great Quality Meal	Eating wonderful food is just one of the many joys of knowing how to cook. Your Sim yearns to eat a Great meal, something prepared just right with quality ingredients.
Eat a Perfect Quality Meal	Eating wonderful food is just one of the many joys of knowing how to cook. Your Sim yearns to eat a Perfect meal. Obtain high quality ingredients and refine your Sim's Cooking skill.
Eat an Outstanding Quality Meal	Eating wonderful food is just one of the many joys of knowing how to cook. Your Sim yearns to eat an Outstanding meal. Obtain high quality ingredients and refine your Sim's Cooking skill.
Eat at a Restaurant	There are times when Sims don't want to cook at home, especially when there are fine dining establishments in town. Your Sim wants to eat at a restaurant!
Eat at a Restaurant	Home cooked meals are delicious, but it's enjoyable to dine out on the town from time to time. Your Sim wants to get dinner at a restaurant. Send your Sim into town for a fine meal that won't be forgotten!
Eat at the Bistro	The restaurant's menu offers some of the most elegant dishes in town...at reasonable prices! Your Sim wants to eat at the restaurant.
Eat Cobbler with Fruit	Fresh cobbler is delicious, like happiness baked in a crust of sugar and glee. Your Sim wants to eat cobbler paired with just the right fruit. Yummy!
Eat Dim Sum and Canned Soup	Cravings cannot be explained, so there's no point looking for an explanation. Your Sim dreams of eating Dim Sum and canned soup.
Eat Ice Cream and Spaghetti	Cravings cannot be explained, so there's no point looking for an explanation. Your Sim dreams of eating ice cream and spaghetti.
Eat Recipe	Your Sim has a craving to eat something—cooked just right, of course!
Eat Something at the Park	Park picnics are fun for the whole family, or even alone. Your Sim wants to prepare a meal to take to the park for consumption.
Eat Something at the Public Pool	Sims shouldn't eat and swim at the same time, but they can certainly swim after eating. Your Sim wants to prepare something tasty to eat at the public pool.
Eat Stu Surprise	Stu Surprise is an icky dish that contains so many flavors that it becomes palatable. Your Sim wants to eat Stu Surprise made with grapes and garlic.
Eat Stu Surprise	Stu Surprise is an icky dish that contains so many flavors that it becomes palatable. Your Sim wants to eat Stu Surprise made with hot dogs and tomato.
Eat Stu Surprise	Stu Surprise is an icky dish that contains so many flavors that it becomes palatable. Your Sim wants to eat Stu Surprise made with peppers and apples.
Eat Stu Surprise	Stu Surprise is an icky dish that contains so many flavors that it becomes palatable. Your Sim wants to eat Stu Surprise made with watermelon and blowfish.
Eat Stu Surprise	Stu Surprise is an icky dish that contains so many flavors that it becomes palatable. Your Sim wants to eat Stu Surprise made with steak and eggs.
Eat Stu Surprise	Stu Surprise is an icky dish that contains so many flavors that it becomes palatable. Your Sim wants to eat Stu Surprise made with Flame Fruit and Vampire Fish.
Eat Stu Surprise	Stu Surprise is an icky dish that contains so many flavors that it becomes palatable. Your Sim wants to eat Stu Surprise made with cheese and limes.
Eat Sushi and Hot Dogs	Cravings cannot be explained, so there's no point looking for an explanation. Your Sim dreams of eating sushi...and hot dogs.
Fall in Love	Don't hold back on the romantic gestures, your Sim wants to fall in love!
Feel Tummy	Your Sim wants to feel the tummy of a pregnant Sim. Maybe the baby will kick!
Fertilize Plant with Fresh Caught Fish	Good gardeners fertilize plants with the best nature has to offer. Your Sim wants to fertilize a plant with some freshly caught fish.
Fertilize Plants	Fertilized plants tend to produce higher quality fruits and vegetables for harvest. Your Sim thinks it's a good idea to fertilize the plants in the garden using fish, fruits or vegetables.
Fight!	Grrr! Your Sim wants to get in a fight! Provoke another Sim enough and that fight will happen soon enough!
Find a Rock	Valuable meteorites, gems, and metals can be found throughout the town, but only if your Sim has sharp eyes! Your Sim wants to find a rock, so look in every nook and crevice.
Find Out if a Sim is Rich or Not	Your Sim wants to know about the personal wealth of someone else. Converse with potentially rich neighbors or visit their homes to find out!



Wish	Requirement
Find Own Place	Every Sim aspires to home ownership. Nobody likes being cooped up with friends or worse, parents! Your Sim wants to find a place to live. Look up potential homes on the computer!
Find Own Place	Every Sim aspires to home ownership. Nobody likes being cooped up with friends or worse, parents! Your Sim wants to find a place to live. Look up potential homes on the computer!
Find Some Seeds	Your Sim wants more seeds to plant and has heard that some can be found in the town. Send your Sim exploring to find some seeds!
Finish a Book	Reading is one of the most relaxing forms of entertainment for some Sims. Your Sim wants to read a book from cover to cover. Grab one from the bookshelf, visit the library, or purchase a new one from the bookstore!
Finish Current Book	Your Sim hates leaving a book unfinished and wants to type through to the last page of the current writing project. Your Sim needs to figure out how it will end!
Finish Current Painting	Your Sim wants to put the final brush strokes to canvas to see if the current work is indeed a masterpiece. If it isn't, better to finish the current painting and move onto a new piece!
First Kiss	There's nothing quite like the dizzying delight and nervous anticipation of a first kiss with someone new.
Flirt	Some eyelash batting, a slight brush of the hand...not all Sims are flirty but your Sim has the desire to Flirt with someone!
Flirt with Someone Else	Old flames can sometimes burn low. Your Sim wants to light things up with someone new.
Freak Out!	Sometimes you just have to freak out! Your Sim wants to let the neurosis take hold and freak out.
Garden	Toiling underneath blue skies with fingers deep into the dirt is satisfying for gardeners. Your Sim hopes to do a little gardening for agricultural excitement.
Get a Job	Your Sim envisions a bright future with one of the fine employers throughout the town. Check the newspaper or computer for open positions. You can also go to Map View and filter by Jobs to find opportunities by location.
Get a Massage	"Your Sim wants some pampering. Whether it's from another Sim or the spa in town, it's sure to put them in a good mood!
Stop Being Friends with Someone	The friendship just isn't working out and it may be best for all parties to just go separate ways. Your Sim wants to stop being friends with someone. Be mean...or just let the relationship die from neglect.
Order Pizza	Pizza is delicious and your Sim wants to enjoy the warm delights of a freshly delivered pizza. Send your Sim to the phone to order a pizza!
Teach Toddler to Talk	Cute gurgles and gibberish can soon be replaced by whole, grammatically correct sentences! Your Sim wants to teach a toddler to talk to move past the "goo goo" and "gaa gaa.""
Get a Part-Time Job	Sims who need more free time should obtain a part-time job. Your Sim wants to get a part-time job at a business like the supermarket or bookstore.
Get a Specific Object	If you don't have something, that's why you need it! Your Sim wants to own something new.
Get Attention from Dad	It's okay to crave attention from time to time, because that nourishment helps little Sims grow up to be great! Your Sim desires a little attention from Dad. See if he wants to play or chat!
Get Attention from Mom	It's okay to crave attention from time to time, because that nourishment helps little Sims grow up to be great! Your Sim desires a little attention from Mom. See if she wants to play or chat!
Get Demoted	Too much success can be scary for some Sims. Your Sim would like to relieve the pressure by getting demoted.
Get Fired	Too much success can be scary for some Sims. Your Sim would like to relieve the pressure by getting fired.
Get Ingredients for a Recipe	Knowing how to prepare a recipe doesn't matter if your Sim doesn't have the right ingredients. Your Sim wants to prepare a recipe. Travel to the supermarket and purchase everything called out in the recipe!
Get Married	Marriage is a life-defining moment that only comes after courtship and a healthy romance. Your Sim dreams of tying the knot with a soul mate.
Get Married at a Wedding Party	Marriage is a defining moment in a Sim's life. Your Sim dreams of tying the knot at a wedding party filled with friends, family, music, and food! Throw a wedding party on the phone.
Get on the Honor Roll	Persistently earning good grades could land your Sim on the Honor Roll. Your Sim dreams of joining the ranks of the best students in school. Dedication is the key!
Get Out!	An overwhelming and uncontrollable desire to leave often compels some to just go elsewhere. Your Sim wants to leave the current location for someplace else...now!
Get Pregnant	When two Sims dream of starting a family they make the ultimate plunge and Try for a Baby! Your Sim dreams of becoming pregnant! Hopefully her partner shares the sentiments.
Get Pumped	Good athletes are pumped after a long workout. Your Sim wants to work out long enough to get that adrenaline-fueled feeling.
Give Friendly Hug	Sometimes a hug is the best way to show that you care.
Give Friendly Introduction	Your Sim wants to give another Sim a warm welcome.
Give Inspirational Speech	Politicians of great renown should use their oratory abilities to inspire the masses. Your Sim wants to give an inspirational speech... for liberty!
Give Massage	The act of giving a massage is hard work, but your Sim wants to give one as a labor of love or to help cure a backache!
Give Medical Advice	Expectant mothers frequently seek medical advice for their not-yet born children. Your Sim wants to give medical advice to a pregnant Sim.
Go Fishing	Local bodies of water are beckoning to your Sim. The fish are biting, your Sim just knows it! Pick a nice fishing spot and cast away!
Go Fishing Before 6 AM	The early bird catches the worm, or in this case, the early Sim brings in the big fish. Your Sim wants to wake up extra early to fish out of the calm, pre-dawn waters.
Go Home	The town is exciting but nothing beats home after a long day. Press the arrow on a Sim's thumbnail to send them home.
Go Inside	Bugs and wide open spaces don't appeal to everyone. Your Sim wants to go inside the house.
Go Jogging	Your Sim seeks the solace and pace of a neighborhood jog. Pick the route and strap on some sneakers.
Go Out on the Town	Some Sims just don't like to stay in one place for too long. You Sim wants to get away from their home lot for a bit.
Go Out on the Town	Some Sims just don't like to stay in one place for too long. You Sim wants to visit some other place in town.
Go Shopping	Your Sim has the shopping bug. There's only one cure! Send your Sim to the bookstore or supermarket in town to buy some items for the home.



Wish	Requirement
Go Steady with Someone	Your Sim is ready to settle down with an exclusive boyfriend or girlfriend. Perfect the timing and ask the question before your Sim's significant other gets away!
Go Swimming	Swimming is always a refreshing, healthy choice of entertainment, whether it's at home or at the public pool. Your Sim wants to go swimming!
Go to School	Your Sim wants to go to school to learn and meet new friends. Let your Sim jump onto the bus when it arrives, then off to school it is!
Go to the Bookstore	The bookstore is a great place to visit in town. Your Sim wants to visit the bookstore, perhaps to sign up for a class or purchase some new reading material!
Go to the Day Spa	Spend some time at the day spa for a completely pampered experience.
Go to the Library	Some Sims can't get enough of the quiet and that dusty book smell! Your Sim wants to visit the library.
Go to the Supermarket	The supermarket stocks everything Sims need to prepare a delicious meal, as well as a few fun household items. Your Sim wants to visit the store to see what there is to see.
Go to Work	Some Sims dream of long vacations, others wealth or nice furniture. Your Sim dreams of going to work, which is a noble and productive desire!
Grow a Great Plant	The sight of thriving greenery is so rewarding. Your Sim wants to grow a great plant.
Grow an Outstanding Plant	The sight of thriving greenery is so rewarding. Your Sim wants to grow an outstanding plant.
Grow Bait for Fish	Some fish begin biting when the right bait is dangling from the hook. Grow some bait to use while fishing to improve your Sim's chances of catching the big one!
Grow Ingredients for Meal	Home cooked meals prepared using fresh, home grown ingredients put the phrase "yum" in the dictionary. Your Sim wants to grow ingredients in the garden.
Grow Perfect Plant	Your Sim is eager to grow the very best produce. Plant some seeds, fertilize, weed, and water them and hope your Sim's skill is enough to grow perfection.
Grow Something	The best produce is in season and your Sim is eager to begin planting. Plant some seeds, watch them grow, and enjoy the harvest!
Grow Something	The best produce is in season and your Sim is eager to begin planting. Plant some seeds, watch them grow, and enjoy the harvest!
Grow Up!	Your Sim dreams of growing up! It'll take some scraped knees, exploration, and a healthy dose of good parenting. The special day isn't too far into the future!
Grow X Fruits or Vegetables	The time to grow fresh produce is now! Your Sim is eager to begin planting. Plant and care for several seeds until they reach maturity. Good luck with the harvest!
Hack	Computer whizzes have the urge to get away with geeky delinquent behavior under the cover of night. Get them to the nearest computer!
Hang Out in Room for X Hours	Some Sims get attached to a specific room. Your Sim would prefer not to leave for a while.
Hang Out with Someone	Your Sim wants to spend some quality time with a friend or loved one. Track that Sim down, or use the phone to arrange a meeting.
Harvest a Wild Plant	Gardeners with a sharp eye and eager hands can take advantage of public produce just waiting to be plucked. Your Sim wants to harvest wild fruits and vegetables found in the town.
Have a Boy	Becoming a parent is a life changing event for any Sim. Your Sim dreams of having a baby boy. It's a great adventure that promises a lifetime of experiences!
Have a Child	Children make families, and your Sim wants a bigger family. Add a child to your family through adoption or pregnancy right away!
Have a Child	Becoming a parent is a life changing event for any Sim. Your Sim dreams of parenthood and starting a family with someone else. It's a noble adventure that promises a lifetime of experiences!
Have a Child with Someone	Becoming a parent is a life changing event for any Sim. Your Sim dreams of starting a family with someone. It's a noble endeavor that promises a lifetime of experiences!
Have a Deep Conversation	Sometimes a casual chat isn't enough. You need a deep conversation to really express your feelings.
Have a Funeral	Sims gather together to say goodbye and mourn the passing of a Sim. Your Sim wants to call their friends on the phone and invite them to a funeral.
Have a Girl	Becoming a parent is a life changing event for any Sim. Your Sim dreams of having a baby girl. It's a great adventure that promises a lifetime of experiences!
Have a Great Birthday Party	Great birthday parties include friends, great food, and several slices of cake! Your Sim hopes to have a great birthday party!
Have Father Read a Pregnancy Book	The bookstore sells several informative books for expecting parents. Your Sim wants the baby's father to read one of the pregnancy books available, so that when the time comes, everyone is ready!
Have First Child	Becoming a parent is a life changing event for any Sim. Your Sim dreams of starting a family with someone. It's a noble endeavor that promises a lifetime of experiences!
Have First Kiss	A first kiss is something so wondrous, so pure, but it can only be enjoyed once. Your Sim dreams of the perfect first kiss, but with whom?
Have First Romance	Taking a relationship up the romantic ladder is rewarding, adventurous, and good for the soul. Your Sim dreams of a special first romance that will never be forgotten! Flirt, hold hands, and plant the smooch at the perfect moment!
Have First WooHoo	Your Sim wants to have a first WooHoo with someone close! Sounds like fun for a romantic evening.
Have More than X Simoleons	Money money money! It doesn't make the world go around, but it can make life easier at times. Your Sim wants to have a pile of Simoleons. Time to get to work!
Have Private Wedding	The pizzazz of a wedding party is sometimes outdone by a more intimate private ceremony. Your Sim dreams of having a private wedding. Pick a special place and have your Sim ask the spouse-to-be to have a private wedding.
Have Sleepover	Your Sim hopes to have a super fun sleepover with friends soon. Late night movies and snacks plus mischief are good times for all! Use the phone to invite the Sim over.
Have Sleepover	Your Sim hopes to have a super fun sleepover with friends soon. Late night movies and snacks plus mischief are good times for all! Use the phone to invite the Sim over.
Have Someone Else Do My Homework	Why should your Sim do the homework when someone else can do it? Your Sim dreams of letting someone else do the work for a change.

Wish	Requirement
Have Triplets!	Not one, not two, but three babies at once... oh my! Your Sim is a glutton for punishment (and love) and dreams of triplets. Surround your Sim with baby things, look into fertility treatment, and hope for a lot of luck!
Have Twins!	Two babies...oh my! Your Sim wants to try raising two newborns at once. Surround your Sim with baby things, look into fertility treatment, and hope for a lot of luck!
Have X Enemies	Friends are overrated to some mean Sims. Your Sim is ready to argue, fight and insult to get some enemies!
Have X Friends	The world becomes a much more friendly and interesting place with Sims you can call friends. Your Sim dreams of having lots of friends.
Have X Garden Plants	Feeling blue? Feeling green is better! Your Sim wants to plant a few things in the garden.
Have X Grandchildren	The pitter-patter of little feet warms the heart of an older Sim. Your Sim wants grandchildren!
Have X More Children	Big families are full of love, though there's always a stampede of hungry Sims at dinner. Your Sim dreams of having a number of children.
Have X Rich Friends	The world becomes a much more dazzling and wondrous place when you are friends with the wealthy. Your Sim dreams of having lots of friends that are loaded! Look for the nicest houses and befriend the owners!
Have X Simultaneous Romances	Plate spinning is hard enough, and those are just plates! Your Sim wants to top that by dating multiple Sims at once. Oh, the peril!
Have X Total Children	For family focused Sims, the joys that pitter and patter about on two legs make all the struggle and hardship of parenthood worthwhile. A house full of children can mean a tight budget, little personal time, and few luxuries, but there's always somebody to play with or something new to teach.
Help a Sim with Homework	Your Sim has been there before, and wants to ease another Sim's burden by helping with homework.
Hire a Baby-sitter	Parents need a break from the little ones every now and then. Get on the phone and call for the services of a Baby-sitter for a day or... every day!
Hire a Maid	The house is messy and could use a little...attention. Your Sim really wants to hire a maid to help out around the home. Send your Sim to the phone and sign up for the maid's service!
Hold Hands	Your Sim longs for the familiar squeeze of a loved one's hand. Hand holding is always good for the soul, assuming there are no sweaty palms!
Hug Someone Amorously	Sometimes a friendly squeeze isn't enough. Your Sim dreams of hugging someone amorously to set the mood for romance!
Imply Mother is a Llama	Ooh, feel the burn! Your Sim really wants to hit someone where it hurts.
Improve a Skill	Learning is an exciting pursuit many Sims enjoy. Your Sim wants to improve a skill so they can do more things with the knowledge! Practice the skill until your Sim gains a level.
Improve Grades	Your Sim wants to buckle down and improve the grades being earned from school. Grades can be improved by showing up to school in the right mood and finishing all homework.
Improve Relationship with Boss	Dreams can sometimes be made from just a little schmooze. Your Sim wants to meet up with the boss and improve their relationship, at least a little bit.
Insult Home	Not everyone can keep up with the Goths! Your Sim is seeing green, feeling mean, and wants to insult some neighbor's home.
Insult Someone	Ooh, feel the burn! Your Sim really wants to hit someone where it hurts.
Invite a Sim Over	What's the point of having a home if you can't entertain guests? Your Sim wants to invite someone over to chat and have a good time.
Invite a Sim to a Party	It's party time, and your Sim wants to get social! Invite that special Sim to party!
Invite Sim to Park	The park makes a great (and cheap) hangout. Your Sim thinks it would be great to take another Sim to the park.
Invite Sim to Restaurant	Sharing a meal can be an intimate experience. Your Sim would like to invite another Sim to a restaurant.
Invite Someone to Movies	You don't talk during a movie, but it's still a strangely social experience. Your Sim wants to invite another Sim to the movies.
Join Evil Career Branch	Scum and villainy lie in the future for Sims bent on world domination. Your Sim thinks specializing in Evil is the right side of life. Your Sim can make the choice for evil after being promoted past Con Artist.
Join Forensic Analyst Career Branch	Forensic analysts love evidence gathering and lab coats. Your Sim thinks this may be the right path and should look forward to making the choice after being promoted past Lieutenant.
Join Rock Career Branch	Sims enamored with guitar solos should take the path of Rock. Your Sim has quite the stage presence and may want to pick the Rock branch after being promoted past Music Talent Scout.
Join Special Agent Career Branch	Foiling the nefarious plans of madmen is a staple of the Special Agent's life. Your Sim hopes to become one and should look forward to making the choice after being promoted past Lieutenant.
Join Symphonic Career Branch	The conductor's baton must be wielded with cunning and precision! Your Sim wants to join the symphonic branch and can do this after being promoted past Music Talent Scout.
Join Thief Career Branch	Stealing the world's most dazzling jewels is what thieves do best. Your Sim has a keen eye for thievery and can make the choice to be a thief after being promoted past Con Artist.
Just Be Friends with a Sim	Friendships that blossom into something more are great...but sometimes it's best to keep things casual.
Kiss Someone	Romance is in the air, and your Sim wants some. Pucker up!
Kiss Someone	Romance is in the air, and your Sim wants some. Pucker up!
Kiss Someone for the First Time	Romance is in the air! Your Sim wants to have that first special kiss with someone.
Kiss X Sims	The joys of a good smooch shouldn't be overlooked! Your Sim wants to kiss, or be kissed.
Leap Into Someone's Arms	How romantic! Your Sim wants to leap into another Sim's arms. Careful, there!
Learn a New Composition	There are so many great songs for guitarists to play. Your Sim wants to learn a new composition. Send your Sim to the bookstore to buy some new sheet music!
Learn a New Recipe	The pursuit of knowledge often leads to a satisfied stomach when you're a cook. Your Sim wants to learn a new recipe to expand their personal menu.
Learn a Recipe Containing Fish	Recipes that contain fish swim well with a Sim's stomach. Your Sim wants to learn to prepare a recipe that contains fish as an ingredient. Send your Sim to the bookstore to see what recipes are available!
Learn a Skill	Your Sim seeks to learn something new to enrich and enlighten! Have your Sim take an interesting class in town to perhaps pick up a new skill!





Wish	Requirement
Learn All Recipes	Culinary masters know of a recipe for every occasion and gastronomic desire. Your Sim dreams of learning all recipes. Master your Sim's Cooking Skill and purchase all recipes from the bookstore!
Learn Bait for a Fish	Some fish bite more often when the correct bait is attached to the lure. Your Sim wants to learn the bait for a certain fish. Read bait books purchased from the bookstore, or experiment with different types of bait to see what works!
Learn X More Traits for a Sim	Meets and greets often reveal interesting tidbits about other Sims. Your Sim desires to learn more of someone's traits to better know them.
Lecture Teen	Teens tend to be rebellious. They stay out late, ignore their parents, and act unruly. Your Sim wants to lecture a teen to set them straight!
Listen to Tummy	A new life is growing inside someone close to your Sim. Your Sim wants to listen to the tummy to hear what the baby is up to!
Make \$X from Hacking	Encryption and firewalls are nothing to the skilled nocturnal hacker. Set your Sim in front of a computer at night to make some easy money.
Make a New Outfit for Myself	Fashions can fade in a matter of days. Your Sim wants to stay ahead of the trends by Planning an Outfit on the dresser.
Make a Smooth Recovery	One inappropriate remark doesn't need to end the conversation! Your Sim wants to use a Smooth Recovery to fix things. Go on, be smooth.
Make an Enemy	It's an all-out war! Don't hold anything back, your Sim wants to make an enemy!
Make an Object Self-Cleaning	Handy Sims can tinker and upgrade some objects to be self-cleaning. The object will never be dirty again! Your Sim wants to upgrade an object to be self-cleaning.
Make an Object Unbreakable	Handy Sims can tinker and upgrade some objects to be unbreakable. The object will never break again! Your Sim wants to upgrade an object to be unbreakable.
Make at Least \$X per Week in Royalties	There's nothing like regular income! Your Sim wants to have money coming in from book royalties.
Make Fun of Sim	It may not be the nicest thing to do, but some Sims just have it coming.
Make Out	Sometimes, it's just time to make your move. Your Sim thinks now is that time.
Make Something Fireproof	A home that cannot burn is a safe home! Your Sim dreams of a fire-free existence and wants to upgrade a flame producing household item to be fireproof. Start with the stove!
Make the Bed	An unmade bed is the first step to a messy home. First it's an unmade bed, then it's a filthy bathroom! Your Sim wants to make the bed to tidy up.
Marry a Rich Sim	When love cannot sustain the relationship, perhaps heaps of money can! Your Sim dreams of marrying a rich Sim...hopefully for the right reasons? Your Sim should search the town for the nicest home and fall in love with its owner.
Master a Skill	Mastering a Skill takes great patience and dedication, but your Sim aspires to be the best. Have your Sim practice the skill and complete Opportunities, and great things will happen.
Meet All Co-Workers	The office is full of friendly faces all waiting to be introduced to your Sim. Your Sim wants to meet everyone to improve the workplace and meet some new people.
Meet Someone New	There's a town full of interesting Sims for your Sim to meet. Your Sim wants to meet someone new!
Mock a Sim	It's not the nicest thing to do, but sometimes it just makes you feel better about yourself.
Mooch \$X	Nothing's better than getting money that you didn't have to earn yourself. And, in a certain way, mooching IS work.
Mooch a Few Simoleons	Your Sim wants to "borrow" some money to use for...something. Ask a friend if it's okay to mooch a little money.
Mooch a Lot of Simoleons	Your Sim wants to "borrow" some money to use for...something. Ask a friend if it's okay to mooch a lot of money.
Mooch Food	If there's one thing better than food, it's free food! Your Sim wants someone else's food.
Mooch Food	Your Sim is hungry... or not, and wants to mooch a little food from a friend. Ask a friend to mooch some food.
Mop Puddle	Puddles are blights on otherwise sightly floors. Your Sim wants to mop up the offending moisture before it spreads!
Mourn a Sim	The loss of someone dear is never easy. Your Sim wants to Mourn at the tombstone or urn.
Move In with Someone	Moving in with someone is a big deal that shouldn't be taken lightly. Can a relationship survive the move? Your Sim hopes to move in with someone.
Own X Books	Knowledge is power, so the more books, the better!
Paint	There's something satisfyingly soothing about painting on the easel. Your Sim wants to do a little painting.
Paint a Masterpiece	A painting masterpiece is such a rare, beautiful thing that cannot be taken for granted. Your Sim wants to paint a Masterpiece. A strong Painting skill and luck will bring this about.
Paint a Portrait of a Sim	Sims make such excellent artistic subjects. Your Sim wants to paint a portrait of someone.
Paint Something Brilliant	Brilliant paintings, though not quite Masterpieces, are still awe-inspiring displays of creativity. Your Sim wants to paint something Brilliant.
Paint Something Worth X Simoleons	A painter is truly established when pieces of art sell for a worthwhile amount.
Paint X Masterpieces	Masterpieces are rare samples of pure creative genius. Your Sim dreams of painting multiple Masterpieces, but it'll take dedication, a mastery of the skill, and a lot of luck.
Paint X Paintings	Your Sim is convinced that time in front of an easel is time well spent. Your Sim wants to paint a number of paintings.
Pick up a Baby or Toddler	Sims want to pick up and hold their little ones close.
Play a Game with Someone	Games are a great way to pass the time and playfully prove one's dominance over friends and family. Your Sim wants to play a game with someone!
Play Catch	Tossing the ball around is a great pastime many Sims enjoy. Your Sim wants to play catch outdoors with someone.
Play Chess	Chess is a match of wits and cunning that often concludes without bloodshed. Your Sim wants to practice or play chess with someone.
Play Game with Sibling	Games are a great way to pass the time and playfully prove one's dominance over family members. Your Sim wants to play a game with a sibling.
Play Guitar an Hour a Day for X Days	Your Sim wants to develop a guitar habit! There's no better way to improve a skill than daily practice, so find an hour each day!

Wish	Requirement
Play Guitar at a Party	Want to be the life of the party? Put a guitar in your inventory, head to a party, and start jamming! You can host your own party too.
Play Guitar for at Least X Sims	Nothing gets an aspiring Rock Star going like a cheering crowd! Perform in front of many Sims to fulfill this wish.
Play Guitar for X Hours	Let your Sim play a few uninterrupted hours of beautiful or not so beautiful guitar music!
Play Guitar in the Park	Everyone loves a performance in the park. Just put a guitar in your inventory, find a good spot, and start strumming!
Play Outside	The outdoors are beckoning your Sim to leave the indoors behind and enjoy the great outdoors. Your Sim wants to have fun in the sun!
Play Tag	Proving your speed, agility, and ability to outlast any pursuer is an important challenge of childhood. Your Sim wants to play tag with friends!
Play the Guitar	Six strings of acoustic enjoyment are calling to your Sim's talented fingers. Your Sim wants to play guitar for a bit to relax.
Play Video/Computer Games	For some Sims, reading a book is fun and relaxing. For others, it's sinking a few hours into PallyQuest Online!
Play with Baby	Little gurgling babies are so cute! They're just begging to be played with! Your Sim wants to play with a baby.
Play with Fire	Daredevils cannot get enough of fire! Your Sim wants to play with fire in the fireplace!
Play with Someone	It's fun to play with others—who knows what will happen! Your Sim hopes to play with someone soon... perhaps a game of Tag!
Play with Toy	Kids just want to have fun! Play with toys like toy blocks, stuffed animals, and toy ovens to fulfill this wish.
Point Out Flaws	Some Sims like to be truly nasty toward their neighbors with a few insulting comments. Your Sim wants to point out someone's flaws.
Potty Train Toddler	Potty training is the best way to avoid any accidents...at least the stinky kind! Your Sim dreams of a day when the toddler is potty trained. Buy a potty chair and have your Sim teach the toddler good bathroom practices!
Practice Speech	Practice makes perfect, and your Sim will need a mirror for this kind of practice.
Prepare a Great Meal	It's important to prepare a meal that really zings! Your Sim wants to prepare a Great meal. Purchase high quality ingredients and refine your Sim's cooking skill.
Prepare a Meal	Your Sim has a hankering to cook something and wants to start preparing it right away. Get the right ingredients from the supermarket and start cooking!
Prepare a Meal Using Fish	Properly prepared fish can taste simply wonderful, assuming the dish is without scales or that fishy taste! Your Sim aspires to prepare a recipe that contains fish. Get the right ingredients and start cooking.
Prepare a Meal Using Freshly Caught Fish	Properly prepared fish can taste simply wonderful, assuming the dish is without scales or that fishy taste! Your Sim aspires to prepare a recipe that contains freshly caught fish. Catch the ingredients and start cooking.
Prepare a Meal with Fresh Ingredients	Nothing tastes better than a meal prepared with fresh fruits, vegetables, or fish! Your Sim dreams of just such a dish, so send your Sim into the world to do a little gardening or fishing, then prepare the meal!
Prepare a Perfect Meal	It's important to prepare a meal that really gives the palate something worth remembering. Your Sim wants to prepare a Perfect meal. Purchase or grow high quality ingredients and refine your Sim's Cooking skill.
Prepare an Outstanding Meal	It's important to prepare a meal that's simply delicious. Your Sim wants to prepare an outstanding meal. Purchase or grow high quality ingredients and refine your Sim's cooking skill.
Prepare Meal with X	Fruits and vegetables can really bring the best flavors forward and delight the palate. Your Sim dreams of preparing a meal that contains fruit or vegetables. Buy them at the supermarket or grow them at home!
Procure a Portrait of Self	Many desire to see themselves painted gloriously, framed, and hung on a wall! Have another Sim paint a portrait of your Sim!
Propose Going Steady	Your Sim is ready to settle down with an exclusive boyfriend or girlfriend. Perfect the timing and ask the question before your Sim's significant other gets away!
Propose Marriage	Marriage is a life-changing step, as it defines who wakes up next to you forever. Your Sim wants to tie the knot with a soul mate. Pick the Sim and pop the big question.
Propose to Move In with Someone	Moving in with someone is a big deal that shouldn't be taken lightly. Can a relationship survive the move? Your Sim hopes to move in with someone.
Propose to Someone to Spend the Night	Inviting someone to spend the night is a big step in taking the relationship to the next level! Your Sim wants to ask someone to spend the night, and get to know them a little better.
Propose Truce	Personal rivalries between Sims often reach a point when a truce is in order. Your Sim wants to let bygones be bygones and propose a truce with a nemesis.
Put a Fish in Fish Bowl	Sims like to catch fish and put them in a fish bowl to cherish forever... assuming the fish is fed. Your Sim wants to catch a fish and put it in a fish bowl.
Question Someone	Your Sim needs answers, and someone has the info. After questioning someone, you can write a report about them.
Quit Job	When it's time to move on, it's time to move on. Your Sim hopes to give notice and quit the current job. Simply quit at the work place, or tell the boss face to face!
Reach Level X of a Career	Your Sim seems ambitious, or at least hopes to earn more Simoleons! A bit of dedication and a steadfast adherence to the direction of management will take aspiring Sims far!
Reach Level X of a Skill	Learning is an exciting pursuit many Sims enjoy. Your Sim wants to improve a skill so they can do more things with the knowledge! Practice the skill and complete opportunities to improve the skill.
Reach the Top Level of a Career	For some, the only acceptable path is straight to the top. Your Sim aims to reach the top of a career. An admirable goal, to be sure! Work hard and do whatever management requests and your Sim will go far!
Read a Pregnancy Book	The bookstore sells several informative books for expecting parents. Your Sim wants to read one of the pregnancy books available, so that when the time comes, everyone is ready!
Read a Skill Book	Learning new things opens the doorway for a variety of activities. Your Sim dreams of learning more about a skill. Send your Sim to the bookstore to buy a book on the topic!
Read X Books Total	Your Sim seeks to read an entire library's worth of books! It will take time and several trips to the library or bookstore, but your Sim wants to read away!
Repair Something	It's no use having broken objects in the home! They don't work and they just ruin a tidy house. Your Sim wants to repair a broken household object.
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Wish	Requirement
Repair Something	Broken objects are of no practical use and can be dangerous! Your Sim wants to repair a broken household item to return it to normal.
Repair X Objects	It's no use having broken objects in the home! They don't work and they just ruin a tidy house. Your Sim wants to repair a broken household object.
Resurrect a Sim	Parting permanently with loved ones is too much for some Sims to bear! Your Sim wants to resurrect someone. Preparing a dish of Ambrosia should do the trick...
Retire	Easy Street is calling with promises of lazy afternoons, sleeping in, and no bosses making demands. Your Sim dreams of retiring and collecting that lovely pension. Give the office a call to make retirement a reality.
Retire	Easy Street is calling with promises of lazy afternoons, sleeping in, and no bosses making demands. Your Sim dreams of retiring and collecting that lovely pension. Give the office a call to make retirement a reality.
Return Stolen Object	Kleptomaniacs cannot control their urges. Stealing things is a sickness! Your Sim wants to make amends by returning the stolen object to its rightful owner.
Scare Someone	Sims tend to get jumpy when it's dark outside or mischievous individuals are wandering about. Your Sim wants to sneak up on someone and Scare them.
Scrap Current Novel	Every writer has a dud or two in their repertoire. Your Sim shouldn't be too ashamed to scrap a novel in progress and start over on the computer.
Scrap Current Painting	Artistic Sims needs fresh inspiration and that old canvas is definitely not doing it. Your Sim wants to Scrap Current Painting on the easel.
See a Concert	The neighborhood enjoys quite a few good concerts from time to time. Your Sim really wants to see a concert at the theater. Check the theater on Fridays and Saturdays to see if there is a concert!
See a Fiery Ghost	Fire is a fascinating extension of nature, both in this life and the afterlife. Your Sim wants to see the ghost of someone who died by fire.
See a Ghost	The dead still exist...in a sense. Your Sim wants to see a ghost—how daring! Visit the graveyard at night or hang around the gravestones of deceased family members.
See a Play	Comedies, dramas, and musicals, all on stage. Your Sim wants to see a play. Check the theater on weekends to see if there is a play showing!
See a Sim Age Up Well	A kid's job is to grow up well! Toddlers need to learn all their basic skills and be kept safe and happy. Teens and children need to be successful in school. Growing up well helps prepare kids for their next stage in life!
See a Sim Become Evil	If there's one thing more evil than evil itself, it's seeing another Sim turn to Evil. Bwah hah hah hah ha!
See a Sim Get Married	You know a Sim is all grown up when they form their own family. Your Sim wants to see another Sim get married.
See a Sim Get Strong	Strength for yourself is one thing. Strength for another Sim...now that's strong!
See a Symphony	The symphony is so romantic and wonderful, a buffet of sound for a Sim's ears. Your Sim dreams of seeing a symphony. Check the theater on weekends to see if there is a symphony!
See Child Be a Genius	Sims that have a great upbringing and work hard in school get the best traits...like being a genius! Your Sim hopes to see a child become a genius.
See Child Become a Doctor	Doctors are wonderful members of the community who give back with every cut of their scalpel. Your Sim dreams of seeing someone close put on the white coat of a level 5 Resident doctor one day. The hospital is always looking for talented medical professionals...
See Child Become a Professional Athlete	Professional Athletes are the stars of the town, both on and off the field. They earn huge paychecks and always have a winning spirit, which is why your Sim dreams of seeing someone close become at least a level 5 Rookie in the Professional Sports career! The stadium is always looking for potential all-stars...
See Child Become a Scientist	The life of a scientist is a rewarding one filled with gizmos, lab adventures, awards, and a decent pay. Your Sim dreams of seeing someone close reaching level 3 in the Science career. The science facility is always looking for new scientists...
See Child Earn an A	Seeing young Sims come home from school with an A on their report cards is a moment for parents to cherish. Your Sim dreams of seeing someone close earn an A. Make sure your Sim's child completes the homework and good grades will follow!
See Child Get on Honor Roll	The Honor Roll is a big deal for parents that want to see their children succeed in life. Your Sim hopes to see a child get on the Honor Roll. Children that focus on homework and work hard in school tend to end up on the coveted Honor Roll.
See Game at Stadium	It's time to root, root, root for the home team! Your Sim hopes to see a game at the local stadium—quick, before the season ends!
See Sim Earn Passing Grades	Someone isn't doing so well in school and that's just not acceptable. Your Sim hopes to see the child earn passing grades sometime soon! Children who attend school in a good mood and finish the assigned homework earn high grades.
See Someone Become a Criminal Mastermind	Living the life of evil and nefarious deeds promises riches and power to those who make it to the top. Your Sim dreams of seeing someone get to level 9 of the criminal career. The criminal warehouse is always looking for new recruits...
See Someone Have a Child	Becoming a parent is a life changing event for any Sim. Your Sim wants a close friend to have a child to raise and love.
See Teen Graduate	Your Sim can't wait for someone to graduate from school. Life post-graduation is full of excitement and new adventures! Graduation comes to all Sims eventually, it just takes time and dedication.
Sell Something	Simoleons can be earned in a variety of ways. Send your Sim to the store to sell some of the stuff your Sim is carrying, or delete household items in Buy Mode.
Sell Something	Simoleons can be earned in a variety of ways. Send your Sim to the store to sell some of the stuff your Sim is carrying, or delete household items in Buy Mode.
Serenade Someone with Guitar	One of the best reasons to learn the guitar is the romantic advantages it provides. Your Sim wants to woo someone with a guitar serenade.
Serve a Great Meal	Preparing a solid meal for others brings joy and satisfaction to the best cooks. Your Sim dreams of serving a Great meal for others. Rustle up some high quality ingredients, invite some Sims over, and cook away!
Serve a Perfect Meal	Preparing a solid meal for others brings joy and satisfaction to the best cooks. Your Sim dreams of serving a Perfect meal for others. Obtain high quality ingredients, perfect your Sim's Cooking skill, then invite some Sims over and cook away!
Serve a Perfect Meal	Perfection is something rarely obtained, but often sought. Your Sim dreams of serving a perfect home cooked meal. Obtain really high quality ingredients, refine your Sim's Cooking skill, and give it a shot!
Serve an Outstanding Meal	Preparing a solid meal for others brings joy and satisfaction to the best cooks. Your Sim dreams of serving an Outstanding meal for others. Obtain high quality ingredients and refine your Sim's cooking skill, then invite some Sims over and cook.



Wish	Requirement
Serve Home Cooked Meal at a Party	Your Sim has the culinary chops to really wow the guests at a party. Your Sim wants to throw a party that's catered with home cooked food! Pick a fantastic recipe, buy the ingredients, then serve enough food for the guests.
Set the Burglar Free	It's true the burglar tried to rob your Sim, but that shouldn't sour the relationship. Your Sim wants to set the burglar free! Hurry – go to the burglar before the police officer heads off to the station.
Sit on Couch	Your Sim wants to sit on the couch for a bit. Click the couch and select Sit to direct your Sim to do this.
Skip School	There are days when school just doesn't appeal...at all. Your Sim wants to play hooky and skip school. When the bus comes around to pick up your Sim, don't get on!
Skip Work	Long hours and poor pay will push anyone toward some off time. Your Sim dreams of a little rest and relaxation by skipping work. When the time comes to leave...just don't go!
Sleep Over at Someone's Home	Sleepovers are great fun, plus you don't need to make the bed! Your Sim thinks it'd be worthwhile to sleep over at someone's house. Become friends with someone and wait for the invitation.
Sneak Out After Curfew	Your Sim wants to sneak out after curfew for a little excitement. Parents don't need to know! Sneak outside into town, but avoid parents and cops!
Snuggle Baby or Toddler	Babies and toddlers require so much attention in their formative years. Your Sim wants to snuggle a little one to give them lots of love.
Spend \$X at the Day Spa	Sims living a life of luxury need places to spend their Simoleons. Spend some money on day spa packages for a completely pampered experience.
Spend Time with a Baby	Every parent has the inescapable urge to spend time with their new baby. Your Sim wants to spend time with the baby. Cuddling and playing are quality time for parent and baby!
Spend X Simoleons	What's the fun in earning money if you can't spend it? Your Sim wants to spend some Simoleons. Doesn't sound too hard!
Start a Painting	Your Sim has a vision that just might make a fantastic painting. Set aside some time to break out the brush and canvas and begin a new painting.
Start Working Out	Your Sim wants to spend a little time working out. It's never a bad time for personal fitness! Purchase some exercise equipment, go for a jog, or workout in front of the TV.
Start Writing a Book	Your Sim has a few ideas floating around and wants to start writing a book. Set aside some time to write and use the computer to transfer the idea to print!
Stay Inside for X Hours	The outside world can be so busy, harsh, and bright. Your Sim wants to lay low for a bit.
Stay on the Honor Roll for X Days	Your Sim wants to remain on the honor roll for a few days, but it won't be easy! Keep your Sim in a good mood and make sure all the homework is completed on time.
Stay Out After Curfew	It doesn't matter that it's past curfew, your Sim wants to stay out! Parents don't need to know, but make sure your Sim avoids the cops!
Steal Candy from a Baby	Evil Sims love taking what's not theirs, especially when the victim can do nothing but cry. Your Sim wants to steal candy from a baby.
Steal Something	There's no better discount than the five-fingered kind! Your Sim wants to swipe something.
Take a Bubble Bath	Your Sim needs a little pampering time. The grocery store stocks the bubbles!
Take a Class in the Athletic Skill	Your Sim wants to take an Athletic skill class to learn the skill. Visit the Stadium to enroll in the class."
Take a Class in the Charisma Skill	Your Sim wants to take a Charisma skill class to learn the skill. Visit City Hall to enroll in the class.
Take a Class in the Cooking Skill	Your Sim wants to take a Cooking skill class to learn the skill. Visit the Bistro to enroll in the class.
Take a Class in the Fishing Skill	Your Sim wants to take a Fishing skill class to learn the skill. Visit the Supermarket to enroll in the class.
Take a Class in the Gardening Skill	Your Sim wants to take a Gardening skill class to learn the skill. Visit the Science Facility to enroll in the class.
Take a Class in the Guitar Skill	Your Sim wants to take a Guitar skill class to learn the skill. Visit the Theater to enroll in the class.
Take a Class in the Handiness Skill	Your Sim wants to take a Handiness skill class to learn the skill. Visit the Military Base to enroll in the class.
Take a Class in the Logic Skill	Your Sim wants to take a Logic skill class to learn the skill. Visit the Science Facility to enroll in the class.
Take a Class in the Painting Skill	Your Sim wants to take a Painting skill class to learn the skill. Visit the School to enroll in the class.
Take a Class in the Writing Skill	Your Sim wants to take a Writing skill class to learn the skill. Visit the Business Office to enroll in the class.
Take It Easy at Work	There are some days when the boss isn't looking over your shoulder. Your Sim dreams of slacking off at work...if only for today! Pick the "Take It Easy" option once your Sim gets to work to take it easy.
Take Out the Trash	The trash can has filled up and it's time to take the garbage out to the curb! Your Sim wants to empty the trashcan.
Talk About a Skill	Sims love discussing things that are important and interesting to them. Your Sim wants to talk about skills with other Sims. Strike up a conversation and learn what other Sims like to do!
Talk About Celestial Object	Your Sim discovered an astronomical phenomena and wants to discuss it with others. Find a friendly ear and Talk About Celestial Objects!
Talk About Cooking	Even food enthusiasts can't cook all the time. But when you're not cooking, you can always talk about cooking!
Talk About Exercise	Even fit Sims can't exercise all the time...unless they exercise their mouths!
Talk About Gardening	Sims with green thumbs can't get enough chat about their favorite subject.
Talk About Great Outdoors	Ah, the great outdoors! It's just so great, some Sims just have to talk about it!
Talk About New Job	The contract is glossy and the pay still good; your Sim just wants to talk about the new job with anyone who will listen.
Talk About Self	Every Sim has a favorite subject, and your Sim wants to tell someone all about it!
Talk to Self	Insanity has its perks, like the ability to carry on a conversation entirely with yourself. Your Sim wants to have a self-chat.
Talk to Someone	Sims love to chat with each other to spread the news and share the latest joke. Your Sim wants to have a conversation with someone.
Talk to Tummy	A new life is growing inside someone close to your Sim. Your Sim wants to talk to the tummy to say something to the baby!
Teach Toddler to Walk	Crawling toddlers are even cuter when they can bobble about like basic bipeds! Your Sim wants to teach the toddler to walk...one wobbly step at a time!
Teen Insult	Teens can be so cruel! Your Sim really wants to hit someone where it hurts.
Tell Dirty Joke	Some Sims appreciate a little blue humor, and your Sim is no exception.
Tell Flirtatious Joke	Sometimes humor is the best way to make your move. Your Sim thinks the flirtatious joke is the best way to go.



Wish	Requirement
Tell Intriguing News Story	Only the best journalists can tell a tale that keeps the listener in rapt attention. Your Sim wants to tell someone an intriguing news story.
Tell Sim You Named a Star After Them	Some Sims appreciate gifts that aren't tangible. Your Sim wants to tell someone about the star named after them.
Throw a Birthday Party	Birthdays are best celebrated among friends and family...with cake! Your Sim wants to throw a birthday party. Throw a Birthday Party using the phone.
Throw a Birthday Party	Someone's birthday is coming up, and your Sim wants to help celebrate! Throw a Birthday Party using the phone.
Throw a Campaign Fundraiser	Campaign Fundraisers are great social gatherings that bring constituents together for the sake of donations. Your Sim wants to throw a campaign fundraiser party. Start calling potential donors!
Throw a Formal Party	It's time for everyone to put on their suits and fancy duds! Your Sim wants to throw a formal party. Throw a formal party using the phone.
Throw a Great Party	Your Sim dreams of throwing a great party. Invite some close friends to the party, serve lots of refreshments, and keep the party jumpin'!
Throw a House Party	Your Sim wants to throw a party at home. Throw a house party using the phone.
Throw a Party	Your Sim feels the need to par-tay! It doesn't matter what kind, people just need to show up in the mood for fun! Throw a party using the phone.
Throw a Wedding Party	Your Sim dreams of throwing a wedding party filled with friends, family, music, and food! Throw a wedding party on the phone.
Throw X Great Parties	Your Sim likes to throw a great party, but it's time to step it up. Your Sim wants to throw a number of great parties. Get on the phone to get the party started!
Throw X Parties	Your Sim wants to get down and have a few parties with friends. Get on the phone to invite people to the party!
Tickle Toddler	What better way to make the little one shriek than a good tickle? Your Sim is feeling playful and wants to tickle a toddler!
Toddler Toss in Air	Airborne babies may not be the best idea in the world but they seem to enjoy it! Your Sim wants to toss a toddler in the air!
Train Someone	Some Sims need a mentor to prod them along while exercising. Your Sim wants to personally train someone. Make sure your Sim owns exercise equipment, invite the trainee over, and start training!
Tutor a Sim for School	Teaching impressionable young minds is a valuable service to the community. Your Sim wants to help another Sim with schoolwork.
Tutor Someone	Tutored Sims tend to earn higher grades in school and lead successful lives. Your Sim wants to tutor someone. Meet up with the Sim that needs tutoring and get to it!
Tutor Someone in a Skill	Tutoring is a great way to teach others about a topic quickly. Your Sim wants to tutor someone in a skill such as Cooking or Fishing.
Uncover Conspiracy	Conspiracies are everywhere if you look hard enough or are just crazy enough to find them. Your Sim wants to uncover a conspiracy by looking in books, watching TV, or going straight to City Hall for clues!
Upgrade Something	Things can always work just a teeny bit better. Your Sim wants to upgrade something.
Upgrade X Objects	Household items can be upgraded by handy Sims to have new functionality and "improvements." Your Sim wants to upgrade several objects around the house.
Use a Telescope	The night sky is beautiful and mysterious. Your Sim wants to explore the logical patterns of the stars.
Use an Object	Sims can be very object oriented, and right now, your Sim wants to use an object.
Use an Object	What's the point of having things if they aren't used? Give it a spin!
Use Charming Introduction	Sims with Charisma skill can do a Charming Introduction to really start a relationship on the right foot. Your Sim wants to use a Charming Introduction on a new Acquaintance!
Visit Someone's Home	Your Sim wants to pay a visit to a friend at home. Ring the bell at the Sim's home to pay a visit!
Visit the Art Gallery	Art is good for the soul, and your Sim's soul is in need of help. Take in some culture at the art gallery!
Visit the Graveyard	Oooo, spooky! Your Sim has aspirations of visiting the graveyard. It's a bit of daring few have the courage to actually do, but the real question is--will your Sim go at night?
Visit the Neighborhood Pool	The town pool is just a splash away from refreshment and fun for your Sims! Your Sim wants to visit the pool. Have your Sim call some friends and meet up at the pool!
Visit the Park	The park is full of outdoor pleasures for Sims of all ages. Your Sim dreams of visiting the park. BBQs, picnics, tag--there's so much fun to be had!
Visit Theater	The theater packs a punch of entertainment for Sims. Your Sim really wants to visit the theater to see what it offers. Send your Sim to the theater to check things out!
Wash Hands X Times	Cleanliness improves hygiene, state of mind, and other Sims' opinion of your Sim. Your Sim wants to do some hand washing at a sink.
Watch a Movie	The best movies are always showing at the theater. Your Sim hopes to catch a flick soon. Check the theater to see if there is a movie showing. Don't forget weekend matinees!
Watch the Cooking Channel	Sims can learn about new recipes, cooking tips, and the right home appliances for cooking by watching the cooking channel. Your Sim wants to watch the cooking channel on TV.
Watch TV	It doesn't matter if there's nothing on TV. Sims just need to tune in to tune out sometimes.
Water Plants	Your Sim's garden plants are thirsty! Your Sim wants to water the plants before they get sick and die.
Wedding Congratulations	Dear friends or strangers, it doesn't really matter. Your Sim wants to offer Wedding Congratulations to a happy new couple!
Weed Plants	Your Sim's garden plants are overgrown with weeds! Your Sim wants to weed the plants before they get sick and die.
Win a Fight	It's never fun to lose, especially when you're the one on the ground! Your Sim wants to win a fight. Sims that win tend to be good athletes, or just downright mean.
Win a Game	Your Sim needs the boost that only being a winner can provide. Find someone for your Sim to play a game against and hope for the best...or a little luck.
Win a Ranked Chess Match	Your Sim hopes to reign supreme on the highly dangerous Ranked Chess Circuit. Use the phone to invite over your next opponent.
Win X Fights	The rough and tumble lifestyle earns few friends and a few bruises. Even so, your Sim boldly hopes to win some fights. Dukes up!

Wish	Requirement
Win X Games	Winning isn't everything, but it's hot on the mind of your Sim at the moment. Your Sim wants to win at some games like videogames or chess.
Win X Ranked Chess Matches in a Row	The professional chess circuit is not for the faint of heart. Your Sim hopes to win a string of bold victories on the circuit. Can your Sim survive the march of the pawns?
WooHoo with Someone	Your Sim hopes to take the relationship with someone to the next level with a WooHoo.
WooHoo with Someone	WooHoo is a lot of fun! Your Sim wants to WooHoo with someone special.
WooHoo with X Sims	Your Sim is in a romantic mood and wants to WooHoo. More than once.
Wooo! Someone	Parties are ragin' awesome, but they are even better when the Wooo! gets thrown around. Your Sim wants to Wooo! other Sims to spread the fun.
Work at Home	Your Sim can't get enough of work, and wants to put in some overtime on the computer.
Work on Book	Your Sim hates to leave the keyboard idle for long. Your Sim wants sit down at the keyboard to put a few more pages in ink.
Work on Homework with Someone	Homework can be daunting and not fun at all. Your Sim hopes to work on the homework with someone else, because learning together is always more enjoyable. Make sure someone that can help is around and do the homework together.
Work Out	Your Sim wants to spend a little time working out. It's never a bad time for personal fitness! Purchase some exercise equipment, go for a jog, or work out in front of the TV.
Work Out for X Hours	Your Sim wants to spend a few hours working out. Purchase some exercise equipment, go for a jog, or work out in front of the TV.
Work Out for X Hours Straight	Your Sim wants to push the envelope and feel the burn! You can do it!
Work Out Until Fatigued	Your Sim wants to work out until the body can take no more and fatigue sets in. Purchase some exercise equipment, go for a jog, or work out in front of the TV.
Work Out X Times	Good personal fitness leads to a healthy lifestyle. Your Sim values a strong ticker and wants to get in quite a few good workouts. Check out the Fitness Channel, or purchase gym equipment!
Write a Best-Seller	Sales aren't always an indication of quality, but they don't hurt! Your Sim wants to write a best-selling book.
Write a Book Worth at Least \$X a Week in Royalties	There's nothing like regular income! Your Sim wants to have money coming in from book royalties.
Write a Masterpiece	Every writer's dream is to write the perfect book that will be remembered forever.
Write a Novel	Your Sim's creativity needs an outlet! Writing a novel on the computer should help.
Write a Romance Novel	Ah, love! To capture the greatest emotion on paper is no easy task. Your Sim wants to write a romance novel on the computer.
Write a Science Fiction Novel	Aliens alone aren't enough to make a good science fiction novel. The lasers must singe the reader as a new galaxy is brought to life. Your Sim wants to write a science fiction novel.
Write an Autobiography	After writing a few biographies, your Sim wants to take a pass at writing an Autobiography. Your Sim should think back on personal history and write something truly spectacular.
Write X Best Sellers	Best selling books are the best way to earn huge royalty checks. Highly skilled writers that know the ins and outs of a genre tend to write the most best sellers.
Write X Novels	Your Sim wants to be known and respected as a prolific writer. Your Sim wants to write novels... better get busy behind the keyboard!
Yell At Someone	It may not be the nicest thing to do, but sometimes you just have to let someone have it!

## Opportunities

As you live each day, your Sim encounters opportunities related to their social situations, skills (both developed and new), and careers. Opportunities provide short-term goals, but they are not mandatory. There is no penalty for dismissing an opportunity (use the same trashcan method as you would to deny a wish) or for not completing an opportunity within a specific time limit. However, because each opportunity has a reward, such as Simoleons or a promotion at work, it pays to pursue them.

### TIP

You get many opportunities from being social, so get out there and mingle.

Many opportunities are time sensitive. If you are presented with an opportunity with a time limit, you are given the deadline right up front. Keep these deadlines in mind because many opportunities require a little work. You cannot necessarily complete an opportunity with just five minutes left on the clock.

To track your active opportunities, use the Opportunity Panel on the Status Panel.

There are three opportunity categories: skill, career, and special. You can have only one opportunity in each category at a time. You cannot stack opportunities or bank them for later.

## Skill Opportunities

Skill development often leads to opportunity. You will likely not see all the opportunities associated with a specific skill while developing it. You may only encounter a handful. But when an opportunity is dangled in front of you, make an effort to seize it. It will only help you further develop that skill.





## ATHLETIC SKILL

Opportunity	Hint	Reward	Extra Reward
Adonis in the Making	Train until you can't possibly become more muscular, then head back to the Stadium to earn your cash bonus.	\$2,400	
Flex and Bend	Train [Sim Name] on the exercise machine for [X amount of time] to earn some cash and improve your relationship.	\$350	Relationship w/ Sim +30
Bounce the Crowd	Work as Bouncer at the Theatre before time runs out to earn some cash on the side.	\$500	
The Complete Circuit	Work Out using the TV or stereo, and swim for 30 minutes to earn a cash bonus.	\$300	
Jog Everywhere	Jog [X amount of time] then return the device for a cash prize.	\$550	
Add It Up	Improve your Athletic skill by one level, then return to the Stadium for a cash reward.	\$350	
Going Pro	Go to the Stadium and get a job in the Professional Sports career to earn starting cash and performance bonuses.	\$250	Performance +25
Bend and Flex	Train [Sim Name] for [X amount of time] to earn some cash and improve your relationship.	\$250	Relationship w/ Sim +30
Frequent Fatigue	Work out until Fatigued X times then return to the Stadium to earn a cash prize.	\$400	
Bursting with Energy	Work Out until you become Pumped to improve your Athletic skill.	Athletic Skill +5	Oddly Powerful Moodlet
Sprint to the Finish!	Work Out using the Quick Burst tone for [X amount of time] to improve your Athletic skill.	Athletic Skill +5	
At the Health Seminar	Lecture at Seminar at the hospital before time runs out to earn some cash.	\$250	Relationship w/ Sim +30
Muscle Showdown	Attend Competition at the Stadium before time runs out to improve your Athletic skills and win a cash prize.	\$750	Athletic Skill +10
Push It!	Work Out using the Push Self option for [X amount of time] to improve your Athletic skill.	Athletic Skill +8	
No Sweat!	Work Out using the Don't Break a Sweat option for [X amount of time] to improve your Athletic skill.	Athletic Skill +5	

## CHARISMA

Opportunity	Hint	Reward	Extra Reward
Bestest Friends	Become Best Friends with [Sim Name] to improve your Charisma skill.	Charisma Skill +10	
Just Business	Give Presentation at the Business Office before time runs out to earn some money and improve your Charisma skill.	\$500	
Allow Me to Introduce Myself	Use Charming Introduction on a stranger to improve your relationship.	Relationship w/ Sim +25	
A Charming Experiment	Assist Experiment at the Science Facility before time runs out to earn a cash reward.	\$1,000	
Getting to Know...You	Get to Know [Sim Name] to earn some cash and improve your relationship.	Relationship w/ Sim +25	
Lobster Crisis	Negotiate Lobster Crisis at the Supermarket before time runs out to earn a cash reward.	\$2,000	
Looking for a Friend	Become Friends with [Sim Name] to improve your Charisma skill.	Relationship w/ Sim +10	
Charismatic Cash	Improve your Charisma skill by one level and return to City Hall to receive a cash reward.	\$1,000	
Tough Negotiating	Teach Negotiation at the Police Station before time runs out to earn a cash bonus and improve your Charisma skill.	\$1,000	Charisma Skill +10
A Public Speaking Event	Give Speech at City Hall before time runs out to improve your Charisma skill.	Charisma Skill +10	
Smooth, Like Verbal Butter	Use Smooth Recovery to earn some cash.	\$1,000	
Star Study!	See a Play or Concert at the Theatre to earn some cash and improve your Charisma skill.	\$1,000	Charisma Skill +10
Muscle Showdown	Attend Competition at the Stadium before time runs out to improve your Athletic skills and win a cash prize.	\$750	Athletic Skill +10
Push It!	Work Out using the Push Self option for [X amount of time] to improve your Athletic skill.	Athletic Skill +8	
No Sweat!	Work Out using the Don't Break a Sweat option for [X amount of time] to improve your Athletic skill.	Athletic Skill +5	

## COOKING SKILL

Opportunity	Hint	Reward	Extra Reward
Hot Dogs, Please	Prepare Hot Dogs on the grill and bring them in your inventory to [Sim Name] to earn some cash.	\$250	
A Life Giving Recipe	Deliver Ambrosia to the Hospital before time runs out to earn a cash reward, and save a life!	\$3,000	
From One Chef to Another	Share Cooking Tips with [Sim Name] to improve your Cooking skill and boost your relationship.	Relationship w/ Sim +15	Cooking Skill +15
Fresh Cookies for Sale!	Deliver Cookies at the School to earn some money.	Variable \$	Variable \$
Excellence You Can Taste!	Prepare an excellent group meal and bring it to [Sim Name] before time runs out to earn some cash.	Variable \$	
A Favorite Meal	Prepare [set recipe] and bring it to [Sim Name] before time runs out to earn money, improve your Cooking skill, and boost your relationship with [Sim Name].	Variable \$	
The Greatest Food Ever	Prepare a great group meal and bring it to [Sim Name] before time runs out to earn some cash.	Variable \$	
Burgerlicious	Prepare a group serving of Burgers on the grill and bring them in your inventory to [Sim Name] to earn some cash.	\$400	
Great Goey Cheesesteaks	Prepare Cheesesteak Sandwiches on the grill and bring them in your inventory to [Sim Name] to earn some cash.	\$700	
Swim Into the Grill	Prepare a group serving of Grilled Salmon on the grill and bring it in your inventory to [Sim Name] to earn some cash.	\$1,000	
One, Two, Tri-Tip Steaks	Prepare a group serving of Tri-Tip Steaks on the grill and bring them in your inventory to [Sim Name] to earn some cash.	\$1,000	
Nice!	Prepare a nice group meal and bring it to [Sim Name] before time runs out to earn some cash.	Variable \$	
That's Outstanding!	Prepare an outstanding group meal and bring it to [Sim Name] before time runs out to earn some cash.	Variable \$	
Perfection from the Pan	Prepare a perfect group meal and bring it to [Sim Name] before time runs out to earn some cash.	Variable \$	
Borrowing Ingredients	Bring a tomato to [Sim Name] and Share Ingredients to earn some money and improve your Cooking skill and relationship.	\$500	Cooking Skill +10, Relationship w/ Sim +15
Burgers for Sims in Uniform	Deliver Burgers to the Police Station before time runs out to improve your Cooking skill.	Cooking Skill +15	Relationship w/ Sims @ Police Station
The Dish Showdown	Enter Dish at the restaurant before time runs out to earn a cash prize.	Variable \$	
Very Nice!	Prepare a very nice group meal and bring it to [Sim Name] before time runs out to earn some cash.	Variable \$	

## FISHING SKILL

Opportunity	Hint	Reward	Extra Reward
Monster from the Deep	Catch Behemoth at the Science Facility before time runs out to earn some money.	\$4,000	
Say Hello to My Little Fish	Catch a Black Goldfish and Sell Black Goldfish at the Police Station to earn some money.	Variable \$	\$650
Funny Looking Fish	Catch a Tragic Clownfish and Sell Clownfish at the Theatre to earn some money.	Variable \$	\$250
Aquarium Fishing	Attend Fishing Competition at the Supermarket before time runs out to catch an assortment of fish.	\$1,000	5 Random Fish
Fishing for Suits	Teach Fishing Seminar at the Business Office before time runs out to earn some money.	\$1,000	
Piscine Perfection	Catch a perfect fish and Sell Fish at the Supermarket to earn some money.	Variable \$	
An Excellent Catch	Catch an excellent fish and Sell Fish at the Supermarket to earn some money.	Variable \$	
Heaps of Fresh Fish	Catch 15 fish, then Sell Fish at the Supermarket to earn some money.	Variable \$	
Lobsters in Demand!	Catch a Lobster and Sell Lobster to the Supermarket to earn some money.	Variable \$	\$100
That's a Nice Fish!	The fish you caught was exactly what the Supermarket's rather odd patron was looking for! You really saved the supermarket's fishy hide, so it only makes sense to pay you for your help.	Variable \$	
Lots of Fresh Fish	Catch 6 fish, then Sell Fish at the Supermarket to earn some money.	Variable \$	
Fresh Fish	Catch 3 fish, then Sell Fish at the Supermarket to earn some money.	Variable \$	
A Plumber and Fisherman	Unclog Pipes at City Hall before time runs out to earn some money.	\$500	1 Random Fish
A Fish of Life and Death	Catch a Deathfish and Deliver Deathfish at the Science Facility to earn some money.	Variable \$	\$350
Robot Fish v2.0	Catch a Robot Fish and Sell Robot Fish at the Science Facility to earn some money.	Variable \$	\$350



## GARDENING SKILL

Opportunity	Hint	Reward	Extra Reward
An Apple a Day	Deliver X Very Nice (or better) apples to the restaurant to earn some money.	Variable \$	\$250
A Bag of Produce	Harvest X Very Nice (or better) fruits and vegetables and Deliver Harvest to the restaurant to earn some fresh produce.	3 Random Rare Harvestables	1 Random Special Harvestables
A Just-In-Time Harvest	Harvest X Very Nice (or better) fruits and vegetables and Deliver Harvest to the Supermarket before time runs out to earn some money.	Variable \$	\$300
Excellent Veggies	Deliver X Excellent fruits or vegetables to [Sim Name] to earn some money.	Variable \$	\$400
Garlic Goodness	Deliver X Very Nice (or better) bulbs of garlic to the restaurant to earn some money.	Variable \$	\$500
Grape-Aid	Deliver X Very Nice (or better) grapes to the restaurant to earn some money.	Variable \$	\$250
Absolutely Great Produce	Deliver X Great fruits or vegetables to [Sim Name] to earn some money.	Variable \$	\$300
Extreme Life Insurance	Give [Sim Name] a Death Flower before time runs out to earn some money.	Variable \$	\$500
Lettuce Help Out	Deliver X Very Nice (or better) heads of lettuce to the restaurant to earn some money.	Variable \$	\$250
The Fruit of Life	Give [Sim Name] a Life Fruit before time runs out to earn some money.	Variable \$	\$500
Limes Are Key	Deliver X Very Nice (or better) Limes to the restaurant to earn some money.	Variable \$	\$350
A Nice Harvest	Deliver X Nice fruits or vegetables to [Sim Name] to earn some money.	Variable \$	
Don't Cry	Deliver X Very Nice (or better) onions to the restaurant to earn some money.	Variable \$	\$350
Outstanding Tasting Ingredients	Deliver X Outstanding fruits or vegetables to [Sim Name] to earn some money.	Variable \$	\$400
Fruit Flambe	Grow 6 Flame Fruit of Nice quality and Deliver Produce at the Business Office before time runs out to earn some money.	Variable \$	
Peppers on Parade	Deliver X Very Nice (or better) peppers to the restaurant to earn some money.	Variable \$	\$350
Perfect Produce	Deliver X Perfect fruits or vegetables to [Sim Name] to earn some money.	Variable \$	\$1,000
Fresh Taters	Deliver X Very Nice (or better) potatoes to the restaurant to earn some money.	Variable \$	\$350
Uncommonly Good	Bring 20 harvested items of Excellent quality to the restaurant and Deliver Produce to learn how to plant some interesting things.	Move to Outstandingly Rare Opportunity	
Outstandingly Rare	Bring 10 Excellent quality cheeses to the restaurant and Deliver Produce to learn how to plant some interesting things.	Move to The Omnificent Plant Opportunity	
The Omnificent Plant	Bring 10 Outstanding steaks to the restaurant and Deliver Produce to learn how to plant the Omni Plant.	2 Omni Plants Seeds	
Fresh Tomato Sauce	Deliver X Very Nice (or better) tomatoes to the restaurant to earn some money.	Variable \$	\$250
Ingredients Ripe for the Eating	Deliver X Very Nice fruits or vegetables to [Sim Name] to earn some money.	Variable \$	
Seed Spittin' Made Easy	Deliver X Very Nice (or better) watermelons to the restaurant to earn some money.	Variable \$	\$300

## GUITAR SKILL

Opportunity	Hint	Reward	Extra Reward
Local Musician Showdown	Play in Contest at the Theatre before time runs out to earn the cash prize.	\$2,500	
I Got Your Back...Up	Perform with Symphony before time runs out at the Theatre to earn some money.	\$1,000	
The Social Event of the Season	Play the guitar at [Sim Name]'s home during the party on [specific date] to earn some money.	\$1,400	Relationship w/ Sim +25
In the End	Perform for Party at the Business Office before time runs out to earn some money.	\$500	
Raise the Fun(d)	Perform for Fundraiser at the restaurant before time runs out to earn some money.	\$1,000	Composition
Guitar Up!	Improve your Guitar skill by one level to receive a new composition.	Composition	
Tons of Tips	Earn [X amount of \$] in tips to improve your relationship with [Sim Name] and earn some money!	\$1,000	Relationship w/ Sim +20
Jammin' on the Streets	Earn [X amount of \$] in tips to improve your relationship with [Sim Name] and earn some money!	\$300	Relationship w/ Sim +15
Sorting the Section	Help Organize Music at the Bookstore before time runs out to earn some money.	\$450	Composition
Some Hogan Rock	Attend Seminar at the Bookstore before time runs out to receive a little inspiration.	Buff, Inspired	
Musical Assembly	Perform at Assembly at the School to earn some money.	\$500	
Guitar in the House	Play the guitar at [Sim Name]'s home during the party on [specific date] to earn some money.	\$500	Relationship w/ Sim +20



## HANDINESS

Opportunity	Hint	Reward	Extra Reward
Settle an Argument	Speak to [Sim Name] and Convince Technology is Great to earn some money and improve your relationship.	\$250	Relationship w/ Sim +25
Fix the Election...Machines	Fix Election Machines at City Hall before time runs out to earn some money.	\$1,400	
Fix Before Jail Break	Fix Lock Mechanism at the Police Station before time runs out to earn some money.	\$800	
Vegetized Plumbing	Fix Plumbing at the restaurant to earn some money.	\$350	
De-Worming	Stop Wormholes at the Science Facility before time runs out to earn some money.	\$2,400	
Substitute Instructor	Provide Handiness Instruction at the Military Base before time runs out to earn some money.	\$800	
Bad Reception	Repair the TV and return it to [Sim Name] earn some money.	\$500	
No Jams, No Fun	Repair the stereo and return it to [Sim Name] to earn some money.	\$600	
Broken Laptop	Repair the laptop and return it to [Sim Name] to earn some money.	\$1,200	
Handiness How-To	Give Handiness Presentation at the School before time runs out to earn some money.	\$400	
Bring Back the Jams	Upgrade the stereo and bring it back to [Sim Name] to earn some money.	\$600	
Shower Upgrade	Upgrade the shower and return it to [Sim Name] to earn some money.	\$1,250	

## LOGIC SKILL

Opportunity	Hint	Reward	Extra Reward
Taking Down Sinclair	Challenge Argyle Sinclair at the Theatre before time runs out to earn some money.	\$2,500	
Fixing the Books	Assist Accountants at the Business Office to earn some money.	\$750	
Settle an Argument	Speak to [Sim Name] and Convince Logic is Great to improve your relationship.	Logic Skill +10	Relationship w/ Sim +20
A Stimulating Experiment	Participate in Study at the Science Facility before time runs out to earn some money.	\$600	
Becoming More Logical	Improve your Logic skill by one point and report back to the Science Facility to earn some money.	\$750	
Logic 101	Teach Logic Class at the School to earn some money.	\$600	
Puzzle Panic	Assemble Puzzles at the Supermarket to earn some money.	\$400	
Riddle Away	Compete in Contest at the Bookstore before time ends to earn some money and improve your Logic skill.	\$1,500	Logic Skill +10
Fixing the Celestial Slump	Search Galaxy on your own telescope to earn some money and improve your Logic skill.	\$500	Logic Skill +10
Logic Tutoring	Skill tutor [Sim] and then report back to [location] to earn some cash.	\$2,000	
Tutor Me Please	Tutor [Sim Name] to improve your relationship and earn some money.	\$250	Relationship w/ Sim +30
The Great Argyle Sinclair	Watch Argyle Sinclair at the Bookstore before time runs out to earn some money.	Logic Skill +5	\$2,000

## PAINTING SKILL

Opportunity	Hint	Reward	Extra Reward
Interior Decor	Deliver Paintings worth at least [X amount of \$] to the restaurant to earn some money and improve your relationship with the restaurant employees.	Variable \$	Relationship w/ Sims at Restaurant
The Business of Decor	Deliver 10 Paintings to the Business Office to earn some money and improve your relationship with the office employees.	Variable \$	Relationship w/ Sims at Business Tower
Painting the City	Deliver Paintings to City Hall. The city needs 15 paintings, for which they will pay you a large sum of money.	Variable \$	Relationship w/ Sims at City Hall
The Study of Art	Submit a Painting worth at least \$1,000 at the Science Facility to earn some cash.	Variable \$	
A Large Painting	Paint a large painting and give it to [Sim Name] to earn some money.	Variable \$	
A Medium Painting	Paint a medium painting and give it to [Sim Name] to earn some money.	Variable \$	
Art Class	Teach Art Class at the School before time runs out to improve your Painting skill.	Painting Skill +10	Relationship w/ Sims at School
Fresco Fest	Assist Painter at City Hall before time runs out to increase the value of all of your future paintings.	Painting Value Boost	
Local Artists Gallery	View Gallery at the Business Office before time runs out to improve your Painting skill and increase the value of your next painting.	Painting Value Boost	Painting Skill +10
A Small Painting	Paint a small painting and give it to [Sim Name] to earn some money.	Variable \$	
A Retreat to Inspiration	Attend Retreat at the Bookstore before time runs out to obtain a little inspiration.	Pumped Moodlet	



## WRITING SKILL

Opportunity	Hint	Reward	Extra Reward
Your Autobiography	Write an Autobiography to improve your relationship with [Sim Name] and earn some money.	\$500	Relationship w/ Sim +20
A History of One	Write a biography about [Sim Name] on your computer and deliver a copy to improve your relationship and earn some money.	Relationship w/ Sim +10	Variable \$
Book Donation	Bring three books you've written and Donate Books at City Hall to be viewed as Charitable.	Charitable Moodlet	
Add a Little Drama	Write a Drama novel to earn some money and improve your relationship with [Sim Name].	\$500	Relationship w/ Sim +20
Hopefully You Like Orks	Write a Fantasy novel to improve your relationship with [Sim Name] and earn some money.	\$500	Relationship w/ Sim +20
The Prolific Writer	Write enough books to earn a weekly royalty of [X amount of \$] to permanently increase your royalty checks.	10% Royalty Increase	
Correcting Past Mistakes	Write a book that earns [X amount of \$] in weekly royalty checks to improve your relationship with [Sim Name], as well as to improve the quality of your future books.	Book Quality Increase	Relationship w/ Sim +20
A History of the Times	Write a History book to improve your relationship with [Sim Name] and earn some money.	\$500	Relationship w/ Sim +20
It's a Living	Write enough books to earn a weekly royalty of [X amount of \$] to permanently increase your royalty checks.	10% Royalty Increase	
A Masterpiece	Write a Masterpiece to improve your relationship with [Sim Name] and earn some money.	\$1,200	Relationship w/ Sim +20
The Great Novelist	Write enough books to earn a weekly royalty of [X amount of \$] to permanently increase your royalty checks.	10% Royalty Increase	
A Few Pages of Satire	Write a Satire novel to improve your relationship with [Sim Name] and earn some money.	\$500	Relationship w/ Sim +20
To Boldly Go	Write a Science Fiction novel to improve your relationship with [Sim Name] and earn some money.	\$250	Relationship w/ Sim +20
The Glory of Vaudeville	Write a book of Vaudeville to improve your relationship with [Sim Name] and earn some money.	\$600	Relationship w/ Sim +20

## Career Opportunities

Opportunities associated with your career pop up as you pursue advancement. Like skill-based opportunities, you may not see all of these while going for top levels, but they often help with getting promotions.

### NOTE

Rejecting a career opportunity will not result in a demotion or termination.

## BUSINESS OPPORTUNITIES

Opportunity	Hint	Reward	Extra Reward
The Wright Opinion	Read The Wright Papers before time runs out to earn some cash.	\$500	
The Goth Way?	Read The Goth Account before time runs out to earn some cash.	\$500	
Graab It Up	Read Landgraab Financial before time runs out to earn some cash.	\$500	
Bathroom Gallery	Bring a painting of your own creation to work with you to improve your office popularity.	Co-Worker Relationship +15	
Marketing Material	Bring a painting of your own creation to work with you to improve your job performance.	Performance +25	\$500
The Face of the Company	Bring a painting worth at least [X amount of \$] of your own creation to work with you to earn a cash bonus.	Performance +30	\$2,000
Boardroom Beautification	Bring a painting worth at least [X amount of \$] of your own creation to work with you to earn a raise.	Raise	
Sealing the Deal	Sign Acquisition Deal at the Business Office to earn a cash bonus and raise.	Raise	\$2,000
Making Coffee the Executive Way	Read Caffeine Culture to improve your job performance and increase your relationship with your boss.	Performance +15	Boss Relationship +25
A Farewell to Paper	Read Going Paperless to improve your job performance and increase your relationship with your boss.	Performance +15	Boss Relationship +25
Inflate Away	Read Bloviation on Hyperinflation to improve your job performance and increase your relationship with your boss.	Performance +15	Boss Relationship +25
Special Is, Special Does	Read You Are Special to improve your job performance and increase your relationship with your boss.	Performance +20	Boss Relationship +25
You're Liable for This	Read Limiting Liability to improve your job performance and increase your relationship with your boss.	Performance +20	Boss Relationship +20

Opportunity	Hint	Reward	Extra Reward
No Whistles Here	Read Woes of Whistle Blowing to improve your job performance and increase your relationship with your boss.	Performance +20	Boss Relationship +20
No Shelter Here	Read Yay, Tax Shelters! to improve your job performance and increase your relationship with your boss.	Performance +20	Boss Relationship +20
Handling the Restructure	Read ABCs of Downsizing to improve your job performance and increase your relationship with your boss.	Performance +20	Boss Relationship +20
Making Nice with the Newsies	Make [Sim Name] your [set relationship level] to earn a job performance increase.	Performance +25	
Outflanking the Military	Make [Sim Name] your [set relationship level] to earn a job performance increase.	Performance +35	
Hospital Delivery	Deliver Dossier at the Hospital to earn a raise.	Raise	
Scientific Documents	Deliver Dossier at the Science Facility to earn a raise.	Raise	
Political Influence	Deliver Dossier at City Hall to earn a raise.	Raise	
Top, Top Secret	Deliver Dossier at the Military Base to earn a raise.	Raise	
Branding Bonanza Brainstorm	Hold Meeting at the Stadium to improve your work relationships.	Co-Worker Relationship +20	
Squabbling Scientist Settlement	Hold Meeting at the Science Facility to earn a cash bonus and increase your job performance.	\$500	Performance +20
Hospitality: A Conscious Choice	Hold Meeting at the Hospital to earn a cash bonus and increase your job performance.	\$1,000	Performance +20
The Status of Statutes	Hold Meeting at City Hall to earn a cash bonus and increase your job performance.	\$1,200	Performance +20
Military Intelligence	Hold Meeting at the Military Base to earn a cash bonus and raise.	\$2,000	Raise
Seeking More Favorable Taxes	Lobby for Tax Reforms at City Hall before time runs out to earn a raise.	Raise	
It's All About Who You Know	Make [Sim Name] your [set relationship level] to earn a raise.	Raise	
Schmoozing the Political Machine	Make [Sim Name] your [set relationship level] to earn a raise.	Raise	
Merging Toward Overtime	Stay at work until closing time to improve your relationship with co-workers.	Co-Worker Relationship +20	
A Fun Gathering of Suits	Throw a party with [Sim Name] on the invite list to increase your office popularity.	Co-Worker Relationship +20	

## CRIMINAL OPPORTUNITIES

Opportunity	Hint	Reward	Extra Reward
Grabbing the Llama	Steal Llama at City Hall to attempt to steal one of the precious Golden Llamas.		\$4,000
Bouncer Duty	Bounce Competition at the [set location] to work as a bouncer at the Criminal Dance Competition.	\$1,500	Co-Worker Relationship +25
Welcome to the Family	Read Dos and Don'ts of the Dons and return to work.	Performance +15	Boss Relationship +25
Wallets Up for Grabs	Read Adapting to the Wallet Environment and return to work.	Performance +15	Boss Relationship +25
Evolution?	Read From Goon to Made Man: Thuggery Evolved and return to work.	Performance +15	Boss Relationship +25
Payment Options	Read Make 'Em Pay and return to work.	Performance +20	Boss Relationship +25
Labeling Things	Read Losing the Huckster Label and return to work.	Performance +20	Boss Relationship +20
Presenting a Portfolio to Clients	Read Snake Oil and Other Sound Investments and return to work.	Performance +20	Boss Relationship +20
Oh, It's Advanced Alright	Read Advanced Combinatorials and return to work.	Performance +20	Boss Relationship +20
Irreplaceable	Read Making Yourself Indispensable and return to work.	Performance +20	Boss Relationship +20
Nimble Like a Cat	Read The Mythical Hot Tin Roof and return to work.	Performance +20	Boss Relationship +20
The Coup	Read Hostile Takeover: When to Make the Move to improve your job performance and relationship with your boss.	Performance +20	Boss Relationship +20
Simoleons Under the Table	Drop Off Bribe at City Hall to earn a job performance increase at work.	Performance +20	Boss Relationship +20
Case the Joint	Case Joint at the [set location] to earn a job performance increase.	\$1,000	Performance +25
A Package for You	Deliver Package at the [set location] to earn a cash reward.	\$250	
Thief Like There's No Tomorrow	Attend Competition at the [set location] to compete in the Thievery Competition.	\$2,000	Co-Worker Relationship +25





Opportunity	Hint	Reward	Extra Reward
Friends for Life	Make [Sim Name] your [set relationship level] to earn a job performance increase and relationship boost with the boss.	Boss Relationship +25	Performance +25
Extra Muscle	Assist Heist at the [set location] before time runs out to earn a cash bonus.	\$350	
Criminals, Partners, Friends	Make [Sim Name] your [set relationship level] to earn a job performance increase and favor with the boss.	Performance +20	Boss Relationship +25
Shouting Contest	Make [Sim Name] your [set relationship level] to earn a cash reward and a job performance increase.	\$1,500	Performance +25
Counting the Loot	Stay late to improve your relationship with your the gang.	Co-Worker Relationship +20	
Tools of the Trade	Pick Up Tools from the [set location], then return to work with them to earn a raise.	Raise	Boss Relationship +20
The Most Evilst Plan	Execute Evil Plan at the Military Base to attempt to take over the world with your nefarious scheme.	\$4,000	

## CULINARY OPPORTUNITIES

Opportunity	Hint	Reward	Extra Reward
Working Alongside Friends	Make [Sim Name] your [set relationship level] before time runs out to earn a performance boost. Good Job!	Performance +25	
Overtime Hours	Stay at work late to help out and earn a relationship boost with your co-workers.	Co-Worker Relationship +20	
Learn a Recipe	Read the [recipe] recipe and return to work to earn a cash reward.	Cooking Skill +10	\$800
Best of the Best	Prepare a dish, then return to work with it before time runs out to be rewarded based on the quality of the dish.	Cooking Skill +10	
Serving the Masses	Prepare two group servings of [set recipe] and bring them to work with you to earn boosts to your performance and Cooking skill.	Performance +25	Cooking Skill +15
Bring the Buffet	Prepare two group servings of [set recipe] and bring them to work with you before time runs out to earn boosts to your performance and Cooking skill.	Performance +25	Cooking Skill +15
Burners Down!	Prepare two group servings of [set recipe] and bring them to work with you before time runs out to earn boosts to your performance and Cooking skill.	Performance +25	Cooking Skill +15
Some Reading Material	Read Secrets of the Master Chef before time runs out to earn a job performance boost.	Performance +25	
All-New Bi-Pedal Dishwashing Machine	Clean all of the dishes in your inventory before your next shift to earn a job performance increase.	Performance +25	
A Sweet Jam	Play Gig at the restaurant before time runs out to earn a cash bonus.	\$600	
A Mouthful of Rock	Play Gig at the restaurant before time runs out to earn a cash bonus.	\$600	
Appetizing Music	Play Gig at the restaurant before time runs out to earn a cash bonus.	\$600	
A Divine Meal	Prepare Ambrosia and bring it to work with you before time runs out to earn a raise.	Raise	
A Lot of Bad Apples	Plant the provided Bad Apple, then bring 10 apples that are of bad (or worse) quality to work before time runs out for a job performance boost.	Performance +20	
The Feast of Ages	Prepare Feast at City Hall before time runs out to earn a large cash bonus.	\$3,000	
Blown Away	Use Sushi as bait to catch a Blowfish, then return to work with it to earn a raise.	Raise	
Insider Dining	Eat with Others at the restaurant to improve your work performance.	Performance +20	
Corporate Dining	Eat with Others at the restaurant to improve your work performance.	Performance +20	
On-the-Clock Dinner Date	Eat with Others at the restaurant to improve your work performance.	Performance +20	
The Evolution of Sushi	Catch 5 [fish type]s and bring them to work before time runs out to earn boosts to your performance and Cooking skill.	Performance +30	Cooking Skill +20
Caterer of Festivities	Prepare three group meals, then Cater Party at City Hall with the meals before time runs out to earn a cash bonus.	Cooking Skill +10	
Catfish for the Chef	Catch an Alley Catfish using the cheese as bait, then return to work with the fish for a cash reward.	\$500	Performance +20
Harvesting the Best	Plant the Great [harvestable] to grow an Excellent [harvestable], then bring it with you to work before time runs out to earn a raise.	Raise	
A Catering Fracas	Cater Event at the Business Office before time runs out to increase your relationship with your boss and earn a cash bonus.	Boss Relationship +20	\$500
Catering Time!	Get to the party to help cater before time runs out.	Boss Relationship +25	\$500
Spying on the Cuisine	Dine at the other restaurant alone or with a guest, then return to work to earn a job performance increase.	Performance +25	
Rock and Sushi Roll	Catch two fish and turn In the fish at the restaurant to earn a performance boost and a cash bonus!	Performance +25	\$500
Cooking with the Best	Prepare a group meal using the Excellent ingredients provided, then bring it back to work before time runs out for a skill increase and to earn a Perfect ingredient.	Random Perfect Special Harvestable	Random Very Nice Special Harvestable

## JOURNALISM OPPORTUNITIES

Opportunity	Hint	Reward	Extra Reward
Reform Bill Amended by Fisticuffs	Get Exclusive Story at City Hall before time runs out to earn a raise and a job performance increase.	Raise	Performance +35
ER Explosion Sends Bedpans, Doctors Flying	Get Exclusive Story at the Hospital before time runs out to earn a raise and a job performance increase.	Raise	Performance +35
Robot Fish Revolt	Get Exclusive Story at the Science Facility before time runs out to earn a raise and a job performance increase.	Raise	Performance +35
Why Did the Journalist Cross the Road?	Read Street or Sidewalk: A Cautionary Tale and return to work.	Performance +15	Boss Relationship +25
Check This	Read Faster Checking Through the Power of Word Processing and return to work.	Performance +15	Boss Relationship +25
The Right Way to Borrow	Read Avoiding Plagiarism and return to work.	Performance +15	Boss Relationship +25
Digitizing Your Notes	Read From Notepad to Laptop and return to work.	Performance +20	Boss Relationship +25
A Tad Vague	Read 101 Ways to Be Vague and return to work.	Performance +20	Boss Relationship +20
It Was All Yellow	Read The Finer Points of Yellow Journalism and return to work.	Performance +20	Boss Relationship +20
Weathering the Storm	Read Fronts and Barometrics: Excellence Through Jargon and return to work.	Performance +20	Boss Relationship +20
Right and Wrong	Read Right and Wrong and Its Use in Important Stories and return to work.	Performance +20	Boss Relationship +20
Broken News	Read How to Fix It When News Breaks and return to work.	Performance +20	Boss Relationship +20
Quite the Charmer	Improve your Charisma skill in order to improve job performance.	Performance +20	Boss Relationship +25
Military Mishap	Check Lead at the Military Base before time runs out to earn a job performance boost and raise.	Performance +30	Raise
Bad News Bookstore	Check Lead at the Bookstore before time runs out to earn a job performance boost and raise.	Performance +30	Raise
Supermarket Status	Check Lead at the Supermarket before time runs out to earn a job performance boost and raise.	Performance +30	Raise
Business As Usual?	Check Lead at the Business Office before time runs out to earn a job performance boost and raise.	Performance +30	Raise
Theatre Terror	Check Lead at the Theatre before time runs out to earn a job performance boost and raise.	Performance +30	Raise
Stadium Spectacular	Check Lead at the Stadium before time runs out to earn a job performance boost and raise.	Performance +30	Raise
Restaurant Revelation	Check Lead at the restaurant before time runs out to earn a job performance boost and raise.	Performance +30	Raise
Restaurant in Review	Check Lead at the restaurant before time runs out to earn a job performance boost and raise.	Performance +30	Raise
City Hall Caper	Check Lead at City Hall before time runs out to earn a job performance boost and raise.	Performance +30	Raise
Science Lab Slander	Check Lead at the Science Facility before time runs out to earn a job performance boost and raise.	Performance +30	Raise
Hospital Hijinks	Check Lead at the Hospital before time runs out to earn a job performance boost and raise.	Performance +30	Raise
Proof of Concept	Write an Article and bring it to work to earn a performance increase.	Performance +20	Boss Relationship +20
A Co-Worker in Need	Write a Hit Article and bring it to work before time runs out to earn a cash bonus and relationship boost with [Sim Name].	Co-Worker Relationship +20	\$500
Today's (And Tomorrow's) Current Events	Read the new newspaper each day for 5 days to earn a job performance increase at work.	Performance +25	Boss Relationship +20
Friendship for a Story	Become friends with [Sim Name] to earn a raise and a job performance increase.	Performance +25	Raise
Extra-Curricular Activity	Write an Article and bring it to work to receive a job performance boost and cash reward based on the quality of the article.	Performance +20	\$250
Hit Needed	Write a Hit Article and bring it to work to earn a job performance boost and a raise.	Performance +30	\$1,000
Writing for the Enemy	Write a Hit Article and bring it to the Bookstore to earn a cash bonus.	\$X	\$250
Reading for Proof	Read the article before time runs out to improve your job performance and relationship with your boss.	Performance +25	Boss Relationship +25
Getting to Know You	Make [Sim Name] your [set relationship level] to earn a raise and a job performance increase.	Performance +25	Raise
An Officer and a Scumbag	Interview Source at the Military Base before time runs out to earn a job performance boost.	Performance +25	
To Catch a Clerk	Interview Source at the Bookstore before time runs out to earn a job performance boost.	Performance +25	
Supermarket Super Stocker	Interview Source at the Supermarket before time runs out to earn a job performance boost.	Performance +25	
The Business of Giving	Interview Source at the Business Office before time runs out to earn a job performance boost.	Performance +25	
Tenacious Thespian Tackles Teller	Interview Source at the Theatre before time runs out to earn a job performance boost.	Performance +25	
Sports Story	Interview Source at the Stadium before time runs out to earn a job performance boost.	Performance +25	
Restaurant Regulation	Interview Source at [location] before time runs out to earn a job performance boost.	Performance +25	
The Deadly Dinner	Interview Source at the restaurant before time runs out to earn a job performance boost.	Performance +25	
City Councilman Councils to the Contrary	Interview Source at City Hall before time runs out to earn a job performance boost.	Performance +25	
The Scientist	Interview Source at the Science Lab before time runs out to earn a job performance boost.	Performance +25	
The Ordinary Orderly	Interview Source at the Hospital before time runs out to earn a job performance boost.	Performance +25	
The Perfect Article	Write a Best-Seller article and bring it to work before time runs out to earn a job performance boost and cash bonus.	Performance +30	\$1,000
Sit, Listen, and Learn	Attend Seminar at [set location] before time runs out to earn a job performance increase and relationship boost with your co-workers.	Performance +30	Co-Worker Relationship +30



Opportunity	Hint	Reward	Extra Reward
A Party for the Promoted	Throw a party and invite [Sim Name] to improve your relationship with your co-workers.	Co-Worker Relationship +20	
Late Night Crunch	Stay at work late to improve your relationship with co-workers.	Co-Worker Relationship +20	
Rushing to Deadline	Stay at work late to improve your relationship with co-workers.	Co-Worker Relationship +20	
Extra Edit, Extra Hours	Stay at work late to improve your relationship with co-workers.	Co-Worker Relationship +20	
Channel Surfing	Watch TV for [X amount of time] to earn a cash bonus.	\$350	
Writing: A Journalist's Friend	Gain some Writing skill in order to improve job performance.	Performance +20	Boss Relationship +25

## LAW ENFORCEMENT OPPORTUNITIES

Opportunity	Hint	Reward	Extra Reward
A Tad Better Shape	Improve your Athletic skill to the next level to earn a job performance increase and relationship boost with your boss.	Performance +20	Boss Relationship +20
Your Friendly Neighborhood Police Officer	Visit three neighbors at their homes to earn a job performance increase and relationship boost with your boss.	Performance +25	Boss Relationship +20
Extensive Case Work	Finish Case at City Hall before time runs out to earn a large cash bonus.	\$5,000	
The Wrong Pair of Shoes	Read How to Avoid Concrete Shoes to earn a job performance increase and relationship boost with your boss.	Performance +15	Boss Relationship +20
The Right Desk	Read More Out Than In: Maintaining a Proper Desk Environment to earn a job performance increase and relationship boost with your boss.	Performance +15	Boss Relationship +20
Whistle While You Police	Read Advanced Whistle Techniques to earn a job performance increase and relationship boost with your boss.	Performance +20	Boss Relationship +25
To Fashionably Protect and Serve	Read Protect, Serve, and Look Good Doing It to earn a job performance increase and relationship boost with your boss.	Performance +20	Boss Relationship +25
The Donuts of a Leader	Read Free Donuts and Other Great Leadership Tips to earn a job performance increase and relationship boost with your boss.	Performance +20	Boss Relationship +25
Not Seeing Is, uh, Believing?	Read How Not to Be Seen and return to work.	Performance +25	Boss Relationship +25
Guess What?	Read Keep 'Em Guessing and return to work.	Performance +25	Boss Relationship +25
Spray the Scene	Read Effective Luminol Spraying Techniques and return to work.	Performance +30	Boss Relationship +20
Don't Squint	Read Avoiding Squint Jargon for Better Communication before time runs out to earn a job performance increase and relationship boost with your boss.	Performance +30	Boss Relationship +20
Police Conference	Attend Conference at City Hall before time runs out to improve your job performance.	Performance +30	
For the Children!	Lecture Children at the School before time runs out to earn a raise.	Raise	
Black Market Gnomes	Gather Intel at the Business Office before time runs out to earn a job performance boost and increase to your relationship with your boss.	Performance +15	Boss Relationship +20
Developing Informants	Make [Sim Name] your [set relationship level].	Raise	
A Fresh Set of Forensic Eyes	Solve Crime at the [set location] to earn a raise.	Raise	
Spruce Up the Place	Create an original painting, then bring it to work before time runs out to earn a job performance increase.	Performance +25	Variable Painting Reward
Working the Late Shift	Stay at work until closing time to earn a relationship boost with your boss.	Boss Relationship +20	
Stop Doomsday!	Disable Device at the [set location] before time runs out to earn a cash reward.	\$5,000	
Undercover on the House	Go Undercover at the [set location] before time runs out to earn a job performance increase and boost to your relationship with your boss.	Performance +25	Boss Relationship +25

## MEDICAL OPPORTUNITIES

Opportunity	Hint	Reward	Extra Reward
Battlefield Medicine	Advise Military at the Military Base before time runs out to earn a cash bonus.	\$2,000	
Wanted: Blood	Work Blood Drive at the School before time runs out to earn a raise.	Raise	
Waste Management	Read Better Out Than In and return to work.	Performance +15	Boss Relationship +20
Respect the Woo Woos	Read Respecting the Ambulance and return to work.	Performance +20	Boss Relationship +25
Blood Is Not Blue	Read Blood Is Not Blue and return to work.	Performance +20	Boss Relationship +25



Opportunity	Hint	Reward	Extra Reward
Shifting Responsibilities	Read The 36 Hour Shift and return to work.	Performance +20	Boss Relationship +25
You're Golden!	Read The Golden Hour and return to work.	Performance +25	Boss Relationship +25
It's a Genetic Thing	Read The ATGCs of Genetics and return to work.	Performance +25	Boss Relationship +25
So Infectious It Hurts	Read The Simmania Pandemic and return to work.	Performance +30	Boss Relationship +20
Shades of Grey	Read Grey Matters to earn a job performance increase and a relationship boost with your boss.	Performance +30	Boss Relationship +20
An Apple a Day	Grow X nice apples and bring them to work with you to increase your relationship with your co-workers.	Co-Worker Relationship +20	Garden Skill +8
The Surgeon, the Pastry Chef	Prepare a group serving of a dessert and bring it to work to earn a relationship increase with your co-workers.	Co-Worker Relationship +20	Cooking Skill +10
A Donation of Children's Literature	Write a children's book, then bring it to work with you to improve your relationship with your co-workers.	Co-Worker Relationship +20	Writing Skill +5
Medical Conference	Attend Medical Conference at the Business Office before time runs out to earn a raise.	Raise	
Brain Trust	Donate Brain Tissue at the Hospital before time runs out to earn a raise.	Raise	
It Takes Heart	Donate Heart at the Hospital before time runs out to earn a raise and cash bonus.	Raise	\$2,000
From Two to One	Donate Kidney at the Hospital before time runs out to earn a raise.	Raise	
The Giving Sort	Donate Mucous at the Hospital before time runs out to earn a raise.	Raise	
You Don't Really Need It	Donate Pancreas at the Hospital before time runs out to earn a raise.	Raise	
Co-worker Problems	Become Friends with [Sim Name] with you to improve your relationship with your co-workers.	Performance +25	
Friends in High Places	Become friends with [Sim Name] before time runs out to earn a raise.	Raise	
Lice!	Check Students for Lice before time runs out to earn a job performance boost.	Performance +20	
Friends in Good Places	Become [set relationship level]s with [Sim Name] to get a raise.	Raise	
To the Rescue!	Save Politician at the [set location] before time runs out to earn a cash reward.	\$2,000	
Caring for the Careless	Stay at work until closing time to earn a job performance increase.	Performance +25	
The Appropriately Named Deathfish	Stay at work until closing time to earn a job performance increase.	Performance +25	
Timely Vaccinations	Vaccinate Scientists at the Science Facility before time runs out to earn a raise.	Raise	

## MILITARY OPPORTUNITIES

Opportunity	Hint	Reward	Extra Reward
Promoting the Military	Promote Military at [set location] before time runs out to earn a cash bonus.	\$2,000	
Escaping the Pit	Read Getting Out of the Pit and return to work.	Performance +15	Boss Relationship +20
Zen and Airplane Maintenance	Read Advanced Elbow Lubricant Techniques and return to work.	Performance +15	Boss Relationship +20
New Stripes, New Lingo	Read Learning to Speak Officer and return to work.	Performance +20	Boss Relationship +25
Piloting Made Simple	Read Learn to Fly in 21 Days! and return to work.	Performance +20	Boss Relationship +25
No Whining!	Read Dealing with Whining from Engines and Pilots and return to work.	Performance +20	Boss Relationship +25
Lots of Ugly	Read How to Take the Ugly for the Team and return to work.	Performance +25	Boss Relationship +25
More than Awesome Shades	Read Beyond the Aviator Glasses and return to work.	Performance +25	Boss Relationship +25
Cat Wrangler	Read Herding Cats and return to work.	Performance +30	Boss Relationship +20
Honk if You Love Goose	Read Coping with Geese and Vipers and return to work.	Performance +30	Boss Relationship +20
Military Contracts	Deliver Package at City Hall to earn a job performance boost.	Performance +20	
General Staff Stationery	Deliver Package at City Hall to earn a job performance boost.	Performance +20	
A H.O.R.S.E. of Course	Attempt H.O.R.S.E. at the Military Base before time runs out to earn a raise and a job performance boost.	Performance +25	Raise
You Can Be My Wingman	Join Air Show at the Military Base before time runs out.	Performance +25	Boss Relationship +25, Co-Worker Relationship +30
Flightless Birds	Stay late at work to earn a job performance boost.	Performance +25	
Militaristic Athletics	Compete in RELAY at the Military Base to increase your relationship with your co-workers.	Co-Worker Relationship +35, Boss Relationship +20	Performance +25



Opportunity	Hint	Reward	Extra Reward
Congratulations on the Promotion	Throw a party with [Sim Name] on the invite list before time runs out to improve your relationship with your co-workers.	Co-Worker Relationship +20	
Stellar Performance	Throw a party with [Sim Name] on the invite list before time runs out to improve your relationship with your co-workers.	Co-Worker Relationship +25	
Saved Sims	Throw a party at your house with [Sim Name] on the invite list before time runs out to improve your relationship with your co-workers.	Co-Worker Relationship +25	
Finding New Recruits	Attend Recruitment Event at the School before time runs out to earn a job performance boost.	Performance +25	
The R.H.A.T. Race	Attempt R.H.A.T. at the Military Base before time runs out to earn a raise and a job performance boost.	Performance +25	Raise
Committee Hearing	Present Report at the Military Base to earn a job performance boost and improve your relationship with your boss.	Performance +25	Boss Relationship +25
Space Crisis!	Stay at work until the crisis is averted to earn a large cash bonus.	\$4,000	Performance +25
Evening Patrol	Stay late at work to earn a relationship boost with your squad mates.	Co-Worker Relationship +25	
Late Night Latrines	Stay late at work to earn a relationship boost with your squad mates.	Co-Worker Relationship +25	
Aerial Laser Tag	Stay at work to finish the competition, earn a job performance boost, and become the most popular pilot on base!	Performance +20	Boss Relationship +25, Co-Worker Relationship +30
King of the Hill	Stay at work to finish the competition, earn a job performance boost, and become the best pilot on base!	Performance +25	Boss Relationship +25, Co-Worker Relationship +30

## MUSIC OPPORTUNITIES

Opportunity	Hint	Reward	Extra Reward
Floating in the Sea	Read Getting Noticed in a Sea of Fans and return to work.	Performance +15	Boss Relationship +20
The Rockiest Road That Is Rock	Read Life on the Hard Rocky Road and return to work.	Performance +15	Boss Relationship +20
Please, No Ego	Read Don't Upstage the Band and return to work.	Performance +20	Boss Relationship +25
Cat Herding to Music	Read Herding Cats: Music Edition and return to work.	Performance +20	Boss Relationship +25
It Shines, It Sparkles	Read Diamonds in the Rough and return to work.	Performance +20	Boss Relationship +25
Keeping the Rhythm	Read It's More than Rhyme Books and return to work.	Performance +25	Boss Relationship +25
It's Synergy!	Read True Symphonic Synergy and return to work.	Performance +25	Boss Relationship +25
First Rule of Rock	Read Developing Good Rock Habits and return to work.	Performance +30	Boss Relationship +20
Becoming a Legend	Read Legends of Rock and return to work.	Performance +30	Boss Relationship +20
The Greatest Symphony Ever	Read Improving Conductivity Between Brass and Woodwinds and return to work.	Performance +30	Boss Relationship +20
Learn That Tune!	Learn the composition in your inventory and return to work to earn some cash and a job performance increase.	Performance +35	\$250
Filing the Application	Submit Application at City Hall to improve your relationship with your boss and earn a job performance increase.	Boss Relationship +15	Performance +20
On Tour!	Perform three concerts at the Theatre to increase job performance and improve your relationship with your co-workers.	Performance +25	Co-Worker Relationship +20
The Set Up	Help Set Up at the Theatre before time runs out to earn some cash and improve your job performance.	\$500	Performance +20
A Skilled Guitarist	Earn a skill level increase with the guitar to improve your job performance.	Performance +25	
Battle of the Bands!	Play Battle of the Bands at the Stadium before time runs out to earn a cash bonus.	\$5,000	
The Cinematic Score	Play Symphony at the Theatre before time runs out to earn a cash bonus.	\$5,000	
Audio Study	Listen to the stereo until your Sim is enjoying the music to improve job performance and your relationship with co-workers.	Performance +25	Co-Worker Relationship +30
Music Class!	Teach Class at the School before time runs out to earn some cash and a job performance increase.	\$500	Performance +20
Stick Around for the Music	Stay late at work to improve your relationship with co-workers and job performance.	Co-Worker Relationship +25	Performance +20

## POLITICS OPPORTUNITIES

Opportunity	Hint	Reward	Extra Reward
Wax Away	Read Wax Until There's No More and return to work.	Performance +15	Boss Relationship +20
Hi, I'm Chad	Read Cheating With Chads and return to work.	Performance +15	Boss Relationship +20
Smear It On	Read The Joys of Smear Campaigning and return to work.	Performance +20	Boss Relationship +25
You Really Mean Yes	Read There is No No and return to work.	Performance +20	Boss Relationship +25
Taze Cautiously	Read Taze Gently and return to work.	Performance +20	Boss Relationship +25
Lend Your Ear	Read An Earmark Economy and return to work.	Performance +25	Boss Relationship +25
Pork, the other Legislation	Read Yay, Pork Barrels! and return to work.	Performance +25	Boss Relationship +25
Gerrymandering	Read Gerrymandapalooza and return to work.	Performance +30	Boss Relationship +20
A Free Free Free World	Read A Free Free Free World and return to work.	Performance +30	Boss Relationship +20
Care to Make a Donation?	Meet with Sims and obtain X Campaign Fund donations to receive a raise.	Raise	
Cleaning Out the Phone Book	Become Enemies with [Sim Name] to earn a promotion.	Promotion	
The Bachman-Wood Exam	Discuss Exam at City Hall before time runs out to earn a raise.	Raise	
A Party of Large Wigs	Attend Party at the [set location] before time runs out to earn a cash bonus.	\$2,400	
Aiding the Victims	Hold Aid Meeting at City Hall to earn a large cash bonus.	\$4,000	
Key Donor	Ask for Donations on [Sim Name] before time runs out for a major campaign contribution!	Raise	
Election Check	Assist Voting Station at the School before time runs out to get a job performance boost.	Performance +25	
Foreign Affairs	Attend Top Secret Meeting at the Military Base before time runs out to earn a cash bonus.	\$1,000	
Headline Worthy Event	Throw a Campaign Fundraiser with [Sim Name] invited to earn a job performance increase.	Performance +25	
It's Your Life	Write your Life Story and bring it to work in order to boost to your career.	Performance +25	Raise
Funds for Furniture	Throw a fundraising party using the phone and raise at least \$10,000 for a big cash reward.	\$6,000	
Thanks for the Memories	Write your Political Memoirs and bring them to work in order to boost your career performance and earn a raise.	Performance +25	Raise
Chat with the Police	Make [Sim Name] your [set relationship level] to earn a raise.	Raise	
A Friendly Economic Discussion	Make [Sim Name] your [set relationship level] to earn a raise.	Raise	
In the News Tonight	Give Interview at the Journalism Office before time runs out to boost your career.	Performance +25	
The Cutest Photo Shoot	Attend Photo Shoot at the Hospital before time runs out to improve your job performance.	Performance +25	
Speaking Engagement	Give Speech at the School before time runs out to boost your job performance.	Performance +25	
Let's Dine	Dine with [Sim Name] before time runs out to improve your relationship with your boss.	Boss Relationship +20	
Meet and Greet	Meet 4 new Sims to give your career a boost.	Performance +25	
In Shape, In Office	Work Out for [X amount of time] via the method of your choice to earn a raise.	Raise	
Policing the Paper Trail	Deliver Documents at the Police Station before time runs out to earn a raise.	Raise	
The Business of Documentation	Deliver Documents at the Business Office before time runs out to earn a raise.	Raise	
Criminal Collusion	Deliver Documents to the Criminal Hideout before time runs out to earn a raise.	Raise	
A Military Mistake	Deliver Documents to the Military Base before time runs out to earn a raise.	Raise	
Shred-Handed	Destroy the shredded documents in your inventory within the time limit in order to impress your boss.	Boss Relationship +25	
A Rousing Oration	Meet with [Sim Name] and Give Inspirational Speech to receive a job performance boost.	Performance +25	
Rocking for Political Gain	Perform Concert at the Stadium before time runs out to earn a job performance boost.	Performance +20	
Business up Front, Party in Back	Throw a party at your house with [Sim Name] invited to receive a job performance increase.	Performance +20	

## PROFESSIONAL SPORTS OPPORTUNITIES

Opportunity	Hint	Reward	Extra Reward
Adonis in the Making	Train until you can't possibly become more muscular, then head back to the Stadium to earn your cash bonus.	\$2,400	
Flex and Bend	Train [Sim Name] on the exercise machine for [X amount of time] to earn some cash and improve your relationship.	\$350	Relationship w/ Sim +30
Bounce the Crowd	Work as Bouncer at the Theatre before time runs out to earn some cash on the side.	\$500	
The Complete Circuit	Work Out using the TV or stereo, and swim for 30 minutes to earn a cash bonus.	\$300	
Jog Everywhere	Jog [X amount of time] then return the device for a cash prize.	\$550	
Add It Up	Improve your Athletic skill by one level, then return to the Stadium for a cash reward.	\$350	
Going Pro	Go to the Stadium and get a job in the Professional Sports career to earn starting cash and performance bonuses.	\$250	Performance +25



Opportunity	Hint	Reward	Extra Reward
Bend and Flex	Train [Sim Name] for [X amount of time] to earn some cash and improve your relationship.	\$250	Relationship w/ Sim +30
Frequent Fatigue	Work out until Fatigued X times then return to the Stadium to earn a cash prize.	\$400	
Bursting with Energy	Work Out until you become Pumped to improve your Athletic skill.	Athletic Skill +5	Oddly Powerful Moodlet
Sprint to the Finish!	Work Out using the Quick Burst tone for [X amount of time] to improve your Athletic skill.	Athletic Skill +5	
At the Health Seminar	Lecture at Seminar at the hospital before time runs out to earn some cash.	\$250	Relationship w/ Sim +30
Muscle Showdown	Attend Competition at the Stadium before time runs out to improve your Athletic skills and win a cash prize.	\$750	Athletic Skill +10
Push It!	Work Out using the Push Self option for [X amount of time] to improve your Athletic skill.	Athletic Skill +8	
No Sweat!	Work Out using the Don't Break a Sweat option for [X amount of time] to improve your Athletic skill.	Athletic Skill +5	

## SCIENCE OPPORTUNITIES

Opportunity	Hint	Reward	Extra Reward
Funding the Lab	Deliver Report to City Hall before time runs out to increase your job performance.	Performance +20	
Late Night Science	Stay at work late to improve your relationship with your co-workers.	Co-Worker Relationship +20	
Burning the Late Night Bunsen	Stay at work late to improve your relationship with your co-workers.	Co-Worker Relationship +20	
Extra Appendages Are Fun	Read Living with Mutation and return to work to increase your job performance and your relationship with your boss.	Performance +15	Boss Relationship +20
Hazardous Gizmos	Read Dangerous Device Disposal and return to work to increase your job performance and your relationship with your boss.	Performance +15	Boss Relationship +20
Practical Like a Fox	Read Practical Science: From Boast to Beaker and return to work to increase your job performance and your relationship with your boss.	Performance +20	Boss Relationship +25
Ka-Boom and More	Read Nitrates: They're Not Just for Exploding and return to work to increase your job performance and your relationship with your boss.	Performance +20	Boss Relationship +25
Strange Indeed	Read Strange Correlations of Little Shops and Venues and return to work to increase your job performance and relationship with your boss.	Performance +20	Boss Relationship +25
A Pig Too Far	Read When Pigs Fly: Going Too Far and return to work to increase your job performance and your relationship with your boss.	Performance +25	Boss Relationship +25
What Not to Catch	Read Goldfish, Piranha, and Other Friendly Creatures and return to work to increase your job performance and relationship with your boss.	Performance +25	Boss Relationship +25
Finger Pointing and You	Read Advanced Deniability Procedures and return to work to increase your job performance and your relationship with your boss.	Performance +30	Boss Relationship +20
Do the Robot	Read The Evolution of the Robo-Llama and return to work to increase your job performance and your relationship with your boss.	Performance +30	Boss Relationship +20
Of Fish, Robots, and Robot Things	Give Presentation at City Hall before time runs out to earn a raise.	Raise	
The Best Evaporating Dish Is a Clean One	Wash Dishes in your inventory to increase your job performance.	Performance +20	
Learn a Thing or Two	Conduct Research on your home computer to increase your job performance.	Performance +30	
Fix It!	Repair Thingamajig at the Science Facility to improve your relationship with your co-workers and earn a cash bonus.	Co-Worker Relationship +20	\$1,000
Nourishment for Herbivores	Bring X home grown harvestables of Very Nice or better quality to work to earn a cash bonus.	\$1,000	
Catch of the Day	Catch X [fish type] and bring them to work with you to earn a raise and job performance increase.	Performance +25	Raise
Global Science Fair	Attend Competition at the School before time runs out to increase your job performance and improve your relationship with your co-workers.	Co-Worker Relationship +25	Performance +25
A Meeting of Minds	Attend Symposium at the [set location] before time runs out to improve your relationship with your boss and co-workers, as well as increase your job performance.	Performance +30	Boss Relationship +25, Co-Worker Relationship +30
One Shall Fall	Stop Dr. Iniquitous at the [set location] before time runs out to earn a cash bonus.	\$4,000	



## Special Opportunities

The third category of opportunities is not related to skill or career. Any Sim may receive an invite to one (or all) of these opportunities, provided they explore Moonlight Bay and mingle with their neighbors.

### SPECIAL OPPORTUNITIES

Opportunity	Hint	Reward	Extra Reward
Music Appreciation Day	Play the Guitar X times at the park to get an Inspired moodlet.	Inspired Moodlet	
Chess Tournament	Win X Chess Games to earn some money and win another chess tourney.	\$650	
Community Meet and Greet	Socialize with X Sims to receive the Awesome Party moodlet and become a Socialite.	Awesome Party Moodlet	
Amateur Olympics	Attend Amateur Olympics on the Stadium for a chance to win Bay money, get Pumped, and become an Olympian.	Pumped Moodlet	\$1,000
Eating Contest	Enter Eating Contest on the restaurant for a chance to win money and become an Eating Champion.	Stuffed Moodlet	\$1,000
Foosball Contest	Win X foosball games to earn money and become a Foosball Champion.	\$800	
Neighborhood Grill-A-Thon	Grill X times to improve relationship with Townies and receive a Community Griller Award.	\$1,000	

## Karma

### NOTE

Karma and Challenges are not systems that your Sim uses. They are elements of the narrative that affect you. Both Karma and Challenges – including the things you unlock – span across all save files on your current player profile.

Many subscribe to the theory of an invisible cosmic balance that keeps both good and evil in check. It's called karma. It's the belief that if you do good things, good things happen to you. Conversely, if you are a real jerk, karma will ensure that something awful happens to you—eventually. Karma is at work in *The Sims 3*. But instead of being an invisible hand of fate, it's influenced directly by you. There is a series of Karma Powers that allows you to bestow happiness, luck, or misfortune on your Sims.

Karma Powers include great things like Giant Jackpot, Bless the Mess, and Instant Beauty. These explosions of good fortune can change your Sims' lives for the better, giving them a leg up in work, financial, or social situations. Conversely, there are bad Karma Powers such as Epic Fail and Fire Storm. Releasing any Karma Powers costs Karma Points. Every wish you satisfy earns your household one Karma Point. When you want to use a Karma Power, just drop into the Karma Power menu and select your desired Karma Power.



This is the Karma Power menu. Note the Karma Meter at the top of the screen, which displays how many Karma Points you have.

Wait, if there are all these good Karma Powers, why would you ever want to unleash a negative Karma Power on your Sims? Well, some players may like to torture their darlings a little to see how they react. But if you're not that kind of player, you need to understand that karma does not exist in a vacuum. When the game clock strikes midnight, that is the Hour of Reckoning. The Hour of Reckoning is a moment when the universe has the chance to swing things back into balance. During the Hour of Reckoning, you are given between 9 and 15 Karma Points. This is random. However, there is also a small chance that a random Karma Power will be used on your household. Depending on the Karma Powers you have leaned on, the opposite side of karma may take effect.

### TIP

You can use many of the powers on Sims that are not part of your household. The Earthquake and Fire Storm powers can be used on other lots beyond your home, too.

### NOTE

You cannot save your game while any Karma Power is being deployed.

### CAUTION

The more you use Karma Powers, the greater chance you have of them backfiring. Every use of a Karma Power increases the possibility of a backfire by 5 percent. So, if you have used five Karma Powers in your Sim's recent history, you have a 25 percent chance of getting hit with something like Fire Storm or Quake Maker. Fortunately, once the random Karma Power happens, the "meter" is reset to zero.

### TIP

There are some side benefits to the Fire Storm and Quake Maker Karma Powers. See their descriptions to get an understanding of how these acts of misfortune can actually help your household.

### NOTE

Not all Karma Powers are available from the get-go. You have to unlock a handful of them by satisfying Challenges, which are detailed in the following section. The unlock requirements for the sealed-up Karma Powers are detailed in this section, though.



## TIP

You can only bank up to 100 Karma Points. You bank a single Karma Point every time you fulfill a wish.

## Good Karma Powers



## Bless the Mess

**Cost:** 35

**Unlock:** Always available

Is your lot a mess? This Karma Power instantly cleans and repairs everything on the lot. Clogged toilet? Done. Puddles next to the sink? Done. Busted computer? Done. You name it and this Karma Power remedies it. If you are ever in a situation where you have to be somewhere and do not have the time to attend to a mess or a broken object, this Karma Power takes the fuss out of cleaning.

## TIP

Bless the Mess immediately puts out any fires on the lot.

## Divine Intervention



**Cost:** 75

**Unlock:** Complete the "I Double Dare Ya" Challenge

Sometimes, tragedy befalls a Sim and they shuffle off this digital coil. This miraculous Karma Power reverses death and brings a ghost back to life. To use it, just direct the cursor to a ghost on the lot. (You cannot use Divine Intervention on a ghost not within your family.) The Sim is then brought back to life and bestowed with the "Raised from the Dead" moodlet, which lasts all day.

## NOTE

If you played the PC version of *The Sims 3*, this Karma Power replaces the resurrection activity at the science facility.

## Get Lucky



**Cost:** 50

**Unlock:** Complete "You Never Forget Your First" Challenge (Pg. 58)

Get Lucky is a good Karma Power for boosting your Sim's chances of success in various ventures. For a few hours, the Sim has better chance of successfully romancing or befriending other Sims (socials are always successful), they have a chance to get an instant promotion at work, find rare collectibles out in the wilds of Moonlight Bay, and catch high-quality fish. Get Lucky lasts for 2 hours.

## TIP

If you are trying to woo a potential mate, cast Get Lucky directly before a conversation to accelerate the romance.

## TIP

Under the influence of Get Lucky, Sims do not suffer tragedies like house fires or burglaries.

## Giant Jackpot



**Cost:** 60

**Unlock:** Complete "Home Is Where the Simoleons Are" Challenge (Pg. 55)

Boom-this Karma Power generates an instant financial windfall for your household. The amount of Simoleons that falls from the sky and directly into your pocketbook is random, but it's always substantial. Plus, you get the Instantly Rich moodlet, which boosts your mood for half a day.

## Good Times



**Cost:** 30

**Unlock:** Complete "Happiness...It Stacks" Challenge (Pg. 55)

Good Times instantly eliminates all negative moodlets of all Sims on the lot. These negative moodlets do not come back unless you repeat an activity that originally caused them. When performing tasks or going for a promotion that uses mood as a metric, the Good Times Karma Power is a good way to increase your chances of success. Good Times lasts for 1 hour.



## Instant Beauty



**Cost:** 10

**Unlock:** Always available

The Instant Beauty power allows you to warp back into Create a Sim and give the target of the power a complete makeover. However, you cannot change age or gender. This is a cosmetic power only, so you are limited to altering the Sim's face, hair, skin, and body. Once the power has been used and the body alteration made, the target Sim enjoys the Miraculous Makeover moodlet for the following 24 hours.

## Stroke of Genius



**Cost:** 40

**Unlock:** Complete "Classy" Challenge (Pg. 54)

Once unlocked, the Stroke of Genius Karma Power accelerates the target's intelligence for two hours. During this period, the Sim can develop skills at ten times the normal rate. This is an excellent way to jump through the first three levels of a skill. And if you are working on the upper levels of a skill, this Karma Power might be just the nudge needed to put you over the top. Stroke of Genius lasts for 2 hours.

## Super Satisfy



**Cost:** 40

**Unlock:** Always available

Super Satisfy instantly satisfies all your Sim's needs, like Hunger and Fun. All six needs are immediately maxed out, which is a good way to solve some nagging need issues.

## Bad Karma Powers

### Cosmic Curse



**Cost:** 5

**Unlock:** Always available

The Cosmic Curse instantly bottoms out the affected Sim's needs. Hunger, Hygiene, Social—everything—is dropped to zero. They are even slapped with a negative moodlet. That makes for one miserable Sim. (If a child is caught by the Cosmic Curse power, they are not treated as poorly.) To combat the effects of the Cosmic Curse, you must attend to your Sim's needs right away. Cosmic Curse lasts for 2 hours.

Fortunately, Cosmic Curse is not triggered randomly at the Hour of Reckoning.

### NOTE

You can turn off Karma consequences in the Options menu.

### TIP

Evil or Mean-Spirited Sims get a kick out of seeing this Karma Power affect another Sim. They receive a mood boost.

### NOTE

Curse and all bad Karma Power cannot be used on babies and toddlers.

## Epic Fail



**Cost:** 25

**Unlock:** Always available

This Karma Power is the opposite of the Get Lucky power. Any Sim zapped with this bad bit of karma is instantly unlucky in love and fails at socials. And the bad luck doesn't stop there. At work, they have a greater chance of messing up and receiving a demotion or being outright fired. (Students get failing grades.) Wait, there's more—at home, they start to break objects. If an object can be broken or catch fire, it will when the Sim attempts to use it. Basically, the Sim is a walking disaster and better off just finding a dark hole to crawl into until the effects wear off after a few hours. Epic Fail lasts for 4 hours.

## Fire Storm





**Cost:** 15

**Unlock:** Complete "Fun for the Whole Family" Challenge (Pg. 55)

The Fire Storm Karma Power unleashes terrible damage to a lot. When triggered, balls of fire drop from the sky, pounding the ground and setting one to three objects on the lot ablaze. Sims on the affected lot naturally panic. If the fires are not put out immediately, the objects will be damaged beyond repair and must be replaced.

### TIP

Fire Storm has a side benefit—meteorites. When the fireballs crash down from space, rocks are mingled among them. After the Fire Storm is over, search the lot for possible valuable rocks. The rocks are random, so you may not find very much. But there is a chance you could stumble upon a rock worth much more than the damage done by the Karma Power.

### Poltergeists



**Cost:** 20

**Unlock:** Always available

When the Poltergeists of this Karma Power invade the lot, the lights go red and every Sim shivers in

terror, thus earning a negative fear moodlet. The three ghosts that haunt the lot only visit for an hour, but that's enough to freak every Sim in their presence out of the actions they are currently performing. This is one of the bad Karma Powers that triggers during the Hour of Reckoning. Poltergeists lasts for 5 hours.

### TIP

Poltergeists aren't exactly welcome guests, but they do have a nice side effect: They release beetles into the lot. There is a 33 percent chance you will find roaches, stag beetles, and rhino beetles after the Poltergeists vanish back into the ether.

### Quake Maker



**Cost:** 20

**Unlock:** Always available

Rumble any lot your Sim is on with the Quake Maker power. The shake puts the fear in every Sim on the lot (really, they get the Fearful moodlet), causing them to drop what they are doing and run around in a panic. The quake tends to break between two and five random objects on a lot and dirties up just as many.

### TIP

Now, the Quake Maker is not entirely a bum deal. This Karma Power actually releases a rare butterfly on the lot affected by the shake. Collectors can use this Karma Power to possibly get a valuable butterfly.

## Challenges

As you help your Sims achieve their dreams in Moonlight Bay, there is a secondary set of goals and objectives for you on this side of the screen: Challenges. Challenges are a subset of goals that, when completed, result in Challenge Points. Challenge Points are used to buy special rewards in the Challenge Shop, such as new objects and apparel.



Like wishes, Challenges come in all sizes. There are tiny Challenges that can be satisfied with a simple trip to the spa for a relaxing treatment. Others are much harder to complete, like the Skilled Challenge. This is actually a multi-part Challenge. The Skilled Challenge requires you to achieve level 10 in all skills. However, within the Skilled Challenge, there are 10 sub-Challenges (reach level 10 of each individual skill).

No single Sim can ever hope to satisfy all the Challenges. To complete all the Challenges, you need to shepherd multiple generations and households through their lives in Moonlight Bay.

## Challenge List

The following is a complete list of the Challenges in *The Sims 3*, including the multi-part challenges that add up into major rewards. Each entry includes the name of the Challenge, the requirements, and the points rewarded.

### CHALLENGES

Name	Description	Challenge Points
20 Fingers and 20 Toes	Have twins	50
30 Fingers and 30 Toes	Have triplets	100
A Ghost!	Meet a ghost	25
A Novel Idea	Begin writing a novel	10
All Your Base	Collect an owner's deed to every business in town	50



Name	Description	Challenge Points
All Your Base - Bakery	Collect an owner's deed to the bakery	5
All Your Base - Bookstore	Collect an owner's deed to the bookstore	5
All Your Base - Corporate Tower	Collect an owner's deed to the corporate tower	10
All Your Base - Criminal Warehouse	Collect an owner's deed to the criminal warehouse	10
All Your Base - Day Spa	Collect an owner's deed to the day spa	10
All Your Base - Grocery Store	Collect an owner's deed to the grocery store	5
All Your Base - Hospital	Collect an owner's deed to the hospital	15
All Your Base - Restaurant	Collect an owner's deed to the restaurant	10
All Your Base - Science Building	Collect an owner's deed to the science center	15
All Your Base - Stadium	Collect an owner's deed to the stadium	15
All Your Base - Theater	Collect an owner's deed to the theater	10
And No Slackin'!	Get a part-time or full-time job	10
Angler Management	Collect a Perfect specimen of every fish	150
Angler Management - Alley Catfish	Catch a Perfect Alley Catfish	5
Angler Management - Anchovy	Catch a Perfect Anchovy	5
Angler Management - Angelfish	Catch a Perfect Angelfish	10
Angler Management - Black Goldfish	Catch a Perfect Black Goldfish	5
Angler Management - Blowfish	Catch a Perfect Blowfish	10
Angler Management - Deathfish	Catch a Perfect Deathfish	20
Angler Management - Goldfish	Catch a Perfect Goldfish	5
Angler Management - Jellyfish	Catch a Perfect Jellyfish	5
Angler Management - Lobster	Catch a Perfect Lobster	5
Angler Management - Minnow	Catch a Perfect Minnow	5
Angler Management - Piranha	Catch a Perfect Piranha	10
Angler Management - Rainbow Trout	Catch a Perfect Rainbow Trout	5
Angler Management - Red Herring	Catch a Perfect Red Herring	5
Angler Management - Robot Fish	Catch a Perfect Robot Fish	15
Angler Management - Salmon	Catch a Perfect Salmon	5
Angler Management - Shark	Catch a Perfect Shark	10
Angler Management - Siamese Catfish	Catch a Perfect Siamese Catfish	5
Angler Management - Swordfish	Catch a Perfect Swordfish	5
Angler Management - Tragic Clownfish	Catch a Perfect Tragic Clownfish	10
Angler Management - Tuna	Catch a Perfect Tuna	5
Angler Management - Vampire Fish	Catch a Perfect Vampire Fish	15
Astronaut	Get to level 10 of the Military career	100
Baby Steps	Create a household	20
Be Excellent To Each Other	Reach the maximum potential karma	50
Be My Guest	Use the phone to invite someone over	10
BFF!	Make a best friend	25
Brahe-ging Rights	Discover 10 heavenly bodies	25
But It's Inflammable!	Extinguish a Sim on fire	25
Career-Oriented	Reach level 5 in every career	75
Career-Oriented - Business	Become a department head in the Business career	25
Career-Oriented - Criminal	Become a bagman in the Criminal career	25
Career-Oriented - Culinary	Become a line cook in the Culinary career	25
Career-Oriented - Journalism	Become an anonymous source handler in the Journalism career	25
Career-Oriented - Law Enforcement	Become a lieutenant in the Law Enforcement career	25
Career-Oriented - Medical	Become a resident in the Medical career	25
Career-Oriented - Military	Become a flight officer in the Military career	25
Career-Oriented - Music	Become a music talent scout in the Music career	25
Career-Oriented - Political	Become a city council member in the Political career	25
Career-Oriented - Science	Become a carnivorous plant tender in the Science career	25
Career-Oriented - Sports	Become a rookie in the Professional Sports career	25
Celebrated Five-Star Chef	Get to level 10 of the Culinary career	100
CEO of a Megacorporation	Get to level 8 of the Business career	100
Challenging	Complete 50 Challenges	50



Name	Description	Challenge Points
Chess Legend	Get to level 10 of the Logic skill and beat the Chess Grand Master	100
Child Prodigy	Complete a Lifetime Wish before becoming a Young Adult	150
Classy	Take a class	15
Cornucopia	Grow a Perfect specimen of every plant	150
Cornucopia - Apple Tree	Grow a Perfect Apple Tree	5
Cornucopia - Bell Pepper Plant	Grow a Perfect Bell Pepper Plant	15
Cornucopia - Burger Patty Plant	Grow a Perfect Burger Patty Plant	20
Cornucopia - Cheese Plant	Grow a Perfect Cheese Plant	20
Cornucopia - Death Flower Plant	Grow a Perfect Death Flower Plant	25
Cornucopia - Eggplant	Grow a Perfect Eggplant	20
Cornucopia - Flame Fruit Bush	Grow a Perfect Flame Fruit Bush	25
Cornucopia - Garlic Plant	Grow a Perfect Garlic Plant	15
Cornucopia - Grapevine	Grow a Perfect Grapevine	5
Cornucopia - Lettuce Plant	Grow a Perfect Lettuce Plant	5
Cornucopia - Life Plant	Grow a Perfect Life Plant	25
Cornucopia - Lime Tree	Grow a Perfect Lime Tree	10
Cornucopia - Money Tree	Grow a Perfect Money Tree	25
Cornucopia - Omni Plant	Grow a Perfect Omni Plant	25
Cornucopia - Onion Plant	Grow a Perfect Onion Plant	10
Cornucopia - Potato Plant	Grow a Perfect Potato Plant	10
Cornucopia - Steak Plant	Grow a Perfect Steak Plant	20
Cornucopia - Tomato Plant	Grow a Perfect Tomato Plant	5
Cornucopia - Watermelon Vine	Grow a Perfect Watermelon Vine	10
Creature-Robot Cross-Breeder	Promise the Creature-Robot Cross Breeder Lifetime Wish to the Sim and fulfill it by reaching level 9 of the Science career	100
Do Your Homework!	Do your homework	10
Don't Forget The Cake!	Throw a birthday party	15
Downtowner	Attend each type of town event once	25
Downtowner - Amateur Olympics	Attend an Amateur Olympics	5
Downtowner - Chess Tournament	Attend a Chess Tournament	5
Downtowner - Eating Contest	Attend an Eating Contest	5
Downtowner - Grillin'	Attend a Neighborhood Grill	5
Downtowner - Meet and Greet	Attend a Meet And Greet	5
Downtowner - Music Appreciation Day	Attend a Music Appreciation Day	5
Duck time	Take a bubble bath by placing a bottle on the tub before using it	10
Easy Money	Marry into wealth by marrying a rich Sim	25
Enunciate	Teach a child to talk	25
Epic Fail	Use the Epic Fail Karma Power on 13 unsuspecting Sims not in your family	75
Epic Party	Throw an awesome party	25
Erudite Bibliophile	Read every general book available in the bookstore	50
Erudite Bibliophile - Abstract with Turkey	Read "Abstract with Turkey"	5
Erudite Bibliophile - Baby Incoming	Read "Baby Incoming: Preparing with Vigilance"	5
Erudite Bibliophile - Commitment Issues	Read "Commitment Issues"	5
Erudite Bibliophile - Exit at Powell	Read "Exit at Powell"	5
Erudite Bibliophile - Game of Thorns	Read "Game of Thorns"	5
Erudite Bibliophile - Gpod	Read "Gpod"	5
Erudite Bibliophile - How to Spin Plates	Read "How to Spin Plates"	5
Erudite Bibliophile - I'm Still Cool	Read "I'm Still Cool"	5
Erudite Bibliophile - Llama Rights	Read "Llama Rights"	5
Erudite Bibliophile - Magnetic Attraction	Read "A Magnetic Attraction"	5
Erudite Bibliophile - Murder in Pleasantview	Read "Murder in Pleasantview"	5
Erudite Bibliophile - Noble History of Socks	Read "The Noble History of Socks"	5
Erudite Bibliophile - Not Expecting Much	Read "Not Expecting Much"	5
Erudite Bibliophile - On the Margins	Read "On the Margins"	5
Erudite Bibliophile - Point Farmer	Read "Point Farmer: The Story of Grant Rodiek "	5
Erudite Bibliophile - Raymundo	Read "The Adventures of Raymundo"	5

Name	Description	Challenge Points
Erudite Bibliophile - Special Snowflake	Read "Special Snowflake"	5
Erudite Bibliophile - Stragedy	Read "Stragedy and Other Messterpieces"	5
Erudite Bibliophile - The Crumplebottom Legacy	Read "The Crumplebottom Legacy: A Tale"	5
Erudite Bibliophile - The Economy	Read "The Economy"	5
Erudite Bibliophile - The Point of Pointillism	Read "The Point of Pointillism"	5
Erudite Bibliophile - The Warlock	Read "The Warlock of Palladia"	5
Erudite Bibliophile - Thunking	Read "Thunking"	5
Erudite Bibliophile - Totally Preggers	Read "Totally Preggers: An Expecting Mother's Tale"	5
Erudite Bibliophile - Unicorns for Audrey	Read "Unicorns for Audrey"	5
Erudite Bibliophile - Where's Bella?	Read "Where's Bella?"	5
Erudite Bibliophile - Zombies? Zombies!	Read "Zombies? Zombies!"	5
Family Heirloom	Sell a painting worth \$8,000 or more; paintings appreciate in value over time	200
Family Oriented	Create and move 5 new families into homes	100
Find Your Muse	Visit the museum	10
Forensic Specialist-DNA Profiler	Get to level 10 of the Forensics branch of the Law Enforcement career	100
Friends with Exoskeletons	Collect 5 insects	10
Fun for the Whole Family!	Collect 5 rocks	10
Fundraiser	Throw a Campaign Fundraiser	20
Genie	Gain 150,000 Lifetime Happiness Points on one Sim	150
Get Reel	Watch a movie at the theater	15
Get with it	Buy a computer	5
Getting Older all the Time	Experience 64 age transitions	150
Go Llamas!	Watch a game at the stadium	5
Gold Digger	Get married to a rich Sim and then see their ghost	100
Golden Tongue/Golden Fingers	Get level 10 Charisma and Guitar skills	100
Graduated	Complete the in-game tutorial	5
Hacker	Hack on the computer 10 times	10
Happiness It Stacks	Get 5 positive moodlets at the same time on one Sim	50
Happy Little Trees	Start a painting	5
Heartbreaker	Be the boyfriend/girlfriend of 10 different Sims	100
Hit Movie Composer	Get to level 10 of the Symphonic branch of the Music career	100
Home Is Where the Simoleons Are	Raise your household's value to \$35,000 or more	25
Hometown Hero	Upgrade all the community buildings	150
Hometown Hero - Scowned Bakery	Upgrade the bakery by reaching level 10 in the Culinary Career	12
Hometown Hero - Dewey Discount Books	Upgrade the bookstore by reaching level 3 in the Bookstore Clerk part-time job	25
Hometown Hero - City Hall Building	Upgrade the City Hall building by reaching level 10 in the Political career	25
Hometown Hero - A Million Monkeys Journalism HQ	Upgrade the corporate tower by reaching level 10 in either the Business or Journalism career	25
Hometown Hero - Paragon Personal Private Charity Warehouse	Upgrade the warehouse by reaching level 10 in the Criminal career	25
Hometown Hero - Happy Go Luxury Spa	Upgrade the day spa by reaching level 3 in either the Receptionist or Spa Specialist part-time job	25
Hometown Hero - EverFresh Delights Grocery	Upgrade the grocery store by reaching level 3 in the Grocery Store Clerk part-time job	25
Hometown Hero - Sacred Spleen Surgical Headquarters	Upgrade the hospital by reaching level 10 in the Medical career	25
Hometown Hero - Specter Family Mausoleum	Upgrade the mausoleum by reaching level 3 in the Mausoleum Clerk part-time job	25
Hometown Hero - Camp Gnome Military Depot	Upgrade the military base by reaching level 10 in the Military career	25
Hometown Hero - Moonlight Bay Police Department	Upgrade the police station by reaching level 10 in the Law Enforcement career	25
Hometown Hero - Little Corsican Bistro	Upgrade the bistro by reaching level 10 in the Culinary career	13
Hometown Hero - Community School for the Gifted	Upgrade the school by getting on the Honor Roll with a child or teen Sim	25
Hometown Hero - Landgraab Advanced Research Facility	Upgrade the science lab by reaching level 10 in the Science career	25
Hometown Hero - Moonlight Bay Memorial Stadium	Upgrade the stadium by reaching level 10 in the Athletic career	25
Hometown Hero - Snyder Community Theater	Upgrade the theater by reaching level 10 in the Music career	25
How You Doin'?	Learn the Charisma skill	5
I Am Become Death	Go through the death of 10 household Sims	75
I Double Dare Ya	Explore the mausoleum after dark	25
Illustrious Author	Get level 10 Writing and Painting skills	100
International Super Spy	Get to level 10 of the Spy branch of the Law Enforcement career	100



Name	Description	Challenge Points
It's a Date	Go on a date	20
Jack of All Trades	Reach level 5 in four different careers	100
Johnny Appleseed	Obtain a seed and plant it	25
Leader of the Free World	Get to level 10 of the Political career	100
Leet Skillz	Complete any 10 Skill Journal Milestones	75
Living in the Lap of Luxury	Get a family net worth of 100,000 Simoleons	100
Mad Skillz	Complete any 2 Skill Journal Milestones	25
Make It Rain	Get a raise	10
Master Architect	Build a home of at least \$350,000 property value on a large lot	50
Master of the Arts	Get level 10 Guitar and Painting skills	100
Master Thief	Get to level 10 of the Thief branch of the Criminal career	100
Matchmaker	Start 5 romantic relationships	50
Mightier Than the Sword	Write one book of each genre	50
Mightier Than the Sword - Autobiography	Write an Autobiography	10
Mightier Than the Sword - Children's	Write a Children's novel	10
Mightier Than the Sword - Drama	Write a Drama novel	10
Mightier Than the Sword - Fantasy	Write a Fantasy novel	10
Mightier Than the Sword - Fiction	Write a Fiction novel	10
Mightier Than the Sword - Historical	Write a Historical novel	10
Mightier Than the Sword - Humor	Write a Humor novel	10
Mightier Than the Sword - Masterpiece	Write a Masterpiece	10
Mightier Than the Sword - Mystery	Write a Mystery novel	10
Mightier Than the Sword - Non-Fiction	Write a Non-Fiction novel	10
Mightier Than the Sword - Romance	Write a Romance novel	10
Mightier Than the Sword - Satire	Write a Satire novel	10
Mightier Than the Sword - Science Fiction	Write a Science Fiction novel	10
Mightier Than the Sword - Trashy	Write a Trashy novel	10
Mightier Than the Sword - Vaudeville	Write a Vaudeville novel	10
Miracle Worker	Complete 1,000 wishes	150
Movin' On Up	Move into a new home	75
No More Diapers!	Potty train a child	25
No More Skinned Knees!	Teach a child to walk	25
Not Dead Yet	Resurrect a Sim	25
Not Twice, But 10 Times	Complete 10 Opportunities	50
Once a Parent, Always a Parent	Welcome a child into the family	50
Opportunity Knocks	Complete an opportunity	10
Partners in Crime	Become a partner of the Paragon Personal Private Charity Warehouse	25
Perfect Mind, Perfect Body	Get level 10 Logic and Athletic skills	100
Periodically on Sale	Buy a book from the bookstore during a sale	10
Power Overwhelming	Unlock every Good Karma Power by purchasing them with Challenge Points	250
Professional Author	Earn 4,000 Simoleons per week on royalties	100
Professional Opportunist	Complete 20 career opportunities; repeated opportunities are a-okay	100
Pyromaniac	Get an insurance check for over \$15,000 after using the Fire Storm Karma Power	100
Renaissance Sim	Get level 10 in 3 different skills	100
Rock Star	Get to level 10 of the Rock branch of the Music career	100
Shotgun Wedding	Marry a pregnant Sim or get married while pregnant	25
Sit Back and Relax	Get a spa treatment at the day spa	15
Skilled	Get to level 10 in every skill	150
Skilled - Athletic	Reach level 10 Athletic	15
Skilled - Charisma	Reach level 10 Charisma	15
Skilled - Cooking	Reach level 10 Cooking	15
Skilled - Fishing	Reach level 10 Fishing	15
Skilled - Gardening	Reach level 10 Gardening	15
Skilled - Guitar	Reach level 10 Guitar	15
Skilled - Handiness	Reach level 10 Handiness	15
Skilled - Logic	Reach level 10 Logic	15



Name	Description	Challenge Points
Skilled - Painting	Reach level 10 Painting	15
Skilled - Writing	Reach level 10 Writing	15
Skilled Opportunist	Complete 25 skill opportunities	100
Socialite	Attend 15 total town events	50
Star Anchor of the Evening News	Get to level 10 of the Journalism career	100
Steel Sous Chef	Prepare every recipe perfectly	100
Steel Sous Chef - Ambrosia	Prepare Perfect Ambrosia	10
Steel Sous Chef - Angel Cake	Prepare Perfect Baked Angel Food Cake	10
Steel Sous Chef - Autumn Salad	Prepare Perfect Autumn Salad	5
Steel Sous Chef - Burger	Prepare Perfect Hamburger or Veggie Burger	5
Steel Sous Chef - Carbonara	Prepare Perfect Goopy Carbonara	5
Steel Sous Chef - Cheesesteak	Prepare Perfect Cheesesteak	5
Steel Sous Chef - Cobbler	Prepare Perfect Cobbler	5
Steel Sous Chef - Cookies	Prepare Perfect Cookies	5
Steel Sous Chef - Dim Sum	Prepare Perfect Dim Sum	10
Steel Sous Chef - Eggs	Prepare Perfect Eggs Machiavellian	5
Steel Sous Chef - Fish and Chips	Prepare Perfect Fish and Chips	5
Steel Sous Chef - French Toast	Prepare Perfect French Toast	5
Steel Sous Chef - Grilled Cheese	Prepare Perfect Grilled Cheese	5
Steel Sous Chef - Grilled Salmon	Prepare Perfect Grilled Salmon	5
Steel Sous Chef - Hot Dogs	Prepare Perfect Hot Dogs or Tofu Dogs	5
Steel Sous Chef - Key Lime Pie	Prepare Perfect Key Lime Pie	5
Steel Sous Chef - Lobster	Prepare Perfect Lobster Thermidor	10
Steel Sous Chef - Mac and Cheese	Prepare Perfect Mac and Cheese	5
Steel Sous Chef - Pancakes	Prepare Perfect Pancakes	5
Steel Sous Chef - Parfait	Prepare Perfect Fruit Parfait	5
Steel Sous Chef - PB&J	Prepare Perfect Peanut Butter and Jelly	5
Steel Sous Chef - Ratatouille	Prepare Perfect Ratatouille	5
Steel Sous Chef - Spaghetti	Prepare Perfect Spaghetti or with Veggie Sauce	5
Steel Sous Chef - Steak	Prepare Perfect Tri-Tip Steak	5
Steel Sous Chef - Stu Surprise	Prepare Perfect Stu Surprise	5
Steel Sous Chef - Stuffed Turkey	Prepare Perfect Stuffed Turkey	5
Steel Sous Chef - Sushi	Prepare Perfect Sushi	5
Steel Sous Chef - Waffles	Prepare Perfect Waffles	5
Stylizer	Design 20 styles using Create a Style	50
Super Popular	Have 20 friends	100
Superstar Athlete	Get to level 9 of the Athletic career	100
Surrounded by Family	Raise 5 babies to teens	100
Swimming in Cash	Have 50,000 Simoleons in cash	100
Table for Two	Go out to eat at the restaurant with someone	15
Teenage Rebel	Sneak out after curfew 10 times with a teen or child Sim	15
That New Car Smell	Buy a car	10
The Big Proposal	Get engaged	50
The Culinary Librarian	Learn all recipes	100
The Emperor of Evil	Get to level 10 of the Evil branch of the Criminal career	100
The Perfect Garden	Grow 8 different kinds of Perfect plants	100
The Perfect Private Aquarium	Have 13 different kinds of Perfect fish displayed In fishbowls	100
The Reviler	Become a public menace	50
The Reviler - Ahh, Regret	Return a stolen object	5
The Reviler - Big Ol' Meanie	Be mean 10 times	10
The Reviler - Public Enemy	Become enemies with 15 Sims	25
The Reviler - That's My Candy!	Steal candy from a baby 5 times	25
The Reviler - Thief!	Steal 20 things with a kleptomaniac Sim	15
The Tinkerer	Get level 10 Logic and Handiness skills	100
The Tourist	Take every tour	25
The Tourist - City Hall	Take a tour of City Hall	5



Name	Description	Challenge Points
The Tourist - Military Base	Take a tour of the military base	5
The Tourist - Science Center	Take a tour of the science center	5
The Tourist - Theater	Take a tour of the theater	5
This Is so Meta	Experience the Meta	25
This Is so Meta - Meta Gaming	Play video games for 10 hours	15
This Is so Meta - Meta Watching	Watch TV for 10 hours	10
True Wealth	Gain 250,000 Lifetime Happiness on one Sim	150
Uberchallenging	Complete 150 Challenges	150
Ultimate Wish	Complete a non-Lifetime-Wish worth 1,000 Lifetime Happiness Points or more	100
Very Challenging	Complete 100 Challenges	100
What Goes Around	Use a Karma Power	15
Wishful Thinker	Complete 10 wishes	10
Wish-Master	Complete 100 wishes	50
Wish-Monger	Complete 50 wishes	25
WooHoo!	Make WooHoo	50
Working Friends	Become best friends with your boss and all of your co-workers	75
World-Renowned Surgeon	Get to level 10 of the Medical career	100
You Never Forget Your First	Have a first kiss	50

## Challenge Shop

The Challenge Points earned by completing these tasks and objectives can then be spent inside the Challenge Shop. To enter the Challenge Shop, look at the list of Challenges and then press the button associated with the shop itself. The available inventory of the shop rewards then pops up in a new menu. Here, you can scroll down the list of purchasable shop rewards. The rewards include goodies like new objects, Karma Powers, and Sim apparel only available through the Challenge Shop.

### NOTE

For additional information on the objects you unlock in the Challenge Shop, please check out the Object Catalog chapter.

## CHALLENGE SHOP

Challenge Reward Name	Cost	Description	Reward Objects/Outfits
The Future-Perfect Bathroom Collection	300	You will have experienced unknown levels of ergonomic perfection shortly after having bought these bathroom amenities for your home.	Future-Perfect Bio-Waste Receptacle, Future-Perfect Continuous Water Basin, Future-Perfect Tension-Soothing Bath with Shower,
The Future-Perfect Bedroom Collection	300	The ultimate in design-by-committee comfort and aesthetics will have enabled prescient dreams after just three nights of sleep.	Alpha Sleeping System by Future-Perfect Industries, Omega Table by Future-Perfect Industries, Clothing Container by Future-Perfect Industries
The Future-Perfect Kitchen Collection	350	You will have the perfect kitchen to make the perfect foods when you have purchased these appliances.	NordiChop, EmpireLine Microwave, Perfecto Presto!, Excessinator Stove
The Future-Perfect Study Collection	300	You will have experienced unknown levels of ergonomic perfection shortly after buying these study amenities for your home.	Future-Perfect Office Desk, Future-Perfect Office Chair, Ruby 3000
Create a Sim Fun Set	45	Show just how fun and zany your Sim can be with these kitschy clothes and accessories.	X-Ray Specs, Bowler Hat, Fedora Hat, Waxed Mustache, Bandana, Fuzzy Boots
Friendship, Death Shirts, and Hoodies	5	Unlocks the friendship and death shirts in Create a Sim!	Various friendship- and death-themed shirts and hoodies
Vroom Vroom!	350	Some say you can impress others just by driving the right kind of car. Put that theory to the test with these two sports cars.	Vorn Stallion, Montalcino Fandango SE
Fireplace Pack	150	Your Sims will enjoy a warm heart near these warm hearths.	Jubilee, Inferno's Fireplace, A Very Civilized Fire
Elegant Splash	175	Contains three fountains for Sims to enjoy.	VIP Fountain, Hedge Your Bets Fountain, Mirror to the Undersea World, The Water Breathing Dragon
Karma Boost	500	Earn extra karma with each wish completed!	Earn +1 extra Karma Point with each completed wish
Supplementary Karma	500	Earn more karma with each wish completed!	Earn +1 extra Karma Point with each completed wish
More Karma	500	Earn supplementary karma with each wish completed!	Earn +1 extra Karma Point with each completed wish
Lawn Décor	75	The lawn yearns for more than just grass. Spruce it up with these fun items.	Mysterious Mr. Gnome, Lawn Penguin, Stately Flagpole
Lovely Lights	125	New lighting for within and without the house.	The Sandy Ceiling Light, The Petite Four Chandelier, Simply Radiant Pendant Lamp by Practically Fancy, Dependable Little Light, Francois' Table Lamp, Petite Pagoda, Laissez-faire Light Post, Laissez-faire Light Post Extended Version, Far East Fire Hazard, Hard Knocks Streetlight

Challenge Reward Name	Cost	Description	Reward Objects/Outfits
Roofing	50	Enjoy these new tiles for your home.	Corrugated Metal Roof – Burnt Red, Corrugated Metal Roof – Red, Corrugated Metal Roof – Midnight (blue), Corrugated Metal Roof – Deep Jade, Corrugated Metal Roof – Yellow, Scalloped Roof – Burnt Red, Scalloped Roof – Red, Scalloped Roof – Midnight (blue), Scalloped Roof – Deep Jade, Scalloped Roof – Yellow, Wood Shingles – Gray, Slate – Midnight (Blue), Slate – Burnt Red, Slate – Deep Jade, Slate – Red, Slate – Yellow
Panda and Friends	75	It's panda-monium in this toddler bedroom set. Playful and always with a posse of friends, pandas will not only keep toddlers occupied, they will also keep any bamboo infestations in check.	Tower of Much Knowledge, Panda Crib, Tiny Tyke Dresser, Little Tyke Dresser, The Palmer Floor Lamp, Branching Bird Wall Lamp, Panda Mirror, Best of Friends, The Happy Elephant, Giraffe Measurer, Panda Toybox, Sparkle's Trashcan
Painting and Poster Pack	125	Walls need more than paint or wallpaper. This collection of posters and paintings will make any wall happy.	Drama Movie Poster, Noir Movie Poster, Baylee the Bunny Cupid, Love to the Fourth Power, Love in Darkness, Overjoyed with Love, Golden Woman of Prosperity, Ironic Clown by Angelo, Surreal Grilled Cheese Painting, Beautiful Forest by Pigula Photography, Eternal Life, Playful Pandas, The Royal Wedding Tapestry, Rue de Rodiek
City Hall Career Outfits	100	Unlock career outfits from the Political career in Create a Sim.	Career-related outfits and/or hats
Criminal Career Outfits	100	Unlock career outfits from the Criminal career in Create a Sim.	Career-related outfits and/or hats
Hospital Career Outfits	100	Unlock career outfits from the Medical career in Create a Sim.	Career-related outfits and/or hats
Military Career Outfits	100	Unlock career outfits from the Military career in Create a Sim.	Career-related outfits and/or hats
Police Career Outfits	100	Unlock career outfits from the Law Enforcement career in Create a Sim.	Career-related outfits and/or hats
Culinary Career Outfits	100	Unlock career outfits from the Culinary career in Create a Sim.	Career-related outfits and/or hats
Science Career Outfits	100	Unlock career outfits from the Science career in Create a Sim.	Career-related outfits and/or hats
Professional Sports Career Outfits	100	Unlock career outfits from the Athletic career in Create a Sim.	Career-related outfits and/or hats
Music Career Outfits	100	Unlock career outfits from the Music career in Create a Sim.	Career-related outfits and/or hats
Service Clothes	200	Have fun dressing up as the pizza delivery person, mail carrier, paper boy (or girl!), and others with this set for Create a Sim.	Service Sim outfits and hats
Statue Set	200	This set of varied statues contains the final touches that your home is looking for.	The Politician's Rock, The Scholar's Rock, A Show of Force, Galley de Orleans, Phillippe of Aznac, Gloria, Alexia Full of Hair, Graveyard Statue, Pan the Satyr, Statue of Cupid in Flight
Steampunk	125	Steampunk captures the golden age of adventure where gunslingers battled evil on horseback, wielding their clockwork laser shooters. Whether for your home or your closet, this set marries the romance of the Wild West with the excitement of technology.	Open Gears Wall Clock, Gearbuster Door, Dulcinea Guitar, Galileo's Observer, The Gilded Window, Anachronism VCT, Blown Away with Frame
Steampunk the Return	150	During the age of lasers and steam-powered trains, there were mechanical high-end personal "electronics." Glory in the power of clockwork!	Model Simoetrope, Greaves' Writing Set, The Benet Phonograph, Stelevision Model V1
The Asian Arcade	200	This set of Asian-influenced furniture is what is needed to help your rooms achieve perfect feng shui.	Posture-Perfect Bookshelf, Dragon Dresser, General's Column, Far-Out Far Eastern Column, Dynamic Dynasty Dining Table, Anxious End Table, Quaint Coffee Support Structure, Great Wall Bed from Dynasty Industries, Perfect Shui Dining Chair from Feng Shui Designs, Practically Yours, The Proper Loveseat
The French Exhibition	200	This set of French-inspired home decor will add an elegant touch of class to any home.	Shuttered Window – Closed, Shuttered Window – Open, Lattice Window, Bonjour et Adieu!, Class-E Bookcase, Admire Moi Mirror, Ivy Covered Column, The Juspresso XTi-French Beverage Maker, Dining Table du Jour, Le Petit Table, Dinner Party Perfect Chair, The Cradle of Civilization, Simple Elegant Seating, Delicious Slumber Bed, Le Grand Amour Park Bench
The Sultan's Studio	200	Exotic furniture from half a world away awaits to bring its ancient aesthetic into your home.	Sultan's Throne by Scarab Corp, Great Dresser of Neezer, The Shade-a-Plenty Awning, The Shade-a-Plenty Awning XL, Antique Drape, Pharaoh's Feasting Feaster, End of the Line End Table, Nosylla's Half-Caf Coffee Table, The Coffee Sarcophagus Coffee Table, Fit for a King(size), The Chair of Amon, Stone Seat from Tomb Dining Inc., The Regal Rester, The Sultan's Sofa, Umbrella Sculpture
Ultra Lounge Living Set	250	Renovate your home with this new set of postmodern furniture that can bring any dull living room back to life.	L4 Bookshelf, Cushy Cushion Chair, Double-Striped Wall Clock, Colossal Curtain, Secrecy Curtain, Mostly Square Table Light, Three of a Kind Wall Lamp, Cushy Cushion Loveseat, Made for Two Loveseat, Elegant Swirls Lite, Elegant Swirls Wide, Tropical Leaves of Repose, Cushy Cushion Sofa, Theo's Contempo Coffee Table, Theo's Contempo End Table, Super Sim Television DLX, Overly General Dining Chair
Collection Helper	500	The Collection Helper is an invaluable tool that helps collectors identify collectables as well as find them in Live Mode.	Collection Helper
Moodlet Manager	400	Get your mood in order with the Moodlet Manager. Remove negative moodlets to prevent any ongoing bummers.	Moodlet Manager



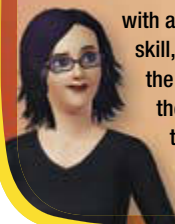
Challenge Reward Name	Cost	Description	Reward Objects/Outfits
Body Sculptor	500	Get the body you want with absolutely no effort!	Body Sculptor
RVX2K Teleporter from Landgraab Industries	350	Need to get somewhere quick? With sophisticated technology that is years ahead of its time (literally, we don't know where it came from), the RVX will safely whisk you to wherever you desire!	RVX2K Teleporter from Landgraab Industries
Food Replicator	500	Input your favorite recipes into Food Replicator, and watch as it scientifically bends the atoms of air into your favorite dish! To do this, simply take your favorite premade meal and choose to store it in the Food Replicator.	Food Replicator
Ultra Lounge Outdoor Set	250	Renovate your home with this new set of postmodern furniture that can bring any dull outdoor area back to life.	Posture Glass Double Door, Cubic Square Door, Division Fence, Division Fence, Division Fence, Division Gate, Division Gate, Division Gate, Division Double Gate, Division Double Gate, Division Double Gate, Protective Fence, Protective Fence, Protective Fence, Protective Fence, Protective Fence, Protective Fence, Cube of Light, Light in a Can, Standardizing Standards Loveseat, Shrub of Tranquility, The Insulator Bay Window, The Insulator
Karma Power: Divine Intervention	300	This divine power lets you turn a ghost back into a living Sim!	Karma Power: Divine Intervention
Karma Power: Good Times	150	The Good Times power removes all bad feelings from a Sim.	Karma Power: Good Times
Karma Power: Stroke of Genius	150	For one day, your Sim will be a sponge for knowledge and skill.	Karma Power: Stroke of Genius
Karma Power: Get Lucky	300	For half a day, your Sim will be super lucky!	Karma Power: Get Lucky
Karma Power: Fire Storm	100	Rain fire and gemstones from the skies!	Karma Power: Fire Storm
Karma Power: Giant Jackpot	200	Money doesn't grow on trees, but you can create it out of thin air with this power.	Karma Power: Giant Jackpot

## Skills

Sims are addicted to learning. Sims can eventually master a variety of skills, from writing to playing the guitar to DIY home repairs. Learning a skill is a good way to further shape a Sim's personality, especially if the skill is aligned with a specific trait, such as the Gardening skill and the Green Thumb trait. Skills are also a great way for Sims who do not

### BROWNIE BITES

Few of these skills exist in a vacuum. Some of them are intertwined enough that developing one can help developing another. Consider fishing and gardening. Caught fish can be used as fertilizer when growing harvestables. Catching higher-level and quality fish improves those harvestables. And let's not enough stop there. High-quality fish caught by developing the Fishing skill can be used to create great dishes with an advanced Cooking skill, which in turn boosts the mood of everybody in the household. See how the ecosystem here works?



want a traditional career to make money and contribute to the household. Some skills can also be treated as part-time jobs, like growing harvestables or working on a novel.

### Development

Any Sim can learn any skill—all it takes is a commitment and a drive to be the best. Some traits help a Sim master a skill sooner or at least more efficiently. For example, the Bookworm trait lets Sims read faster, which helps speed the process of learning from books.

Use these tips to speed up or maximize time spent developing skills:

- ◆ Some skills can be first learned by reading a book or taking a class, which gives you a full level boost. Learn the first few levels of a skill by doing. When the levels are getting harder to attain, attend a class or pick up a book. You will reduce the time required to reach that next level.
- ◆ Use public equipment whenever possible to save money early in your Sim's life. The Athletic skill, for example, is improved by using gym equipment.
- ◆ Sims learn a little faster when they are in a good mood, so do things that give Sims positive moodlets before and while trying to master a skill. For example, learning the Logic skill by playing chess at the park can give your Sim the Comfy and Beautiful Park moodlets.

- ◆ Cheap equipment can slow skill development. At first you may only be able to afford a cheap stove, for example. But when you can afford it, trade up. Your Sim will learn a little faster.

### Skill Journal

Sims don't start out with any skills. When a skill is first learned, it is added to the Skill section of the Status Panel. This new entry in the Sim's Skill Journal tracks the development of the skill. This journal page in the Status Panel charts more than current skill level, though. Skills that produce tangibles, such as Writing or Painting, have each created work logged in the journal. Other journal entries track time spent doing various activities associated with the skill.

The Skill Journal also details Skill Milestones, which are specific titles bestowed on a Sim who completes a set of requirements. When Sims complete a Skill Milestone, they are rewarded with a special benefit. The journal takes the guesswork out of each challenge because the requirements are expressly detailed.

### NOTE

The Skill Milestones and the requirements for achieving each title are included with each skill listing in this section.



## Athletic



Feel the burn! Develop the Athletic skill to positively affect your Sim's health in a variety of ways, from body shape to longevity. There are two types of exercise: strength and cardio. Using the weights improves muscle definition, while cardio drops pounds.

**Acquire by:** Take Athletic Class, Use Exercise Equipment, Swim, Workout with TV, Workout with Stereo

**Development tools:** Shut-In Treadmill, Exercise Queen, Pool, TV, Stereo

### Development Benefits

Developing the Athletic skill is essential for the Professional Sports career, but it's also useful for the Law Enforcement and Military careers. If Sims want to excel at work, they must hone this skill on home equipment, at the gym or pool, or on the machines at the stadium. Sims also can exercise at home with the TV or a stereo, but the workout is not as effective as one with dedicated equipment. The higher the Sim's skill, the longer they can exercise without earning the Fatigued moodlet.

Here are the benefits of developing the Athletic skill:

**Level 1:** As soon as Sims hit the first level of this skill, they can choose to jog to locations as exercise.

**Level 3:** Sims can earn the Pumped moodlet from extended workouts once they reach level 3.

**Level 5:** Once Sims reach level 5 of the development ladder, they also run faster when directed around town on foot via the Go Here interaction.

**Level 6:** At level 6, athletic Sims learn the Train interaction, which lets them help other Sims improve their Athletic skill. It requires an exercise machine. When another Sim is getting trained by a level 6 athlete, the exercising Sim loses weight and gains Athletic skill faster than if they were exercising alone.

As the Athletic skill is developed, Sims earn new "tones" for workouts. These special tones modify a workout, which can lead to earning or avoiding certain moodlets. The Don't Break a Sweat tone is good for minimizing the amount

of Hygiene decay so the Grungy moodlet doesn't kick in as soon. Use these tones to get the best possible workout for the current situation:

**Don't Break a Sweat (Level 1):** Bad Hygiene is a real problem with extended workouts. Use this tone to work out without a heavy Hygiene decay.

**Good Pacing (Level 3):** Good Pacing lets you increase the length of a workout before the Fatigued moodlet takes effect.

**Push Self (Level 5):** Use Push Self to increase the speed of building muscle, dropping pounds, and gaining skill. However, after Push Self is used, Sims wake up with the Sore moodlet.

**Quick Burst (Level 7):** Quick Burst allows your Sim to get a lot of body shape change and skill much faster than usual, but the Sim gets fatigued and sore much more quickly as well. Working out with other tones until fatigued will always yield more skill and body shape change than working out until fatigued using Quick Burst, but Quick Burst gives you faster skill gains.

### Skill Milestones

◆ **Body Builder:** Body Builders have dedicated at least 60 hours to strength workouts. This dedication pays off, because they are never fatigued after strength workouts.

◆ **Marathon Runner:** Marathon Runners must run at least 500 kilometers before they earn this title. However, accomplishing this incredible feat guarantees them a longer, healthier life.

◆ **Fitness Nut:** Fitness Nuts have spent 75 hours focusing on cardio workouts. All that time experiencing the burn means they are no longer fatigued after cardio workouts.

### Charisma



Everybody knows someone who can breeze into a room, seamlessly enter any conversation, and suddenly become the focal point. The key to such feats is Charisma. This skill is essential for Sims who want to effectively socialize. Tuning this skill unlocks new social interactions that simplify befriending other Sims and developing meaningful relationships.

**Acquire by:** Take Charisma Class, Read Charisma Manual, Practice Speech in a Mirror

**Development tools:** Books, Socials, Mirror, Parties

### Development Benefits

Enhancing the Charisma skill opens exciting new avenues of conversation and a special social that guarantees a smooth recovery from any conversational snafus. However, developing the skill requires more than just taking a class and then practicing your charismatic moves with a book or by talking into the mirror. It requires making friends and maintaining relationships during the course of the skill development. Each level of the skill requires a specific number of friends and relationships. Without these connections, you cannot advance up the skill tree, no matter how long you practice that wolfish grin in the mirror.

Here are the number of friends and relationships required to develop the Charisma skill:

### CHARISMA – DEVELOPMENT

Level	Req. Friends	Req. Relationships
1	0	0
2	0	2
3	1	3
4	2	4
5	3	6
6	4	8
7	5	10
8	6	15
9	8	20
10	10	25



Sims who develop the Charisma skill increase the effectiveness of social interactions at work, such as Meet Co-Workers or Suck Up to Boss.

Whenever you use a positive social, the Charisma skill gets a little boost.

Charismatic Sims get additional greetings that start a conversation right, such as Amusing Introduction and Friendly Introduction. These greets are more potent than regular greets. As the skill develops, more greet modifiers appear that increase the social weight of the greeting and can steer the conversation. Here are the modified greetings with each advancing level:



## CHARISMA – GREETINGS

Level	Greet Modifier	Type of Greet
1	Friendly	Friendly
2	Amusing	Funny
3	Interesting	Impressive
4	Flirty	Romantic
5	Affectionate	Romantic
6	Funny	Funny
7	Impressive	Impressive
8	Hilarious	Funny
9	Loving	Romantic
10	Hot	Romantic

Three special socials unlock as you develop the Charisma skill. Once you reach a specific level, you learn these new socials:

**Get to Know (available as soon as skill is started):** This social helps with discovering the traits and interests of other Sims. Once learned, this social becomes more powerful as the Sim approaches level 10 of the skill. Eventually, there is no possibility of rejection when inquiring about traits and interests.

**Charming Introduction (Level 1):** Sometimes, introductions are the toughest part of the conversation. Sims with high Charisma levels become more adept at introductions, as seen by the modified greets. Once charismatic Sims reach level 10, their Charming Introduction rockets them into Friend status right away.

**Smooth Recovery (Level 5):** Oops. You said the wrong thing. If you have the Smooth Recovery social, you can try to revive the conversation. It may not always work, but as the skill nears level 10, the chance of success increases.

### Skill Milestones

**Celebrity:** Celebrities are Acquaintances with at least 25 local Sims. Celebrities build relationships faster because of a hefty starting relationship bonus.

**Personable:** Personable Sims have learned at least 50 traits of their friends and neighbors. They learn traits more quickly when conversing with new people.

**Super Friendly:** Super Friendly Sims can honestly say they have at least 20 Friends. It seems like an impossibly large number of relationships to juggle, but for Super Friendly Sims, friendships never decay.

**Everybody's Best Friend:** To be Everybody's Best Friend, have at least 10 Best Friends. Your Friends skip Good Friend and jump immediately to Best Friends.

**Comedian:** Comedians have successfully told 100 jokes, which amounts to quite

a few laughs. Jokes told by Comedians rarely fall flat.

## Cooking



Save for using the bathroom and sleeping, no activity is more crucial to a Sim than eating. Food is a central part of every Sim's life, so having a Sim around who can actually cook is a boon to everybody's mood. However, very few Sims are awesome in the kitchen right away—even those with the Natural Cook trait. Cooking must be practiced. It's hard work, but it has great rewards. Very few things offer a pick-me-up quite like a good meal.

**Acquire by:** Class, Prepare Meals, Read Cookbook

**Development tools:** Books, Meal Preparation Interactions, Foodstuffs, Recipes

### Development Benefits

Sims must eat to survive. At first, Sims have access to just a handful of recipes, but can also just grab quick meals out of the fridge. Quick meals have zero prep time, are eaten quickly, and reduce Hunger. However, quick meals and snacks do not help develop the Cooking skill, nor can they be served to groups of Sims like a full meal.

### TIP

Ditch the cheap stove as soon as possible so you stop getting the Uneven Cooking moodlet. Plus, more expensive stoves help with both the speed of preparing a recipe and the quality of the end result.

The shortcomings of quick meals make developing the Cooking skill so important. Not every member of a household needs to excel at the skill, but a general acquaintance with it is very useful. Prepared meals build the Cooking skill while being made, can serve groups of Sims, and if made well can improve mood.

### Quality of Food

As the Sim develops the skill, the food they make improves. The more recipes learned also improves the variety of dishes served, which

has a positive effect on every Sim who eats them. When a Sim first tries to cook a recipe, there is a good chance they will fail and create a disgusting version of the dish. It is still edible, but it hits Sims with a negative moodlet. A recipe's quality is affected by the Sim's level of Cooking skill and the number of times they've cooked the dish. Eventually, a dish the Sim once botched will provide great happiness, inspiring moodlets such as Good Meal and Amazing Meal.

### TIP

Recipes that use harvestables grown by a Sim with the Gardening skill also use the quality of the harvest to determine the quality of the meal. The better quality the harvestable, the better the meal.

### Recipes Learned

Two types of recipes are opened by developing the Cooking skill: learned recipes and acquired recipes. Learned recipes are purchased in the bookstore, but cannot be opened until the skill reaches a specific level. The acquired recipes are those automatically gifted when the Sim reaches a specific cooking level.

### TIP

Sims can also learn recipes by watching the cooking channel on expensive televisions.

## LEARNED RECIPES

Recipe Name	Level Req.
Autumn Salad	0
Waffles	0
Mac and Cheese	0
Pancakes	1
Peanut Butter and Jelly	1
Hot Dogs	1
Goopy Carbonara	2
Grilled Cheese	2
Spaghetti	4
Sushi Roll	4
Stu Surprise	5
Hamburger	6
Key Lime Pie	7
Grilled Salmon	8
French Toast	9
Dim Sum	9
Lobster Thermidor	10

## ACQUIRED RECIPES

Recipe Name	Level Req.
Ratatouille	1
Fish and Chips	3
Cookies	3
Fruit Parfait	4
Cheesesteak	5
Cobbler	6
Eggs Machiavellian	7
Tri-Tip Steak	8
Stuffed Turkey	9
Baked Angel Food Cake	10
Ambrosia	10

### NOTE

All recipes are tracked in the Cooking Skill Journal, including the number of times each recipe has been made.

### TIP

At level 10 of the Cooking skill, you can learn the coveted Ambrosia recipe. This special recipe requires Life Fruit and Death Fruit. If Ambrosia is made properly, eating it will extend your Sim's life a little during the current age.

### Skill Milestones

**Star Chef:** Star Chefs have prepared at least 50 meals, so they clearly know their way around the kitchen. The dishes they prepare are higher quality and thus more pleasing.

**World-Class Chef:** World-Class Chefs have prepared at least 75 dishes and are masters of the kitchen. World-Class Chefs prepare meals significantly faster.

**Menu Maven:** Menu Mavens have learned to prepare all recipes. Recipes are earned by improving the Cooking skill and can be purchased at the bookstore. Menu Mavens prepare higher quality food.

## Fishing



The Fishing skill is good for three things: Keeping food on the table, earning money, and relaxing. Sims with the Angler trait have a head start on other Sims who pick up a rod and reel, but any Sims can take a class to advance the Fishing skill or just plop a bobber in the water and start learning through experience.

**Acquire by:** Take Fishing Class, Read Fishing Book, Fishing

**Development tools:** No tools needed

### Development Benefits

The Fishing skill begins either by taking a class or just going out to a body of water and using the Fish interaction. Once the Fishing skill is under way, the skill increases either by continued reading or continued fishing. Just having a hook under the surface is enough to develop the skill, but this is a slow way to

learn. The skill actually gets a bump when you catch a fish. And the bigger the fish, the bigger the skill bump.

### TIP

Certain traits in addition to Angler affect the Fishing skill. Loves the Outdoors Sims get great moodlets from just being outside and fishing. Hates Outdoors, Easily Bored, or Clumsy dampen the ability to catch fish.

When a fish is hoisted out of the water, the Sim holds it up and the weight of the fish is automatically logged in the Skill Journal. If it's a new type of fish, that is also noted.

Once the Sim reaches level 3 with the Fishing skill, they can choose the Bait interaction at the water's edge to use a specific type of bait while fishing. Bait is essential if a Sim hopes to catch more than just the basic fish. Gaining levels also unlocks the ability to catch certain fish. However, just unlocking a type of fish does not guarantee actually catching it.

Using any bait slightly increases the chance of catching all fish. It also drastically increases the chance of catching the fish that loves that specific bait type. Higher quality bait tends to catch bigger fish, but only for fish that specifically like that bait. So use Perfect bait to catch the biggest fish. You also can use bait to catch fish that are somewhat higher level than your Sim's Fishing skill. Sims can catch fish up to 3 levels higher than their skill by using the right bait, although it will be harder to catch those fish until the Sim has the higher skill.

Each fish has one favorite type of bait, and you should use that bait to catch that fish. Here is a table with the bait that each type of fish prefers:

## FISHING

Fish	Skill Level Req	Commonality	Locations Found	Preferred Bait	Min weight	Max weight	Value at min weight	Value at max weight	Skill Points for Catching
Minnow	0	Common	Lakes, Ocean	Apple	0.1	0.5	5	11	120
Anchovy	0	Common	Ocean	Tomato	0.1	0.5	5	11	120
Goldfish	1	Common	Lakes	Lettuce	0.1	2	6	16	132
Alley Catfish	1	Uncommon	Lakes, Ocean	Cheese	0.1	5	6	20	132
Jellyfish	2	Common	Ocean	Grapes	0.1	10	8	19	140
Rainbow Trout	2	Common	Lakes	Egg	1	10	9	18	140
Red Herring	3	Common	Lakes, Ocean	Hot Dogs	1	10	5	5	160
Tuna	3	Common	Ocean	Onion	2	40	11	25	160
Piranha	4	Uncommon	Lakes	Watermelon	5	15	14	30	185
Tragic Clownfish	4	Uncommon	Laes, Ocean	Bell Pepper	5	40	13	32	185
Siamese Catfish	5	Common	Lakes, Ocean	Minnow	3	25	14	41	220
Blowfish	5	Uncommon	Ocean	Potato	5	40	13	47	220
Salmon	6	Common	Ocean	Lime	10	50	14	45	255
Black Goldfish	6	Common	Lakes	Goldfish	5	25	16	49	255





Fish	Skill Level Req	Commonality	Locations Found	Preferred Bait	Min weight	Max weight	Value at min weight	Value at max weight	Skill Points for Catching
Shark	7	Uncommon	Lakes, Ocean	Red Herring	1	150	7	70	295
Swordfish	7	Common	Ocean	Anchovy	20	60	17	60	295
Angelfish	8	Uncommon	Lakes, Ocean	AlleyCatfish	2	60	21	85	340
Vampire Fish	8	Rare	Graveyard	Garlic	25	80	55	225	1,000
Robot Fish	9	Rare	Science Facility	Piranha	250	1,000	50	275	1,000
Lobster	9	Common	Lakes, Ocean	Tuna	5	50	25	120	400
Deathfish	10	Rare	Graveyard	Angelfish	20	80	200	1,000	1,500

## Skill Milestones

**Amateur Ichthyologist:** Amateur Ichthyologists have caught at least one of every fish type. Their deep understanding of marine life helps them catch the bigger fish.

**Commercial Fisherman:** A Commercial Fisherman has caught at least 350 fish. They catch more fish in less time than normal Sims.

## Gardening



Gardening is a great skill for Green Thumb Sims, Sims who want to cook, and Sims who like the outdoors. This skill tree lets you turn a backyard into a harvestable-growing paradise. But gardening is a lot of work and takes time to master.

**Acquire by:** Take Gardening Class, Read Gardening Book, Plant Seed

**Development tools:** Gardening Books, Seeds

## Development Benefits

Learn the Gardening skill by taking a class or reading a Gardening book. You also can plant a seed and cultivate it to start developing the skill. Seeds can only be placed from Build and Buy Modes on the home lot. Once placed, the seeds and produce can be planted in Live Mode. Once a seed has been planted, Sims can water it. As they continue leveling, they unlock two more critical interactions: Weed and Fertilize.

Here are the unlockable interactions or specials for the development of the Gardening skill:

**Weed (Level 2):** Once the Weed interaction is unlocked, Sims can pull up choking weeds before they damage a

harvestable. The higher the skill level, the less time it takes to clear weeds around a plant.

**Fertilize (Level 3):** Fertilizing is key to growing the best harvestables. No one fertilizer is better for a particular plant. The quality of the fertilizer is what affects the potential growth of the harvestable.

**Uncommon Seeds (Level 5):** Once the Sim reaches this level, they can plant uncommon seeds.

**Revive Plant (Level 6):** If a Sim has the Green Thumb trait, this interaction is unlocked at level 6. A dying plant can be rescued with a pretty high success rate by using this interaction on it.

**Rare Seeds (Level 7):** Once the Sim reaches this level, they can plant rare seeds.

**Special Plants (Levels 7 through 10):** At level 8, you get the first of three special gardening opportunities from the chef at the bistro. There is one opportunity per level: 8, 9, and 10. Once all three have been completed, the Sim receives Omni Plant seeds and the ability to plant them.

### NOTE

What's an Omni Plant? Imagine a plant that grows into whatever fertilizer you give it. Give the Omni Plant a hamburger and the Omni Plant will soon sprout burgers.

### TIP

Grow garlic and watermelon for simple cash crops. Just keep planting the highest quality of these harvestables and churn that garden until it becomes a money machine.

The better care you give a plant and the higher your Gardening skill level, the better quality it produces. Plants range from Horrifying to Perfect, just like prepared recipes from the Cooking skill. Better quality harvestables are worth more when sold.

To raise the best harvestables, you must show no mercy with your plants. Keep growing as many as you can and dispose of the lowest quality ones, so you keep breeding higher quality harvestables. Combine this tactic with raising your skill level to keep growing better harvestables. Using quality harvestables in your cooking improves the quality of recipes, which in turn gives out better meal-related moodlets.

## Seeds

Sims need seeds to grow harvestables. Not all seeds are easy to grow into successful plants, though. Sims must level up the Gardening skill to plant all types of seeds—common, uncommon, rare, and special.

### TIP

Sprinklers are useful for watering multiple plants at once.

Many seeds, such as grape or tomato, can just be bought from the Everfresh Supermarket. Just buy the fruit and then plant it. However, Sims also can find seeds by exploring. Every morning, there are new seeds in new locations, so look around daily to see what's on the ground. The farther away from houses and commerce buildings Sims look, the more likely they are to find uncommon and rare seeds.

### TIP

Seeds can also be found by exploring the Mausoleum.

Seeds are unknown when found. To discover what the seed will grow, it must be planted and nurtured. Once you grow a harvestable from a found seed, you recognize that seed in the wild.

## Fertilizer

There are many different types of fertilizer to use on your plants to help them grow into high-quality harvestables. Here's a full list of the best fertilizers:



## FERTILIZERS

Ingredient	Effectiveness	Fish	Effectiveness
Cheese	1	Anchovy	1
Burger Patty	1	Goldfish	1
Egg	1	Alley Catfish	1
Lettuce	1	Rainbow Trout	2
Tomato	1	Minnow	3
Onion	1	Jellyfish	3
Potato	1	Tuna	3
Apple	1	Salmon	4
Lime	1	Black Goldfish	4
Grapes	1	Swordfish	4
Watermelon	2	Red Herring	5
Steak	3	Tragic Clownfish	5
Bell Pepper	3	Siamese Catfish	5
Garlic	3	Piranha	5
Flame Fruit	3	Blowfish	5
Life Fruit	4	Shark	6
		Lobster	6
		Angelfish	7
		Vampire Fish	7

### Skill Milestones

**Master Planter:** A Master Planter must plant every type of plant available. Once you have mastered the varieties, you can reduce weed growth significantly on future plants.

**Botanical Boss:** Botanical Bosses must harvest at least 75 Perfect fruits and vegetables. The plants of Botanical Bosses almost never die from neglect.

**Master Farmer:** Master Farmers have harvested at least 650 fruits and vegetables. The plants of Master Farmers remain watered and fertilized longer, meaning their gardens are more efficient.

## Guitar



Who doesn't love the gift of music? A smooth jam lilting on a summer's breeze brings joy to all who hear it. So why not become the source of such aural pleasures by picking up the guitar and developing this skill. The Guitar skill can be enjoyed by any Sim, not just those who have embarked on the Music career.

**Acquire by:** Take Guitar Class, Play Guitar

**Development tools:** Guitar

### Development Benefits

To get started on the Guitar skill, take a Guitar class or just pick up a guitar for the Sim's household. The guitar can slide into the Sim's personal inventory, so they can take it to the park or the beach.

Once Sims know how to play, they only have a few available compositions. Only by leveling up the skill does the Sim learn more music and eventually reach a point where they can buy sheet music from the bookstore and really play some impressive tunes. As the skill improves, the Sim gets better at playing music and makes fewer mistakes. Here's the level progression of the Guitar skill:

**Level 1–4:** Sim learns at least two basic practice-level songs per level.

**Level 5:** Sim earns three new songs—real songs that other Sims enjoy listening to.

**Level 6–10:** Sim learns at least one new song per level and performs it without fail.

Level 5 is particularly important to this skill. At this level, the Sim stops just noodling around with the Play interaction and moves up to the Perform interaction. Other Sims get the Enjoying Music moodlet if around a performing Sim.

### TIP

Level 5 Sims can Serenade other Sims, which is a romantic social that can aid a romantic conversation following the song's conclusion.

Guitar-playing Sims can also Play for Tips in public locations. This is not the most lucrative activity, but it does add some extra change to the household bank account. The higher your skill, the more you make in tips. To really make money with this skill, practice hard and be sure to socialize. Soon, you will receive opportunities to play at parties or venues. That's where the real Simoleons are.

### Sheet Music

You can buy sheet music from the bookstore or earn it from opportunities and give it to your Sim to practice. To learn from sheet music, select the music from the Sim's personal inventory and choose the Learn interaction. The Sim starts playing the song and when the meter is full, the Sim knows the song by heart and can perform it.

## CAUTION

Sheet music cannot be shared among Sims. Once sheet music is learned, it disappears.

### Skill Milestones

**Master Guitarist:** Master Guitarists learn to play every song awarded to them and available for purchase at the bookstore. After learning so many songs, they receive a special master track!

**Guitar Star:** Guitar Stars must play at 10 parties and venues in the town to earn their title. Afterward, they earn more money for tips and performances.

**Money Maker:** Earn \$5,000 playing the guitar to earn a new master track to perform. Money can be earned through tips or by completing opportunities.

## Handiness



Stuff breaks, and when it does, it's usually inconvenient to the household. Sims with the Handiness skill are suddenly valuable folks to have around. The Handiness skill is good for repairing broken objects and can even ensure against future calamity.

**Acquire by:** Take Handiness Class, Read Handiness Book, Try to Repair an Object

**Development tools:** Handiness Skill Books, Tinkering with Objects, Repairing an Object, Upgrading an Object

### Development Benefits

Once the Handiness skill has been acquired via a course or a book, Sims can further develop it at home by either Tinkering with objects or attempting to Repair a broken object, such as a stove, stereo, dishwasher, or toilet. Any mechanical or electric object has the potential to break after every use. When an electrical object breaks, it typically smokes or sparks. A broken toilet is clogged and refuses to flush. When this happens, the Repair interaction becomes available.

When the Repair option is selected, a handy Sim will start working on the object. Depending on the level of the Handiness skill,



the Sim risks getting electrocuted by the object unless they have the Handy trait. This causes the Singed moodlet, which drops the overall mood. (Remove this moodlet with a bath or shower.) The higher the Handiness skill, the less chance the Sim will be shocked while repairing the object.

A repaired object is not back to 100 percent. Once an object breaks, it has started its steady downhill slide. The chance of a repaired object breaking again goes up. The more it breaks and is repaired, the higher the chance of repeat breaks until the object finally goes absolutely kaput and must be replaced.



If you're lucky, insurance will kick in a few Simoleons to cover the costs of replacing an object destroyed by fire.

## Upgrading

Once the Handiness skill reaches level 3, the Sim learns the Upgrade interaction. Upgrading lets a Sim add a new effect or function to an existing object. This is not a universal interaction once learned. Subsequent levels after earning the Upgrade interaction unlock extra upgrades that the handy Sim can install.

**Because of Upgrades, Handiness is one of my favorite skills. Upgrades can provide many benefits, from making an object unbreakable, self cleaning, or fireproof to strictly improving it; for instance, the stereo's speakers can be improved to produce a bigger Enjoying Music moodlet.**

Here is the list of objects that can be upgraded, the function of the upgrade, and the level required to perform the upgrade:

## UPGRADING

Level	Object	Upgrade	Failure Effect
4	Stove	Make stove fireproof so it never catches fire	Stove catches fire and burns up
6	Trash Compactor	Improve capacity	Electrocution
6	Shower	Improve water pressure to cause the Exhilarated moodlet	Causes puddle that must be mopped
7	Gas Fireplace	Fireplace starts when Sim enters room	Fire breaks out in fireplace
7	Stove	Improves food quality	None
8	Stereo	Increase mood gain of Enjoying Music	Electrocution
8	Stereo	Wire House with Speakers so music plays in all rooms	Electrocution
8	Computer	Improves graphics to make games more fun for Sims	Electrocution
6 through 10	Television	Unlock extra channels. Higher the skill, the more channels unlocked.	Electrocution



Each object can have only one upgrade at a time, so choose wisely.

At level 3, a Sim can add a self-cleaning upgrade to objects that get dirty, such as the stove. At level 6 of the skill, Sims can upgrade any mechanical/electrical object so that it is unbreakable with the Prevent Breakage interaction. This upgrade takes time, but doing so helps develop the skill. Success with these upgrades is not guaranteed. If the upgrade fails (there's a small chance of this happening) then the object is either broken beyond repair or gets dirty and must be cleaned.



Finally, at level 10, the Sim gets a membership card to a guild. Build Mode objects are then 25 percent off.

## Skill Milestones

**Electrician:** Electricians have repaired at least 10 electrical objects. The experience gained means they will never be electrocuted by an electrical object again.

**Plumber:** Plumbers have repaired at least 10 plumbing objects. They are so good at repairs that plumbing objects repaired by them never break again.

**Tinkerer:** Tinkerers have finished at least 10 unique upgrades on household items. Installing the "Unbreakable" upgrade on multiple objects only counts as one unique upgrade, so it helps to experiment with different upgrade options! Tinkerers never fail when upgrading objects.

## Logic



Intelligence is always a treasured asset, so pursue the Logic skill to improve your Sim's brainpower. The Logic skill involves the use of the telescope and chess set objects, but also gives Sims additional computer interactions.

**Acquire by:** Take Logic Class, Read Logic Book, Play Chess, Use Telescope

**Development tools:** Chess Set, Telescope, Logic Books, Computer

## Development Benefits

The development of the Logic skill starts with attending the Logic class at the science facility, reading a Logic book, or playing chess at a chess board (at home or in a public location). This skill has many benefits beyond the ability to win chess matches. For example, this skill unlocks the Solve the Unsolvable interaction with the computer, which gives the logic-minded Sim a chance to earn some Simoleons at home. (This interaction is not a guaranteed success.)

As this skill is developed, it shortens the time it takes to develop other skills, with the exception of Athletic and Charisma. This skill also increases the chance of winning all varieties of games. Winning games gives Sims a mood boost.

At level 3 of the Logic skill, Sims have a new interaction with the telescope. They can now do more than just Stargaze, they can Search Galaxy. This is another money-making opportunity for Sims, as every new celestial body found earns them a little extra cash from the science facility. New finds are logged in the Skill Journal, too. When a Sim finds a new object in the heavens, they can name it.

At level 5, Sims unlock the ability to Tutor other young Sims, children and teens. Tutoring not only develops the Logic skill, but it helps the student and can provide a mood bump. Tutored Sims always do better in school, so if

a child suffers from lagging grades, interacting with a logical Sim is a great remedy. If the mentored student has the Logic skill, too, they develop the skill while being tutored, but at a slower pace.

## BROWNIE BITES

There is a “hidden” skill: Chess. Like other skills, the more you play chess, the better you get at it. You will soon start winning more and more games.



At level 5 Logic skill, Sims can start talking about the things they find while using the telescope. Talking about a celestial object is a friendly social that improves the relationship between two Sims. However, for a real social bump, tell a Sim that you named a celestial object after them. This instant relationship builder helps with making new friends or developing a romantic relationship.

At level 10 Logic skill, the Sim can tutor any other Sim from teen to elder in any of the skills with the exception of Athletic and Charisma. The catch is that the logical Sim also must have the skill they are teaching and they cannot teach past their current level. For example, if Catherine has level 5 Writing skill, she cannot tutor Chris past level 5. This development process is much faster than reading a skill-related book but not as fast as actually practicing the skill.

### Skill Milestones

**Grand Master:** Chess Grand Masters have reached the coveted fifth level of the competitive chess circuit. Those who engage Grand Masters in chess improve their abilities in Logic and Chess twice as quickly.

**Celestial Explorer:** Celestial Explorers have discovered 20 celestial bodies through their telescope. Their extensive knowledge of the heavens allows them to discuss the stars with their friends and neighbors.

**Teacher Extraordinaire:** Teachers Extraordinaire have spent at least 20 hours tutoring young Sims. Because of this, they are twice as effective when tutoring.

**Skill Professor:** Skill Professors have spent at least 30 hours tutoring other Sims in different skills. Because of this, they are twice as effective when teaching skills to others.

## Painting



One of the hardest skills to develop, Painting is also one of the most rewarding. Watch in wonder as Sims create works of art before your very eyes, working from inspiration they gathered for themselves or from your own input. Like Writing, this is a personalized skill that requires a lot of direction from you. But once this skill is mastered, it's not only satisfying, but very lucrative. Great paintings can sell for a pretty penny.

**Acquire by:** Take Painting Class, Practice at Easel

Development tools: Easel

### Development Benefits

The Painting skill is actually fairly easy to acquire, but it is not exactly cheap. You must either pay for a Painting class at the community school or spring for an easel. With an easel, use the Practice interaction on the easel to pick up a brush and just mess around. After a considerable amount of time, the skill is acquired.

Once level 1 of the Painting skill has been acquired, though, the development path is pretty clear: Practice, practice, practice. The smaller the canvas, the faster the painting is completed. The size of the canvas also factors into the price a painting fetches, but more on that in a moment. The Practice interaction disappears when there is a canvas on the easel—then you can only continue practicing if you choose to Scrap the Painting and start all over with a new one.

Once a Painting is completed, a Sim can either sell it and earn a few Simoleons, put it in personal inventory, or use Build or Buy Mode to place it right onto the wall. You can also give the painting a name.

Now the Sim can start earning money with this skill. As soon as the Sim unlocks skill level 6, they can paint a Brilliant painting, which is worth a decent number of Simoleons and can add environmental bonuses to rooms and inspire the Decorated moodlet. At level 9, the Sim has the chance to create a Masterpiece painting, which is even more valuable than a Brilliant painting.



At skill level 5, a Sim's paintings increase in value over time. Keep checking the painting to see its current appreciation.

The value of a painting is determined by several factors. The canvas size partially determines the value, as does the number of paintings a Sim has produced. Brilliant or Masterpiece paintings get massive value boosts, too. There is a degree of randomness in a painting's value. One somewhat macabre factor greatly enhances a painting's value: death. If the painter is deceased, the painting's appreciation accelerates.

## BROWNIE BITES

This is a little sinister, but it's a great trick. If you have an elder Sim in the house, make them a painter.

Concentrate on that skill. Make them painting factories. Get them to produce as many quality works as possible before they die. Then, once they do pass, all their paintings are worth more!



### Skill Milestones

**Brushmaster:** Brushmasters have painted at least 30 paintings, and as a result paint much faster than normal painters.

**Proficient Painter:** Proficient Painters have proven their worth by painting at least six Brilliant paintings. They then paint far more Brilliant paintings and Masterpieces than less proficient painters.

**Master Painter:** Master Painters have painted at least five Masterpieces. Every painting they sell is worth much more than normal paintings.

## Writing







Writing is another personalized skill that is deeply involving but also rewarding. Sims who learn the Writing skill unlock a world of possibilities when they sit down to the computer. Naturally, the Bookworm Sim has a jump on this skill thanks to the relevant trait. But any Sim with time and dedication can become a bestselling author.

**Acquire by:** Attend Writing Class, Practice Writing at Computer

**Development tools:** Computer, Books

#### Development Benefits

Once the Writing skill has been acquired, Sims have several new interactions at the computer. The Refine Writing skill is a good way to continue developing the skill. No novels come out of this activity—just skill development. Once a writer reaches level 2 of the skill, they can start writing novels.

When the Sim pushes back from the computer, the development is added to the Skill meter. Continue Writing Novel and Scrap Current Novel are two more interactions that affect a novel in progress. A scrapped novel tosses out an incomplete work, but the skill development remains.

Various novel genres are unlocked as the skill is further developed. The higher the genre in the skill tree, the more it is worth when published. Here are all the genres and the skill levels required to unlock them:

## NOVEL GENRES UNLOCKED BY WRITING

Genre	# of Books Required
Fantasy	Write 3 sci-fi novels
Satire	Write 3 humor novels
Vaudeville	Write 3 of each: drama, sci-fi, humor, mystery, romance

## NOVEL GENRES UNLOCKED BY SKILL LEVEL

Genre	Level
Fiction	0
Non-Fiction	0
Science Fiction	1
Trashy Novel	2
Drama	3
Humor	5
Romance	10
Masterpiece	10

## CAUTION

You can work on only one novel at a time. If you want to start a new novel in a newly unlocked genre, you must scrap the current novel.

### Royalties

A Sim who's writing a novel regularly submits chapters to an agent and gets a small stipend. It's enough to live on, but nothing extravagant. Once a novel has been completed, though, the royalties start rolling in. When the novel is finished, the Sim is immediately told if the book is good or not and if it is a success. The royalty amount is listed, as well as how the amount will be paid out. (Typically, royalties are paid over the course of several weeks with lump sums dropped into the household account on Sundays.)

The royalty amount is decided by level of Writing skill, desirability of the genre (check the Skill Journal, which also tracks the number of books written and the amount pulled in so far), and a certain degree of randomness. The author's traits also can affect the amount of royalties paid. Here are the traits that boost the profitability of specific genres:

## TRAITS – GENRES

Genre	Trait
Trashy Novel	Flirty
Drama	Commitment Issues
Sci-Fi	Computer Whiz, Genius
Humor	Good Sense of Humor, Inappropriate, Mean-Spirited
Satire	Grumpy, Hot-Headed, Over-Emotional
Mystery	Genius
Romance	Hopeless Romantic
Historical	Perfectionist
Children's Book	Artistic, Childish, Family Oriented
Vaudeville	Bookworm
Autobiography	Charismatic, Unlucky, Daredevil, Insane, Kleptomaniac

### Skill Milestones

◆ **Speed Writer:** Speed Writers are so prolific that they've earned \$15,000 in royalties. Speed Writers write much faster than normal writers.

◆ **Prolific Writer:** Prolific Writers have written at least 20 books in their career. They are so well known that they tend to write far more Hits and Best-sellers than their counterparts.

◆ **Specialist Writer:** Writers must pen at least five novels in a specific genre to be known as a Specialist Writer. Such Specialist Writers write far more Hits and Best-sellers in their particular genre than most.

## Relationships and Socializing



Relationships in *The Sims 3* actually unfold similarly to those in the real world. How you treat other Sims is the biggest metric in your overall relationship with them. If you insult another Sim, expect them to get upset in the immediate conversation and for that to have a lasting effect on your relationship. Conversely, a constant stream of support or praise will boost the immediate interaction and lead to a longer-lasting positive relationship. Developing a successful romance means spotting whether the other party is receptive to your advances and knowing when to cool your jets.

The social structure of *The Sims 3* is not navigated with obvious metrics. There is a touch of mystery in conversations that makes socializing more organic. You need to consider the current attitude of the Sim in the conversation, often referred to as the Target. (Your current Sim is known as the Actor.) That attitude affects the long-term status of your relationships with different Sims.

Let's detail some basic concepts that will assist with understanding how relationships work: long-term relationship (LTR), short-term context (STC), commodities, and decay. Understanding these factors is the key to brushing back some of the mystery of social interaction.

### Long-Term Relationship (LTR)

The long-term relationship represents the state of the relationship between two Sims, which extends beyond the time during which a conversation is taking place. LTR essentially describes the way two Sims view each other at a given moment. Every Sim outside the family starts out as a Stranger. Once initial contact is made, the LTR moves up to Acquaintance and can never fall back into Stranger. However,



Acquaintance is the proverbial fork in the road. From here, the LTR can blossom into friendship or deteriorate into rivalry.

The LTR is visually measured by the bar below the portrait of the Sim you are conversing with. If the relationship develops in a positive manner, the right half of the bar fills. Positive relationship status is noted with green. If the relationship is souring, that meter empties back out and can even dip into the left side, which is red. The red bar denotes a negative LTR.

## NOTE

The natural tendency of the LTR is to decay toward zero from either end of the relationship spectrum. Zero puts you back into Acquaintance territory.

Decay occurs naturally with each passing day that you do not contact a Sim you have a relationship with. How to achieve the different LTRs is explained in the Friends (and Enemies) section of this chapter, but here is a list of all of the LTRs:

- |                                     |                     |
|-------------------------------------|---------------------|
| ◆ Stranger                          | ◆ Romantic Interest |
| ◆ Acquaintance                      | ◆ Ex-Spouse         |
| ◆ Disliked                          | ◆ Ex                |
| ◆ Distant Friend                    | ◆ Enemy             |
| ◆ Friend                            | ◆ Old Enemies       |
| ◆ Good Friend                       | ◆ Partner           |
| ◆ Best Friend                       | ◆ Fiancee           |
| ◆ Best Friends Forever (teens only) | ◆ Spouse            |

## Short-Term Context (STC)

Short-term contexts are what a Sim thinks about the other Sim in the course of the current conversation, not as an LTR. The STC is displayed in the conversation box in the screen's upper-left as the conversation unfolds. For example, the box may say that "Jenny thinks Sasha is being amusing." STC is affected by the kind of socials used in a conversation. Each social has a commodity attached to it that directs the course of a conversation. These are all of the STCs:

- |                        |                     |
|------------------------|---------------------|
| ◆ Dull                 | ◆ Frightening       |
| ◆ Drab                 | ◆ Very Scary        |
| ◆ Insufferably Tedious | ◆ Impolite          |
| ◆ Odd                  | ◆ Insulting         |
| ◆ Creepy               | ◆ Unforgivably Rude |
|                        | ◆ OK                |

- |                 |                |
|-----------------|----------------|
| ◆ Friendly      | ◆ Seductive    |
| ◆ Very Friendly | ◆ Hot          |
| ◆ Amusing       | ◆ Awkward      |
| ◆ Funny         | ◆ Very Awkward |
| ◆ Hilarious     | ◆ Steamed      |
| ◆ Flirty        |                |

Not all STCs are symmetrical. One Sim can have a totally different impression of a conversation than the other. The only symmetrical STCs are those associated with Friendly, Funny, Amorous, and Steamed. It is very possible that Jenny could think Sasha is being Dull while Sasha does not.

STC also modulates the way socials are accepted. Instead of just hot and cold, STCs and their respective commodities temper reactions. Depending on your LTR and STC, you can see different degrees of reaction to a social. Trying to kiss a Sim on the cheek in the context of the Flirty STC will be a lot more successful than the Friendly STC. The STC of a conversation contributes to the kind of decay an LTR undergoes each day.

## Commodity

So, each STC is associated with a commodity? What's a commodity? Think of these as the general categories a social or STC falls under. They are based on specific emotions we all feel, such as awkwardness or love. Use the commodity of a social to inspire an STC, which in turn affects the overall LTR. Here are the eight commodities:

- |             |           |
|-------------|-----------|
| ◆ Boring    | ◆ Funny   |
| ◆ Creepy    | ◆ Amorous |
| ◆ Insulting | ◆ Awkward |
| ◆ Friendly  | ◆ Steamed |

As you look at the different STCs and socials in this chapter, check the associated commodities so you can push a conversation in the desired direction.

## Decay and Normalizing

Relationships do not operate under inertia. They decay over time if not tended to, even if that time period is as short as 24 hours. This is why regular socializing is so important. Decay is not necessarily a negative slide. While positive relationship can indeed decay into mere Acquaintance, a negative relationship can normalize into the far more desirable Acquaintance. (Apparently Sims don't keep grudges quite like we do.) Decay can be slowed by something as simple as a phone call.

As mentioned, the STC of a conversation contributes to LTR decay. These commodities dictate the decay. The amount of decay is

also determined by the LTR itself. An LTR above zero, which starts heading toward positive territory, will have a different amount of decay from a specific STC/commodity than a negative LTR, which is below zero. No hard math onscreen shows the numerical value of an LTR, but you can sort of eyeball it.

Here's an example of how this decay works: Jenny and Sasha are Good Friends. If their last encounter was Impolite, then after a few days, the LTR will decay to just Friends. Conversely, if Jenny and Sasha have the Disliked LTR, the relationship will normalize into Acquaintance if the last STC was Friendly.

Decay and normalization are not confined only to friends and pre-marriage Sims. This also applies to familial relationships, such as father or wife. However, the bonds of blood are far deeper than those of friends, so it takes a lot more to adversely affect a familial relationship. Not that it cannot be done. You can absolutely sour a familial relationship with insulting socials.

## Friends (and Enemies)

Now that we've explained the four basics of socialization—LTR, STC, commodity, and decay—let's look at how relationships bloom and wither...and what you can do to affect the course of these relationships. Naturally, Sims want Friendships. Having friends, particularly in an expanded social circle, opens you up to a wealth of opportunities for receiving good moodlets. Positive moodlets are the key to earning those coveted Lifetime Rewards. Friendships can result in such pleasing moodlets as Flattered or Nicely Decorated, such as if you are invited over to a friend's house that has some great environmental bonuses.

Achieving the different LTRs is done through conversations—and conversations are made up of socials. But there is much more to a conversation/STC than just employing a handful of socials. A Sim's personality is hugely important in determining which socials can be used—and should be used. And it's not only the traits of the Actor that matter. Learning the traits of the Target is also quite important.





## LTR ACHIEVEMENT

LTR	How to Achieve	Visitor Privileges
Stranger	All relationships start here. These two Sims have not yet met, but are aware of each other.	1
Acquaintance	You have interacted with this Sim at least once.	1
Disliked	Relationship level drops to -20 or below.	-1
Distant Friend	If Friends, then relationship level drops below 40 but remains above 20.	1
Friend	Relationship level reaches 40.	2
Good Friend	Relationship level reaches 60.	2
Best Friend	Relationship level reaches 80.	3
Old Friend	Relationship has been above 40 for at least 14 days.	2
Best Friends Forever	Use the BFF social and stay above 60 in the relationship. This is a teen-only LTR.	3
Romantic Interest	Use Confess Attraction or a Kiss social successfully and the relationship must be above zero.	2
Ex Spouse	Use Divorce social.	2
Ex	Use Break Up social.	2
Enemy	Use Declare Nemesis social and relationship is lower than zero.	-1
Old Enemies	Have been Enemies for 14 days.	-1
Partner	Use Propose Going Steady social.	3
Fiancee	Use Propose Marriage social.	4
Spouse	Get married (use Private Wedding social or Get Married at a Wedding Party).	4
Seductive	Amorous	3
Hot	Amorous	3
Awkward	Awkward	1
Very Awkward	Awkward	1
Steamed	Steamed	1

### VISITOR PRIVILEGES

Visitor Privileges are things that a Sim can do on another Sim's lot. Some privileges are basic, such as using the toilet to relieve the Bladder need. But as the LTR increases, more interactions become available. The higher the privilege number, the more you/they can do. At just 1, Sims can do basic things like eat food offered to them, clean dishes, and use the bathroom. As that number increases, Sims can start rooting around in the fridge for quick snacks and use the computer. At 4, well, the bedroom comes into play.

### Romance

Romance in Moonlight Bay is blind to gender. Sims of the same gender can have romantic relationships if directed to do so. The only factors that can prevent two Sims from falling in love and having a romantic relationship are age and blood.

Siblings and children/parents cannot have romantic relationships. Sims of wildly different age groups cannot have romantic relationships, either. A teen cannot have a romantic relationship with an adult or elderly Sim. Children cannot have romantic relationships with any Sims—not until they reach teen level.

### Start the Spark



You cannot immediately engage another Sim in a love affair. You must establish a Friendship first via positive socials with the proper commodities. So, first turn a Stranger into an Acquaintance and then start boosting that Acquaintance into a Friend-related LTR through positive, friendly socials.

Now, established Friendships have the potential to tip into amorous relationships by using socials with the amorous commodity in order to elicit love-related STCs, such as Flirty, Seductive, or Hot. Sounds technical, doesn't it? Well, think about it this way: You wouldn't try just any old line if you really wanted to advance a relationship, would you? No, you'd try to steer the conversation toward romance through specific approaches. In *The Sims 3*, these approaches are the socials with the amorous commodity.

The LTR that determines the difference between a friendship and a love affair is

Romantic Interest. To achieve this LTR, you need to have the relationship at least above zero (in the green zone on the bar) and then use the Confess Attraction social or attempt a Kiss social.

### Rejection

Not every pass will succeed. You need to judge the current LTR appropriately before making your move via an amorous social, such as Confess Attraction or Kiss. Know a little something about the other Sim first. (Whether or not they are married is a good start.) If you try to Kiss or Confess Attraction to a Sim who is not receptive of your amorous social, you get the Awkward STC which is the first rejection of romance. You can recover from this by redirecting the conversation and hopefully having the conversation in a more positive STC, such as Amusing or Friendly.

Keep up the rejected passes and you risk moving into Odd or Creepy territory thanks to the Creepy commodity. Leaving encounters in STCs with the Awkward or Creepy commodity will inflict big hits on your LTR because of the negative decay. It will take real time and effort to reverse course on this.

### Building a Romance

You professed attraction to another Sim and they didn't turn you down—excellent. Now you have the Romantic Interest LTR, which opens up a whole new trajectory for your relationship. How can you build this romance into something more than a little bit of mutual attraction?

Here is where you need to use the list of STCs—particularly the amorous ones. You want the other Sim to find you Flirty, Seductive, and eventually Hot. To keep boosting the relationship and STC, use sequential amorous socials. A simple Compliment Appearance is a good way to get things started, but soon you can move on to Kisses and Amorous Hugs. Keep it up and get that other Sim Hot!

### You're in Love (Now What?)

You've loved up on another Sim and now you have a definite love affair going—where do you go from here? Well, you can add some structure to the relationship by using the Propose Going Steady social when the STC is Hot. If the other Sim accepts (and if they are Hot, they will) then you are now Partners.

Partners is not the top of the mountain, though. From here, you can move to Fiancée. To get engaged, use the Propose Marriage social when you are Partners. This social will be accepted and then you can start planning the wedding.

### The End of the Affair

Not all marriages/partnerships end well. Some of them devolve into bitter endings, either through the natural dissolution of love or the unfortunate actions of one of the Sims in the relationship. How you break up a relationship depends on the current status of the LTR itself. If you are married, you must sink the relationship via negative STCs. Be insulting. Be rude. Be mean. Soon, you will have access to the Divorce social, which ends the marriage. If you are in a Partnership or engaged, you can sink the relationship and then use the Break Up social.

## CAUTION

Destroying a relationship will cause great damage to your mood.

## Socializing



The building and dismantling of relationships are based on the interactions you have with other Sims. These interactions are called socials. Socials are the building blocks of a conversation that steer STC. Each social has a commodity that has an effect on the STC,

which in turn has an effect on the LTR. Selecting the right socials to advance your goals then is very important. We have compiled a complete list of all of the socials in the game and detail the limits on each, as well as certain situations in which you would need or want to use a specific social.

But before you consult that list, you should understand how to conduct a conversation and understand the situations where you can be social.

## Social Opportunities

There are several situations where you can direct the social engagement yourself. (You can meet Sims at work, but you only direct the chance encounters via tone—you do not select actual socials.) Use each of these opportunities to build and bolster LTRs so your Sim can benefit from friendships and relationships. Remember: Social Sims are usually happy Sims.

### Family

When you create a household through Create a Sim, you can choose to not just fashion a single Sim, but build an entire family to occupy a house. A family does not necessarily need to be blood related. A household can be up to eight Sim roomies living under one roof or any combination of family and friends. You have total control over the social of every Sim inside a family.

Naturally, this gives you a bit of an advantage with seeing both sides of a conversation (you can snap back and forth between Sims and look at the current STC) so you can direct it to achieve specific goals. Family members will socialize on their own, but you will get far more benefit out of choosing the socials yourself. For example, if you have a few roomies and you decide you want two of them to take it to the next level, you can direct their socials so that neither of them feels awkward.

### Meet and Greet

You do not need to rely on meeting co-workers or the welcome wagon (when you first move into Moonlight Bay, several Sims come to your door to introduce themselves) to start making acquaintances. Moonlight Bay is full of people you can meet at almost all hours of the day. All you need to do is step outside your front door every once in a while. Sometimes, all you actually need to do is just go outside the front door, because a Sim or two will usually walk by your house a few times a day. If you keep an eye on the front stoop, you may make a new friends with minimal effort.

## Telephone and Computer



So, you met some Sims while you were out and about? An easy way to keep in contact with them in your personal telephone, which is located in your Inventory section. When you select the telephone (your Sim carries a cellphone, too, so select the Sim to see the Cellophone interaction), you have a variety of interactions for further relationships (and possibly even making a new one). You can only call Sims you have met—you cannot call strangers. The interactions with the telephone that lead to social encounters are:

- ◆ **Chat:** Chatting is the most common action with the telephone. You can call a Sim or answer a call from another Sim and engage in chit-chat. Chat is a good way to keep up with friends and slow decay.
- ◆ **Invite Over/Invite To:** You call a Sim and either invite them to come over to your lot or you invite them to meet you at a community location, such as the beach or park. If you have at least a modest LTR with the Sim you called, it is highly likely they will accept your invitation.
- ◆ **Call for Services:** Sometimes you need a little outside help. Call for Service connects you to a menu of Service Sim services, such as the Police, Pizza Delivery, or a Baby-sitter. For a full list of the Service Sims and their functions, see the Service Sim section of this chapter.
- ◆ **Throw Party:** One of the best ways to socialize is to throw a party. There are different types of parties you can throw, depending on the desired occasion. Making this call brings up a menu for selecting the type of party, setting the time, setting the dress code, and inviting known Sims.

The computer is another way to keep up with Sims. To chat with Sims you know, select the computer and choose the Chat interaction. From here, you can select which Sim you want to chat online with. Your Sim will sometimes perform this interaction automatically, especially if they are a Computer Whiz. Chatting on the computer helps out with the Fun need and it affects LTR by slowing decay.





## Parties

Gathering Sims for a party every once in a while is a great way to improve your LTRs or fulfill a party-related wish. As mentioned, to throw a party, you choose the Throw Party interaction from the telephone menu. Once you have the party menu onscreen, you can designate the invitees, type of party, time of party, and dress code.

There are four types of parties:

- ◆ **House Party:** The house party is just a nice occasion for friends to come together and socialize.
- ◆ **Wedding:** A wedding party is an occasion for celebrating the impending marriage of two Sims. Sims can either get married at a wedding party or have a private ceremony.
- ◆ **Funeral:** If a Sim has died, family members can have a wake at a lot to get together and mourn the dead. This is a lot like a house party, but many of the social interactions are based around remembering the deceased, such as Talk Highly About.
- ◆ **Birthday:** When it is time to make an age transition, throw a birthday party. Birthday parties are like house parties, but with a birthday cake that causes the Sim being honored to age up.

When you choose to throw a party, expect to see your guests start arriving right around the designated time. (Thankfully, you get a warning an hour before the party starts.) Before guests arrive, make sure your house is clean, provide plenty of food, and extend some form of entertainment. Ordering pizza is an easy way to provide food for a party, but you can cook stuff beforehand and have it ready. For entertainment, you can have objects around your house like a guitar. Fun objects increase the likelihood that a party will be a success.

Once the party is under way, you need to manage it in order for it to be a success. Make sure that food is out and is plentiful. Make sure those fun objects are where Sims can get to them. And be sure to socialize! Talk to your guests so they feel welcome. Mingle and move around. Be positive.

When the party finally draws down and Sims file out the front door, it's time to find out if the party was a success. If Sims left your party because they thought it was lame, you get no benefit and suffer the Threw a Lame Party moodlet. If the Sims liked your party, you get LTR boosts with all attendees and enjoy the Threw a Great Party moodlet.

## The Art of the Conversation



So, you've approached another Sim, you selected them, and now you are staring at a menu of different social options. How do you navigate the social structure of a conversation? Well, your options are partially defined by your LTR, current mood, age, and your traits. Categories of socials include things like Friendly, Funny, Mean, Romantic, and Special. Special leads to socials that are encouraged by the Actor having a specific trait, such as Bookworm. Inside the Bookworm menu, there will be options to talk about books or the bookstore.

When you select a social, it is added to your list of activities in the upper-right corner, just as if you were stacking interactions with objects. When a current social ends, the next one automatically begins. But stacking socials is not a wise strategy because you do not want to just babble away about a topic that the other Sim is just not interested in listening to. Use socials and then watch for reactions. A positive social with a positive effect is noted with a chime and a blue symbol of two Sims next to each other. A negative reaction is noted by two red Sims and a minus symbol.

### Being Boring

Talking about the same things over and over gets boring to most Sims. The effect of a positive social is weakened the more you use it. Repeating a social can also affect the STC. Continuous droning about the same subjects will nudge the STC into Dull, Drab, or Insufferably Tedious territory. If the conversation ends on one of those STCs, the LTR suffers.

The default number of times you can repeat a social without getting boring is two. If you break apart a conversation, you can use a social more than twice without any STC worries. Some socials, such as Chat, can be used more than twice without dullness setting in. Chat has four uses before it is boring in a single conversation. However, it can be "recharged" so that the social can be used six times before it is boring.

To recharge a social, you just need to break it up in the conversation. For example, let's say you use Chat four times in a row. The other Sim is not bored, but is about to be if you use it one more time. So, you change

course and Talk About Books. After that social runs its course, you have recharged Chat once. Now you can use Chat again without it being boring. However, if you try to use again without another recharge, the social would be considered boring.

### SELF-INTERACTIONS

When you select your Sim, you have a handful of interactions. You may use this to change outfits. You can use the cellphone to call for services, call Sims to chat, invited Sims to parties, move, and quit work. You can also use the Go to Work option to drop what your Sim is doing and head to work. Sims who are out-and-about will have a self-interaction to Go Home. Sims with certain traits will also get special trait-based self-interactions.

## List of Socials

The following chart details all the Actor-Target socials you can perform in a conversation. Use this chart to judge the effect of a social before using it by looking at the commodity and cross-referencing that with which commodities affect which STCs. Here is how the chart is broken down:

- ◆ **Social:** Name of social as seen in the conversation menu
- ◆ **Commodity:** Commodity associated with the social
- ◆ **Actor/Target Age:** Ages in which the social is applicable

B: Baby                      Y: Young Adult  
To: Toddler                A: Adult  
C: Child                     E: Elder  
T: Teen

- ◆ **Social Available When?:** What prompts the use of the social
- ◆ **Required Trait:** Social is only available when Actor has this trait
- ◆ **Social Encouraged by Trait?:** Social is potentially more "powerful" due to Actor's trait
- ◆ **Social Prevented by Trait?:** Actor's trait prevents them from using this social
- ◆ **# of Uses Before Boring:** Number of uses in a conversation before the social is Dull. Default is two. Exceptions are specified.

- ◆ **# of Uses if Recharged:** Number of times the social can be used if another social interrupts the re-use of the social.



## SOCIAL MASTER LIST

Social	Commodity	Actor Age	Target Age	Social Available When?	Required Trait	Social Encouraged By Trait?	Social Prevented By Trait?	# of Uses Before Boring	# of Uses if Recharged
Accuse of Being a Crybaby	Insulting	T, Y, A, E	T, Y, A, E	Actor knows the Target is a Loser		Mean-Spirited	Good		
Accuse of Being a Workaholic	Insulting	T, Y, A, E	T, Y, A, E	Actor knows the Target is a Workaholic		Family Oriented			
Accuse of Being Boring	Insulting	T, Y, A, E	T, Y, A, E	Actor knows the Target has No Sense of Humor		Mean-Spirited	Good		
Accuse of Being Childish	Insulting	T, Y, A, E	T, Y, A, E	Actor knows the Target is Childish		Dislikes Children, Mean-Spirited	Good		
Accuse of Being Evil	Insulting	T, Y, A, E	T, Y, A, E	Actor knows the Target is Evil		Good			
Accuse of Being Insane	Insulting	T, Y, A, E	T, Y, A, E	Actor knows the Target is Insane		Mean-Spirited	Good		
Accuse of Being Unflirty	Insulting	T, Y, A, E	T, Y, A, E	Actor knows the Target is Unflirty		Flirty	Unflirty		
Accuse of Cheating	Insulting	Y, A, E	Y, A, E	Actor has had Jealousy triggered on Target		Neurotic, Hopeless Romantic		1	1
Accuse of Mean-Spiritedness	Insulting	T, Y, A, E	T, Y, A, E	Actor knows the Target is Mean-Spirited		Good, Friendly			
Admire	Friendly	C, T, Y, A, E	C, T, Y, A, E	Sims are in the Very Friendly STC and are Friends or above or on the romantic relationship		Easily Impressed, Schmooser, Charismatic			
Amorous Hug	Amorous	T, Y, A, E	T, Y, A, E	Sims are in the Seductive STC or Flirty STC, if not Acquaintances		Hopeless Romantic		1	
Announce Birthday	Friendly	C, T, Y, A, E	C, T, Y, A, E	It is the Actor's birthday		Excitable			
Announce Engagement	Friendly	Y, A, E	C, T, Y, A, E	Actor has become engaged		Family Oriented, Hopeless Romantic, Excitable			
Announce Pregnancy	Friendly	Y, A, E	C, T, Y, A, E	Actor has become pregnant		Family Oriented, Excitable			
Announce Promotion	Friendly	T, Y, A, E	C, T, Y, A, E	Actor has gotten a promotion		Snob, Workaholic, Excitable			
Apologize	Neutral	C, T, Y, A, E	C, T, Y, A, E	Sims are in a negative STC		Friendly, Schmooser		1	1
Applaud Hard Work	Friendly	T, Y, A, E	T, Y, A, E	Actor knows the Target is a Workaholic		Workaholic, Schmooser			
Applaud Vegetarianism	Friendly	T, Y, A, E	T, Y, A, E	Actor knows the Target is a Vegetarian		Vegetarian, Schmooser			
Argue	Insulting	C, T, Y, A, E	C, T, Y, A, E	Actor thinks the Target is being impolite or unforgivably rude or Sims are in Insulting STC		Hot-Headed, Mean-Spirited, Grumpy, Insane		4	
Ask About Antisocial Action	Insulting	T, Y, A, E	T, Y, A, E	Target has performed an antisocial action		Good			
Ask About Bath	Friendly	T, Y, A, E	T, Y, A, E	Actor and Target are in a committed relationship and Target has had a bath					
Ask About Day	Friendly	C, T, Y, A, E	C, T, Y, A, E	Always available		Friendly, Good, Charismatic, Schmooser		1	1
Ask About Fish	Friendly	T, Y, A, E	T, Y, A, E	Target has fished or Actor is Insane		Angler, Loves the Outdoors, Insane			
Ask About Game	Friendly	T, Y, A, E	T, Y, A, E	Target has played a game					
Ask About Missing Work	Friendly	T, Y, A, E	T, Y, A, E	Target has the Missing Work buff		Workaholic, Neurotic			
Ask About News	Friendly	T, Y, A, E	T, Y, A, E	Target has read the newspaper		Genius			
Ask About Occupation	Friendly	T, Y, A, E	T, Y, A, E	Actor does not know the Target's career		Workaholic, Schmooser, Ambitious			
Ask About Partner	Amorous	T, Y, A, E	T, Y, A, E	Actor does not know the Target's relationship status		Family Oriented, Flirty, Hopeless Romantic			
Ask About School	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor learns the Target goes to school		Workaholic, Family Oriented, Ambitious			
Ask About Sleep	Friendly	T, Y, A, E	T, Y, A, E	Target has slept		Heavy Sleeper, Light Sleeper			
Ask About Work	Friendly	C, T, Y, A, E	T, Y, A, E	Always available		Workaholic, Ambitious, Schmooser			
Ask Are You OK	Friendly	T, Y, A, E	T, Y, A, E	Target has the Too Many People, Horrified, Singed, Lonely, Afraid of the Dark, or Humiliated buff		Good, Friendly	Evil, Mean-Spirited		



Social	Commodity	Actor Age	Target Age	Social Available When?	Required Trait	Social Encouraged By Trait?	Social Prevented By Trait?	# of Uses Before Boring	# of Uses if Recharged
Ask for a Promotion	Friendly	T, Y, A, E	T, Y, A, E	Target is Actor's Boss (and it's been 3 days since the Boss was last asked)		Ambitious		1	
Ask for a Raise	Friendly	T, Y, A, E	T, Y, A, E	Target is Actor's Boss (and it's been 5 days since the Boss was last asked)		Ambitious		1	
Ask Good Book	Friendly	T, Y, A, E	T, Y, A, E	Target has read a book		Bookworm			
Ask for Campaign Donation	Friendly	Y, A, E	Y, A, E	Can ask for campaign donations		Schmooser		1	3
Ask Service Sim to Stay Over	Friendly	C, T, Y, A, E	C, T, Y, A, E	Target is visiting the Actor at home				1	
Ask Service Sim to Stay Over Romantically	Amorous	Y, A, E	Y, A, E	Target is visiting the Actor at home		Flirty		1	1
Ask to Behave	Neutral	T, Y, A, E	C, T, Y, A, E	When in the Very Friendly STC and the Sims have at least 60 LTR		Good			
Ask to Break Up With	Insulting	T, Y, A, E	T, Y, A, E	Wedding Canceled				1	1
Ask to Go Inside	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor requests Target follow them inside				1	
Ask to Hang Out	Friendly	C, T, Y, A, E	C, T, Y, A, E	Target is a Service Sim on the job				1	
Ask to Leave	Neutral	T, Y, A, E	C, T, Y, A, E	Sim asks Target to leave lot					
Ask Everyone to Leave	Neutral	C, T, Y, A, E	C, T, Y, A, E	Sim asks all Targets to leave lot		Loner			
Ask to Move In	Friendly	Y, A, E	Y, A, E	Sims are in the Very Friendly STC and are Friends or above or on the romantic relationship				1	3
Ask to Stay Over	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor is visiting the Target at home				1	
Ask to Stay Over Romantically	Amorous	Y, A, E	Y, A, E	Actor is visiting the Target at home		Flirty		1	1
Ask: Good show?	Friendly	T, Y, A, E	T, Y, A, E	Target has watched TV		Couch Potato	Technophobe		
Beg for Job Back	Friendly	T, Y, A, E	T, Y, A, E	Target is Actor's Boss and Actor quit work		Workaholic, Loser		1	1
Best Friends Forever	Friendly	T	T	Sims are teens, Best Friends, or Old Friends, and in the Very Friendly STC				1	
Birthday Congratulations	Friendly	C, T, Y, A, E	C, T, Y, A, E	It is the Target's birthday		Family Oriented, Friendly, Schmooser			
Boast About Athleticism	Friendly	T, Y, A, E	T, Y, A, E	Actor acquired Athletic skill		Athletic, Snob		1	
Boast About Bicycle	Friendly	T, Y, A, E	T, Y, A, E	Actor is a Snob who owns a bicycle	Snob	Snob		1	
Boast About Car	Friendly	T, Y, A, E	T, Y, A, E	Actor is a Snob who owns a car	Snob	Snob		1	
Boast About Computer	Friendly	T, Y, A, E	T, Y, A, E	Actor is a Computer Whiz who improved their computer	Computer Whiz	Computer Whiz, Snob		1	
Boast About Culinary Prowess	Friendly	T, Y, A, E	T, Y, A, E	Actor acquired Cooking skill		Natural Cook, Snob		1	
Boast About Dancing	Friendly	T, Y, A, E	T, Y, A, E	Actor is dancing		Party Animal, Snob		1	
Boast About Finally Winning Something!	Friendly	T, Y, A, E	T, Y, A, E	Actor is a Loser who won	Loser	Loser		1	
Boast About Fishing Feats	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor acquired Fishing skill		Angler, Snob		1	
Boast About Gardening Glory	Friendly	T, Y, A, E	T, Y, A, E	Actor acquired Gardening skill		Green Thumb, Snob		1	
Boast About Party	Friendly	T, Y, A, E	T, Y, A, E	Actor threw a party		Party Animal, Snob		1	
Boast About Pool	Friendly	T, Y, A, E	T, Y, A, E	Actor is a Snob who has a pool	Snob	Snob		1	
Boast About Reviving Plant	Friendly	T, Y, A, E	T, Y, A, E	Actor revived a plant		Green Thumb, Snob		1	
Bore to Death	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor has No Sense of Humor or Target thinks the Actor is being very boring		No Sense of Humor		1	
Brag About Being a Doctor	Friendly	Y, A, E	Y, A, E	Actor is in the Medical career		Ambitious, Snob		1	
Break Up	Insulting	T, Y, A, E	T, Y, A, E	Actor and Target are in a committed relationship but not married		Commitment Issues			
Brighten Day	Friendly	T, Y, A, E	T, Y, A, E	Actor is Good	Good	Good			
Calm Down	Friendly	C, T, Y, A, E	C, T, Y, A, E	Target has the Betrayed, Can't Stand Art, Offended, Rude Awakening, Rude Guest, or Stuff Taken buff		Good, Friendly, Charismatic	Mean-Spirited, Evil		
Change Diaper	Friendly	T, Y, A, E	B, T	When the target is a baby or toddler					

Social	Commodity	Actor Age	Target Age	Social Available When?	Required Trait	Social Encouraged By Trait?	Social Prevented By Trait?	# of Uses Before Boring	# of Uses if Recharged
Cancel Wedding	Insulting	Y, A, E	Y, A, E	Available on engaged Sim		Commitment Issues			
Charming Introduction	Friendly	T, Y, A, E	T, Y, A, E	Actor has Charisma skill		Charismatic, Schmooszer			
Chat	Friendly	C, T, Y, A, E	C, T, Y, A, E	Always available		Schmooszer, Charismatic		4	6
Chat on Bed	Friendly	C, T, Y, A, E	C, T, Y, A, E	Available when a Sim is relaxing on the bed next to actor					
Cheer Up	Friendly	C, T, Y, A, E	C, T, Y, A, E	Target has the Heart Broken, Mourning, or Rejected buff		Good, Friendly		3	
Complain About All the People	Friendly	T, Y, A, E	T, Y, A, E	Actor had the Too Many People buff or is a Loner	Loner	Loner, Grumpy		1	
Complain About Art	Friendly	T, Y, A, E	T, Y, A, E	Actor Can't Stand Art, knows the Target is Artistic or recently visited an Art Gallery		Can't Stand Art, Grumpy		1	
Complain About Baby	Friendly	T, Y, A, E	T, Y, A, E	Actor has the Crying Baby buff		Dislikes Children, Grumpy	Family Oriented	1	
Complain About Being a Loser	Friendly	T, Y, A, E	T, Y, A, E	Actor is a Loser who lost	Loser	Loser, Grumpy		1	
Complain About Being a Slob	Insulting	T, Y, A, E	T, Y, A, E	Actor knows the Target is a Slob		Neat, Perfectionist, Snob, Grumpy		1	
Complain About Children	Friendly	T, Y, A, E	T, Y, A, E	Actor Dislikes Children	Dislikes Children	Dislikes Children, Grumpy		1	
Complain About Darkness	Friendly	T, Y, A, E	T, Y, A, E	Actor is Scared of the Dark	Coward	Coward, Grumpy		1	
Complain About Exercise	Friendly	T, Y, A, E	T, Y, A, E	Actor recently visited the gym or is a Couch Potato and recently exercised	Couch Potato	Couch Potato, Grumpy		1	
Complain About Foolish Joke	Friendly	T, Y, A, E	T, Y, A, E	Actor has No Sense of Humor and humor was attempted	No Sense of Humor	No Sense of Humor, Grumpy		1	
Complain About Good People	Insulting	T, Y, A, E	T, Y, A, E	Actor knows the Target is Good		Evil, Mean-Spirited, Grumpy	Good	1	
Complain About Inappropriateness	Insulting	T, Y, A, E	T, Y, A, E	Actor knows the Target is Inappropriate		Good, Grumpy	Inappropriate	1	
Complain About Laziness	Insulting	T, Y, A, E	T, Y, A, E	Actor knows the Target is a Couch Potato		Athletic, Grumpy	Couch Potato	1	
Complain About Meat	Friendly	T, Y, A, E	T, Y, A, E	Actor is disgusted by meat	Vegetarian	Vegetarian, Grumpy		1	
Complain About Mess	Friendly	T, Y, A, E	T, Y, A, E	Actor is disgusted by mess	Neat	Neat, Grumpy		1	
Complain About Other	Friendly	T, Y, A, E	T, Y, A, E	Actor is annoyed with a third party		Inappropriate, Mean-Spirited, Grumpy		1	
Complain About Other's Stench	Friendly	C, T, Y, A, E	C, T, Y, A, E	Target has the Stinky buff		Neat, Perfectionist, Snob, Grumpy	Slob	1	
Complain About Being Woken Up	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor was woken up		Heavy Sleeper, Light Sleeper, Grumpy		1	
Complain About Broken Bathtub	Friendly	C, T, Y, A, E	C, T, Y, A, E	Broken bathtub		Neat, Perfectionist, Grumpy		1	
Complain About Broken Toilet	Friendly	C, T, Y, A, E	C, T, Y, A, E	Broken toilet		Neat, Perfectionist, Grumpy		1	
Complain About Dirty Bathtub	Friendly	C, T, Y, A, E	C, T, Y, A, E	Dirty bathtub		Neat, Perfectionist, Snob, Grumpy		1	
Complain About Dirty Dishes	Friendly	C, T, Y, A, E	C, T, Y, A, E	Dirty dishes		Neat, Perfectionist, Snob, Grumpy		1	
Complain About Dirty Toilet	Friendly	C, T, Y, A, E	C, T, Y, A, E	Dirty toilet		Neat, Perfectionist, Snob, Grumpy		1	
Complain About Feeling Sore	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor has the Sore buff		Couch Potato, Grumpy		1	
Complain About Outdoors	Friendly	T, Y, A, E	T, Y, A, E	Actor has the Hates Outdoors trait and is outdoors	Hates the Outdoors	Hates the Outdoors, Grumpy		1	
Complain About Party	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor is preparing for or recently had a party		Loner, Grumpy	Party Animal	1	
Complain About Politicians	Insulting	T, Y, A, E	T, Y, A, E	Actor learns the Target is in the Political career		Insane, Grumpy		1	
Complain About School	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor can complain about school		Couch Potato, Party Animal, Grumpy		1	
Complain About the Police	Insulting	T, Y, A, E	T, Y, A, E	Actor learns the Target is in the Law Enforcement career		Evil, Inappropriate, Grumpy		1	



Social	Commodity	Actor Age	Target Age	Social Available When?	Required Trait	Social Encouraged By Trait?	Social Prevented By Trait?	# of Uses Before Boring	# of Uses if Recharged
Complain About TV	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor is Technophobe and the TV is on	Technophobe	Technophobe, Grumpy		1	
Complain About TV Being Turned Off	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor is not Technophobe and the TV was turned off		Couch Potato, Grumpy	Technophobe	1	
Complain About Work	Friendly	T, Y, A, E	T, Y, A, E	Actor has the Fired or Overworked buff, just got home from work, or can complain about work		Grumpy	Workaholic	1	
Compliment	Friendly	C, T, Y, A, E	C, T, Y, A, E	Sims are in the Very Friendly STC and are below Friends		Charismatic, Schmooser, Easily Impressed			3
Compliment Appearance	Amorous	T, Y, A, E	T, Y, A, E	Romance is available and Target's outfit changed or Sims are not in the Seductive or Hot STC		Charismatic, Schmooser, Easily Impressed, Flirty			3
Compliment Athleticism	Amorous	T, Y, A, E	T, Y, A, E	Target did something athletic		Athletic, Schmooser, Easily Impressed, Flirty			3
Compliment Braveness	Friendly	T, Y, A, E	T, Y, A, E	Target did something brave		Coward, Schmooser, Easily Impressed			3
Compliment Cleverness	Friendly	T, Y, A, E	T, Y, A, E	Actor knows the Target is a Genius		Genius, Schmooser, Easily Impressed			3
Compliment Cooking	Friendly	C, T, Y, A, E	C, T, Y, A, E	Target has made food		Natural Cook, Family Oriented, Schmooser, Easily Impressed			3
Compliment Dancing	Friendly	C, T, Y, A, E	C, T, Y, A, E	Target is dancing		Party Animal, Schmooser, Easily Impressed			3
Compliment Garden	Friendly	T, Y, A, E	T, Y, A, E	Actor can compliment garden		Green Thumb, Schmooser, Easily Impressed	Hates the Outdoors		3
Compliment Handiness	Friendly	T, Y, A, E	T, Y, A, E	Target has repaired something		Handy, Schmooser, Easily Impressed			3
Compliment Home	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor is visiting the Target at home		Schmooser, Easily Impressed			3
Compliment Music	Friendly	T, Y, A, E	T, Y, A, E	Target has performed music		Virtuoso, Schmooser, Easily Impressed			3
Compliment Party	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor is attending or recently attended a party		Party Animal, Schmooser, Easily Impressed			3
Compliment Personality	Amorous	T, Y, A, E	T, Y, A, E	Romance is available, Sims are not in the Seductive or Hot STC and don't dislike each other or aren't currently engaged/married		Schmooser, Easily Impressed, Flirty			3
Confess Cheating	Neutral	T, Y, A, E	T, Y, A, E	Target has had Jealousy triggered on Actor		Good, Family Oriented			
Confess Attraction	Amorous	T, Y, A, E	T, Y, A, E	Romance is available, Sims are not in the Seductive or Hot STC and don't dislike each other or already romantic		Hopeless Romantic, Flirty		1	1
Confess Attraction for Another	Friendly	T, Y, A, E	T, Y, A, E	Actor is attracted to a third party		Hopeless Romantic			
Confess to Being Fired	Friendly	T, Y, A, E	T, Y, A, E	Actor has the Fired buff					
Console	Friendly	C, T, Y, A, E	C, T, Y, A, E	Target is having a bad day, or has the Scared, Heart Broken, Mourning, or Rejected buff		Good, Family Oriented, Friendly	Mean-Spirited		
Coo Over Children	Friendly	T, Y, A, E	C, T, Y, A, E	Actor is Family Oriented	Family Oriented	Family Oriented			
Criticize His Family	Insulting	T, Y, A, E	T, Y, A, E	Actor is Mean-Spirited or Inappropriate or is being Insulting to the Target who is in a committed relationship with them	Mean-Spirited, Inappropriate	Mean-Spirited, Inappropriate		1	
Criticize Lousy Book	Friendly	C, T, Y, A, E	C, T, Y, A, E	Sims are responding to a book		Bookworm, Perfectionist, Snob, Grumpy		1	
Cry on Shoulder	Friendly	T, Y, A, E	T, Y, A, E	Actor has the Heart Broken, Mourning, or Rejected buff		Over Emotional			
Cuddle	Amorous	T, Y, A, E	T, Y, A, E	Available on Sims in a romantic relationship on the couch or the bed		Hopeless Romantic		1	1



Social	Commodity	Actor Age	Target Age	Social Available When?	Required Trait	Social Encouraged By Trait?	Social Prevented By Trait?	# of Uses Before Boring	# of Uses if Recharged
Dance Together	Friendly	C, T, Y, A, E	C, T, Y, A, E	Available when target or actor is dancing					
Debate Politics	Friendly	T, Y, A, E	T, Y, A, E	Actor or Target is in the Political career		Schmooser, Charismatic		3	
Declare Nemesis	Steamed	T, Y, A, E	T, Y, A, E	Sims are in the Steamed STC		Evil, Mean-Spirited, Hot-Headed			
Deep Conversation	Friendly	T, Y, A, E	T, Y, A, E	Sims are in the Very Friendly STC and are Good Friends or above or in a committed relationship		Genius		3	4
Deliver Opportunity	Friendly	T, Y, A, E	T, Y, A, E	An opportunity needs to be delivered					
Determine Gender of Baby	Friendly	C, T, Y, A, E	Y, A	Target is pregnant					
Disapprove of Criminals	Insulting	T, Y, A, E	T, Y, A, E	Actor learns the Target is in the Criminal career		Good	Evil	1	
Discuss Favorite TV Shows	Friendly	C, T, Y, A, E	C, T, Y, A, E	TV is on		Couch Potato, Charismatic	Techno-phobe	3	
Discuss Fine Cuisine	Friendly	C, T, Y, A, E	C, T, Y, A, E	Respond to the Hunger buff		Natural Cook, Snob		3	
Discuss Work	Friendly	T, Y, A, E	T, Y, A, E	Actor is a Workaholic or is talking to a co-worker		Workaholic, Ambitious			
Dismiss	Neutral	T, Y, A, E	T, Y, A, E	Target is a Service Sim on the job					
Dismiss Rudely	Insulting	T, Y, A, E	T, Y, A, E	Target is a Service Sim on the job		Mean-Spirited	Good		
Divorce	Insulting	Y, A, E	Y, A, E	Actor and Target are married		Commitment Issues			
Embrace	Amorous	Y, A, E	Y, A, E	Sims are in the Hot STC or Seductive STC if the Sims are in a romantic relationship or are exes		Hopeless Romantic, Flirty		1	1
End Service	Neutral	T, Y, A, E	T, Y, A, E	Target is a Service Sim on the job and the Sims are Friends or higher		Frugal			
Enthuse About Business	Friendly	T, Y, A, E	T, Y, A, E	Actor learns the Target is in the Business career		Excitable			
Enthuse About Cooking	Friendly	T, Y, A, E	T, Y, A, E	Actor learns the Target is in the Culinary career		Natural Cook, Excitable			
Enthuse About Exercise	Friendly	T, Y, A, E	T, Y, A, E	Actor recently visited the gym or is Athletic and recently exercised or knows the Target is Athletic		Athletic, Excitable	Couch Potato		
Enthuse About Fishing	Friendly	T, Y, A, E	T, Y, A, E	Actor is an Angler or knows the Target is an Angler		Angler, Excitable			
Enthuse About Journalism	Friendly	T, Y, A, E	T, Y, A, E	Actor learns the Target is in the Journalism career		Excitable			
Enthuse About Law Enforcement	Friendly	T, Y, A, E	T, Y, A, E	Actor learns the Target is in the Law Enforcement career		Excitable			
Enthuse About Music	Friendly	T, Y, A, E	T, Y, A, E	Actor is a Virtuoso or learns the Target is in the Music career		Virtuoso, Excitable			
Enthuse About New House	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor or Target has a new house		Excitable			
Enthuse About Outdoors	Friendly	T, Y, A, E	T, Y, A, E	Actor Loves the Outdoors		Loves the Outdoors, Excitable	Hates the Outdoors		
Enthuse About Party	Friendly	T, Y, A, E	T, Y, A, E	Actor is preparing for a party		Party Animal, Excitable			
Enthuse About Politics	Friendly	T, Y, A, E	T, Y, A, E	Actor learns the Target is in the Political career		Excitable			
Enthuse About Science	Friendly	T, Y, A, E	T, Y, A, E	Actor learns the Target is in the Science career		Excitable			
Enthuse About the Military	Friendly	T, Y, A, E	T, Y, A, E	Actor learns the Target is in the Military career		Excitable			
Enthuse About Wedding	Friendly	T, Y, A, E	T, Y, A, E	Actor is at their wedding party		Hopeless Romantic, Family Oriented, Excitable	Commitment Issues		
Enthuse About Work	Friendly	T, Y, A, E	T, Y, A, E	Actor has gotten home from work		Workaholic, Excitable			
Express Condolences	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor is at a Funeral		Good, Friendly			
Express Condolences to Victim	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor knows Target has been cheated on		Family Oriented, Hopeless Romantic			
Express Embarrassment	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor has the Embarrassed buff or a conversation has turned Awkward				1	
Express Fear of Graveyards	Friendly	T, Y, A, E	T, Y, A, E	Actor has the Creepy Graveyard buff		Coward, Neurotic	Brave	1	
Express Fear of Swimming	Friendly	T, Y, A, E	T, Y, A, E	Actor is Hydrophobic	Hydrophobic	Hydrophobic		1	
Express Fear of the Dark	Friendly	T, Y, A, E	T, Y, A, E	Actor has the Afraid of the Dark buff		Coward, Neurotic	Brave	1	



Social	Commodity	Actor Age	Target Age	Social Available When?	Required Trait	Social Encouraged By Trait?	Social Prevented By Trait?	# of Uses Before Boring	# of Uses if Recharged
Express Fondness	Friendly	T, Y, A, E	T, Y, A, E	Sims are in the Very Friendly STC and are Friends or above or in a romantic relationship		Friendly			
Express Humiliation	Friendly	T, Y, A, E	T, Y, A, E	Actor has the Humiliated buff				1	
Express Need for Exercise	Friendly	T, Y, A, E	T, Y, A, E	Actor is Athletic		Athletic		1	
Express Sympathy for Victim	Neutral	C, T, Y, A, E	C, T, Y, A, E	Actor knows a third party has been cheated on		Family Oriented, Hopeless Romantic			
Family Hug	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor is Family Oriented		Family Oriented			
Feed on Floor	Friendly	Y, A, E	To	Target is a toddler					
Feel Tummy	Friendly	C, T, Y, A, E	Y, A	Target is pregnant		Family Oriented			1
Fight!	Steamed	T, Y, A, E	T, Y, A, E	Actor has the Betrayed, Can't Stand Art, Offended, Rude Awakening, Rude Guest, or Stuff Taken buff, or Sims are in the Steamed STC		Mean-Spirited, Hot-Headed, Evil	Good		
Fire	Insulting	T, Y, A, E	T, Y, A, E	Target is a Service Sim on the job and the Sims are not Friends or higher		Mean-Spirited			
First Kiss	Amorous	T, Y, A, E	T, Y, A, E	Sims are in the Seductive or Hot context and have not kissed		Great Kisser		1	
Flatter	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor is a Schmoozzer	Schmoozzer	Schmoozzer			3
Flirt	Amorous	T, Y, A, E	T, Y, A, E	Romance is available		Flirty, Hopeless Romantic	Unflirty		3
Flirty Joke	Amorous	T, Y, A, E	T, Y, A, E	Romance is available but not too hot		Good Sense of Humor, Flirty	Unflirty		3
Fret Over Commitment	Friendly	Y, A, E	Y, A, E	Actor has made a commitment	Commitment Issues	Commitment Issues			
Friendly Hug	Friendly	C, T, Y, A, E	C, T, Y, A, E	Sims are Friends or above		Friendly			
Gaze Into Eyes	Amorous	T, Y, A, E	T, Y, A, E	Sims are in the Seductive STC and Actor is a Hopeless Romantic	Hopeless Romantic	Hopeless Romantic			
Get Married	Amorous	Y, A, E	Y, A, E	Actor is at their wedding party		Hopeless Romantic, Family Oriented		1	3
Give Bottle	Friendly	T, Y, A, E	B	When the target is a baby					
Give Inspirational Speech	Friendly	T, Y, A, E	T, Y, A, E	Actor can give an inspirational speech		Charismatic			
Give Medical Advice	Friendly	Y, A, E	Y, A	Target is pregnant		Genius			
Goodbye	Neutral	C, T, Y, A, E	C, T, Y, A, E	Always available to end conversation					
Goodbye Hug	Friendly	C, T, Y, A, E	C, T, Y, A, E	End conversation with friendly commodity					
Goodbye Kiss	Amorous	T, Y, A, E	T, Y, A, E	End conversation with amorous commodity					
Goodbye Rude	Insulting	C, T, Y, A, E	C, T, Y, A, E	End conversation with insulting commodity		Mean-Spirited	Good		
Goof Around	Funny	C, T, Y, A, E	C, T, Y, A, E	Sims are in the Funny or Hilarious STC		Childish, Good Sense of Humor	No Sense of Humor		
Gossip	Friendly	C, T, Y, A, E	C, T, Y, A, E	Always available		Snob			
Gossip About Other	Friendly	T, Y, A, E	T, Y, A, E	Actor can talk about third party		Mean-Spirited, Snob			
Greet	Friendly	C, T, Y, A, E	C, T, Y, A, E	Always available		Friendly			
Greet Amusing	Funny	T, Y, A, E	T, Y, A, E	Actor has Charisma Level 2–5		Good Sense of Humor, Charismatic			
Greet Flirty	Amorous	T, Y, A, E	T, Y, A, E	Actor has Charisma Level 4–7		Flirty, Charismatic			
Greet Friendly	Friendly	C, T, Y, A, E	C, T, Y, A, E	Always available		Friendly, Charismatic			
Greet Funny	Funny	T, Y, A, E	T, Y, A, E	Actor has Charisma Level 6–7		Good Sense of Humor, Charismatic			
Greet Hilarious	Funny	T, Y, A, E	T, Y, A, E	Actor has Charisma Level 8–10		Good Sense of Humor, Charismatic			
Greet Hot	Amorous	Y, A, E	Y, A, E	Actor has Charisma Level 10		Flirty, Charismatic			
Greet Insulting	Insulting	C, T, Y, A, E	C, T, Y, A, E	Start conversation with insulting commodity		Mean-Spirited	Good		
Greet Seductive	Amorous	Y, A, E	Y, A, E	Actor has Charisma Level 8–9		Flirty, Charismatic			
Guitar Serenade	Amorous	T, Y, A, E	T, Y, A, E	Actor has guitar skill		Charismatic, Flirty		1	1

Social	Commodity	Actor Age	Target Age	Social Available When?	Required Trait	Social Encouraged By Trait?	Social Prevented By Trait?	# of Uses Before Boring	# of Uses if Recharged
Have Private Wedding	Amorous	Y, A, E	Y, A, E	Sims are engaged		Family Oriented, Hopeless Romantic		1	1
Hello Rude	Insulting	C, T, Y, A, E	C, T, Y, A, E	Start conversation with insulting commodity		Mean-Spirited	Good		
Hold Breath Contest	Friendly	C, T, Y, A, E	C, T, Y, A, E	Available when Sims are in the pool					
Hold Hands	Amorous	T, Y, A, E	T, Y, A, E	Romance is available but not too hot		Hopeless Romantic			
Impersonate Celebrity	Funny	C, T, Y, A, E	C, T, Y, A, E	Sims are in the Hilarious STC		Snob, Good Sense of Humor	No Sense of Humor		
Imply Mother is a Llama	Insulting	T, Y, A	T, Y, A, E	Actor is being insulting or unforgivably rude		Inappropriate, Mean-Spirited, Hot-Headed	Good	1	
I Named A Star After You	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor named a star after Target					
Insult	Insulting	Y, A, E	T, Y, A, E	Wedding Canceled, Target is being creepy or frightening, or Actor is not being insulting or unforgivably rude		Mean-Spirited	Good		
Insult Bookworms	Insulting	T, Y, A, E	T, Y, A, E	Actor knows Target is a Bookworm		Mean-Spirited	Good		
Insult Home	Insulting	T, Y, A, E	T, Y, A, E	Actor is visiting the Target at home		Mean-Spirited, Inappropriate	Good		
Interview	Friendly	T, Y, A, E	T, Y, A, E	Actor is in the Journalism career					
Invite In	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor has Sims on front lawn of lot					
Invite Everyone In	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor has Sims on front lawn of lot					
Invite Over	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor is not on their home lot				1	
Joke About Children	Funny	T, Y, A, E	T, Y, A, E	Target is the Baby-sitter		Dislikes Children			
Joke About Cooking	Funny	T, Y, A, E	T, Y, A, E	Actor learns the Target is in the Culinary career		Natural Cook, Good Sense of Humor			
Joke About Criminals	Funny	T, Y, A, E	T, Y, A, E	Actor learns the Target is in the Criminal career		Inappropriate, Evil, Good Sense of Humor			
Joke About In-Laws	Funny	Y, A, E	Y, A, E	Sims are engaged or married and are in the Hilarious STC		Good Sense of Humor			
Joke About Old Times	Funny	Y, A, E	Y, A, E	Sims are engaged, married or Good Friends or higher and are in the Hilarious STC		Good Sense of Humor			3
Joke About the Police	Funny	T, Y, A, E	T, Y, A, E	Actor learns the Target is in the Law Enforcement career		Inappropriate, Evil, Good Sense of Humor			
Joke About Work	Funny	T, Y, A, E	T, Y, A, E	Actor is talking to a co-worker		Good Sense of Humor			
Joke That He Can't Cook	Funny	T, Y, A, E	T, Y, A, E	Target has made food		Mean-Spirited, Good Sense of Humor			
Kiss	Amorous	T, Y, A, E	T, Y, A, E	Actor is Inappropriate or Sims have kissed		Inappropriate, Great Kisser		1	
Kiss on Cheek	Amorous	T, Y, A, E	T, Y, A, E	Sims have kissed and STC is not too hot		Hopeless Romantic		1	3
Leap Into Arms	Amorous	Y, A, E	Y, A, E	Sims are in the Hot STC		Hopeless Romantic, Flirty		1	1
Lecture Teen	Steamed	Y, A, E	T	Target is a teen caught after curfew		Family Oriented			
Let's Just Be Friends	Insulting	T, Y, A, E	T, Y, A, E	Sims are Romantic Interests, Exes, or Ex Spouses					
Listen to Tummy	Friendly	T, Y, A, E	Y, A	Target is pregnant		Family Oriented			1
Make Fun Of	Insulting	T, Y, A, E	T, Y, A, E	Actor is Inappropriate	Inappropriate	Inappropriate			
Make Out	Amorous	T, Y, A, E	T, Y, A, E	Sims are in the Hot STC or Seductive STC if the Sims are in a committed relationship		Great Kisser		1	1
Make Silly Face	Funny	C, T, Y, A, E	C, T, Y, A, E	Always available		Childish, Good Sense of Humor	No Sense of Humor		
Massage	Amorous	T, Y, A, E	T, Y, A, E	Actor is responding to the Sore buff or Sims are in the Seductive STC		Flirty		1	1
Mastermind Plot	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor is Evil	Evil	Evil			
Mock	Insulting	C, T, Y, A, E	C, T, Y, A, E	Target is being odd		Mean-Spirited	Good	1	
Mock Ambition	Insulting	T, Y, A, E	T, Y, A, E	Actor knows the Target is Ambitious		Mean-Spirited	Ambitious, Good	1	



Social	Commodity	Actor Age	Target Age	Social Available When?	Required Trait	Social Encouraged By Trait?	Social Prevented By Trait?	# of Uses Before Boring	# of Uses if Recharged
Mock Appearance	Insulting	T, Y, A, E	T, Y, A, E	Target's outfit changed		Inappropriate, Mean-Spirited	Good	1	
Mock Cleverness	Insulting	T, Y, A, E	T, Y, A, E	Actor knows the Target is a Genius		Mean-Spirited	Genius, Good	1	
Mock Dancing	Insulting	T, Y, A, E	T, Y, A, E	Target is dancing		Inappropriate, Mean-Spirited	Good	1	
Mock Grumpiness	Insulting	T, Y, A, E	T, Y, A, E	Actor knows the Target is Grumpy		Mean-Spirited	Grumpy, Good	1	
Mock Hydrophobia	Insulting	T, Y, A, E	T, Y, A, E	Actor knows the Target is Hydrophobic		Inappropriate, Mean-Spirited	Hydrophobic, Good	1	
Mock Misfortune	Insulting	T, Y, A, E	T, Y, A, E	Actor is responding to misfortune		Evil, Inappropriate, Mean-Spirited	Good	1	
Mock Musicians	Insulting	T, Y, A, E	T, Y, A, E	Actor learns the Target is in the Music career		Mean-Spirited	Virtuoso, Good	1	
Mock Party	Insulting	T, Y, A, E	T, Y, A, E	Actor is attending or recently attended a party		Inappropriate, Mean-Spirited	Good	1	
Mock Scientific Pretension	Insulting	T, Y, A, E	T, Y, A, E	Actor learns the Target is in the Science career		Mean-Spirited	Genius, Good	1	
Mock Snobbishness	Insulting	T, Y, A, E	T, Y, A, E	Actor knows the Target is a Snob		Mean-Spirited	Snob, Good	1	
Mock Vegetarianism	Insulting	T, Y, A, E	T, Y, A, E	Actor knows the Target is a Vegetarian		Inappropriate, Mean-Spirited	Vegetarian, Good	1	
Mooch Food	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor is a Mooch	Mooch	Mooch		1	
Mooch Money (Small)	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor is a Mooch	Mooch	Mooch		1	
Mooch Money (Large)	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor is a Mooch	Mooch	Mooch		1	
Patronize	Insulting	T, Y, A, E	C	Target is a Child and Sims are not in the Unforgivably Rude STC		Dislikes Children, Mean-Spirited	Good		
Persuade to Change Body Shape	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor suggests to Target to get healthier				1	
Petty Job	Insulting	T, Y, A, E	T, Y, A, E	Sims are in the Insulting or Unforgivably Rude STC		Mean-Spirited	Good	1	
Pick Up Baby	Friendly	T, Y, A, E	B	When the target is a baby					
Pick Up Line	Amorous	T, Y, A, E	T, Y, A, E	Sims are Acquaintances and not in the Seductive or Hot STC		Charismatic, Flirty	Unflirty	1	3
Play Catch	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor is Childish		Athletic, Loves the Outdoors, Childish			
Play Tag	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor is Childish or Play topic is active		Loves the Outdoors, Childish			
Play With	Friendly	T, Y, A, E	T, Y, A, E	Target is a baby and it's always available		Family Oriented			
Policeman: Talk to Sim	Neutral	Y, A, E	Y, A, E	Actor is a Policeman who needs to talk to the Target					
Policeman:Lecture Sim	Insulting	Y, A, E	Y, A, E	Actor is a Policeman who needs to lecture to the Target					
Policeman:Express Disappointment	Neutral	Y, A, E	Y, A, E	Actor is a Policeman who needs to express disappointment to the Target					
Policeman: Arrest Burglar	Insulting	Y, A, E	Y, A, E	Actor is a Policeman who needs to arrest the Target burglar					
Point Out Flaws	Insulting	T, Y, A, E	T, Y, A, E	Actor is being insulting or unforgivably rude		Perfectionist, Inappropriate, Mean-Spirited	Good	1	
Praise	Friendly	C, T, Y, A, E	C, T, Y, A, E	Target is praiseworthy or Actor is a Schmooser		Schmooser, Family Oriented			3
Praise Fantastic Book	Friendly	C, T, Y, A, E	C, T, Y, A, E	Sims are responding to a book		Bookworm, Artistic, Easily Impressed			
Praise Written Book	Friendly	T, Y, A, E	C, T, Y, A, E	Target has written a book		Bookworm, Artistic, Easily Impressed			
Propose Going Steady	Amorous	T, Y, A, E	T, Y, A, E	Sims are Romantic Interests and in the Hot STC		Hopeless Romantic		1	1
Propose Marriage	Amorous	Y, A, E	Y, A, E	Actor is Inappropriate or Insane or Sims are Partners and in the Hot STC		Inappropriate, Family Oriented, Hopeless Romantic		1	1
Propose Truce	Neutral	T, Y, A, E	T, Y, A, E	Sims are Enemies or Old Enemies and are in the Friendly or Very Friendly STC		Good, Friendly			



Social	Commodity	Actor Age	Target Age	Social Available When?	Required Trait	Social Encouraged By Trait?	Social Prevented By Trait?	# of Uses Before Boring	# of Uses if Recharged
Put in Crib	Friendly	T, Y, A, E	B	When the target is a baby					
Question	Friendly	T, Y, A, E	T, Y, A, E	Actor is in the Law Enforcement career					
Quit Job	Neutral	T, Y, A, E	T, Y, A, E	Target is Actor's Boss		Commitment Issues			
Ramble Aimlessly	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor is being boring		No Sense of Humor		1	
Refuse Entrance	Insulting	Y, A, E	T, Y, A, E	Actor wants to deny entry to Sims		Mean-Spirited	Good		
Regret Commitment	Friendly	T, Y, A, E	T, Y, A, E	Actor needs to turn down invitation		Commitment Issues		1	
Reminisce	Friendly	Y, A, E	Y, A, E	Sims are BFFs, Old Friends, or Spouses and are in the Friendly or Very Friendly STC					
Request Ask for Food	Neutral	C, T, Y, A, E	C, T, Y, A, E	Actor has the Hunger buff or is pregnant					
Request Clean Up	Neutral	C, T, Y, A, E	C, T, Y, A, E	Dirty bathtub, dishes, or toilet		Neat			
Request Do Your Homework	Neutral	C, T, Y, A, E	C, T, Y, A, E	Adult to child		Family Oriented			
Request Feel My Tummy	Friendly	Y, A, E	C, T, Y, A, E	Actor is pregnant		Family Oriented		1	3
Request Go to Bed	Neutral	C, T, Y, A, E	C, T, Y, A, E	Target has the Tired buff		Family Oriented			
Request Go to School	Neutral	C, T, Y, A, E	C, T, Y, A, E	Adult to child		Family Oriented			
Request Practice Your Skills	Neutral	C, T, Y, A, E	C, T, Y, A, E	Adult to child		Family Oriented			
Request Take Out the Trash	Neutral	C, T, Y, A, E	C, T, Y, A, E	Available on Sim when trash is full		Neat			
Return Stolen Object	Friendly	C, T, Y, A, E	C, T, Y, A, E	Available on Sim you stole object from	Klepto-maniac	Good			
Reveal Secret	Friendly	C, T, Y, A, E	C, T, Y, A, E	Sims are Best Friends or BFFs and are in the Friendly or Very Friendly STC					4
Salute	Friendly	C, T, Y, A, E	C, T, Y, A, E	Greeting for military career					
Say Good Job	Friendly	T, Y, A, E	T, Y, A, E	Target has done homework		Family Oriented, Genius			
Say You Look Scared	Friendly	T, Y, A, E	T, Y, A, E	Target has the Creepy Graveyard buff		Good, Friendly			
Say You Look Upset	Friendly	T, Y, A, E	T, Y, A, E	Target has the Upset buff		Good, Friendly			
Set Burglar Free	Friendly	Y, A, E	Y, A, E	Target is a burglar		Evil			
Share Interests	Friendly	C, T, Y, A, E	C, T, Y, A, E	Sims are Acquaintances		Charismatic, Friendly			6
Share Trivia	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor has No Sense of Humor	No Sense of Humor	No Sense of Humor		3	3
Share Worries	Friendly	T, Y, A, E	T, Y, A, E	Actor is Neurotic		Neurotic		1	
Shoo	Neutral	C, T, Y, A, E	C, T, Y, A, E	Actor needs to send Sims home					
Sign Autograph	Friendly	C, T, Y, A, E	C, T, Y, A, E	Special interaction from autograph section					
Slap	Steamed	T, Y, A, E	T, Y, A, E	Actor has had Jealousy triggered on Target or Sims are in the Steamed STC		Mean-Spirited, Hot-Headed, Evil	Good		
Smooth Recovery	Neutral	T, Y, A, E	T, Y, A, E	Actor has level 5 Charisma		Charismatic, Schmooser			
Snuggle	Friendly	T, Y, A, E	B, T	The social is pretty much always available.		Family Oriented			
Snuggle Baby	Friendly	T, Y, A, E	B	When the target is a baby					
Social Worker Yell At	Insulting	T, Y, A, E	T, Y, A, E	Actor wants to be angry with Social Worker Service Sim					
Speak Highly of Other	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor is at a Funeral		Good, Friendly			
Speak Madness	Friendly	T, Y, A, E	T, Y, A, E	Actor is Insane or is being creepy or frightening		Insane		1	1
Speak Poorly of Other	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor is at a Funeral or has had Jealousy triggered on a third party		Mean-Spirited, Inappropriate	Good	1	
Splash	Friendly	C, T, Y, A, E	C, T, Y, A, E	Available when Sims are in the pool					
Stroke Cheek	Amorous	T, Y, A, E	T, Y, A, E	Sims are in the Hot STC or Seductive STC if the Sims are in a romantic relationship or are exes		Hopeless Romantic		1	
Talk About Burglary	Friendly	T, Y, A, E	T, Y, A, E	Actor can talk about burglary					3



Social	Commodity	Actor Age	Target Age	Social Available When?	Required Trait	Social Encouraged By Trait?	Social Prevented By Trait?	# of Uses Before Boring	# of Uses if Recharged
Talk About Fire	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor can talk about fire					3
Talk About Medicine	Friendly	T, Y, A, E	T, Y, A, E	Actor learns the Target is in the Medical career					3
Talk About Art	Friendly	T, Y, A, E	T, Y, A, E	Actor is Artistic, knows the Target is Artistic or recently visited an art gallery		Artistic			3
Talk About Books	Friendly	T, Y, A, E	T, Y, A, E	Actor is a Bookworm, knows the Target is a Bookworm or is visiting the library		Bookworm			3
Talk About Celestial Object	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor has Logic skill					3
Talk About Computers	Friendly	T, Y, A, E	T, Y, A, E	Actor is a Computer Whiz, knows the Target is a Computer Whiz or recently used a computer		Computer Whiz			3
Talk About Conspiracies	Friendly	T, Y, A, E	T, Y, A, E	Actor is Neurotic or Insane		Insane, Neurotic			3
Talk About Cooking	Friendly	T, Y, A, E	T, Y, A, E	Actor or Target has cooked		Natural Cook			3
Talk About Family	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor is Family Oriented		Family Oriented			3
Talk About Gardening	Friendly	T, Y, A, E	T, Y, A, E	Actor is a Green Thumb, knows the Target is a Green Thumb or acquired Gardening skill		Green Thumb			3
Talk About Great Outdoors	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor is visiting park, graveyard, or pool, or responding to a park visit		Loves the Outdoors	Hates the Outdoors		3
Talk About Movies	Friendly	C, T, Y, A, E	C, T, Y, A, E	TV is on or Actor is visiting the theatre		Couch Potato			3
Talk About My Possessions	Friendly	T, Y, A, E	T, Y, A, E	Actor is a Snob	Snob	Snob			3
Talk About New Job	Friendly	T, Y, A, E	T, Y, A, E	Actor has a new job		Workaholic, Ambitious			3
Talk About Self	Friendly	T, Y, A, E	T, Y, A, E	Actor is a Snob	Snob	Snob			3
Talk About Sim in Room	Insulting	T, Y, A, E	T, Y, A, E	Actor is Inappropriate	Inappropriate	Inappropriate			
Talk About the Bookstore	Friendly	T, Y, A, E	T, Y, A, E	Actor is visiting a bookstore or responding to a book		Bookworm			3
Talk About Weather	Friendly	T, Y, A, E	T, Y, A, E	Actor is outdoors		Loves the Outdoors			3
Talk to Tummy	Friendly	T, Y, A, E	Y, A,	Target is pregnant		Family Oriented			1
Teach to Talk	Friendly	Y, A, E	To	When target is a toddler					
Teach to Walk	Friendly	Y, A, E	To	When target is a toddler					
Tell Dirty Joke	Funny	T, Y, A, E	T, Y, A, E	Sims are in the Hilarious STC and are Friends or above or in a romantic relationship		Inappropriate, Flirty, Good Sense of Humor			
Tell Dramatic Story	Friendly	T, Y, A, E	T, Y, A, E	Sims are in the Very Friendly STC or Friendly STC, if Friends or above or in a romantic relationship		Charismatic, Schmooser			
Tell Funny Story	Funny	C, T, Y, A, E	C, T, Y, A, E	STC is not too funny		Charismatic, Good Sense of Humor			
Tell Ghost Story	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor is Insane, can tell a ghost story, or is visiting a graveyard		Insane, Childish			
Tell Inside Joke	Funny	C, T, Y, A, E	C, T, Y, A, E	Sims are Good Friends or better		Good Sense of Humor		3	3
Tell Intriguing News Story	Friendly	T, Y, A, E	T, Y, A, E	Actor is in the Journalism career					
Tell Joke	Funny	C, T, Y, A, E	C, T, Y, A, E	Sims are in Dull, Drab, Funny or Hilarious STC		Charismatic, Good Sense of Humor		4	6
Tell Story	Friendly	C, T, Y, A, E	C, T, Y, A, E	Before Tell Dramatic Story, but not until Friendly if Acquaintances		Charismatic			
Teen Insult	Insulting	T	T, Y, A, E	Always for teen		Mean-Spirited	Good		
Thank	Friendly	C, T, Y, A, E	C, T, Y, A, E	General thank		Good			1
Thank for Cleaning	Friendly	C, T, Y, A, E	C, T, Y, A, E	Thank for cleaning		Good, Neat			1
Thank for Cooking	Friendly	C, T, Y, A, E	T, Y, A, E	Thank for cooking		Good, Natural Cook			1
Thank for Promotion	Friendly	C, T, Y, A, E	T, Y, A, E	Thank for promotion		Good, Snob, Workaholic			1
Thank for Tutoring	Friendly	C, T, Y, A, E	C, T, Y, A, E	Thank for tutoring		Good, Genius, Workaholic			1
Tickle	Friendly	C, Y, A, E	To	Target is a toddler					

Social	Commodity	Actor Age	Target Age	Social Available When?	Required Trait	Social Encouraged By Trait?	Social Prevented By Trait?	# of Uses Before Boring	# of Uses if Recharged
Toddler Chat	Friendly	T, Y, A, E	T, Y, A, E	Target is a toddler		Family Oriented			
Toddler Tickle	Friendly	T, Y, A, E	T, Y, A, E	Target is a toddler		Family Oriented			
Toddler Toss In Air	Friendly	T, Y, A, E	T, Y, A, E	Target is a toddler		Family Oriented			
Toss into Air	Friendly	C, Y, A, E	To	Target is a toddler					
Trade Kitchen Secrets	Friendly	T, Y, A, E	T, Y, A, E	Actor or Target has cooked, Actor has available recipes to learn and Target has Cooking skill (and it's been 1 day since the Target was last asked)		Natural Cook		1	3
Train Sim	Friendly	T, Y, A, E	T, Y, A, E	Train Sim		Athletic			
Try for Baby	Amorous	Y, A, E	Y, A, E	Sims are romantic and are in the Hot STC		Family Oriented			
Tutor Sim	Friendly	T, Y, A, E	C, T	Actor has Logic skill		Family Oriented		1	0
Tutor Sim in Skill	Friendly	C, T, Y, A, E	C, T, Y, A, E	Actor wants to teach Target skill					
Wedding Congratulations	Friendly	C, T, Y, A, E	C, T, Y, A, E	Target had a wedding		Family Oriented, Friendly, Schmooser			
Watch This	Friendly	T, Y, A, E	T, Y, A, E	Actor is a Daredevil	Daredevil	Daredevil			
Whine About Broken Computer	Friendly	T, Y, A, E	T, Y, A, E	Computer is broken		Computer Whiz	Techno-phobe	3	3
Whine About Broken TV	Friendly	T, Y, A, E	T, Y, A, E	TV is broken		Couch Potato	Techno-phobe	1	
Whine About Plant Dying	Friendly	T, Y, A, E	T, Y, A, E	Plant died		Green Thumb		1	
Whine About Swimming	Friendly	T, Y, A, E	T, Y, A, E	Actor is Hydrophobic or a Couch Potato and has just been swimming	Hydrophobic, Couch Potato	Hydrophobic, Couch Potato		1	
Whisper in Ear	Amorous	Y, A, E	Y, A, E	Sims are in the Hot STC		Flirty, Hopeless Romantic		1	
Woo!	Friendly	T, Y, A, E	T, Y, A, E	Party happening	Party Animal	Party Animal		1	3
WooHoo	Amorous	Y, A, E	Y, A, E	Sims are romantic and are in the Hot STC					
Worry About Grades	Friendly	T, Y, A, E	T, Y, A, E	Can worry about grades		Workaholic, Neurotic		1	1
Worry About Money	Friendly	T, Y, A, E	T, Y, A, E	Can worry about money		Frugal, Neurotic		1	
Worry About Relationship	Friendly	T, Y, A, E	T, Y, A, E	Can worry about relationship		Hopeless Romantic, Neurotic		1	
Worry About Work	Friendly	T, Y, A, E	T, Y, A, E	Can complain about work		Workaholic, Neurotic		1	
Worship	Friendly	C, T, Y, A, E	C, T, Y, A, E	Target is in the Music or Athletic career		Easily Impressed		1	
Yell At	Steamed	T, Y, A, E	T, Y, A, E	Actor has the Betrayed, Can't Stand Art, Offended, Rude Awakening, Rude Guest, or Stuff Taken buff, or Sims are in the Steamed STC		Mean-Spirited, Hot-Headed	Good	5	

## Family and Aging

Few bonds in this world are more powerful than family—and family is a strong force inside *The Sims 3*, too. The family is a close unit that is always on the lookout for each other's best interests, both socially and with the tending of moods and needs.

Time is a constant that cannot be avoided in *The Sims 3*. It is a steady drumbeat in the background of every day, sometimes barely audible above the din of career, socialization, and the little joys of life. Over time, Sims age. They transition between the stages of life, from toddler to child, from adult to elderly. And at the end of the strange, fascinating trip that is life, Sims will die.

There are seven stages of life in *The Sims 3*: baby, toddler, child, teen, young adult, adult, and elder. Each stage has a different number of days that completes an age. At the end of the age, the Sim transitions to the next age. Here are the number of days in each age:

- ◆ **Baby:** 2 days
- ◆ **Toddler:** 7 days
- ◆ **Child:** 7 days
- ◆ **Teen:** 14 Days
- ◆ **Young Adult:** 21 days
- ◆ **Adult:** 21 days
- ◆ **Elderly:** 16 days (minimum)

### NOTE

You may adjust the length of the age transitions.

### Age Transitions

When a Sim closes in on the transition date, you are given a two-day warning. If the Sim about to age up is younger than a young adult, this transition period is extremely important. When a toddler transitions to a child and a

child transitions to a teen, the Sim picks up an additional trait.

If the Sim is doing well in life by specific metrics at the point of transition, you get to pick that new trait. If the Sim is struggling, then the trait is either randomly chosen or is chosen from a list of negative traits.



### Baby

The most helpless of all Sims, the baby requires a lot of care. Fortunately, this age lasts only a couple days and parents are given the time off from their careers to tend to the baby. Babies are typically carried around by their parents (or adult/elder Sims).

Sims must limit their interactions to sitting (not in front of a table), using the phone, and any socialization that



does not require touching. Babies have fewer needs than other Sims, but the needs they do have are critical. Here is what you need to monitor on a baby:

**Energy:** Babies tend to get tired much faster than other ages. When a baby gets tired, it can fall asleep, as long as it is not in the middle of an activity. Babies typically sleep in a crib, though, so make sure you buy one if your household has a baby in it.

**Hygiene:** Babies need to relieve themselves like every other Sim, but they do so in their diapers. This makes the baby Smelly, which can cause a negative moodlet on other Sims if the Change Diaper interaction is not selected after the baby alerts you of its stinky predicament.

**Hunger:** Babies need a lot of feeding, but not the kind of food you prepare in the kitchen. Babies need bottles. To feed a baby when it needs it, select the Feed Baby interaction on the baby. You must also feed the baby regularly so the Hunger need never drops into the red. If you neglect a baby (or any Sim younger than young adult), you risk a visit from a Social Worker.

**Social:** Babies need interaction and entertainment, so be sure to regularly play with your new baby. You must attend to the baby or the baby will get the Lonely moodlet.



### Toddler

Babies age up into toddlers. Toddlers cannot take much better care of themselves than babies, but at least they are somewhat mobile, thanks to the ability to crawl, and they can amuse themselves via toys.

Toddlers can be taught how to walk via a special interaction with an teen or older Sim. In fact, teaching a toddler to walk is one of three critical lessons you need to teach a toddler before it ages up into a child. The other necessary lessons are Teach to Talk and Potty Train. You need to teach the toddler for it to properly age up. If you have not taught the toddler all three skills before it ages, you cannot choose the third trait it receives during the transition.

Teach to Walk and Teach to Talk are selectable when you select the toddler with the cursor. The older Sim sits down next to the toddler and starts the lesson. Lesson progress is viewable just like learning a skill in adulthood. A blue bar appears over the toddler's head and fills over the course of the lesson. When the bar fills to the max, the skill has been taught. To handle potty training, you need to buy the

small training toilet in Buy Mode. As soon as the toddler has learned any of these skills, that skill vanishes from the interaction menu.

Elder Sims are great teachers for toddlers.

Toddlers also need attention like babies, so if a toddler starts to fuss, you should definitely pick it up and socialize with it.

Toddlers have four needs that must be attended to:

**Energy:** Toddlers need to sleep a little less than babies, but they still get sleepy on a much more regular basis than older Sims.

**Fun:** To keep toddlers in a good mood, you need to either play with them or direct their attention to some toys. You can purchase several toys in Buy Mode from the Kids Room catalog.

**Hunger:** Toddlers need to eat. You can either go the bottle route or feed a toddler in a high chair, which can also be purchased from the Kids Room catalog.

**Hygiene:** Toddlers use diapers. If not potty trained, a toddler will fill its diapers and demand immediate changing. If a toddler has been taught to use the potty, it can use the training potty.

### TIP

Toddlers love toys. You can keep them busy for hours by giving them a few toys to play with, like the baby xylophone. The xylophone actually gives the toddler a head start on the Guitar skill. The peg box toy develops the Logic skill.

### Child



Child Sims have survived being a toddler and are ready to take on a little responsibility of their own: school. Child Sims can socialize and make friends with other children, feed themselves with quick snacks from the fridge, and even learn a few of the skills that will give them a leg up on teen and adult life. Children still like to play, so let them have a little fun with toys and games when not working on homework for school and socializing with the family.

### TIP

Children can be tutored by Logic Sims level 5 or higher to help with their homework.

A child who gets good grades and has an "A" at the time of the age transition gets to choose the next trait. Anything less and the trait is either random or purposefully negative. However, in addition to going to school, children can learn a few skills, such as Cooking by buying the kids stove in Buy Mode. Children can also start learning the Writing skill with a computer.

### CAUTION

Because children can leave the house and do a little exploring, it's important for children to have curfews. Children get curfew warnings letting them know it is time to get home unless they are staying with a friend at a lot/house they were invited to.



### Teen

Teen Sims graduate to high school and are impressed with a whole new level of responsibility. Teen Sims can get part-time jobs to help contribute to the household worth, although doing so leaves them less time to get homework done or be social, both of which are important activities for the teen.

### NOTE

Teen Sims must pay attention in school and get homework done so when they graduate to adulthood, they can select the fifth and final trait. Teen Sims also spend one hour less time at school.

### CAUTION

Teens also have a curfew, but it is one hour later than the Child's curfew: 11 PM. While teens are skipping curfew, they get the positive Out After Curfew moodlet. But if either a child or teen is found out after curfew, they are dinged with the negative Caught After Curfew moodlet.

Teen Sims share a lot with adult Sims. They can perform most socials at this point, save for marriage and WooHoo. Romance is a big part of the teen experience, as teens want to have relationships and go steady with another teen. (Teens cannot be romantic outside their age level.)



Teens have a special LTR: Best Friends Forever. This is the teen version of Best Friends. To designate this special friend, use the BFF social on a fellow teen with a high relationship. BFFs long to hang out together. Teens can only have one BFF at a time. If a teen chooses a new BFF, the relationship with the previous BFF takes a significant hit and has an insulting STC.

### TIP

Teen Sims can learn all skills, just like adult Sims. This is a good time to figure out what kind of skills you want to nurture and get an early start on them.



### Young Adult/Adult

Adult Sims have great responsibilities to take care of their charges and maintain a positive household, all while juggling career, skills, and socializations. It's not an easy task. There are thousands of choices to make, from sitting down to write

a book to going into the military to looking for butterflies around Moonlight Bay. But it's the stage and all of its freedoms that makes *The Sims 3* such a wonderful experience.



### Elder

Elder Sims are not that different from adult Sims. They learn skills, have careers, like to socialize, and still have Lifetime Wishes. However, they are closing in on the end of the great arc of life. But they still deserve to live this final age with grace and poise. Keep

elder Sims active even if they retire from work (and enjoy a nice pension) by continuing to develop skills and relationships. That way, when death finally does knock on your front door, there are zero regrets and the family that the elder Sim leaves behind has a wealth of memories, lessons, and Simoleons.

## ADJUSTING LIFESPANS

The previous information is all relevant for a game with normal lifespans of about 90 days. However, you can make adjustments to the lifespan in the Game Options section. Here, you can set the lifespan to the following settings:

- ◆ **Short:** 25 days
- ◆ **Medium:** 50 days
- ◆ **Normal:** 90 days
- ◆ **Long:** 190 days
- ◆ **Epic:** 970 days

You can also shut off aging completely via the Enable Aging toggle. If you remove the check mark from this box, your Sims do not age. You can also toggle Enable Story Progression, which turns off life outside your house. Turning it off keeps neighbors and other citizens in their preset roles. They will not socialize, get married, and have families. If you want to freeze the town as it is, turn off this option.

## Having a Family

As time marches on, it is important to keep a family going. There are two ways to have a child: pregnancy or adoption.

### Adoption

To adopt a baby, all you need to do is pick up the phone and Call Services. Select Adoption Service from the menu and you start the adoption process. As long as there are fewer than eight Sims living on the lot, you can adopt a baby. In just a few hours, the Social Worker Service Sim shows up at your front door. You are asked what age of youth you want to adopt (baby, toddler, child) and what gender. You then name the baby. After selecting all of these factors, the Social Worker hands over the bundle of joy and you can immediately start playing with it and feeding it.

### CAUTION

Be sure to check the traits of your new baby. It only has two, but you don't get to choose either of them. You might be in for a surprise.

### TIP

Family members who work get a couple days off when you adopt a baby, just as if the baby arrived through more...natural methods.

## NOTE

When the baby first shows up, you are only acquaintances. However, through a little socializing, you and your new baby will become fast friends.

### Pregnancy

"When two people love each other very much..." A zillion birds-and-bees talks have started out like this—and now it's going to be a zillion *and one*. In order to get pregnant, two Sims of the opposite sex must enter a high amorous STC to unlock the Try for Baby social. When this social is selected, the two Sims report directly to the bedroom and jump between the sheets for a little WooHoo. Not every session of WooHoo results in a pregnancy. When Try for Baby is successful, you hear a musical chime directly after WooHoo. Congrats—the female Sim will be pregnant starting the very next day.

Pregnancy lasts just three days. The mood of the pregnant Sim is extremely important. Keeping the pregnant Sim happy is a benefit just for general LTR, but if you really work on keeping spirits high, it will have a positive effect on the baby when it is born.

### Day One

When your Sim first becomes pregnant, her body shape changes only a little. What makes the pregnancy far more notable on this day is the Nauseous moodlet and the constant need to go to the bathroom, coupled with throwing up in the toilet. The Nauseous moodlet does not occur until eight hours after the start of the pregnancy and will occur intermittently throughout the day.

During the first day of pregnancy, not only will more time be spent in the bathroom, but more time will also be spent with your head inside the fridge. Being pregnant increases Hunger, so be sure to keep the pregnant Sim fed.

### Day Two

On the second day of the pregnancy, you can see signs of the baby growing inside the Sim. The pregnant Sim's belly sticks on a little bit and she walks a bit differently to compensate for the extra weight in the front. The Nauseous moodlet is now replaced by the Pregnant moodlet, which is a net positive. We say net positive, because carrying the baby puts strain on the mother's back and initiates the Aching Back moodlet, which is a negative.

The Aching Back moodlet can be dealt with in two ways. The pregnant Sim's partner



can use the Massage social to relieve the moodlet or the pregnant Sim can report to the day spa for a little pampering. Getting a massage at the day spa will remove the Aching Back moodlet, but it will return over the course of the day.

### TIP

While pregnant, a Sim gets paid days off! Use this timely wisely.

The second day of pregnancy starts to affect the parents' wishes. The father will have wishes the involve buying toys and Kids Room objects for the baby. The mother will have these wishes, too, but she will also get food-related

wishes, such as wanting to eat a grilled cheese sandwich. Fulfill these wishes to keep the mother happy.

### TIP

Want to increase everybody's happiness? Use the Feel Tummy and Talk to Tummy social on the mother.

### Day Three

The final day of the pregnancy unfolds much like the second day with continued backaches from carrying around the baby and more wishes that involve kids' objects and cravings. However, late in this day, the baby will be

born. Look for the The Baby Is Coming moodlet two hours before it is time to give birth. When you get this signal, cancel everything. Clear the action queue. Go to the hospital and use the Have Baby interaction. Any family member who takes the pregnant Sim to the hospital will go inside with her and not come out until the baby has been born.

The baby will have a mixture of its parents' physical traits, like hair color, eye color, and skin tone. There is always a slight chance for a physical trait that does not match either parent. Don't take it personally—and don't start looking at the physical make-up of the Mail Carrier.

## BABY INFLUENCING

There is a degree of randomness to your baby. The chance for twins and triplets is sort of up to chance. The gender of the baby is sort of up to fate. The traits of the baby are sort of beyond your control.

### Why "sort of?"

Because in *The Sims 3*, there are little things you can do during the pregnancy that have a small influence on the development of the unborn child. Here are the things you can affect and how:

**Number of Babies:** Want twins or triplets? Then watch the kids channel on the TV or listen to the children's music station on the stereo. Doing either activity slightly increases the chance for twins or triplets. Doing both *at the same time* really improves your chances of having twins or triplets.

**Gender:** Want a boy? Eat three apples during pregnancy to increase the chance of having a little baby boy. If you eat three servings of watermelon, you increase the chances of having a girl.

**Traits:** Mood is the best way to get the chance to select your baby traits. The happier the mother is, the better. Massage away those backaches. Indulge those food cravings. Pamper her at every chance. If the mother was very happy during the pregnancy, you get to pick both traits for the baby. If she was pretty happy, you get to pick one trait and the other trait is assigned randomly. If she was in an okay mood for the majority of the pregnancy, both traits are assigned randomly. If the mother was a bit unhappy, then one trait is chosen randomly and the second trait is randomly pulled from the pool of negative traits. If the pregnancy is a disaster of sickness, cravings, and backaches, then both traits are negative.

There is one more things you can do to affect the pregnancy and increase the chances of getting to pick those two traits: read the two pregnancy books from the bookstore. Head down to Divisadero's and buy *Totally Preggers: An Expectant Mother's Tale* and *Baby Incoming: Preparing with Vigilance*. Read them both if you can.

## Death

There are no taxes in Moonlight Bay, but that other great inevitability is a lurking presence: death. Death occurs when a Sim either suffers an unfortunate accident or reaches the end of their natural life and dies through old age. When death occurs, the expired Sim crumples to the ground and the Grim Reaper appears on the lot. With his scythe hovering high in the air, the reaper extends a bony hand toward the deceased. A ghost rises from the remains. The ghost hangs around until its Mostly Dead moodlet expires or you send it to the Netherworld by selecting it or you resurrect it. The reaper will often leave right away, but occasionally it will hang around for a few moments following the death.

Those left behind can only mourn and cherish what the deceased left behind. When a partner or spouse dies, the survivor gets the Heart Broken moodlet. Family members or dear friends get the Mourning moodlet.

When a Sim dies, they leave behind remains. Depending on the death, it could be just a pile of ash or a marker. You can carve an epitaph on a marker or just mourn the Sim over a marker.

There are several ways to die in Moonlight Bay: burning, drowning, electrocution, starvation, and old age. Each death changes the physical appearance of the ghost. Death by fire creates a red ghost. Drowning results in a blue ghost. Here are the five ways death becomes you in Moonlight Bay and how to avoid it.

### TIP

Unlucky Sims die all the time from things like fire and electrocution, they just don't stay dead. When the Grim Reaper shows up, he just thinks it's amusing and brings the Sim back to life. Quite often, the Grim Reaper shows mercy to the Unlucky Sim and resurrects them on the spot.

### Burning

**Possible Ages:** Child, Teen, Young Adult, Adult, Elder

**Source:** If a Sim is next to an object or surface that is on fire, they risk catching fire themselves. The On Fire moodlet kicks

in with a timer below it. If the fire is not extinguished in time by another Sim or the Sim reaches a water source, the Sim dies. If the Sim makes it to water, the On Fire moodlet becomes the Singed moodlet.

**Avoidance:** Be cautious around fire. Don't get too close. If your Sim does catch fire, put out the flames right away.

**Color of Ghost:** Red

## Drowning

**Possible Ages:** Child, Teen, Young Adult, Adult, Elder

**Source:** Swimming while Fatigued is dangerous. The Fatigued moodlet has a timer beneath it and if the Sim is not out of the pool by the time it reaches zero, he or she drowns.

**Avoidance:** When Fatigued, a Sim usually tries to get out of the pool. Allow this.

**Color of Ghost:** Blue

## CAUTION

Although Sims automatically try to exit a pool when Fatigued, you can keep cancelling the interaction from the action queue or build walls around a pool to prevent them from doing so. Just saying.

## Electrocution

**Possible Ages:** Teen, Young Adult, Adult, Elder

**Source:** Trying to repair broken electronics without a high enough Handiness skill risks electrocution. So does using an electrical object while standing in a puddle of water.

**Avoidance:** When a Sim fails to repair an electrical object, they typically get the Singed moodlet as a warning. Take heed of it. If the Sim tries again, they get zapped to the point of death.

**Color of Ghost:** Yellow

## Starvation

**Possible Ages:** Teen, Young Adult, Adult, Elder

**Source:** Failure to feed a Sim after a set period initiates the Starving moodlet. There is a timer on the moodlet. If the Sim has not been fed before the timer reaches zero, he or she dies.

**Avoidance:** Feed the Sim, for goodness sake.

**Color of Ghost:** Purple

## Old Age

**Possible Ages:** Elder

**Source:** Reaching the end of the life cycle

**Avoidance:** None

**Color of Ghost:** White

## TIP

You can extend an age period by nibbling on Ambrosia, but that recipe is available only to Sims with level 10 Cooking skill.

## Don't Go the Netherworld

There are actually two ways to prevent death from turning a Sim into a ghost. One of the special harvestables, the Death Blossom, can be exchanged for another chance at life with the reaper. If the Death Blossom is in a Sim's personal inventory when death occurs, it can be offered in exchange for more time.



Death Blossom



Life Fruit

The other way of keeping death at bay is a steady diet of Life Fruits. Consuming Life Fruits adds extra time to your life span. You can grow both of these plants by reaching the highest levels of the Gardening skill and discovering their seeds.

## NOTE

For a complete rundown on the Gardening skill and how to cultivate harvestables such as the Death Blossom and Life Fruit, please see the Simology chapter.

## Ghosts

Death is final...sorta. Once a Sim has crossed over to the other side, they cannot come back to the realm of the living. But that does not mean they are necessarily gone forever.

## NOTE

Ghosts are friendly—they will not harm anybody on the lot. But they can wake Sims up, disrupting a good night's sleep.

## TIP

Only the ghosts of your Sims can be brought back to life. Player Sims that have died have five days as a ghost before passing into the Netherworld, so if you want them to come back to life, they need to either accumulate enough Karma to use Divine Intervention or rustle up some old fashioned Ambrosia!

Ghosts can and will interact with objects on the lot, making noise and generally creeping out the living. Different Sims have different reactions to ghosts or haunted objects. Sims with the following traits are actually happy to see a ghost: Brave, Childish, Daredevil, Insane, and Party Animal. Coward and Neurotic Sims have the opposite reaction to a ghost or haunted object. They get the Scared moodlet.

Ghosts also appear at the graveyard at night. If your Sim has a wish to see a ghost, head to the graveyard sometime after midnight but before dawn. Look for rattling objects as a sign of a ghost. You can converse with ghosts in the graveyard, just as with a living Sim. However, ghosts cannot marry or be asked to move in with the family back on the lot.

## Service Sims

Service Sims are Sims that exist in Moonlight Bay, but do not necessarily live in the neighborhood. You will not see these Sims in the park, for example. These Service Sims exist to provide essential services for you and your Sims. Service Sims can be reached via your telephone or will appear automatically when something on your lot needs to be tended to, such as a fire or robbery.

Your Sims can socialize and interact with most of the Service Sims. Some of the Service Sims can even be turned into more than just acquaintances, such as the Firefighter. If you play the social game just right, you can actually fall in love with some of these Service Sims and even marry them.





## CAUTION

If you want to develop an LTR with an Service Sim, firing them is a negative STC. That's no way to start a friendship.

### Baby-sitter



**Age:** Teen

**Cost of Service:** \$75

**Can Be Social:** Yes

**Can Be Married:** No

If you need to leave your lot and you have children, you should always call the Baby-sitter. The Baby-sitter will take care of your kids while you are away, making sure they are fed and picked up after. (Baby-sitters are not Maids, though, so don't expect them to clean up too much.) If you leave your lot for too long without hiring a Baby-sitter and your children are neglected, you risk a visit from the Social Worker Service Sim.

### Burglar



**Age:** Young Adult, Adult, Elder

**Can Be Social:** Yes

**Can Be Married:** Yes

There is a chance, while you are asleep at night, that a Burglar will creep into your house and steal at least one of your objects. If you have an alarm, it will shriek, stopping the Burglar in his tracks as the police arrive to take care of business.

If you catch the Burglar and your Sim is Brave, you can fight the intruder. If you win the fight (depends on Athletic skill), you get the Winner! moodlet and all of your stolen belongings are put back where they were. If

the police show up, the officer and the Burglar will scuffle around the room. If the officer wins the brawl, the objects are returned. Here is where you can start a relationship with a Burglar. Select the captured Burglar and set him free. Now the Burglar is an acquaintance and can be socialized with like other Sims.

## NOTE

If one of your Sims and the Burglar move in together and boost an LTR to the point of having kids, there is a chance that your child will inherit a Sneaking trait from the burglar.

### Cleaning Service



**Age:** Young Adult, Adult, Elder

**Cost of Service:** \$125/day

**Can Be Social:** Yes

**Can Be Married:** Yes

If your lot is a mess and you just don't have the time to clean it, you can phone up a cleaning service and they will send a Maid right over. The Maid will begin picking up and scrubbing surfaces. You can socialize with the Maid while she is on your lot. After the Maid finishes cleaning, you can Ask to Hang Out and explore where this could go...

## NOTE

If you have a child with a Maid, there is a good chance the baby will have the Clean trait and not make messes.

### Firefighter



**Age:** Young Adult, Adult

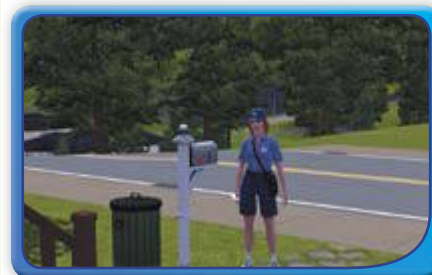
**Cost of Service:** \$500 fine if there is no fire on lot

**Can Be Social:** Yes

**Can Be Married:** Yes

If a fire breaks out on your lot and you have an alarm, the fire department is immediately called into service. A Firefighter arrives within minutes. Otherwise, you need to call the fire department so a Firefighter is dispatched to deal with the inferno. Once the Firefighter puts out the fire on your lot, you have a few moments to socialize before he or she leaves. Use this time to Ask to Hang Out or Chat with the Firefighter. Maybe later on the two of you can start a fire of a different kind...?

### Mail Carrier



**Age:** Young Adult, Adult, Elder

**Can Be Social:** Yes

**Can Be Married:** Yes

The Mail Carrier arrives on your lot to deliver bills, mail, and packages (cut gems, ingots, etc.). For a few moments after placing items in your mailbox, the Mail Carrier will linger. Use this opportunity to step out and start talking to the Mail Carrier.

### Newspaper Delivery



**Age:** Child, Teen

**Can Be Social:** Yes

**Can Be Married:** No

Every morning, the Newspaper Delivery Kid will show up and drop a paper right in front of your door. Like the Mail Carrier, the Delivery Kid will linger for a few moments, giving you a chance to socialize with Ask to Hang Out and Chat. This is a good way for kids in a new house to make a friend.



## Pizza Delivery



**Age:** Young Adult, Adult, Elder

**Cost of Service:** §30

**Can Be Social:** Yes

**Can Be Married:** Yes

Sometimes, Sims want to eat at home but not cook. What to do? Call for pizza! Within a few minutes, the Pizza Delivery Sim appears on the front stoop with a piping hot pie. You take the pizza off the delivery Sim's hands and pay for it. The pizza can then be placed on any flat surface and treated like a food object with interactions like Have a Slice or Put Away Leftovers. Eating a delivered pizza gives Sims the Amazing Meal moodlet.

Like other Service Sims, the Delivery Sim hangs out for a couple moments after the transaction is complete. Here, you can Ask to Hang Out or Chat with the Service Sim.

## Police



**Age:** Young Adult, Adult

**Cost of Service:** §500 fine if no burglar is on the lot

**Can Be Social:** Yes

**Can Be Married:** Yes

The police will show up whenever the alarm goes off in your house due to the arrival of a Burglar or if you call the police because you spotted the Burglar on your own. The Police Officer will fight the Burglar if he or she makes it in time before the Burglar leaves the lot. If the Police Officer apprehends the Burglar, your stolen objects are returned.

Following the apprehension (or attempt at apprehension), the Police Officer stays on the lot for a few moments. Socialize with the officer to make a new acquaintance. Perhaps it will lead to something positively arresting?

## Repair Technician



**Age:** Young Adult, Adult, Elder

**Cost of Service:** §50

**Can Be Social:** Yes

**Can Be Married:** Yes

When an object on your lots breaks, such as the computer or toilet, you can either try to fix it yourself or call a Repair Technician. Within a few minutes, the technician shows up and repairs the object with a 99 percent success rate. (That other one percent? Death by electrocution.) After finishing the job, the Repair Technician will linger and is available for socializing.

## Repo Man



**Age:** Young Adult, Adult

**Can Be Social:** Yes

**Can Be Married:** Yes

If you fail to pay your bills on time, the Repo Man is dispatched to your lot to take back enough objects to meet the owed amount. While the Repo Man is on your lot, he goes from room to room, sucking up objects with a special repo gun. When the Repo Man has repossessed enough objects to meet his required quota, he will leave. Before the Repo Man takes off, you can socialize with him—although you aren't exactly off to a great start.

## NOTE

If you do not have enough objects to repo, the Repo Man will just take the money from your account.

## TIP

The Repo Man will not repossess essential objects, like the toilet.

## Social Worker



**Age:** Young Adult, Adult

**Can Be Social:** Yes

**Can Be Married:** Yes

There are two occasions where you will see the Social Worker. One is quite a joyful experience—she is dropping off the new baby you just adopted. The other? You neglected a baby, toddler, or child for too long. The Social Worker arrives and takes the child away—but not until she has sufficiently berated you for your poor parenting.

If the Social Worker is taking a child, then there is no positive interaction of any kind. After dropping off an adopted baby, though, you can chat up the Social Worker and make a new acquaintance.



# A Day in the Life



With Create a Sim and Build Mode you've conjured the elements of your new life—now it's time to live it! There is a general flow of life in Moonlight Bay, a place where dreams are never too far out of reach as long as you keep your Sims happy. Before barreling into this alternative life, you need to know how events unfold so that when surprises happen, they do not actually catch you by surprise. To ready you for Moonlight Bay, let us introduce all of the essential terms and concepts that affect your Sims' lives and show you a sample sliver of the lives of two different Sims under one roof: Catherine and Chris Browne.

## BROWNIE BITES

Now that you get the concepts of wishes, opportunities, and mood, let's follow a household on the first part of their journey and see how all these factors fit together. And not just any household, either. Meet the Brownes—Catherine and Chris. He's an athlete and a social butterfly. She's a Bookworm with a passion for writing and cooking. Will they find a natural pace that works for them? Or will they find themselves at each other's throats.



## Meet the Brownes

Here's the magic couple: Catherine and Chris Browne. They are just about to move into their new house in Moonlight Bay. It's a humble house with just a few rooms. Many of the objects in the house are the base-level offerings, like the tub and fridge. After all, that \$18,000 needs to last, because neither is starting with a high-paying career.

However, the goal is to change all that. But Catherine and Chris will go about it in very different ways. While Chris is going to seek out a career with a regular payday and schedule, Catherine is going to work from home by honing one of her skills. Each Sim's traits affect the chosen Lifetime Wish, which in turn affects how skill development and careers are handled. Here's the trait breakdown of each Sim so you can see how these selections affect the course of a life in Moonlight Bay, from work to wishes.

### Catherine Browne



- ◆ **Trait 1:** Bookworm
- ◆ **Trait 2:** Lucky
- ◆ **Trait 3:** Natural Cook
- ◆ **Trait 4:** Good Sense of Humor
- ◆ **Trait 5:** Artistic
- ◆ **Lifetime Wish:** Professional Author

### Chris Browne



- ◆ **Trait 1:** Athletic
- ◆ **Trait 2:** Brave
- ◆ **Trait 3:** Friendly
- ◆ **Trait 4:** Great Kisser
- ◆ **Trait 5:** Heavy Sleeper
- ◆ **Lifetime Wish:** Become a Superstar Athlete



Now, without further ado, let's get these two moved into their new house and see how they go about life...

## Moving Day



When you first move into Moonlight Bay, funds are limited. In the case of two Sims, you have a starting pool of \$18,000—that's not necessarily a lot in this town. And so my choice of houses to start with is fairly small. So, I select the nice little Blue Bungalow. Now, this is a three-bedroom place. I'm moving in with a married couple, so why do I want three rooms?







I picked this house because I know it will be easy to customize the interior a little to suit the planned lifestyle of this couple. I can convert one of the small bedrooms into an office with a computer for Catherine and then expand the sizes of the master bedroom and the bathroom. Using Build Mode, I knock down some walls, clone the wall and floor coverings, make sure all the elements in the newly designed rooms match, and eliminate the spare door. Some of these changes, though, cost Simoleons, so I'm digging deep into my already small bank account. Once this narrative officially starts, I need to get the Brownes on the road to financial solvency.



Chris and Catherine start their adventure outside their new house, and I make sure to immediately engage in socials because I know that they will be the primary source of fulfilling the Social need for each other—especially for Catherine, who I know will live a mildly solitary lifestyle at home as a writer and perhaps a painter.

Catherine is racking up Wishes like they were candy, such as the desire to acquire the Writing skill.

## NOTE

To minimize the amount of time you jump between zones, use the Hang Out interaction on Sims at home. This is a really important part of managing Sims while you (the player) are away from home. Not only can you have a Sim who is Hanging Out at home work on their skills (if they have any they've started to develop), they can also do things such as tend the garden, clean the house, socialize to maintain their relationships, or just take care of themselves. Younger Sims can study and play.



To get a start on Catherine's Writing skill, I send her to the Million Monkeys Corporate Tower to enroll in the Writing class. This costs \$400, which digs even further into the household funds. This affects the next decision I make...



Because of Chris's Lifetime Wish and his Athletic trait, his first few wishes are expected: Join the Professional Sports Career, Learn the Athletic Skill, and Take a Class in the Athletic Skill. I accept all three wishes, but because of the cash situation, I decide that instead of enrolling Chris in the Athletic class, I'll just send him to Buff's Gym to get started on developing that skill. I can save the Athletic class for later when the household has some extra cash—and use it for a quick development bump.

## NOTE

Between sending Catherine to the Writing class and Chris to the gym, I've already satisfied a Challenge—Classy—and banked some Challenge Points. I've also started to accumulate some Karma Points for fulfilling wishes.



As soon as Catherine finishes her class, she picks up even more wishes, such as the desire to Write a Novel. Any genre will do for now, although soon I'll see wishes related to specific genres.



Meanwhile, Chris is picking up wishes at a pretty good clip, too. He wants to Go Jogging and Do a Cardio Workout. The latter wish ties in perfectly with the gym where he's arriving as Catherine leaves her class. I put Chris on the treadmill to start running and develop the Athletic skill within just a few hours. He's not terribly good at first, but the more he runs on the treadmill, the more confident he becomes.

## TIP

Use the free equipment at the gym when first starting out—it's a huge Simoleon saver.



Back at Casa de Browne, Catherine is ready to work hard on her first novel. Sims cannot work on skills while you are away from their zone, so you must bounce to the active Sim's zone in order to generate development. I picked the non-fiction genre and set her to work. As she writes, she picks up more wishes: Improve Writing Skill and Write a Book Worth at Least \$30 in Royalties. The first wish is definitely doable, as writing a novel also develops the Writing skill.



It doesn't take long before the Artistic trait kicks in. Catherine's newest wish is to Learn the Painting Skill and Buy an Easel. Money is tight, but I want to keep Catherine happy and bank some Lifetime Happiness Points. So I splurge



on the easel despite knowing I could just go to a community lot with an easel and use it for free. At least this will cut down on travel time. (Also, buying the easel and starting her first painting using the Practice interaction satisfy the Happy Little Trees Challenge for an additional 5 Challenge Points.)



After the workout, I send Chris to the showers so he doesn't go home all funky from his treadmill run. If his Hygiene sinks and he puts off an odor, the negative moodlet will also disgust Catherine when he gets home.



Before he heads home, I send Chris to the stadium to apply for the Professional Sports career. This will put him on the road to his Lifetime Wish and make sure the household has a daily income.



And to complete one more wish before the sun sets on this first day in Moonlight Bay, I send Chris for a short jog. This results in more Lifetime Happiness Points and Karma Points.



Because Chris has more wishes I can easily address today, I send him to the kitchen to make a dinner for the household: Mac and Cheese. It's a simple meal that helps him develop his Cooking skill. Catherine may be a Natural Cook, but it won't kill Chris to get a little kitchen practice under his belt while Catherine continues to practice painting. As soon as she develops the first level of Painting, she can disengage from skill-building and socialize with Chris.

### NOTE

With all the easy-to-fulfill wishes between Catherine and Chris, I cruise to the goal of 10 finished wishes for the Wishful Thinker Challenge. Bam—another 10 Challenge Points.



It's been a long day and Catherine is just as hungry as Chris, so she grabs a bowl of Mac and Cheese from the kitchen. After they are done, I make sure the dishes are done and leftovers placed in the fridge. Leftovers are great for fast meals more satisfying than a filler Quick Snack.

### CAUTION

One caveat about leftovers: If you leave them in a cheap fridge for more than two days, they spoil and will make Sims ill.



At the stroke of midnight, the Brownes are surrounded by a flurry of sparkles. This is the Hour of Reckoning. The household earns a random number of Karma Points, which go into a pot. In this case, the Brownes bank 12 Karma Points. I'm nowhere near the 100 point limit, but this is something I need to think about because it will not take long to top out on Karma Points if I keep up this pace.

## BROWNIE BITES



It's past midnight now and a quick glance at the Energy Needs for both Brownes reveals that it is most certainly time for bed. This was a good first day for the couple. Each of the Brownes developed the first level of at least one skill, Chris started his career, and the household collected a lot of Lifetime Happiness Points by fulfilling multiple wishes across both partners. Tomorrow will be just as busy, but there will be less chaos. Lifestyles have been decided (though they can be radically altered with just a few button presses...), and now it's time to pursue some real large-scale goals.

Here are few things to remember going forward:

**Eating:** This is easy to forget, but your Sims will throw out lots of signs to remind you. Use quick meals if time is short, but to improve mood and the Cooking skill, have Sims prepare meals from recipes.

**Bathing:** Sims who work outside the home, such as Chris, can get dirty fast. Try to get a bath in every day. Don't wait until you see the Grungy moodlet. Look at the Needs Panel; when you spy the Hygiene rating headed toward 50 percent, hit the bath. If you are extremely busy, invest in a nice shower as soon as possible to speed up Hygiene.

**Bills:** Do not forget to pay your bills. Pay them as soon as possible.





## Settling In



In the morning, Chris and Catherine get up and take turns bathing and eating leftover Mac and Cheese. While one eats, the other uses the bathtub. Multitasking like this is important to keep a multi-Sim household running smoothly without any Need-related traffic jams. It doesn't take long into the second day, either, for Catherine to pick up a new wish: Continue Writing Novel. That's an easy one to fulfill—we were going to do that anyway. But let's take care of one of yesterday's wishes first...



Catherine wanted to visit the art museum, so I zoomed her over there to View a sculpture.

Easy Lifetime Happiness Points—plus, I needed to free up a wish slot anyway. Catherine has no problem stacking more than five wishes at a time.



Back home, I schedule a little time for Chris and Catherine to canoodle before he goes to work and she digs back into her novel. This helps satisfy Catherine's Social need, which wasn't doing so hot when she got up this morning. And besides, these two are married—they need to express genuine affection every day. Especially because I think I want these two to Try for Baby.

## BROWNIE BITES

I know I removed a bedroom when I bought the house. But that's what happens in Moonlight Bay—things change. Desires change. And I'm feeling maternal—er, I mean Catherine Browne the Sim is feeling maternal.



After the Sims love up each other a little, Chris leaves the house and uses the carpool to go to work. Alternately, you can use the Go to Work button in the Career Panel of the Status Panel to send Sims to work without interacting with the carpool or selecting the career venue from the town map.



While at work, Chris picks up a new wish: Befriend All Co-Workers. That's doable—Chris is a social Sim. To make achieving this wish easier, I select a work option that introduces Chris to everybody he works with at the stadium: Meet Team Members. By the end of the shift, Chris knows three co-workers.



You know what Catherine is up to—she's writing. She will not finish this novel today but she will make serious headway on it. If she puts in a few hours at least, she can turn in some sample chapters and receive a small stipend from her publisher. The pages are automatically sent off, there is no interaction for this. Though the stipend is small—just \$14 in this case—every bit helps.



Before Chris gets home, I send Catherine to the kitchen to start on some Mac and Cheese. She may as well get moving on the Cooking skill, too, and I want to have a meal ready for Chris when he gets home. I know that working will raise his Hunger need as well as his Hygiene. When the food is done, using the Call Household to Meal interaction on the Mac and Cheese brings both Catherine and Chris to the dinner table at the same time. I want to sync their meal schedules up so they have some time to socialize before bed.



Yeah, socialize...



While Catherine was giving Chris a little massage, the Hour of Reckoning struck. Midnight already? It's time for bed for these two. We had another successful day in Moonlight Bay. Chris is getting to know his co-workers, Catherine is making progress on her novel, and more wishes were fulfilled. I've banked a decent amount of Karma Points now—61 total—so I'm considering when to



start spending them. I'll let the couple go to bed tonight without any interference, though. It's good that I held on to the Karma Points, too, because something happens tomorrow that reveals a perfect use for one of the Karma Powers.

## BROWNIE BITES

This has been a couple of full days for Catherine and Chris. What have we learned from observing this pair of lovebirds? For one thing, pay attention to wishes. Your Sims get new wishes every single day and many of them are small wishes that you won't have a problem fulfilling, such as wanting to raise a skill to a particular level, buy an object, or talk to somebody.

You can have only five promised wishes at a time, so you need to learn how to juggle wishes effectively to maximize the number of Lifetime Happiness Points you bring in this way. Try to leave a slot open for these easy wishes. If you just leave them up in the corner, you will lose them when your Sim goes to sleep that night. The next day, your Sim will have forgotten about the wish. So try to balance longer-term wishes that require a bit of time with those that are a breeze to fulfill.



## Living and Loving



Another morning, another breakfast of leftovers and bath time swapping. Three days in, and this is starting to feel like a routine. It's time to shake things up—and I know just what will send this household spinning in another direction. Catherine and Chris are definitely going to Try for Baby.



There's plenty of time before the carpool comes for Chris. Catherine cozies up to Chris, and I make sure he lays a few good ones on her via his Great Kisser-boosted kisses. These send her over the moon. After some kisses, embraces, and flirting, I see a very important social notice: Chris thinks Catherine is being extremely irresistible. Yes. I know that the Try for Baby social from the Romantic social sub-menu will go down smoothly between the pair. (If one of the Sims is not sufficiently buttered up, the Try for Baby WooHoo action will end with a rejection.)

### TIP

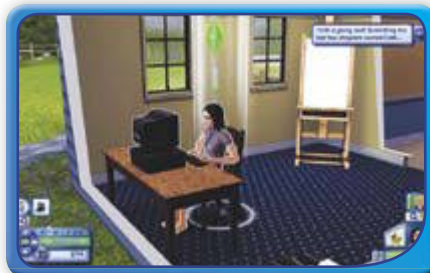
If Try for Baby is successful (and not just regular WooHoo), you hear a special chime.



What is WooHoo? Well, when a man and a woman love each other very much, the man... oh, go ask your parents.

### TIP

Guess what? Having a little WooHoo satisfied the WooHoo! Challenge for 50 Challenge Points. Nice!



After Chris leaves for work (with a smile on his face, for sure), Catherine returns to her non-fiction novel.



Oh no! Catherine used the toilet and it got all clogged up. After trying (and failing) to unclog it, I decide just to call a Repair Technician. I select the toilet and choose the Call Repair Technician interaction. Catherine walks out to the living room and calls the technician, who promises to be there within an hour.

### NOTE

Select the active Sim and use the Phone interaction to call Service Sims like pizza delivery, cleaning services, and more.



While waiting for the technician to show up, Catherine catches a catnap on the sofa to replenish a flagging Energy need.



The technician enters the house and goes straight for the commode. After a few minutes, the toilet is in working condition—but I notice while she's toiling away, the thing is filthy. That



is a negative moodlet waiting to happen. When the technician leaves (and takes \$50 for her troubles), Catherine cleans the toilet before going back to work on the novel. At the end of Chris's shift, the household gets great news: He's received his first promotion. Now Chris is a Snack Hawker, which results in a small raise and a one-time bonus of \$156. Everything helps!



It doesn't take long to spend the bonus. Catherine goes to the bookstore to buy a Cooking skill cookbook. I want her and Chris to use it to boost development of that critical skill.



Chris comes home and I immediately notice something is wrong. The plumb bob over his head is yellow. His mood is going into the gutter. A quick look at his Needs in the Status Panel reveals the prime culprit: His Hygiene is just awful. It's totally red! He'll need more than a bath to fix that. And it looks like his Energy and Fun have cratered, too.



This is why I was banking those Karma Points. This is a perfect time to deploy the Super Satisfy Karma Power. For 40 Karma Points, all Chris's Needs are completely restored. He rockets back into a great mood. This is a great way to end the third day in Moonlight Bay. Both Sims are happy, there was a little afternoon delight, and Chris received a promotion. This household is off to a great start.



...and judging by Catherine's 2 a.m. wish to Eat Pancakes and evacuate her stomach, it seems Try for Baby was indeed a success.

## BROWNIE BITES

Hopefully, this tour of the first three days in Moonlight Bay with Chris and Catherine gives you an idea of the general flow of life in *The Sims 3*. Your Sims will keep you busy with constant wishes and insatiable desires to develop skills.

But life cannot be all about work. How jejune. You need to make sure your Sims relax with pastimes like books and fishing. They need to socialize. They need to visit community locations and meet people so they are exposed to new ideas and opportunities. That way, when Death finally does come a-callin', they can disappear into that Great Digital Beyond with a lifetime of happiness as their final thought.

Unless they come back as a ghost, of course...





# Dream House



A Sim's home is his or her castle—and in the case of *The Sims 3*, that can be quite literal. You have unparalleled freedom to create a dream house for your Sim household out of bricks and mortar, stone, or wood and then fill it with the things your Sims need...and perhaps a few things they don't really need but that are cool to have anyway. As with sculpting an individual Sim in Create a Sim, you have very few limits when building a home, save for your initial bank account when you first move in. Once you start gathering Simoleons with a steady job or lucrative hobby, you can add on to your house or move into a new one, working your way up to the proverbial castle.

(Seriously. You can build a castle in *The Sims 3*. With a moat.)

However, if you don't want to construct a house, or just prefer a lived-in home, you can choose from pre-built lots to buy when you move in. And if you want to try out not just a pre-owned house, but a pre-owned life, you can assume control of several families and individuals in Moonlight Bay. Each pre-set household has a different scenario that offers some structure to your narrative, as well as a pre-built house. Use these scenarios as inspiration for when you decide to build your new life from the ground up.

## Building and Buying

When you begin your time in Moonlight Bay, you move into a pre-fab lot, and you can always move into your own personally designed digs after you've advanced your career and built up a bank account. But if you feel like getting your hands dirty by pouring concrete and tacking up drywall, then read on.

Building a house is easy with *The Sims 3* toolset called Build Mode. Build Mode is how you physically construct a house or make changes to your lot. Use Build Mode to lay down a foundation, build walls, and place a roof on your house. Want to add a window or wallpaper? Head to Build Mode. You can also buy doors and windows in Build Mode. Landscaping tools, such as the ability to physically manipulate terrain, are available from the Build Mode tool, too. (Psst! This is how you build that moat we mentioned.)

Outfit your new digs with the latest furniture and gadgetry in Buy Mode. You can view this object catalog either by room or by object function.

Once you choose to view the catalog of objects, just select individual items to see a close-up view of the object, a short description, price, and any functions or pertinent properties.

### NOTE

You cannot fill your house to the point it looks like a hoarder lives there. A household inventory bar on the left side of the screen fills as you place objects on the lot. You cannot break through that meter. If you want more stuff, you need to move to a larger lot.

A universal set of tools applies to both Build Mode and Buy Mode. Use these buttons to manipulate on-screen construction

and purchases, as well as make interface adjustments that will help you with building and object placement. If the objects you want to affect with Build or Buy are grouped together, a pop-up menu lets you choose exactly which object is to be affected.

Here is the function of each tool:

**Hand Tool:** The Hand tool is used to move objects around your house or property. To grab an object, place the cursor on it and "grab" it with the associated button. Rotate the object by using the upper shoulder buttons. To drop the object, press the button again.

**Clone Tool:** The Clone tool copies the color or texture of an object so you can easily place it on another object. You can also use this tool to copy decorations, such as wallpaper. Activate the tool and then direct the cursor on the object/surface you want to replicate. Then, tap the button to copy the texture or color set to another object.

**Create a Style:** This tool enters the Create a Style menu, which allows you to customize objects. Personalize objects with new colors and textures. The Create a Style tool is fully explained later in this chapter.

**Sledgehammer Tool:** Use the Sledgehammer tool to destroy an object, wall, or floor. Once it's activated, select on an object to immediately destroy it. Simoleons are instantly returned to your bank, minus any depreciation. If the objects are grouped together, a pop-up menu lets you choose exactly which object is to be removed. You can also select contiguous sections of wall, flooring, and objects in an area to delete all at once.

**Storage:** Objects in the household inventory can be easily pulled out and placed into a room or on a lot by diving into storage.

### Other Tools

There are additional tools to use in Build and Buy Modes. You can access some of these by holding the left trigger. Use the d-pad to toggle them on and off.

**Change Wall Mode:** Toggle through three different views of your house—walls down, cutaway walls, and walls up. This tool can be used during most times in *The Sims 3*.



Cutaway walls view lets you peek inside the house, yet still see the walls that do not obstruct the active view of your Sim.

**Change Floors:** Scroll up and down the different floors of your house with these two buttons.

**Day/Night Toggle:** Want to see how a room or outdoor setting will look at night? This toggle instantly snuffs out the sun or toggles it right back on. Use this tool when placing lights around your property to see if you are casting the right amount of illumination on your stuff.

**Grid Placement:** The Grid is useful for placing objects inside a room or planning your wall layout. This drops a white grid over your property. To remove it, just touch the button again on the Grid tool.

**Undo/Redo:** To undo or redo your previous design decisions, use these



buttons. There is no penalty for undoing an object placement. However, once you exit either Build Mode or Buy Mode, you can no longer undo your previous choices.

## Buying a Lot



After creating your Sim or choosing a premade one from the Sim Bin, you can look over Moonlight Bay's available properties. At first, you can only select a pre-made house.

## BROWNIE BITES

Consider your Sim's interests when buying property. If you have a Sim with social traits, move into a bustling neighborhood with other families. Or if your Sim likes to fish, why not move into a lot near a park? Into gardening? Buy a lot with extra space for horticultural studies.



## NOTE

Grayed-out lots are too expensive for you to purchase or move to. You can move to them later after you earn enough Simoleons. Then use the Move interaction on your cellphone.

## MOVING

If you are ready to move to a new house or lot, use your Sim's cell phone and select the Move interaction. This starts the process of moving. Not only will you select a new property, but you also select which Sims in the household are coming along for the move and what happens to the current household inventory. You may have to sell off some objects if the new house already has some furnishings. Plus, you can also use the Move interaction to eject a Sim from the household without actually moving to a new lot.

## REPLACE HOUSE

With the Exchange, the online community tool in *The Sims 3*, you can also import pre-made lots created by other players. The functionality of the Exchange is explained in its dedicated chapter. But when you import a lot into Moonlight Bay, select an existing household and delete it from the town map. Now, you can pull in a lot downloaded from the Exchange. If you want to start building from scratch, choose Empty Lot, which levels the entire property and leaves just the essentials of a mailbox and trashcan.

## CAUTION

You cannot just place any lot into an existing lot in Moonlight Bay. Houses are specific by address. When a lot is uploaded to the Exchange, it is specified by address.

## Build Mode

So, you've decided to build your own place in Moonlight Bay. Construction day is here, and you are ready to break ground. Erecting a house in Moonlight Bay is much easier than real life because the only contractor you need is your controller.

## Laying Down a Foundation

If this is your very first house and you are working with the Simoleons afforded at the beginning of the game, you need to think small. Frugality is a beneficial state of mind when planning your first house—if you blow all your Simoleons on a monstrous foundation right away, you won't have an adequate amount of money left over to fill the house with essential objects. So, throttle back those mansion-sized dreams (for now) and lay down the foundation for a modest house.



To lay the foundation, choose the Foundations and Decks category in the Build Mode menu. This turns the cursor into an arrow tool for creating the foundation. You can now drop a single square of foundation. To stretch the

foundation across your lot, hold down the button. When you have the foundation set up, release the button to instantly pour the cement. You can extend the foundation in different directions by laying down extra pieces. You absolutely do not have to make the foundation a rectangle.

There are two types of foundations. The second is the deck foundation. Use this foundation to create simple or elaborate outdoor decks for your Sim's house. Have fun creating walkways through a garden or around a uniquely shaped pool.

Both the regular and deck foundations can be used to create a flat surface over uneven terrain. Use the Change Floor command to raise or lower the working level when laying foundation. If you have a drop-off on your property, foundations are perfect for building houses overlooking a bluff. Multi-layered decks are quite attractive, too. Just make sure you connect the multiple stories with a set of stairs.

## Walls



After you lay the foundation, it's time to put up some walls. Return to the main Build Mode menu. Now, choose the Walls option. The cursor changes to an arrow again. You now have two ways to erect walls: piece by piece or create an entire room.

There is no limit to the number of walls you can create—only your pocketbook controls that. Walls are \$70 per panel. However, you need to create rooms large enough for a Sim to actually function inside. (Also be sure to leave walking paths in rooms by not placing objects too close together.) Shuffling your Sims into a broom closet will make them unhappy in record time. You need to make rooms large enough to fulfill needs, such as a bathroom that can fit a tub, sink, and toilet, or a bedroom that can at least hold a bed.

When you're using the Hand tool and you move the cursor over a wall, the cursor changes into a horizontal arrow on each side of the wall. If you select this, you can move the entire wall. Move the cursor to indicate the new location of the wall and press the button again to make the change.



Use walls to differentiate between rooms.

Walls are required to build additional stories on your house. To build a story or room on top of an existing story, you must have enough load-bearing walls to support the upper story. You cannot build a story on top of a room that's too big to support the weight of the upper floor.

### TIP

If you meet resistance while building an upper story, add an extra wall or column to the lower floor to increase support.

## Wall Coverings



No Sim wants to live in a house with exposed cement slabs and naked drywall, so decorate these surfaces with wall coverings and flooring. (In fact, there is a negative moodlet called Unfinished Room that docks your overall mood.) Dozens of wall covering options range in price from \$4 to \$12 a panel.

### TIP

Use the Room option to cover the entire contiguous surface.

There are both interior and exterior wall coverings, but nobody is going to tell you that you cannot put siding in your living room. The wall coverings are divided into the following categories:

- ◆ Paint
- ◆ Wallpaper
- ◆ Tile
- ◆ Paneling
- ◆ Masonry
- ◆ Rock and Stone
- ◆ Siding
- ◆ Misc.

## Floors



Within the Floors category of Build Mode, you can select from scores of patterns to cover the exposed foundation. The different floor patterns have various prices. They are sorted into multiple categories:

- ◆ Carpet
- ◆ Tile
- ◆ Wood
- ◆ Stone
- ◆ Masonry
- ◆ Linoleum
- ◆ Metal
- ◆ Misc.

### TIP

Mix and match different floorings to create cool effects—especially in the same room. Try running wood along the walls and then fill in the center of a room with carpeting. Or mix carpet textures. Or make a checkerboard out of different types of stone.

Use Create a Style to alter wallpapers and floor patterns. If you think you've come up with a real winner, be sure to share it on the Exchange.

## Fences and Gates



Fences make good neighbors. To add a fence to your property and create a yard or designated gardening space, choose the Fence category from the Build Mode menu. There are several types of fences to choose from, priced from \$5 to \$165 per panel. Fences are as simple as small rails on the ground to brick walls.

Fences can be laid out just like walls, and you have the ability to select the Create Yard option to automatically create a four-walled area by stretching the cursor across the ground.

### NOTE

You can place fences on uneven terrain. However, you cannot build a fence on steep inclines or declines.

You should also add gates to give Sims a way in and out of yards and gardens with tall fences. Gates cannot be placed on uneven terrain.

## Entryways and Windows

Once you create the outer walls of a house or a room, you need to give your Sims access. You can either install a door or place an arch. Always place a door leading from the exterior to the interior of the house to discourage burglars or overly curious Sims from just wandering into your humble abode.



To install a door or arch, open Entryways in the Build Mode tool. Select the desired door or arch from the list of available options and then place it on the wall you desire. Remember, a wall is required to place a door or window.

### NOTE

Just leaving an open panel in a wall does not make a door or arch. These objects are required to differentiate one room from another.

Windows are more than just decoration; they allow daylight into a house. There are many window options in Build Mode, including massive windows the size of entire wall panels. These windows let in a lot of light, so if you have a Sim attuned for the outdoors, consider placing sizeable windows like this in your house so they can at least appreciate the greenery just beyond the four walls.

## Decorative

The Decorative tab leads to Columns and Fireplaces. Columns are both attractive and functional. An artfully placed column can really class up a room. Columns also are incredibly practical for load-bearing purposes. If you want to create an outdoor balcony on your



house, use columns to support it. Columns can be used inside a house to support an upper story above a large room. (Maybe you want a small ballroom on the third floor of your house?) Different columns support different areas of upper floors.



Like columns, fireplaces are both decorative and functional. Some fireplaces must be installed next to a wall, but there are freestanding fireplaces like the Combustion Junction. Installing a fireplace in your house automatically runs a chimney up through the roof. You can share a chimney by installing fireplaces directly above and below each other on different floors of a house. Fireplaces can be installed outside, too. They are attractive centerpieces of decks or outdoor sitting areas.

Fireplaces add Fun to a household and provide new interaction options (expensive fireplaces even have the ability to customize the color of the flames!) that affect your Sim's mood. To start a fire, select it with the cursor and choose the Light Fire option. When the fire is lit, you can poke the fire to keep it going, which amuses your Sim. You can also warm your Sim by the fire for a comforting mood lift.

Before your Sim leaves home, make sure you put the fire out. If you leave a fire going while you are out, you risk setting the house on fire. You can try to extinguish the flames yourself, but if you have installed a smoke alarm, the fire department will show up to help put out the fire. You can also use the Bless This Mess Karma Power to immediately extinguish the flames.

### CAUTION

Putting fire hazards such as rugs near the front panel of a fireplace is also asking for trouble.

### TIP

Handy Sims can fix up fireplaces with a special Fireproof upgrade so your house is never in jeopardy. For more information about the Handiness skill and possible upgrades, please see the Simology chapter.

### NOTE

Starting a fire induces the Cozy Fire moodlet, which adds 10 to your current mood. Warming your Sim by a fire induces the Warmed moodlet, which adds 25 to your current mood. You don't even need to stay next to the fire to enjoy the moodlet.

### Stairs and Railings

The primary function of stairs is to connect two separate levels inside a house or connect an upper story (such as a deck) to the ground outside a house. To create stairs, select the stairs in Build Mode and then designate the place you want to start the staircase. Inside a house, the stairs will automatically "clamp" to the next level up. There must be sufficient room for the stairs in order to successfully purchase and install them. If the marker around the base of the stairs is red, there is not enough room for the stairs or they are not correctly connected to a landing on an upper story.

You do not have to build stairs in one single set when building on terrain. You can create connected stairs that make turns at landings by dragging in one direction on the terrain, then dragging in another direction without letting go. Outside, stairs automatically alter terrain to fit. If you have a lot on uneven ground, installing stairs on a slope is an attractive way to give your Sims easy access to all levels of the sloping surface.

### Roofs



No house is complete without a roof. There are 10 roof types (from flat to dome) and a host of roof textures. You can also choose diagonal roofs, such as a gabled roof. If you want to easily place a roof on a house, use the Auto-Roof tool. Roofs are free to put on your house, so experiment without worry of losing any Simoleons with roofing decisions you later regret.



Sample rooftops

### Pools



Swimming pools are a great source of stress relief and fun. Or, if your Sims love the outdoors, a good swim will increase their mood. To build a swimming pool, choose the Pool category from Build Mode and stretch it across the ground just as if you were laying a foundation. The swimming pool costs \$80 per square, making it an expensive addition to a house, but the pool is a good way to give friends something to do in the sunshine. Plus, it's great exercise for any Sim and helps develop the Athletic skill.

### TIP

You can even customize the bottom of a pool to your own personal style.

### Foliage

The exterior of your house can be further beautified by foliage such as trees, shrubs, and flowers—all available in the Landscaping mode. You can also buy rocks to place around your property to create a serene scene—or maybe a mystical stone circle?





Trees cost between \$65 and \$400. Shrubs run between \$5 and \$95, making them much more affordable than trees. (They also take up much less room.) Flowers retail between \$1 and \$45. Any of these features can be arranged into artful landscapes or randomly placed on a lot to replicate the wild.

## Landsculpting

Landsculpting lets you perform effortless landscaping that would normally require use of a bulldozer and earthmover over on our side of the screen. These terrain-altering tools let you sink ground, build mounds, and create ponds with just a wave of the cursor.

### Terrain Paints



The default terrain on the ground is grass. However, you can easily change that with the Terrain Paints tool on the Build Mode menu. This tool lets you replace grass with basic flowers, gravel, sand, and other ground textures. After selecting Terrain Paints, choose the size and shape of your brush and the softness of the edges around the brush with the d-pad. Then, select the desired texture by pressing the button next to the displayed pattern. There are multiple terrain paint choices. Once these are chosen, sweep the cursor over your property and press the paint button to lay down the new terrain.

## NOTE

You can also use the Erase tool to undo your patterns at any point and return them to the default grass.

Each house is limited to four terrain paints, and each paint is saved in its own channel. If you replace one paint with another, it will make that change wherever the paint is used on the lot.

### Raise Terrain



The Raise Terrain tool lets you lift the ground and create mounds, berms, or other inclines on your property. After selecting the Raise Terrain tool, choose the brush size and softness, which affects the level of jaggedness on your newly created peaks. After selecting the shape and softness of your Raise Terrain tool, run the new cursor over the ground and lift the ground. Hold the button to keep pulling the terrain upward.

### Lower Terrain



The Lower Terrain tool works exactly like the Raise Terrain tool, except this option sinks the ground to create holes or declines on your property. Like the Raise Terrain tool, you select the shape and size of your cursor and then adjust the softness of the terraforming.

### Soften Terrain



Shifting terrain up and down can result in some pretty harsh-looking landscapes. To smooth over the rough edges and create a more inviting yard, run the Soften Terrain tool over your raised or sunken ground.

### Water Tool



The Water tool works similarly to the Lower Terrain tool, except that the hole created in the ground automatically fills with water. This is the easiest way to build a pond on your property. Hold the tool button down to keep sinking a pond or move the cursor around your property while holding the button to increase the size of the pond.

## NOTE

Sims will not swim in ponds, so don't think you can get away with building a cheap swimming pool via the Water tool.

### Level Terrain

Want to flatten the surface of raised or lowered terrain? Use the Level Terrain tool. After selecting this tool, use the Change Floor button to raise or lower the "level" you are working on. Then, drag the Level Terrain tool over the landscaping you want to flatten out. Terrain that appears green will be leveled once you release the button.

## Buy Mode



There's just no way around it: everybody loves stuff—and in *The Sims 3*, there is a lot of it you can buy and place inside and outside your house to make your Sims happy. Buy Mode is where you go to instantly shop for your Sim's furniture, appliances, and decorating needs.

When you enter Buy Mode, the action is temporarily paused so you can browse without penalty. Your Sims are more than

happy to wait while you shop for them. When you buy an object, the Simoleons are not automatically deducted from your account.

It's not until you place the object on your lot that the Simoleons disappear from your account. Now, while you are in Buy Mode, you can return an object without losing any Simoleons by using the Sledgehammer tool. However, the moment you step out of Buy Mode and back into life, you must factor depreciation into the sell-back value of your objects.

### TIP

Buying new objects in Buy Mode can positively affect your Sims' mood. When a Sim enters a room with two or more new objects, it gets the New Stuff! moodlet.

## DEPRECIATION AND APPRECIATION

As soon as you buy an object and then exit Buy Mode, the object loses value. The immediate value hit is significant, but not devastating: 15 percent. With each additional day, the object loses more value: 10 percent per day. The value of an object finally bottoms out at 40 percent of its original value. So, if you bought the SimmerChar Dual-State Stove for \$400, the object would lose \$60 on the first day. The next day, it would lose another \$40. If you sold the object back after two weeks of use, you would get \$160 back.

However, not everything in this world goes down in value upon purchase. Some art actually increases in value. And if your Sim is an artist, the paintings created on the easel will grow in value over time. The masterworks of a true artist will skyrocket in value, so it can definitely pay to work on those painting skills.

## BILLS

Every Monday and Thursday, the postal worker drops bills into your mailbox. You have to pay approximately \$6 for every \$1,000 of stuff you own, so keep this in mind when shopping.

To pay your bills, select the mailbox and choose the Pay Bills interaction or choose the Auto Bill Pay option. You cannot ignore bills and hope they go away. You must attend to them in a timely manner.

If you do not pay your bills within three days—the normal bill cycle—you can count on a visit from the Repo Man on day four. The Repo Man will enter your house without warning and take objects without mercy until he has reached the number of Simoleons you currently owe. Once you enter day four of bills, you cannot quickly pay them and shoo away the Repo Man. It's too late by that time.



## Rooms



You can have as many rooms in your house as your Simoleons allow, but some rooms are essential for your Sims to have a happy life: bathroom, bedroom, and kitchen. There are, of course, other rooms that would be absolutely appreciated by your Sims, such as a living room, dining room, or study, but these three are required for your Sim to live a functional life.

The Objects Catalog chapter contains examples of each type of room and a full list of all objects associated with different rooms, such as kitchen, bedroom, and study.

## Bathroom



The bathroom is positively critical for your Sims' well-being. Without a place to attend to hygiene and bladder needs, your Sims will not be able to function properly in polite society. You must install a toilet so your Sims can relieve themselves in a timely manner. A bathtub or shower is also essential for keeping clean. If your Sims do not wash on a regular basis, not only with their overall mood suffer, but relationships with friends and work will also take a hit. Install a sink and mirror in the bathroom, too, so your Sim can brush teeth as well as primp and pose.

## Bedroom







Sims need their beauty rest, otherwise their energy tanks and they risk passing out. After a long day of work or play (or, hopefully, a nice combination of both), Sims get sleepy. While a Sim can take a catnap on a couch, to get the kind of rejuvenating rest needed to greet a whole new day and effectively perform at work, Sims need a bed. A modest bed will do the trick at first. You can place other useful objects in the bedroom, such as a dresser or mirror, but the bed is your top priority.

## Kitchen



Sims need to keep hunger in check in order to function. If Sims get too hungry, not only does their mood greatly suffer, but they can eventually pass out and lose valuable time recovering. Build a small kitchen when starting a new home, complete with a refrigerator, stove, and sink. A dishwasher is useful to be sure, but dishes can be easily cleaned in the sink at first.

### NOTE

You can also dine out, but it is much cheaper to eat at home.

### TIP

If your Sim is going to pursue a career in cooking, a good kitchen is essential. Splurge on this room at the expense of other parts of the house.

## Other Rooms

As mentioned, there are several other rooms to create in a house, as indicated by the different categories of objects for sale in Buy Mode. If your Sim is going to be a writer, a separate study with a bookcase and computer is particularly useful. If your Sim household has children, build rooms for the wee ones so they have a place to call their own. A dining room is not a necessity, but for larger households, it is a great place for the household to come together and socialize.

You can also mix furniture from different rooms in Buy Mode—there is no hard and fast rule about a bookcase having to be placed in a study. Preserve money and space in the beginning of life in Moonlight Bay by fusing rooms. A single Sim can afford to have a bookcase and computer in the living room.

### NOTE

Many objects have properties that affect the mood of your Sim or are directly related to skill development. Object properties are fully detailed in the Object Catalog chapter.

## Design Alternatives

When you choose an object category and start browsing through available objects, don't get too fixated on the immediate appearance or color choice of the objects. Most objects have several different design options, which appear in a small box when you select a specific object. To choose one of the design alternatives, just select that particular color scheme and it will be applied to the object when you place it on your lot.

### NOTE

The first slot represents an available choice from the Exchange.

## Create a Style



So, you just bought a bed for your house, but you want to change the color of the duvet cover? It's easy to accomplish this design feat with the Create a Style tool. The Create a Style tool for changing the appearance of an object works similarly to the way Create a Sim lets you make adjustments to a Sim's clothes.



Set different colors or patterns on the multiple elements of each object to create your own special designs—and then share them on the Exchange.

To change the colors or textures, select the Create a Style button (the palette). Now, select the object you want to alter. When the Create a Style toolkit appears on the screen's right side, you see the current colors and textures used in the currently selected object. In the case of this bed, the pattern for the duvet cover, the wooden frame textures, and the metal knobs on the bed all appear on the pane to the right. To make changes to any of the textures, select the desired texture. Now, you can either adjust the color with the color wheel or color palette or select a different texture from the texture box in the top-right corner.

### TIP

Save patterns and styles you like so you can easily (and quickly) apply them to other objects and clothes. You can even share them on the Exchange.



# Tour of Moonlight Bay



"Man's course begins in a garden, but it ends in a city."

-Alexander Maclaren, Scottish minister

## City Livin'

Welcome to Moonlight Bay, a bustling burg that attracts families in search of the good life. Here, the streets are lined with Sims in search of laughter, opportunity, and love—and maybe a few Simoleons, too. Moonlight Bay offers many places to shop, such as the funky bookstore, and the vibrant parks are almost always full of families enjoying nature to its fullest. Moonlight Bay's roaring economy means there are plenty of places to work; Sims can saunter through the front doors of several establishments and start on the ground floor of great careers. To be an effective citizen of Moonlight Bay, you need to know all about the town around you. Knowing exactly where to enroll in skill-based classes, the inventory of shops, and the location of potentially valuable collectibles gives you a leg up on life in Moonlight Bay.

## Areas

Moonlight Bay is split into several areas. The borders of the areas are noted during Live Mode by arrows pointing outward. When you select the arrow, the Town Map appears. To effortlessly move between areas, use Town Map from the Pause menu to view the entirety of Moonlight Bay. The Town Map shows you the entirety of Moonlight Bay, giving you an easy-to-use bird's-eye view of all its venues and community locations.

In Town Map, you can see how Moonlight Bay is split up into different areas and which venues exist within the different areas. When you select a venue in an area (or any spot within the area), your Sim finishes all tasks in the action queue and then starts to trek to the desired location. When your Sim reaches the edge of the area, you are asked if you want to hang back and continue operating in the current area or follow your Sim to the newly designated area. Why would you want to stay behind? Well, if your Sim is headed to a venue for work, they are about to disappear for several hours. You may as well stay on the lot and tinker with objects or Build/Buy Mode. If you have a family with multiple Sims, you may also want to stay behind and follow a family member's day while the Sim who just exited the area is off to work or on an easy errand.

## Places of Employment

When it's time to seek out a new career or just report for a shift, you must drop into one of the career-based venues in Moonlight Bay. These venues, though, have several extra functions, such as where you go to enroll in skill classes or take entertaining tours. Be sure to poke around the exteriors of the career venues in search of collectibles like butterflies that you can later sell for a profit or place in your home for mood bonuses. When opportunities arise, many of these locations get interactions specific to the opportunity, such as grilling at the park or attending an athletic event at the stadium.

### NOTE

The names of some buildings change as you upgrade them via the Challenges outlined in the Simology chapter.

## Moonlight Bay Memorial Stadium



### Interactions

- ◆ Join Professional Sports Career
- ◆ Attend Athletic Class (\$400)
- ◆ Attend Game (\$60)
- ◆ Attend Concert (\$60)

Moonlight Bay Memorial Stadium is home to Moonlight Bay's pro team and a great place to catch an arena concert. When either event is available, drop in to the stadium to really fix up a frazzled Sim's mood. The price of the ticket is worth the moodlet high, especially if they have work the following morning and mood is a metric for success.

Of course, if your Sim wants to become a sports star, this is the place to be: the Professional Sports career is headquartered at the stadium. This is also a good place to get a jump start on the Athletic skill; take the class to start developing the skill. Once the Athletic skill has been acquired here, you can keep working on it at home or at the nearby Buff's Gym.

### NOTE

If a game or concert is grayed out, the event is not available at that time. Try again around peak hours of the day, such as 5:00 p.m.

## City Hall



### Interactions

- ◆ Join Political Career
- ◆ Attend Charisma Class (\$400)
- ◆ Tour City Hall
- ◆ Change Name

Charisma is the coin of the realm in politics, so it's not surprising that the Political career is based in the same venue that hosts the Charisma skill class. Sims interested in learning the fine art of smooth talking should report here for the class, thus unlocking a handful of Charisma-specific socials that help building and maintain relationships with other Sims, such as the helpful Smooth Recovery social that can bring a flailing conversation back from the brink. Sims can also tour City Hall, which may be boring to some, but Sims with an aptitude for politics and talking will get a kick out of it. Watch the wish requests, too, as reporting for the tour is an easy way to bank some Lifetime Happiness Points.



### TIP

Even if you do not want to devote serious time to the Charisma skill, taking this class is a good start for making your Sims more adept at socializing. Charisma unlocks a few new socials, which help with important relationship building (and saving!).

### NOTE

Use the Change Name option during normal business hours to legally change the names of your Sims.

## A Million Monkeys Corporate Tower



### Interactions

- ◆ Join Business Career
- ◆ Join Journalism Career
- ◆ Attend Writing Class (\$400)

Moonlight Bay residents interested in either the Business or Journalism careers need to stop by the A Million Monkeys Corporate Tower to sign up for either exciting job. Titans of industry and star news anchors rub elbows here, making it an exciting melting pot of talents. This venue is also where Sims who want to kickstart the Writing skill should report. Writing is a useful skill for both careers and for Sims who want to strike out on their own and become stay-at-home authors. Once this skill has been partially developed, Sims can begin working on their own novels in hopes of chasing down a big royalty check one day.

## Moonlight Bay Police Department



### Interactions

- ◆ Join Law Enforcement Career

The police department is a no-nonsense place where Sims show up for one reason and one reason alone—to participate in the Law Enforcement career. There are no classes to take here, nor any tours to go on. However, should you become an officer of the law in Moonlight Bay, there are a couple of exciting interactions you can then perform on the creepy old warehouse that looks like a front for unsavory activities.

### NOTE

The jail, for Criminal Sims who get caught, is inside the building.

## Paragon Personal Private Charity Warehouse



### Interactions

- ◆ Join Criminal Career
- ◆ Raid Warehouse (Special Agents only)

With a name like Paragon Personal Private Charity Warehouse, there surely cannot be anything shady going on here, right? False. This warehouse is where citizens interested in a life of crime report, ready to take marching orders from the big boss. There are no tours of this facility, and no classes are offered. However, if you reach high enough in the Law Enforcement career, you can launch raids on the warehouse to score big time with the chief.

### TIP

Once a Sim initiates a life of crime, burglars no longer threaten his or her house.

## Moonlight Bay Central Hospital



### Interactions

- ◆ Join Medical Career

The hospital is where Sims that want to take part in the Medical career report. This is not a place for tours or play, as there are no other options for citizen Sims at the hospital. Occasionally, Sims are sent to the hospital to complete opportunities. So, really, few Sims will darken the door of the hospital—but come to think of it, that sounds like a good thing.

## Little Corsican Bistro



### Interactions

- ◆ Join Culinary Career
- ◆ Attend Cooking Class (\$400)
- ◆ Eat Here (prices vary)
- ◆ Get Drinks (prices vary)

The Little Corsican Bistro is one of two places to grab grub in Moonlight Bay. This is also one of the two places where Sims report to launch the Culinary career. Though it is considered the more high-end of the places to dine, the career unfolds the same way at either joint. Now, Sims with the Natural Cook trait will probably have a good start on this career, but others can equalize things by taking the Cooking class offered here.

### TIP

When you dine out, stay for dessert to get a big mood boost!

### NOTE

You automatically change into your formal wear if you choose to wine or dine at the Little Corsican.

## Scowned! Bakery



### Interactions

- ◆ Join Culinary Career



- ◆ Attend Cooking Class (\$400)
- ◆ Eat Here (prices vary)
- ◆ Get Drinks (prices vary)



Now, not every dining experience has to be formal. Sometimes, Sims just want a quick bite without all the foof and folderol. Scownded! Bakery is the perfect spot for a cheaper meal, too, for Sims who want the moodlet benefits of dining out without laying down a lot of Simoleons. Food-minded Sims can also come to Scownded to take a Cooking class. It's the same price and is no different than the Little Corsican Bistro.

### Camp Gnome Military Depot



#### Interactions

- ◆ Join Military Career
- ◆ Attend Handiness Class (\$400)
- ◆ Tour Base

Want to enlist? Then report to the Camp Gnome Military Base on the outskirts of Moonlight Bay. The chief reason to reason this base is to join the Military career, but any Sim who wants to cut down on repair bills should come here to take the Handiness skill class. Sims who begin developing the Handiness skill can eventually begin upgrading objects, giving them extra benefits like being unbreakable. Camp Gnome also accepts visitors for tours, which can satisfy wishes or improve mood.

### Landgraab Industries Science Facility

#### Interactions

- ◆ Join Science Career
- ◆ Attend Logic Class (\$400)
- ◆ Attend Gardening Class (\$400)
- ◆ Tour Science Lab
- ◆ Donate Insects to Science



In the Science Facility, Sims labor late into the night to unlock the secrets of the universe. Sims who want to join their ranks should head on over to the Science Facility and sign up. They will be welcomed with open arms, but they better be ready with the necessary skills to succeed—like the Logic skill.

Well, what do you know—you can take the Logic class here at the facility, too. With this skill, you can start identifying stars in the sky and mastering chess. In addition to the Logic class, Sims with green thumb tendencies can take the Gardening class. This class acquaints you with the ins and outs of growing harvestables, which is not just a great way to earn extra Simoleons, but can also lead to the sowing of useful things like the Money Tree and Flame Fruit.

Finally, if Sims have started collecting insects around Moonlight Bay, they can sell them to the staff of the Science Facility for Simoleons. The rarer the bug, the more it is worth. Be sure to use the collectibles maps in this chapter to see where the best insects are located around town.

### Snyder Community Theater



#### Interactions

- ◆ Join Music Career
- ◆ Attend Guitar Class (\$400)
- ◆ Tour Theater
- ◆ See Movie (\$40)
- ◆ See a Show (price varies)

Sims with an ear for music should zoom over to the Snyder Community Theater and enroll in the Music career. The Music career has two tracks—classical and rock—but both start right inside this humble theater. The Guitar class is also held at this theater, so if Sims want to get a good jump on the first level of the Guitar skill, they should stop by early. The Snyder also doubles as a movie house. At the theater, you can take in a show and get the awesome Saw a Great Movie moodlet that boosts moods for several hours. The theater also offers a tour, but if Sims have no inclination for music, they'll be left bored by the time they exit the venue.

## INVESTING

If you have the money, you can invest in a number of businesses around Moonlight Bay. You can invest money in the bakeries, bookstore, business tower, day spa, diner, and more. After making your initial investment, you get a cut of the profits every week. When you save up even more, you can outright buy the business and keep all of the profits to yourself. Just make sure you stop by regularly to collect your profits. After a period of time, older payments fall off and cannot be claimed. When you outright purchase a property, you then own the deed to it. There are a handful of Challenges related to owning deeds.

Here are the investments required for each business (investment/ownership) and the weekly payments for the investment levels:

	Initial Investment	Investment Weekly Return	Complete Purchase	Purchase Weekly Return
Little Corsican Bistro	12,500	2,100	25,000	3,000
Dewey Discount Books	7,000	1,000	20,000	2,000
A Million Monkeys Corporate Tower	18,000	3,000	40,000	6,000
Happy Go Luxury Spa	15,000	2,500	35,000	4,000
Scownded! Bakery	6,000	850	18,000	1,800
EverFresh Delights Grocery	7,000	1,000	20,000	2,000
Paragon Personal Private Charity Warehouse	15,000	2,500	35,000	4,000
Moonlight Bay Central Hospital	30,000	6,000	75,000	12,000
Landgraab Industries Science Facility	40,000	7,900	100,000	15,000
Moonlight Bay Memorial Stadium	35,000	6,800	80,000	13,000
Snyder Community Theater	18,000	3,000	40,000	6,000





## Shopping and Commerce

Moonlight Bay has quite a little economic ecosystem. There are plenty of places to spend Simoleons, including the eateries described in the previous sections and the following shops. Spending Simoleons at these venues will not only serve needs and skills, but many objects and services you can buy will boost moodlets.

### Dewey Discount Books

#### Interactions

- ◆ Shop for Books (prices vary)
- ◆ Get Part-Time Job

Dewey Discount Books should be a regular stop for all Sims in Moonlight Bay, not just those with



the Bookworm trait. This shop sells a host of different books that fulfill a great many needs, such as skill development, recipes, children's books, and sheet music. Dewey Discount Books sells more than just educational books. Novels provide stress relief and fun to just about any Sim. Relaxing with a book after a long day at work is a good way to smooth frazzled

nerves. Numerous genres can be found on the shelves, so consider what kinds of books your Sims might like to read before plunking down Simoleons. A Hopeless Romantic, for example, is likely to enjoy a trashy romance novel.

Teenagers in school and Sims pursuing creative at-home careers like writing and gardening can also seek out a part-time gig at the emporium. With just a few hours of work, Sims can pull down a few Simoleons that keep the lights on back home.



Any Sim in a household can read a book. You do not need to buy multiple copies of, say, a skill-development book for each Sim.

## BOOKSTORE INVENTORY – GENERAL

Title	Genre	Price
A Magnetic Attraction	Trashy	\$80
Abstract with Turkey	Fiction	\$210
Baby Incoming: Preparing with Vigilance	Non-Fiction	\$300
Commitment Issues	Drama	\$130
Exit at Powell	Satire	\$230
Game of Thorns	Mystery	\$405
Gpod	Sci-Fi	\$250
How to Spin Plates	Non-Fiction	\$360
I'm Still Cool	Humor	\$535
Llama Rights	Historical	\$610
Murder in Pleasantview	Mystery	\$65
No Expecting Much	Vaudeville	\$940
On the Margins	Satire	\$780
Point Farmer	Autobiography	\$25
Special Snowflake	Romance	\$705
Stragedy and Other Messterpieces	Humor	\$135
The Adventues of Raymundo	Children's	\$50
The Crumplebottom Legacy	Historical	\$480
The Economy	Political Memoir	\$310
The Noble History of Socks	Biography	\$1,000
The Point of Pointilism	Non-Fiction	\$875
The Warlock of Palladia	Fantasy	\$35
Thunking	Fiction	\$580
Totally Preggers: An Expectant Mother's Tale	Non-Fiction	\$200
Unicorns for Audrey	Fantasy	\$210
Where's Bella?	Children's	\$40
Zombies? Zombies!	Sci-Fi	\$180

## BOOKSTORE INVENTORY – SKILL

Title	Skill	Level Required	Price
Charisma Vol. 1: Fixing the Friend Problem	Charisma	0	\$350
Charisma Vol. 2: Talking to Anyone	Charisma	3	\$500
Charisma Vol. 3: Becoming Irresistable	Charisma	6	\$750
Cooking Vol. 1: Too Much Salt!	Cooking	0	\$50
Cooking Vol. 2: Why You Need Baking Soda	Booking	3	\$500
Cooking Vol. 3: Yummy and Delicious	Cooking	6	\$750
Gardening Vol. 1: The Watercan Chronicles	Gardening	0	\$350

Gardening Vol. 2: Odor Free Fertilizer	Gardening	3	\$500
Gardening Vol. 3: Gardening to Riches	Gardening	6	\$750
Handiness Vol. 1: Unplug It First!	Handiness	0	\$50
Handiness Vol. 2: Turn Off the Water	Handiness	3	\$500
Handiness Vol. 3: Puddles and Electricity Don't Mix	Handiness	6	\$750
Logic Vol. 1: Knights vs. Bishops	Logic	0	\$50
Logic Vol. 2: To Xor or Not to Xor	Logic	3	\$500
Logic Vol. 3: 3.14159265	Logic	6	\$750

## BOOKSTORE INVENTORY – SHEET MUSIC

Item	Level Required	Price
A Perfect Moment	7	\$425
Dream Escape	9	\$1,400
Flamenco Fever	6	\$250
Improvise Here and Now	8	\$600
Yes Ma'am, I Do	5	\$100

## BOOKSTORE INVENTORY – CHILDHOOD DEVELOPMENT

Title	Price
Being Smart for Fun and Profit	\$210
Bluish Eggs with a Side of Pastrami	\$50
Counting for Those Who Cannot	\$50
Don't Stay Within the Lines	\$210
Finger Painting 101	\$50
Frank I'm Not	\$125
Handprints of the Masters	\$125
Jimmy Sprocket and the Chalice of Lichens	\$125
Jimmy Sprocket and the Escape from "Fun" Land	\$210
Jimmy Sprocket and the Squishy Stone	\$50
Oh the Destinations You'll Briefly Visit	\$210
Squares Are Not Triangles	\$125

## BOOKSTORE INVENTORY – FISHING

Title	Level Required	Price
All That Glitters Is Goldfish	4	\$400
Binary Fishing and Analog Bait for Robot Fish	6	\$1,600
Fishing for the Dead: Deathfish and Vampire Fish on the Line	7	\$2,500

Gilled Tragedy: Trout and Clownfish Baiting Techniques	3	\$300
Heavenly Delicacies: Hooking Angelfish and Lobster	6	\$1,000
Predators of the Deep: Piranha, Shark, and Swordfish Tips	4	\$600
Sushi Swimmers: How to Catch Tuna, Salmon, and Blowfish	4	\$700
The Wee Swimmers: Reeling Anchovy and Minnow	1	\$100
The Whiskered Deep: Catfish and You	1	\$200

## BOOKSTORE INVENTORY – RECIPES

Recipe Name	Level Required	Price
Ambrosia	10	\$12,000
Baked Angel Food Cake	10	\$1,000
Cheesesteak	5	\$300
Cobbler	6	\$450
Cookies	3	\$100
Eggs Machiavellian	7	\$5,890
Fish and Chips	3	\$50
Fruit Parfait	4	\$200
Ratatouille	1	\$25
Stuffed Turkey	9	\$800
Tri-Tip Steak	8	\$650

## EverFresh Delights Grocery



### Interactions

- ◆ Shop for Groceries (prices vary)
- ◆ Sell Harvestables
- ◆ Get Part-Time Job
- ◆ Sell Fish
- ◆ Attend Fishing Class (\$400)

Need to get some produce to create that special dish? Or perhaps get some cheese to use as bait with the fish? Then stop by EverFresh, the local grocery store in Moonlight Bay. Sims can also shop for some household goods, such as a rubber ducky. Commerce is a two-way street at EverFresh. Sims who exercise their green thumbs can sell harvestables here for profit. Fishing-savvy Sims can sell the fruits of the sea to the grocer for Simoleons, too.

EverFresh is also a good place to get a part-time job, just like the bookstore. Students and Sims with other interests can bring in a little extra coin. There are no full-time positions at this venue.

## SUPERMARKET INVENTORY

Item	Price
<b>PRODUCE</b>	
Tomato	\$3
Lettuce	\$3
Apple	\$5
Grapes	\$5
Onion	\$8
Potato	\$8
Lime	\$11
Watermelon	\$11
Bell Pepper	\$15
Garlic	\$18
<b>HOME</b>	
Birthday Cake	\$30
Duckworth of Billington	\$40
Mood-Lite Candle	\$65
World's Brew Bubble Bath	\$100

Piece	Category
<b>FISH</b>	
Anchovy	\$5
Catfish	\$6
Goldfish	\$6
Rainbow Trout	\$9
Tuna	\$11
Salmon	\$14
Black Goldfish	\$16
Swordfish	\$17
Lobster	\$25
<b>MEAT AND CHEESE</b>	
Links	\$8
Cheese	\$8
Egg	\$11
Patty	\$24
Roast	\$30
Steak	\$30

## Happy Go Luxury Spa



### Interactions

- ◆ Get Part-Time Job as Spa Specialist
- ◆ Get Part-Time Job as Receptionist

- ◆ **Get Massage:** Quick Shiatsu Massage (\$50)
- ◆ **Get Massage:** Relaxing Swedish Massage (\$250)
- ◆ **Get Massage:** Deep Tissue (\$500)
- ◆ **Get Facial:** Mini-Facial (\$50)
- ◆ **Get Facial:** Mud Facial (\$200)
- ◆ **Get Facial:** Seaweed Facial (\$500)
- ◆ **Body Treatments:** Steam Bath (\$250)
- ◆ **Body Treatments:** Salt Scrub (\$750)
- ◆ **Body Treatments:** Volcanic Clay Bath (\$1,500)
- ◆ **Salon:** Manicure (\$25)
- ◆ **Salon:** Pedicure (\$50)
- ◆ **Salon:** Pedicure/Soak (\$100)
- ◆ **Packages:** Great Escape (\$1,000)
- ◆ **Packages:** Relaxing Rendezvous (\$3,000)
- ◆ **Packages:** Soothing Salvation (\$7,500)

Sims like pampering, and there's no better place in Moonlight Bay to be primped and powdered than the Happy Go Luxury Spa. At this spa, Sims can receive a variety of personal treatments that range from facials to manicures. The prices for these services are all over the map, but remember that you get what you pay for. The more expensive the treatment, the bigger (and longer-lasting) the moodlet bump.





## NOTE

The Happy Go Luxury Spa offers two part-time positions: receptionist and spa specialist.

## TIP

Want to buy a Lifetime Reward? Well, essentially you can if you are a regular patron of the spa. It's expensive, but you can buy treatments that propel Sims' moods to great heights and bank considerable Lifetime Happiness Points.

## Community Spots

Like all towns, Moonlight Bay has many community venues that allow Sims to pursue to new activities or activities that require equipment too expensive to have at home when first starting out (such as exercise machines at the gym or a computer at the library).

There is another benefit to visiting these community spots: meeting Sims. These locations can get pretty busy, giving you ample opportunities to socialize and meet your neighbors. If your Sim thirsts for socialization, be sure to hit up these spots and meet the neighbors. Who knows, you may even find the love of your Sim's life browsing the shelves at the library.

## TIP

Some tours have a special WooHoo interaction if the Sim is touring with a romantic partner.

## Buff's Gym



### Interactions

- ◆ Work Out
- ◆ Pump Iron

All Sims should exercise, not just those pursuing a career in Professional Athletics or developing the Athletic skill. The citizens of

Moonlight Bay have built this facility for all to enjoy without dropping a single Simoleon. It's a great place to get in shape without having to drop up to \$1,500 on an exercise machine back home on your own lot. Because the gym is often busy, it also doubles as a solid socialization spot where Sims mingle.

## CAUTION

It's easy to get grungy at the gym, so watch your Hygiene. If you start to smell bad, you'll turn off the Sims around you. Luckily, there's a full shower and bathroom area, so use the gym's showers to wash off the funk.

## TIP

If your Sims need to take care of Hygiene, regardless of whether or not a workout is involved, they can always stop by Buff's Gym and grab a quick shower.

## Landgraab Library of Learning



### Interactions

- ◆ Read
- ◆ Play with Toys
- ◆ Use Computer
- ◆ Play/Practice Chess
- ◆ Use Telescope

The Landgraab Library of Learning is open to all. It's stacked with hundreds of books, so your Sim is bound to find something of interest here to flip through and just relax. The library is also a social hot spot, especially for Sims with the Bookworm trait. It is common to bump into another Sim with similar interests at the library.



The library also has computers for Sims who wish not to have one at home (for space or money reasons), and any computer activity you could do from home like chat and play games can be done from a library computer.

## The Modern Museum of Existential Artistry



### Interactions

- ◆ View
- ◆ Use Easel

The Modern Museum of Existential Artistry is perfect for Sims who love art. The museum charges no admission fee, so Sims can view art and enjoy the mood benefits without any expenditures. There may not be a lot to do here outside of viewing art or coming back during specific opportunities, but Sims will at least find others with similar interests here. Who knows—your Sim may lock eyes with the love of their life when looking up from a fascinating sculpture.

## Community School for the Gifted



### Interactions

- ◆ Attend Painting Class (\$400)

The Community School for the Gifted offers two classes for creative Sims: Painting and



Sculpting. Both of these skills can be learned by doing, though, so it may behoove you to wait until you are at level two or three and then come back to the school for a rather effortless level increase for just \$400 Simoleons.



Keep an eye on the paper for discounts on skill classes.

## Specter Family Mausoleum



### Interactions

- ◆ Get Part-Time Job
- ◆ Mourn
- ◆ View
- ◆ Tour Mausoleum
- ◆ Explore Catacombs

Sims who have gone before are buried at the cemetery. The chief purpose of this venue is to mourn the dead, but there are plenty of other interactions available among the tombstones and grave markers. The cemetery is full of trees, so a Loves the Outdoors Sim will get great pleasure from being around those.

### NOTE

Sims can also seek part-time work at the cemetery.



The central feature of the cemetery, though, is the mausoleum. This imposing structure houses more of the dead. Touring the mausoleum can be educational for some Sims. The option to explore the catacombs below the graveyard is a source of excitement for Brave Sims. Sims

without the Brave trait risk getting the Horrified moodlet, which is devastating to their overall mood for several hours.



Sims sometimes find rare items while exploring the Mausoleum.

## McGregor's Community Garden



### Interactions

- ◆ Plant/Pick Harvestables
- ◆ Use Grill
- ◆ Play Music

Not every Sim has the space to start their own garden on their lot, so McGregor's Community Garden is perfect for using the ol' green thumb. Sims cannot build skill by harvesting these plants, but they can harvest food here for free.

McGregor's Community Garden is also a good place to socialize. Chances are good that if a Sim is at the garden, they are into the outdoors or growing harvestables, giving you something to talk about right away.



Play the stereo in the barn to get a moodlet boost from music.



The community garden has just basic harvestables like tomatoes and lettuce.

## Pools

Not every Sim can afford to install a pool on their lot right away, but until the day one is within reach, Sims can visit the pool in Moonlight Bay for free.

### Palatial Beach Pool



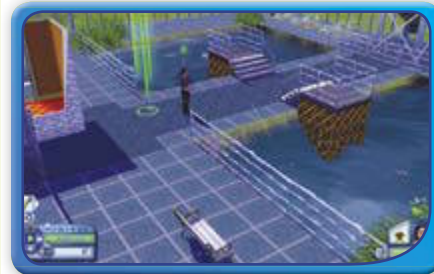
### Interactions

- ◆ Swim
- ◆ Use Juice Bar
- ◆ Play Foosball

Sims absolutely love to swim—unless they are Hydrophobic, of course. Because it is not always affordable to install a pool on your very own lot, use the Palatial Beach Pool to take a dip. Swimming is not only good exercise, it is also a major stress reducer. This pool also has a foosball table, which is fun to play with other Sims to unwind after a long day's work.

## Parks and Fishing Spots

Moonlight Bay may be a town on the move, but it has not ignored the simple beauty of outdoor parks. Moonlight Bay has outdoor parks where Sims are encouraged to stroll, relax, and socialize. Unless Sims do not like being outdoors, visiting a park is guaranteed to brighten mood. Many parks have chess tables for either practicing the Logic skill or challenging other Sims to great cerebral contests.



Fishing is a great way to relax, plus you can earn some money on the side. Reeling in a big catch and selling it to the supermarket is also a fun way to line your pockets with Simoleons. Sims who Love the Outdoors get a huge mood boost out of fishing.



## FISHING

Fish	Skill Level Req	Commonality	Locations Found	Preferred Bait	Min weight	Max weight	Value at min weight	Value at max weight	Skill Points for Catching
Minnow	0	Common	Lakes, Ocean	Apple	0.1	0.5	5	11	120
Anchovy	0	Common	Ocean	Tomato	0.1	0.5	5	11	120
Goldfish	1	Common	Lakes	Lettuce	0.1	2	6	16	132
Alley Catfish	1	Uncommon	Lakes, Ocean	Cheese	0.1	5	6	20	132
Jellyfish	2	Common	Ocean	Grapes	0.1	10	8	19	140
Rainbow Trout	2	Common	Lakes	Egg	1	10	9	18	140
Red Herring	3	Common	Lakes, Ocean	Hot Dogs	1	10	5	5	160
Tuna	3	Common	Ocean	Onion	2	40	11	25	160
Piranha	4	Uncommon	Lakes	Watermelon	5	15	14	30	185
Tragic Clownfish	4	Uncommon	Laes, Ocean	Bell Pepper	5	40	13	32	185
Siamese Catfish	5	Common	Lakes, Ocean	Minnow	3	25	14	41	220
Blowfish	5	Uncommon	Ocean	Potato	5	40	13	47	220
Salmon	6	Common	Ocean	Lime	10	50	14	45	255
Black Goldfish	6	Common	Lakes	Goldfish	5	25	16	49	255
Shark	7	Uncommon	Lakes, Ocean	Red Herring	1	150	7	70	295
Swordfish	7	Common	Ocean	Anchovy	20	60	17	60	295
Angelfish	8	Uncommon	Lakes, Ocean	AlleyCatfish	2	60	21	85	340
Vampire Fish	8	Rare	Graveyard	Garlic	25	80	55	225	1,000
Robot Fish	9	Rare	Industrious Industries Research Pond	Piranha	250	1,000	50	275	1,000
Lobster	9	Common	Lakes, Ocean	Tuna	5	50	25	120	400
Deathfish	10	Rare	Graveyard	Angelfish	20	80	200	1,000	1,500

## TIP

Extremely rare fish, like the Deathfish, only appear between the hours of 12 a.m. and 4 a.m.

On rare occasions, you will reel in something other than a fish from the waters of Moonlight Bay. Litterbugs in Moonlight Bay have discarded belongings in the lakes and ponds, but at least their refuse is another Sim's treasure. When you do manage to reel in a crate, there is a good chance it will contain a valuable item, such as Bubble Bath or Death Flower. If you're really lucky, the crate will have a magic gnome inside!

## BOXES

Crate Item	Chance of Finding
Laptop	3%
Rubber Ducky	20%
Guitar	10%
World's Brew	16%
Bubble Bath	16%
MoodLite Candle	16%
Birthday Cake	16%
Flame Fruit	3%
Death Flower	3%
Money Tree Seed	5%
Mysterious Mr. Gnome	6%

## Fish Spawned

- 1 Red Herring, Tragic Clownfish, Blowfish, Shark, Angelfish
- 2 Minnow, Goldfish, Rainbow Trout, Red Herring, Siamese Catfish, Black Goldfish
- 3 Minnow, Goldfish, Red Herring, Salmon, Angelfish, Lobster
- 4 Goldfish, Rainbow Trout, Red Herring, Piranha, Shark, Lobster
- 5 Alley Catfish, Rainbow Trout, Red Herring, Salmon, Angelfish
- 6 Anchovy, Jellyfish, Red Herring, Blowfish, Salmon, Swordfish
- 7 Anchovy, Jellyfish, Red Herring, Tuna, Tragic Clownfish, Shark, Lobster
- 8 Alley Catfish, Red Herring, Tragic Clownfish, Tuna, Siamese Catfish, Shark, Lobster
- 9 Jellyfish, Red Herring, Blowfish, Angelfish, Swordfish
- 10 Red Herring, Piranha, Black Goldfish, Shark, Angelfish, Vampirefish, Lobster





### Central Park



#### Interactions

- ◆ Fish
- ◆ Play/Practice Chess
- ◆ Use Slide
- ◆ Use Swing
- ◆ Use Teeter-Totter

### Moonlight Bay Public Beach



#### Interactions

- ◆ Play/Practice Chess
- ◆ Use Juice Bar
- ◆ Use Telescope

### Moonlight Cove



#### Interaction

- ◆ Fish

### Studios Sculpture Garden



### Interactions

- ◆ View
- ◆ Play/Practice Chess

### Little Henry's Cliffside Gazebo



#### Interactions

- ◆ Use Buffet Table
- ◆ Use Easel
- ◆ Use Telescope
- ◆ Use Juice Bar

### Park and Grill BBQ Park



#### Interactions

- ◆ Have/Serve Meal
- ◆ Use Easel
- ◆ Use Juice Bar

### Rendezvous Cove



#### Interactions

- ◆ Use Fire Pit
- ◆ Use Telescope
- ◆ Use Easel

### Art's Feng Shui Garden



#### Interactions

- ◆ Fish
- ◆ Use Easel
- ◆ Use Telescope

### Pity Committee Community Park



#### Interactions

- ◆ Use Swing
- ◆ Use Slide
- ◆ Use Grill
- ◆ Use Telescope

### Fairytale Park



#### Interactions

- ◆ Fish
- ◆ Use Swing
- ◆ Use Slide
- ◆ Use Telescope
- ◆ Play with Toys

## NOTE

Each area of Moonlight Bay has a park, so you are never too far from a nice place to hang out and enjoy the weather, socialize with other Sims, and have a little fun.





## Industrious Industries Research Pond



### Interactions

Fish

## Furnished Lots and Pre-Set Lives

Sometimes, starting from scratch can be overwhelming, so why not ease a little stress by moving into a furnished house—or even a furnished life? Moonlight Bay is a mature town with lots of developments and interesting households for you to investigate and even take control of in certain situations. If you are just starting *The Sims 3*, checking into a pre-built house is a good way to get ideas for your own dream house. Some of these furnished lots are pretty elaborate and may introduce design ideas you might have never considered before.

Each household has its own situation and scenario that gives the story some structure. As you try to fulfill the wishes and wants of the pre-built households, you will learn a lot about skill development, career management, and the general social structure of life in Moonlight Bay. And if you choose, you can ignore the presented scenario and take these households on an entirely different trajectory.

### Finished Lots

Finished houses can be purchased empty or completely furnished. Furnished homes are more expensive than unfurnished homes, which puts some of them out of range of first-time buyers.

#### NOTE

Households with an “n/a” in the Difficulty column are not selectable when starting a new game.



Location	Lot Name	Price (\$, furnished)	Price (\$, unfurnished)	Bedrooms	Bathrooms
1	Lodgy	65,796	44,306	2	2.5
2	Garage-Mahal	175,014	93,701	4	3
3	Blue Bungalow	15,904	13,329	3	1
4	Adore-Abode	15,303	13,133	1	1
5	Modern Zen	74,821	49,507	2	2
6	Quaint	38,487	30,880	1	2
7	Gothic	179,953	129,609	3	4
8	Mediterranean Villa	146,577	87,181	3	3

#### NOTE

You only have the furnished/unfurnished option when you move into your first home straight from Create a Sim. For all subsequent moves with that specific household, the new home will always be available as-is. Your only choice is whether to keep their current furniture in the house or sell it.

Moonlight Bay has numerous households that have already moved in and are waist-deep in their own complicated lives. Every household you can take control of is listed in this section, complete with all the information you need before slipping into the skins of these busy Sims. As mentioned, each household has its own scenario that you can attempt to unravel and complete, or you can just take over the household and live their lives at your leisure. You never know what trouble you might get into when you deviate from the set desires of your newly acquired household. (Trouble isn't always a bad thing, by the way. Some of the best fun in life comes from getting into—and out of—trouble.)

#### NOTE

There is one house in each residential area of town that you can own. Each household has a different difficulty rating (one through six). Six is the toughest difficulty. The reasons for the household's difficulty rating are partially explained by the scenario description. Households with more Sims and especially more younger children are rated as more difficult.

## HOUSEHOLD LIST

Household	Household Members	Household Description	Household Budget	Difficulty	Lot Name
Aragon	Penny Aragon, F, Young Adult	Penny has lived in Moonlight Bay all her life. She is completely dedicated to its preservation and the safety of her neighbors. Too bad her neighbors think she's a little overzealous with their safety.	n/a	n/a	n/a
Burton	Trevor Burton, M, Young Adult	In high school Trevor Burton, broke a lot of hearts on his ever-present quest for the next conquest. Will living on his own in a new town soften his outlook?	3,300	1	Lodgy
The Clique	Morgan Flynn, M, Young Adult Cevin Faron, M, Young Adult Willow Lynd, F, Young Adult Rain Leary, F, Teen	Cevin and Willow grew up in Moonlight Bay and were looking for a way out from under their parents' constant grief over "all that black clothing." When Morgan moved into town, he was thrilled to find at least a couple people who understood him, and they became quick friends. The only question is, when did their new friend Rain decide to move in and should they kick her out?	50,000	2	Gothic
Idaho	Irwin Idaho, M, Adult Georgia Idaho, F, Adult Marie Idaho, F, Teen	Running the town's newspaper has been Irwin's passion, but he's looking forward to retiring soon. He wishes Marie were more interested in books if for no other reason than to improve her grades. Georgia enjoys her friendship with her husband but thinks he doesn't spend enough time at home.	n/a	n/a	n/a
Kozen	Liana Kozen, F, Young Adult	An affable woman, Liana has already made quite a few friends despite being new in town. She seems friendly enough, but she's often seen skulking about the shadier parts of town.	4,300	1	Quaint
Landgraab	Malcolm Landgraab, M, Adult Hannelore Landgraab, F, Adult Adrien Landgraab, M, Teen	Malcolm Landgraab moved from Sunset Valley in order to extend the reach of the Landgraab family. With good looks and a sharp wit, Malcolm has carved out a nice section of the town as his own. Now he has his eyes on the mayor's office as he grooms his son to take over the business centers in town.	75,000	2	Mediterranean Villa
Leary	James Leary, M, Elder Kara Leary, F, Elder Cookie Leary, F, Adult Sunshine Leary, F, Young Adult	James and Kara Leary are old hippies from the '60s and have had a more...laissez faire approach to parenting. If you asked them, they love having their children around, even if most of them are grown up.	n/a	n/a	n/a
Monroe	Marcella Monroe, F, Adult Randy Monroe, M, Teen Herger Monroe, M, Teen	Marcella Monroe is still grieving after the loss of her husband. At least she is blessed with two well-behaved boys who are always ready to help her around the house.	n/a	n/a	n/a
Nelson	John Nelson, M, Young Adult Roxy Nelson, F, Young Adult Rita Nelson, F, Teen Crichton Nelson, M, Toddler Mindy Nelson, F, Child Sofi Nelson, F, Teen	John joined the military as soon as he could to fulfill his lifelong dream of becoming an astronaut. Roxy has her hands full with their four children, especially the twins. She has a hard time telling them apart until Sofi plays one of her pranks.	n/a	n/a	n/a
Rannt	Alice Rannt, F, Adult Byron Rannt, M, Child	Alice always thought she was so smart. Then why did she ever let her last boyfriend talk her into having a child? She can't stand the little guy. But Byron doesn't mind. He can't stand her either and goes out of his way to cause her no end of anguish.	5,500	1	Modern Zen
Single Dads	Leonard Ryan, M, Adult Logan Ryan, M, Child William Conner, M, Adult River Conner, F, Toddler	With the loss of his partner, Leonard Ryan hated the thought of having to sell his home. He looked for a roommate so they wouldn't have to move out of town. William Conner and his daughter moved in and love the place. Leonard just wishes they'd clean up after themselves.	n/a	n/a	n/a
Vasquez	Tyler Vasquez, M, Young Adult Heather Vasquez, F, Adult Elaine Austen, F, Teen	Heather has been dancing on clouds since marrying her new husband, Tyler. Tyler loves to dote on his wife despite the ribbing he gets from his co-workers about marrying an older woman. Elaine, on the other hand would have rather stayed with her bio-dad. Can Tyler and Elaine work out their differences or will things always be uncomfortable between them?	20,000	2	Garage-Mahal
Zhang	Michael Zhang, M, Adult Atticus Zhang, M, Child Alia Zhang, F, Teen	Getting a divorce was the hardest thing Michael Zhang has ever done. He never expected his wife to abandon all custody of their children. But Michael is always ready with a good joke and a hug for Atticus and Alia.	n/a	n/a	n/a

## HOUSEHOLD SIMS

Name	Household	Gender	Age	Relationship Status	Career	Trait 1	Trait 2	Trait 3	Trait 4	Trait 5	Description
Alia Zhang	Zhang	F	Teen	n/a	School	Genius	Bookworm	Hates the Outdoors	Clumsy	n/a	To Alia, there's nothing better than a comfy chair and a good book.
Liana Kozen	Kozen	F	Young Adult	Single	Criminal	Charismatic	Good Sense of Humor	Unflirty	Evil	Kleptomaniac	An affable woman, Liana has already made quite a few friends despite being new in town. She seems friendly enough, but she's often seen skulking about the shadier parts of town.
Trevor Burton	Burton	M	Young Adult	Single	Music	Daredevil	Flirty	Great Kisser	Commitment Issues	Couch Potato	In high school, Trevor Burton broke a lot hearts on his ever-present quest for the next conquest. Will living on his own in a new town soften his outlook?



Name	Household	Gender	Age	Relationship Status	Career	Trait 1	Trait 2	Trait 3	Trait 4	Trait 5	Description
Alice Rannt	Rannt	F	Adult	Single	Medical	Genius	Workaholic	Loser	Easily Impressed	Hopeless Romantic	Alice always thought she was so smart. Then why did she ever let her last boyfriend talk her into having a child?
Byron Rannt	Rannt	M	Child	n/a	School	Genius	Mean	Inappropriate	n/a	n/a	Byron can't stand his mother and goes out of his way to cause her no end of anguish.
Tyler Vasquez	Vasquez	M	Young Adult	Married	Political	Good	Family-Oriented	Charismatic	Great Kisser	Angler	Tyler loves to dote on his wife despite the ribbing he gets from his co-workers about marrying an older woman.
Heather Vasquez	Vasquez	F	Adult	Married	Culinary	Natural Cook	Green Thumb	Great Kisser	Over-Emotional	Hopeless Romantic	Heather has been dancing on clouds since marrying her new husband, Tyler.
Elaine Austen	Vasquez	F	Teen	n/a	School	Brave	Grumpy	Computer Whiz	Childish	n/a	Elaine would have rather stayed with her bio-dad after her mother's divorce. She refused to change her name and tries to have as little to do with Tyler as possible.
Marcella Monroe	Monroe	F	Adult	Single	Law Enforcement	Family-Oriented	Good	Hot-Headed	Bookworm	Brave	Marcella Monroe is still grieving after the loss of her husband. At least she is blessed with two well-behaved boys who are always ready to help her around the house.
Randy Monroe	Monroe	M	Teen	n/a	School	Brave	Handy	Good Sense of Humor	Bookworm	n/a	Randy shares his mother's love of a good book. He's happy his best friend and brother Herger is there to help him take care of their mom.
Herger Monroe	Monroe	M	Teen	n/a	School	Brave	Neat	Green Thumb	Loves the Outdoors	n/a	Herger hopes to follow in his dad's footsteps and start a career in law enforcement after graduation. But he keeps that from his mother so she won't worry about it. For now, he's just happy to have fun playing with his brother.
Malcolm Landgraab	Landgraab	M	Adult	Married	Political	Bookworm	Ambitious	Good	Snob	Schmooser	Malcolm Landgraab moved from Sunset Valley in order to extend the reach of the Landgraab family. With good looks and a sharp wit, Malcolm has carved out a nice section of the town as his own. Now he has his eyes on the mayor's office as he grooms his son to take over the business centers in town.
Hannelore Landgraab	Landgraab	F	Adult	Married	Business	Neurotic	Charismatic	Ambitious	Snob	Schmooser	Hannelore is a consummate businesswoman. She has her whole career path laid out ahead of her. Hopefully she hasn't planned too far ahead or she may not like any bumps on the road to success.
Adrien Landgraab	Landgraab	M	Teen	n/a	School	Artistic	Coward	Ambitious	Snob	n/a	Adrien has the drive and a copious amount of self-esteem to follow in his father's footsteps. He'll need to tackle his fears if he will ever be able to keep up.
Morgan Flynn	The Clique	M	Young Adult	Single	Criminal	Dislikes Children	Commitment Issues	Flirty	Hot-Headed	Evil	When Morgan moved into town, he was thrilled to find at least a couple people who shared his interests.
Cevin Faron	The Clique	M	Young Adult	Single	Culinary	Party Animal	Couch Potato	Natural Cook	Hydrophobic	Friendly	Cevin grew up in Moonlight Bay and were looking for a way out from under his parents' constant grief over "all that black clothing."
Willow Lynd	The Clique	F	Young Adult	Single	Mausoleum Clerk	Mooch	Inappropriate	Snob	Mean	Klepto-maniac	Willow grew up in Moonlight Bay and was looking for a way out from under her parents' constant grief over "all that black clothing."
Rain Leary	The Clique	F	Teen	Single	School	Friendly	Vegetarian	Hates the Outdoors	Loner	n/a	Rain just had to get away from her parents. She just could not take all that constant praise and nurturing. But now she can have some peace and quiet, enjoy "good" music and finish her last few days of high school.
Irwin Idaho	Idaho	M	Adult	Married	Journalism	Bookworm	Computer Whiz	Excitable	Workaholic	Loner	Running the town's newspaper has been Irwin's passion, but he's looking forward to retiring soon. He wishes Marie were more interested in books if for no other reason than to improve her grades.
Georgia Idaho	Idaho	F	Adult	Married	Business	Charismatic	Perfectionist	Technophobe	Never Nude	Heavy Sleeper	Georgia enjoys her friendship with her husband but thinks he doesn't spend enough time at home with Marie and herself.
Marie Idaho	Idaho	F	Teen	n/a	School	Loves the Outdoors	Daredevil	Green Thumb	Angler	n/a	Marie would rather run around outside and play in the mud than be cooped up all day with a book! Books are great and all, but they are just not what Marie looks forward to in life.
Leonard Ryan	Single Dads	M	Adult	Single	Science	Bookworm	Computer Whiz	Neurotic	Absent-Minded	Neat	With the loss of his partner, Leonard Ryan hated the thought of having to sell his home. He looked for a roommate so they wouldn't have to move out of town. Now he has time to devote to his son and his research.
Logan Ryan	Single Dads	M	Child	n/a	School	Neurotic	Absent-Minded	Excitable	n/a	n/a	Logan is always looking out for ways to follow in his father's footsteps.



Name	Household	Gender	Age	Relationship Status	Career	Trait 1	Trait 2	Trait 3	Trait 4	Trait 5	Description
William Conner	Single Dads	M	Adult	Single	none	Slob	Family-Oriented	Mooch	Unlucky	Heavy Sleeper	William Conner and his daughter moved in and love the place. It's so great having a roommate who is so understanding of William's "unique" lifestyle.
River Conner	Single Dads	F	Toddler	n/a	none	Slob	Insane	n/a	n/a	n/a	River enjoys making noise, making a mess, relaxing, and...not much else.
James Leary	Leary	M	Elder	Married	Journalism	Friendly	Vegetarian	Artistic	Frugal	Natural Cook	James and Kara Leary are old hippies from the '60s and have had a more...laissez faire approach to parenting. If you asked them, they love having their children around, even if most of them are grown up.
Kara Leary	Leary	F	Elder	Married	Music	Friendly	Virtuoso	Vegetarian	Excitable	Absent-Minded	James and Kara Leary are old hippies from the '60s and have had a more...laissez faire approach to parenting. If you asked them, they love having their children around, even if most of them are grown up.
Cookie Leary	Leary	F	Adult	Single	Pro. Sports	Friendly	Athletic	Vegetarian	Party Animal	Clumsy	Cookie recently decided she'd like a kid of her own. And, just like that, it happened. Now everyone in town wonders just how it happened!
Sunshine Leary	Leary	F	Young Adult	Single	Medical	Friendly	Vegetarian	Easily Impressed	Loves the Outdoors	Hopeless Romantic	Helping others and putting a smile on someone's face are Sunshine's daily pursuits.
John Nelson	Nelson	M	Young Adult	Married	Military	Loves the Outdoors	Heavy Sleeper	Grumpy	Can't Stand Art	Angler	John joined the military as soon as he could to fulfill his lifelong dream of becoming an astronaut. He's got a long way to go. Right now, he hopes to make Sergeant soon.
Roxy Nelson	Nelson	F	Young Adult	Married	none	Family-Oriented	Light Sleeper	Neurotic	Frugal	Coward	Roxy has her hands full with their four children, especially the twins. She has a hard time telling them apart until Sofi plays one of her pranks.
Rita Nelson	Nelson	F	Teen	n/a	School	Good	Friendly	No Sense of Humor	Lucky	n/a	Rita has a hard time making friends because people often mistake her for her sister. She prefers to be alone more often than not as a result.
Sofi Nelson	Nelson	F	Teen	n/a	School	Evil	Mean	Good Sense of Humor	Unlucky	n/a	Sofi loves, loves, loves being the prankster. And if people don't like that, then that's just their problem.
Mindy Nelson	Nelson	F	Child	n/a	School	Loves the Outdoors	Brave	Angler	n/a	n/a	Mindy hopes to follow in her dad's footsteps and become an astronaut.
Crichton Nelson	Nelson	M	Toddler	n/a	none	Virtuoso	Artistic	n/a	n/a	n/a	Little Crichton loves his xylophone. He bangs on it all day long.

## Collectibles

Careers are a good way to earn money, but they are not the only way to earn Simoleons in Moonlight Bay. There are valuable collectibles located around the city that can be used to enrich your household account or the beauty of your lot.

You can collect butterflies and beetles to sell to the Science Facility (or keep for yourself). Precious gems and metals can be located and refined into brilliant treasures. Space rocks hurtling down from the heavens have smashed into the ground all around Moonlight Bay, too. Seek out these collectibles to both make money and beautify your lot. Use the maps in this section to pinpoint the locations of all collectibles.



Now, there is a randomness to collecting. Though we have provided all the locations of collectibles, there is a chance they will not necessarily be there on the specific day you check. Maybe the next day. Maybe the next week. And if multiple collectibles in a category are listed for a spot, there's a good chance only one of that group will be present on any given day.

## Insects

There are two types of insects to collect: beetles and butterflies. Collecting these insects gets your Sims out of the house so they can avoid going Stir Crazy and soak up some nature. Insects can be sold to the Science Facility for Simoleons (the rarer the insect, the more it is worth) or kept on your lot in terrariums. Sims love to have a collection of pretty insects at home, so consider your lot environment before trading these finds in for cash. An attractive butterfly or rare beetle in a terrarium can be the difference between an okay room and one that gives your Sim the Nicely Decorated moodlet upon walking into it.

## Beetles

Watch your step! There's an entire world under your feet. Beetles skitter and scurry about, minding their own business until a curious

Sim comes along to collect them. There are several types of beetles you can find, all worth different amounts of Simoleons if you take them to the Science Facility.



Keep in mind that the more valuable a beetle is to the Science Facility, the more of an environmental bonus it will have on your lot.

## BETTER

Beetle	Rarity	Base Value
Ladybug	Common	10
Cockroach	Common	1
Japanese	Common	15
Water	Common	30
Light	Uncommon	40
Rhino	Uncommon	90
Stag	Uncommon	175
Spotted	Rare	400
Trilobite	Rare	750
Rainbow	Extraordinarily Rare	1,400



## NOTE

Insects are automatically placed inside terrariums as soon as they are collected and placed within the family inventory.

## BROWNIE BITES

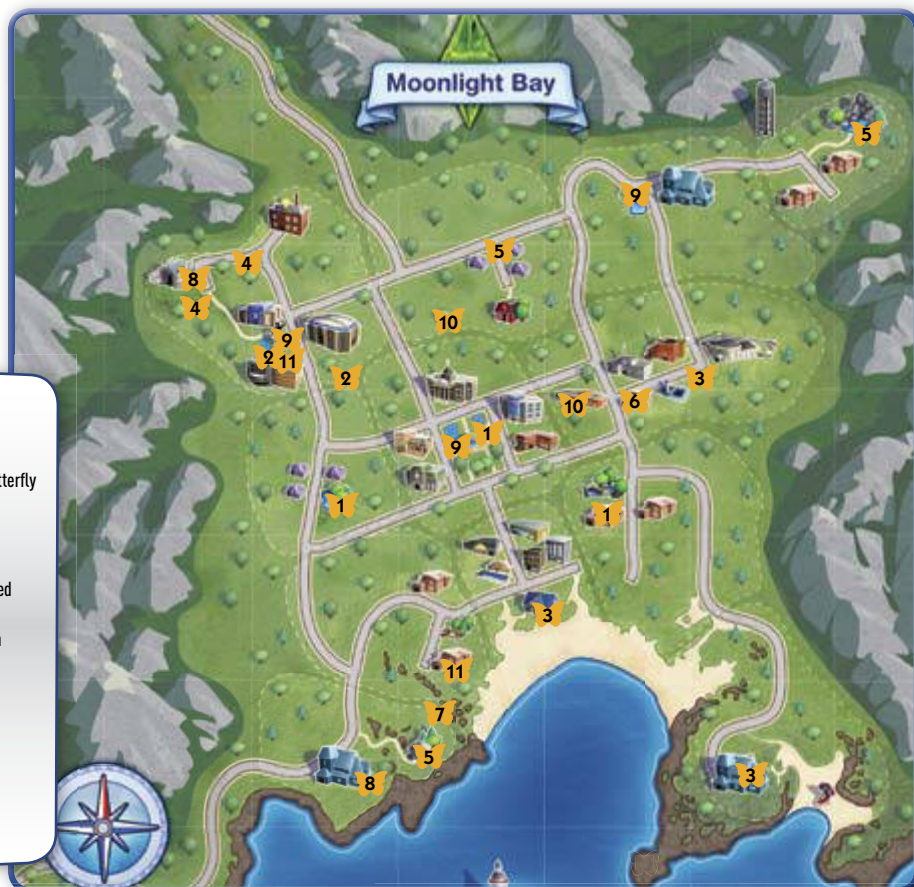
Wait, a magic gnome? Of all the different things you can collect in Moonlight Bay, the most entertaining are the magic gnomes. These little fellows look very similar to the regular yard gnomes you can pick up in Buy Mode (the main difference is that they have stars), but like their name suggests, they are magical. In fact, they are Mysterious Mr. Gnomes!

When you discover a Mysterious Mr. Gnome, put him in your house or somewhere on your lot. Immediately, you get a nice environmental bump. But the real magic of these little gnomes doesn't kick in until between the hours of 3:00 a.m. and 6:00 a.m. While you are sleeping, these little gnomes like to get into mischief. When you are not looking, these gnomes move around. Sometimes they just move into new positions, like lounging next to your pool or in the shade of a tree. However, some of the gnomes like to cause trouble, like turning on the TV or stereo in the middle of the night, waking up Sims.



## Butterflies Spawned

- 1 Monarch, Red Admiral, Mission Blue
- 2 Monarch, Zephyr Metalmark, Green Swallowtail
- 3 Zephyr Metalmark, Red Admiral, Green Swallowtail, Royal Purple Butterfly
- 4 Zephyr Metalmark, Mission Blue, Silver-Spotted Skipper
- 5 Red Admiral, Mission Blue, Green Swallowtail, Royal Purple Butterfly, Silver-Spotted Skipper, Zebra Butterfly
- 6 Zephyr Metalmark, Red Admiral, Royal Purple Butterfly, Silver-Spotted Skipper, Zebra Butterfly, Rainbow Butterfly
- 7 Moth, Monarch, Zephyr Metalmark, Red Admiral, Mission Blue, Green Swallowtail, Royal Purple Butterfly, Silver-Spotted Skipper, Zebra Butterfly, Rainbow Butterfly
- 8 Moths
- 9 Monarchs
- 10 Silver-Spotted Skipper
- 11 Zebra Butterfly
- 12 Rainbow Butterfly





## Butterflies

Butterflies float around Moonlight Bay, filling the air with flashes of color. Like beetles, there are many different butterflies, each with a different value to both the Science Facility and your home. As tempting as it is to trade those pretty little wings in for some cash, you may wish to install a handful of butterflies in terrariums around your lot for the beautification factor.

### BUTTERFLIES

Butterfly	Rarity	Base Value
Moth	Common	5
Monarch	Common	10
Zephyr Metalmark	Common	25
Red Admiral	Common	35
Mission Blue	Uncommon	50
Green Swallowtail	Uncommon	90
Royal Purple Butterfly	Uncommon	150
Silver-Spotted Skipper	Rare	325
Zebra Butterfly	Rare	650
Rainbow Butterfly	Extraordinarily Rare	1,080

## Gems

Don't just walk by the rocks you see on the ground. Upon closer inspection, your Sim will discover that some of them are actually gems. However, gems require an extra step; you must send them away to be cut into beautiful stones, which increases their value.

### GEMS

Gem	Min. Weight	Max. Weight	Value of Min. Weight	Value of Max. Weight
Blue Topaz	1	105	9	21
Smoky Quartz	1	105	15	25
Emerald	1	105	20	30
Ruby	1	105	25	35
Yellow Sapphire	1	105	35	60
Tanzanite	1	105	65	95
Diamond	1	105	100	200
Rainbow Gem	1	105	450	700
Luminorous Gem	1	105	150	350
Pink Diamond	1	105	1,200	1,650

Having a gem cut increases its value, but this comes at a cost. You must pay to have a gem cut, which occurs when you send it away via the mailbox in front of your lot. Now, when you first start collecting gems, there is only one cut available: Emerald. The next available cut is Oval, but to unlock this cut, you need to send off four previously collected gems to be cut by the professional jeweller. After that fourth cut, you get a note saying the Oval cut is now available. So, while it does cost to get these







gems cut, the more you do it, better cuts you get—and the more money you can make from selling. The best cut is the Heart cut, which multiplies the value of the gem five-fold.

## GEM CUTS

Gem Cut	Available After # Cuts	Value Multiplier	Cost of Cut
Emerald	0	1.25	10
Oval	4	1.5	20
Pear	8	1.75	35
Plumbbob	16	2	50
Marquis	30	2.3	75
Crystalball	45	2.6	100
Brilliant	60	3.5	250
Heart	Collect 10 different types of gems	5	1,000

## Metals

There are five different kinds of precious metals you can pull off the ground: iron, silver, gold, palladium, and plutonium. However, when you pick them up, they are still in ore form. These metals must be smelted to make them valuable—and pretty. To turn ore into ingots, just send them away via an interaction with your lot's mailbox. When the ingot comes back, the value has improved by up to 75 percent. That's quite a boost for the \$40 smelting fee.

## METALS

Metal Ore	Min. Weight	Max. Weight	Value of Min. Weight	Value of Max. Weight
Iron	1	52	7	20
Silver	1	52	25	35
Gold	1	52	40	120
Palladium	80	300	300	500
Plutonium	0.1	5	1,000	1,800

## Meteorites

Not every rock you find is of this planet. Some are meteorites that streaked down from space and crashed along the borders of Moonlight Bay. These rocks can be worth serious Simoleons. There are three sizes: small, large, and huge.

## METEORITES

Meteorite	Min. Weight	Max. Weight	Value of Min. Weight	Value of Max. Weight
Small	1	65	10	30
Large	100	1,050	50	200
Huge	50,000	1,001,000	2,000	4,500



Meteorites can be worth quite a bit of money, but there is a degree of risk when you analyze a meteorite to determine what it is. Sometimes the raw value of a meteorite is greater than its worth once it has been identified. For example, if analysis reveals your meteorite is Ordinary Chondrite, the meteorite is now only worth half its previous value. After analyzing it, there is no way to reverse the process, so you might be stuck with a less valuable space rock. Here is a list of all the possible results of analysis and the value multipliers of such discoveries:

## METEORITE VALUES

Meteorite	Value Multiplier
Acapulcoite	0.7
Angrite	1
Ataxite	1.5
Aubrite	1.4
Brachinite	1.2
Carbonaceous Chondrite	5
Chassignite	1.2
Diogenite	0.9
Enstatite Chondrite	6
Eucrite	0.8
Hexahedrite	1.6

Metal Ore	Min. Weight
Howardite	0.7
Kamasite	1.75
Lodranite	0.8
Lunar	1.3
Mesosiderite	10
Nakhlite	1.1
Octahedrite	1.8
Ordinary Chondrite	0.5
Pallasite	4
Rumurutite	3
Shergottite	1
Unusual Bellacite	1.6
Unusual Custerous	1.9
Gosscite	2.2
Unusual Dukeadite	1.8
Unusual Holmberic	2
Unusual Llamatite	2.1
Unusual Mazzadrayte	2.1
Unusual Pearsonite	2
Unusual Rodiekceous	1.7
Unusual Sporecite	0.9
Ureilite	1.3
Winonaite	1.3

# Careers



“Chose a job you love, and you will never have to work a day in your life.”

-Confucius, Chinese philosopher

## Making a Living in Moonlight Bay

Love and happiness make the world go ‘round, but Simoleons certainly seem to lubricate the gears. Sims must earn an income to achieve some degree of success in Moonlight Bay. There are several career tracks Sims can embark on, from professional sports to saving lives at the local hospital.

When a new household moves into town, it is not uncommon for young adult or older Sims to wish for a new career. Now, you are not required to indulge these requests, but because many early wishes are linked to the traits assigned in Create a Sim. If you selected a career-related Lifetime Wish (which typically indicates the desire to reach level 10 in a career), it's a good idea to get started right away.



To sign up for a career, just report to the venue that headquarters the job, such as the theater or police station, or answer an ad in the newspaper or on the computer. Applying is as easy as selecting the location on Town Map (or within the live game) and then choosing the offered career. When your Sim arrives at the job location, the career is offered and the starting position/salary are revealed. If you accept the career, you are given a schedule and expected to show up at the designated times (by selecting the venue, choosing Go to Work from the Status Panel, or using the automatic carpool that shows up approximately one hour before work), which is kept in the onscreen toolbar on the careers tab.

All careers have ten levels of promotions. When you start out, you always enter on the ground floor. There are multiple ways to advance in a career. The most common

benchmarks of success are promotions. They always come with a raise. There are social aspects to each career, too; getting to know co-workers widens your potential circle of friends. While at work, you can set the “Option” for your performance (more on this in a moment), which affects how you interact with co-workers or approach the job itself. As you earn promotions, your schedule changes and your salary grows. There are perks or benefits for hitting certain promotions.

### NOTE

Some promotional levels come with new uniforms. You do not have to use them right away or even at all. If you do opt to pick up a uniform from your work venue, you can customize it with Create a Style.

### Career Panel



To keep track of your career, use the Career Panel within the Status Panel and Current Status tool. Here, you can monitor your career position, work schedule, current wage, and performance metrics. Now, the Career Panel within the Current Status tool shows less information than that within the Status Panel, but it is still very useful for keeping track of the basics. Pay special attention to the performance metrics. Use these to guide your Sim's energies and focus them on the right mood, skill, and other requirements. Mood is a constant metric. Always try to go to work with a wide smile; use the Mood section of this chapter to help keep spirits high. That's how you accelerate from the mail room to the corner office, or whatever the equivalent is in your career.

### TIP

Going to work in a good mood boosts your chances of promotion. Go see a movie the night before work to get the powerful Enjoyed a Great Movie moodlet that lasts almost the entire next day.

### Options

Although you do not actually see what your Sim does during the day when they report to a venue for work, you can dictate their behavior for that work day through Options. Options include working hard, getting to know co-workers, and brown-nosing the boss. Some careers have unique Options, such as the Do a Side Job Option of the Criminal career. Many of these Options are connected to promotions, so look at the provided promotion metrics for each career to see what Options are best for the next advancement.



Options are assigned and modified via the action queue in the lower-left corner of the screen when your Sim reports to work.

### NOTE

Not all Options are available from the first day of work. In some careers, additional Options are earned when you reach specific promotions. These new Options are noted with each career.

### Paid Time Off

Under certain circumstances, Sims get paid time off from work. Should a Sim become pregnant, she does not have to report to work and there is no threat of losing her job because of her absence. Male Sims get a similar deal




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for paternity leave when they adopt a baby. When Sims are taking time off for parenting in the early stages of a child's life, they receive notices that they are still earning a wage.

## Retiring

Sims can retire from a career and make a pension. This pension is smaller than the wages normally made at the promotion level when they stop, but it is a good way to pull in daily income for necessary food and objects while pursuing skills.

## Skills as Careers



Not every Sim needs (nor wants) to head out into Moonlight Bay and find a practical, full-time job. All Sims can develop skills to the point that they provide incomes. In the beginning of skill development, the money coming in is good for augmenting the salary of a low-paying position on the career ladder. But over time, a skill like writing or painting can be developed into authoring or artisan careers, respectively.

### NOTE

For a complete list of all skills, the benefits for developing them, and how to turn them into well-paying side careers, see the Skills section of this chapter.

## Business

The Business career unfolds exactly as you might expect. Sims dutifully report to work in the morning to attend meetings and climb the corporate ladder. As you approach the top of the career ranking, the requirements to reach each new promotion become harder to juggle. But that should be expected for a career with such incredible financial rewards. You cannot coast. You must work hard, appealing to both the boss and co-workers so that one day that corner office is yours.

**Work Location:** A Million Monkeys Corporate Tower

**How Hired:** Report to business tower, answer computer ad, answer newspaper ad

**Work Week:** The career is a Monday through Friday job with normal business hours. At first, the hours are a little longer. However, over time, those hours are spread out across meetings that are required as part of the job at different times.

**Salary Progression:** This career pays very little at first. However, when you move up the ranks, the Simoleon rewards grow exponentially. As you close in on the top levels of the career, the salary is huge.

## BUSINESS – CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
1	Coffee Courier	M, T, W, TH, F	8 AM	6	160	800	40	Mood, Relationship w/ Boss
2	Filing Clerk	M, T, W, TH, F	8 AM	6	208	1,040	50	Mood, Relationship w/ Boss
3	Report Processor	M, T, W, TH, F	8 AM	6	271	1,355	70	Mood, Relationship w/ Boss, Relationship w/ Co-Workers
4	Corporate Drone	M, T, W, TH, F	8 AM	6	353	1,765	90	Mood, Relationship w/ Boss, Relationship w/ Co-Workers
5	Department Head	M, T, W, TH, F	8 AM	7	530	2,650	130	Mood, Relationship w/ Boss, Relationship w/ Co-Workers
6	Division Manager	M, T, W, TH, F	8 AM	7	689	3,445	170	Mood, Relationship w/ Boss, Relationship w/ Co-Workers, Meetings Held
7	Vice President	M, T, W, TH, F	8 AM	7	896	4,480	220	Mood, Relationship w/ Boss, Relationship w/ Co-Workers, Meetings Held
8	CEO	M, T, TH, F	8 AM	6	1,434	5,736	280	Mood, Relationship w/ Boss, Relationship w/ Co-Workers, Meetings Held
9	Venture Capitalist	M, T, TH, F	8 AM	6	1,721	6,884	330	Mood, Relationship w/ Co-Workers, Meetings Held
10	Power Broker	M, T, TH	8 AM	3	947	2,841	400	Mood, Relationship w/ Co-Workers, Meetings Held

## BUSINESS ACTIONS

Actions	Description
Business As Usual	Perform average job duties
Hold Meetings	Available to schedule meetings, slows performance growth
Meet Co-Workers	Allows Sim to possibly meet new co-workers that have not already been met outside of work
Chat at Water Cooler	Build relationship with co-workers
Suck Up to Boss	Build relationship with boss
Power Work	Work hard to increase performance, but adds stress
Meet Medical Personnel	Allows Sim to possibly meet new co-workers that have not already been met outside of work

## Benefits and Rewards

To work your way up this career, you must have a good relationship with the boss. This can be achieved by the Suck Up to Boss Option, but this risks alienating co-workers. This turns into a problem later in the career when the relationship with co-workers becomes a metric for which your promotion is judged. Being charismatic can help with this career because after meeting co-workers on the job, you can then improve those relationships outside working hours.

### TIP

The Business career is the easiest to master because it requires the fewest skills.

Once you reach the Division Manager promotion, you can start holding meetings, and meeting opportunities come regularly. Making these meetings becomes a critical metric for getting additional promotions. Here, the career starts to consume a lot of time and attention.



## TIP

You can blow off work hours to attend meetings. Meetings supersede scheduled work at the Million Monkeys Corporate Towers.

## NOTE

When you earn the CEO promotion, you ride to work in a limo.

One of the key benefits of this career comes at the top promotion to Power Broker. Now, you have complete control over working hours by choosing to hold meetings at your whim. You are paid for these meetings, too, so you have control over how much money is made during that specific day. A day full of meetings is very lucrative. This flexibility allows the Power Broker to pursue different skills or attend to a household without worrying about a heavy work schedule.

## Criminal

Who hasn't harbored thoughts of engaging in criminal activity? The Criminal career allows you to try out being a bad guy. The Criminal career actually branches into two different tracks: Thief and Evil. Each of these branches has a different reward for reaching the top.

**Work Location:** Paragon Personal Private Charity Warehouse

**How Hired:** Report to warehouse, answer computer ad, answer newspaper ad

**Work Week:** The Criminal career unfolds at night with a typical five-day work schedule.

**Salary Progression:** The Criminal career pays a poor salary until the highest level is achieved. However, there are special bonuses from time to time that result in big paydays.

## Benefits and Rewards

The Criminal career sounds shady, but it has definite benefits. For example, no one will rob the home of a Sim who's on the Criminal career track. Criminal career Sims also occasionally come home with an object in their personal inventory, snatched while out on a job. The Criminal Sim can also use the Do a Side Job Option to earn extra cash while at work, but this takes time away from getting to better know accomplices (the equivalent of co-workers in the Criminal career), which is an important metric for earning promotions.

If you also have the Athletic skill, you can improve it by selecting the Practice Illicit Activities Option.

## CRIMINAL CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
1	Decoy	SU, M, T, F, S	10 AM	6	100	500	30	Mood, Athletic Skill
2	Cutpurse	SU, M, T, F, S	10 AM	6	140	700	40	Mood, Athletic Skill
3	Thug	SU, M, T, F, S	9 PM	6	190	950	50	Mood, Athletic Skill
4	Getaway Driver	SU, M, T, F, S	9 PM	6	240	1,200	60	Mood, Athletic Skill, Relationship w/ Accomplices
5	Bagman	SU, M, T, F, S	9 PM	6	310	1,550	80	Mood, Athletic Skill, Relationship w/ Accomplices
6	ConArtist	SU, M, T, F, S	9 PM	6	375	1,875	90	Mood, Athletic Skill, Relationship w/ Accomplices

## CRIMINAL CAREER – THIEF

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
7	Safe Cracker	SU, M, T, F, S	9 PM	5	480	2,400	120	Mood, Athletic Skill, Relationship w/ Accomplices
8	Bank Robber	SU, T, F, S	9 PM	5	610	2,440	120	Mood, Athletic Skill, Relationship w/ Accomplices
9	Cat Burglar	SU, T, F, S	9 PM	4	900	3,600	180	Mood, Athletic Skill, Relationship w/ Accomplices
10	Master Thief	SU, T, F, S	9 PM	4	2,100	8,400	400	Mood, Athletic Skill, Relationship w/ Accomplices

## CRIMINAL CAREER – EVIL

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
7	Henchman	M, T, W, TH, F	9 PM	6	650	3,250	160	Mood, Athletic Skill, Relationship w/ Leader
8	Evil Sidekick	M, T, TH, F	9 PM	6	850	3,400	170	Mood, Athletic Skill, Logic Skill, Relationship w/ Leader
9	Super Villain	M, T, TH, F	9 PM	5	1,200	4,800	230	Mood, Athletic Skill, Logic Skill, Relationship w/ Leader
10	Emperor of Evil	M, T, F	9 PM	5	2,100	6,300	300	Mood, Athletic Skill, Logic Skill

## CRIMINAL ACTIONS

Actions	Description
Business As Usual	Perform average job duties
Work Hard	Work hard to increase performance, but adds stress
Take It Easy	Relax at work. Slower performance, but less stress.
Practice Illicit Activities	Increases athletic skill at work
Meet Accomplices	Allows Sim to possibly meet new co-workers that have not already been met outside of work
Conspire with Accomplices	Build relationship with co-workers
Do a Side Job	Perform this tone to earn side cash
Grovel to Leader	Build relationship with boss

As mentioned, the Criminal career splits into two branches at the sixth level. Here, the Sim must choose between the Thief branch or the Evil branch.

## Thief Branch

The Thief branch of the Criminal career starts you toward becoming the Master Thief. Right away, you earn the Sneak interaction, which is

an alternate option for walking or running to another location.

To improve your chances of a promotion on the Thief track, be sure to work on your relationships with accomplices.

As soon as you reach the Bank Robber promotion, you receive a valuable piece of art as a bonus. At the top of the career track,



the Master Thief, the Sim receives an extremely valuable statue called The Fox. This statue can be placed on the Sim's lot, which offers a huge environmental bonus. Whenever the Sim chooses to View the statue, they get the I Am the Best moodlet, which is a positive boost to overall mood.

If you are arrested and must spend time in jail, you can work out and improve your Athletic skill. This gives you the Pumped moodlet.

### Evil Branch

The Evil branch of the Criminal career has different rewards and a different means of reaching the top job: World Dominator. You must use the Grovel to Boss Option a lot to advance along the Evil track because the relationship with the boss is a metric used to dole out promotions.

At level 9—Super Villain—the Sim gets a black limo. But when you finally get that top promotion, you earn the Aura of Evil. This has a powerful effect on other Sims. Criminal Sims or Sims with the Evil trait get a relationship boost from the Aura of Evil.

However, the Aura of Evil has a negative effect on Sims with the following traits: Coward, Loser, and Neurotic. These Sims are afraid of the Aura of Evil and will flee. Sims with the Good trait or in the Law Enforcement career will actually boo at the Aura of Evil Sim. Building a good relationship with these Sims is extremely difficult.

### Culinary

Sims who want to pursue a career in the culinary arts should head to either the bistro or the diner. This is not one of the higher paying careers, but it does come with a lot of perks, such as the consistent development of the Cooking skill while at work and discounts at the restaurant of employment.

**Work Locations:** Little Corsican Bistro, Scownded Bakery

**How Hired:** Report to bistro or diner, answer computer ad, answer newspaper ad

**Work Week:** Normal work week but with hours that start later in the day. Sims are typically reporting to work in late morning or early afternoon and do not come home until late.

**Salary Progression:** Starting pay is very low and increases only a little with each promotion. Even at high level, this is not a high-paying career.

### Benefits and Rewards

Because cooking is such an important part of every Sim's life, the Culinary career has benefits that extend far beyond a daily paycheck. The

## CULINARY CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
1	Kitchen Scullion	SU, M, T, F, S	3 PM	6	148	740	40	Mood, Cooking Skill
2	Spice Runner	SU, M, T, F, S	3 PM	6	190	950	50	Mood, Cooking Skill
3	Vegetable Slicer	SU, M, T, F, S	3 PM	6	230	1,150	60	Mood, Cooking Skill, Relationship w/ Boss
4	Ingredient Taster	SU, M, T, F, S	3 PM	6	280	1,400	70	Mood, Cooking Skill, Relationship w/ Boss, Relationship w/ Co-Workers
5	Line Cook	SU, M, T, F, S	3 PM	5.5	460	2,300	110	Mood, Cooking Skill, Relationship w/ Boss, Relationship w/ Co-Workers
6	Pastry Chef	SU, M, T, F, S	3 PM	5.5	590	2,950	150	Mood, Cooking Skill, Relationship w/ Boss, Relationship w/ Co-Workers
7	Sous Chef	SU, T, F, S	3 PM	5.5	680	2,720	130	Mood, Cooking Skill, Relationship w/ Boss, Relationship w/ Co-Workers
8	Executive Chef	SU, T, F, S	3 PM	5	750	3,000	150	Mood, Cooking Skill, Relationship w/ Boss, Relationship w/ Co-Workers
9	Chef de Cuisine	SU, F, S	3 PM	5	1,005	3,015	150	Mood, Cooking Skill, Relationship w/ Boss, Relationship w/ Co-Workers
10	Five-Star Chef	SU, F, S	3 PM	4	1,400	4,200	200	Mood, Cooking Skill, Relationship w/ Boss, Relationship w/ Co-Workers

## CULINARY ACTIONS

Actions	Description
Business As Usual	Perform average job duties
Work Hard	Work hard to increase performance, but adds stress
Take It Easy	Relax at work. Slower performance, but less stress.
Practice Cooking	Increases cooking skill at work
Meet Co-Workers	Allows Sim to possibly meet new co-workers that have not already been met outside of work
Hang with Co-Workers	Build relationship with co-workers
Suck Up to Boss	Build relationship with boss
Grovel to Leader	Build relationship with boss

Culinary career offers the Practice Cooking Option, which lets you advance the Cooking skill while earning a paycheck. Using this Option may come at the expense of not hastening an improved relationship with the boss or with co-workers (essential to promotion), but being a good cook is a mood booster for your Sim and potentially all other Sims in a household.

### CAUTION

While cooking at work improves the Cooking skill, remember that cooking a recipe at home also improves the quality of the recipe each time you cook it.

### TIP

Improving your Cooking skill is an important part of the promotion game in the Culinary career. Make sure you practice at home and don't rely on too many quick meals or snacks.

Good food is a mood booster for all Sims, so the benefit of occasionally getting free meals from work to take back to the lot is a real happiness generator. This benefit does not happen until the Sim reaches Ingredient Taster. But once it happens, expect to see free meals on a regular basis. And if you have multiple Sims in a household, that free meal will have enough servings to satisfy all.



Dining out is another mood booster that benefits from the Culinary career. At the Sous Chef level, Sims get a discount at the restaurant where they work. This saves money on meals. Once the Sim reaches Executive Chef, the discount extends to both restaurants.

Sims in the Culinary career get two very cool equipment bonuses. At the Pastry Chef position, the Sim earns the Food Processor, which speeds up the cooking process at home. The real prize, though, comes at the final promotion: Five-Star Chef. The Sim is awarded the MinusOne Kelvin Refrigerator. This fridge gives the Superior Equipment moodlet to any Sim who walks near it. Also any recipe that uses food out of the fridge will come out high quality.

## Journalism

As a journalist, Sims must chase down the facts not only during work hours, but on their own time, too. Such dedication is as reward in it itself, for the pursuit of truth is the noblest professional of all.

**Work Location:** A Million Monkeys Corporate Towers

**How Hired:** Report to business tower, answer computer ad, answer newspaper ad

**Work Week:** Regular work week, but the week is often augmented by regular opportunities

**Salary Progression:** Low-paying career at the beginning and not exactly an account-stuffer over time, either. Cash bonuses at promotion times are strong, though.

## Benefits and Rewards

Like other careers where a certain skill is in play, pursuing the Journalism career lets Sims advance their Writing skill while at the office. Sure, this is to the exclusion of seeking better relationships with the boss or co-workers, but it also opens up more genre possibilities for writing lucrative novels at home in the Sim's spare time.

Joining the Journalism career also allows the Sim to engage in a new type of writing: Stories and Reviews. This subject only lasts, though, for as long as the Sim holds a Journalism career.

## JOURNALISM CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
1	Paper Boy	M, T, W, TH, F	8 AM	6	225	1,125	60	Mood, Writing Skill
2	Automated Spell-Checker Checker	M, T, W, TH, F	8 AM	6	259	1,295	70	Mood, Writing Skill
3	Freelance Writer	M, T, W, TH, F	8 AM	6	298	1,490	80	Mood, Writing Skill, Stories Written
4	Professional Blogger	M, T, W, TH, F	8 AM	4	301	1,505	80	Mood, Writing Skill, Stories Written
5	Anonymous Source Handler	M, T, W, TH, F	8 AM	5	482	2,410	120	Mood, Writing Skill, Charisma Skill, Stories Written
6	Investigative Reporter	M, W, TH, F	8 AM	5	627	2,508	120	Mood, Writing Skill, Charisma Skill, Stories Written
7	Weather Man	M, W, TH, F	8 AM	5	753	3,012	150	Mood, Writing Skill, Charisma Skill
8	Lead Reporter	M, W, TH, F	8 AM	5	942	3,768	180	Mood, Writing Skill, Charisma Skill, Stories Written
9	Editor-In-Chief	M, W, TH, F	8 AM	5	1,178	4,712	230	Mood, Writing Skill, Charisma Skill, Stories Written
10	Star News Anchor	M, W, TH, F	8 AM	4	1,532	6,128	300	Mood, Writing Skill, Charisma Skill, Stories Written

## JOURNALISM ACTIONS

Actions	Description
Business As Usual	Perform average job duties
Work Hard	Work hard to increase performance, but adds stress
Take It Easy	Relax at work. Slower performance, but less stress.
Practice Writing	Increases Writing skill at work (available at level 1 of the Writing skill)
Discuss News with Co-Workers	Build relationship with co-workers
Meet Co-Workers	Allows Sim to possibly meet new co-workers that have not already been met outside of work
Suck Up to Boss	Build relationship with boss



You can write an article at home without doing any research. It goes into your Sim's inventory and generates royalty payments. To create a story or a review (of movies, sporting events, or restaurants), though, you need to do some research. Rummaging in trash cans is a good way to gather material. So is interviewing a Sim or going to a movie. Once this has happened, a new interaction

appears: Write a Negative/Positive Review/Story. This does not create an object, like writing an article. Instead, this goes toward boosting the "Stories and Reviews" metric needed for promotions.

Not every promotion takes stories and reviews into consideration, though. You really need to work on the Charisma skill to keep getting ahead. The Charisma skill ranking is an important metric for promotion. This just adds to the career workload, as you must now juggle improving the Writing skill, improving the Charisma skill, and writing articles outside work hours. Fortunately, the work hours in this career are slightly lower than others, giving you extra free time for these career-related pursuits.





## TIP

When you finally reach the top of the career track—Star News Anchor—you unlock a new social: Tell Intriguing News Story. This social is perfect for situations where you want to boost a relationship with another Sim. The Tell Intriguing News Story social can be used several times with another Sim before it loses its effectiveness.

## Law Enforcement

Not everybody is on the up and up. With a criminal element afoot, the city needs its fair share of Law Enforcement officers. This career branches, and the two tracks lead to different rewards. The Law Enforcement career also uses several skills as metrics for promotion, so having a well-rounded Sim is a plus.

**Work Location:** Police Station

**How Hired:** Report to Police Station, answer computer ad, answer newspaper ad

**Work Week:** Sim maintains normal workweek hours, but the Special Agent branch cuts those hours by three per day and adds an on-call alert that sometimes requires work at odd hours.

**Salary Progression:** Wages are decent until the career branches. The Special Agent branch gets higher bonus for promotions while Forensic Analysts get a higher daily wage.

### Benefits and Rewards

The Law Enforcement career takes a few interesting turns but comes with some exciting rewards and side benefits. One of the Options for work is to Build Independent Case, which detracts from dealing with co-workers or the daily workload, but is quite useful if successful. If after a lot of time building this case against a criminal, the case ends up being a success and the Sim has a chance at an immediate promotion. However, if the case fails, the Sim risks losing the respect of co-workers.

The current Logic skill level is what determines the chance of success, so build up that skill before trying out this Option.

At level 3, the Sim can apprehend Burglars, which goes a long way toward getting a promotion. At level 5, the Sim gets a police car, which improves travel time. At level 5, the Sim chooses a branch of the career to pursue. Each branch has an different end reward.

## LAW ENFORCEMENT CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
1	Snitch	M, T, W, TH, F	9 AM	6	235	1,175	60	Mood, Logic Skill
2	Desk Jockey	M, T, W, TH, F	9 AM	6	278	1,390	70	Mood, Logic Skill
3	Traffic Cop	M, T, W, TH, F	9 AM	6	329	1,645	80	Mood, Logic Skill, Relationship w/ Partner
4	Patrol Officer	M, T, W, TH, F	9 AM	6	389	1,945	100	Mood, Logic Skill, Relationship w/ Partner, Reports Written
5	Lieutenant	M, T, W, TH, F	9 AM	6	460	2,300	110	Mood, Logic Skill, Relationship w/ Partner, Reports Written

## LAW ENFORCEMENT CAREER – FORENSIC

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
6	Wiretap Reader	M, T, W, TH, F	9 AM	6	805	4,025	200	Mood, Logic Skill, Relationship w/ Partner, Reports Written
7	Crime Scene Technician	M, T, W, TH, F	9 AM	6	950	4,750	230	Mood, Logic Skill, Relationship w/ Partner, Reports Written
8	Sketch Artist	M, T, TH, F	9 AM	5	1,121	4,484	220	Mood, Logic Skill, Painting Skill, Reports Written
9	3D Crime Scene Modeler	M, T, TH, F	9 AM	5	1,323	5,292	260	Mood, Logic Skill, Painting Skill, Reports Written
10	DNA Suspect Reconstruction Simulator	M, T, TH, F	9 AM	5	1,985	7,940	380	Mood, Logic Skill, Painting Skill, Reports Written

## LAW ENFORCEMENT CAREER – AGENT

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
6	Vice Squad	M, T, TH, F	9 AM	5	690	2,760	140	Mood, Relationship w/ Partner, Athletic Skill, Reports Written
7	Undercover Specialist	M, T, TH, F	9 AM	5	815	3,260	160	Mood, Relationship w/ Partner, Athletic Skill, Reports Written
8	Special Agent	M, T, TH, F	9 AM	5	962	3,848	190	Mood, Relationship w/ Partner, Athletic Skill, Reports Written
9	Triple Agent	M, T, TH, F	9 AM	4	1,136	4,544	220	Mood, Logic Skill, Athletic Skill, Reports Written
10	International Super Spy	M, T, TH, F	9 AM	4	1,704	6,816	330	Mood, Logic Skill, Athletic Skill, Reports Written

## LAW ENFORCEMENT ACTIONS

Actions	Description
Business As Usual	Perform average job duties
Work Hard	Work hard to increase performance, but adds stress
Take It Easy	Relax at work. Slower performance, but less stress.
Chat with Partner	Build relationship with co-workers
Build Independent Case	Side work that can result in extra cash
Use Workout Facility	Build Athletic skill at work to expense of performance
Suck Up to Boss	Build relationship with boss

## Writing Reports

One of the metrics for doling out promotions is the number of reports written. Sims in the Law Enforcement track create reports on other Sims by conducting interviews with the Question social. (This social is not negative.) During the questioning, the interviewer discovers the other Sim's traits, which is actually quite useful for social situations outside the workday. To keep this fair, Sims can only use the Question social on each Sim once per promotion level. Otherwise, you could amass quite a file on the citizenry of Moonlight Bay.



Reports can also come from rifling through garbage cans. Use this interaction to look through another Sim's trash until you receive the notice that you have enough information on the person whose trash you were inspecting to write a report. If during these interactions, the Sim discovers that the subject is part of the Criminal career track, the chance of promotion greatly increases.

### CAUTION

Rummaging through the trash leads to the Disgusted moodlet. Be ready to shower after extensive garbage-sifting sessions. It also causes disgusting items to be deposited in the Sim's inventory, which then needs to be cleaned out.

## Branching Career Rewards

Advance the Logic skill to succeed in all branches of the Law Enforcement career. Get started with a logic book or chess set (home or park) to get a jump on the first promotions. When the career branches after the fifth promotion, two more skills come into play. The Painting skill must be developed for the Forensics branch, and the Athletic skill must be advanced for the Special Agent branch. After the split, the Logic skill is still critical to getting promotions.

The Forensics branch has a reward as soon as you earn its first promotion: Laptop. The laptop computer is placed in the personal inventory and can be used at home. The top reward for the career is a new computer interaction: Run Forensic Analysis. This is a lengthy interaction, but it results in a payday. This is a good way to make additional money when not at work.

The Special Agent branch of the career has two special rewards that are given out at level 10: Tell Impressive Story and Raid Warehouse. Tell Impressive Story is a special social. It immediately impresses the Sim to whom it is directed. The Raid Warehouse interaction directs the Sim to enter the warehouse at night and disappear for a few hours. If the raid is a success (based on mood, Athletic skill, and Logic skill), the Sim has the potential to earn two different rewards. A mild success at the warehouse results in a small monetary bonus. A big success results in a huge payday.

### NOTE

Special Agents also unlock the Raid Warehouse interaction, which lets you raid the criminal headquarters at the warehouse. Depending on your mood and Athletic skill, you can have a great, good, or bad raid. A great or good raid results in extra cash. A bad raid just brings your mood down.

## Medical

The Medical career is not for a Sim who likes to keep a strict schedule. As this career develops, the schedule turns chaotic and occasionally disruptive thanks to the unpredictable needs of patients at the local hospital and around town. If you don't mind the idea of being pulled into work in the middle of the night, then the Medical career's rewards may be worth the potential inconvenience.

**Work Location:** Hospital

**How Hired:** Report to hospital, answer computer ad, answer newspaper ad

**Work Week:** The Medical career schedule is all over the place. Some positions have normal working hours while others are overnight shifts.

**Salary Progression:** The Medical career pays extremely well, especially in the upper levels.

## MEDICAL – CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
1	Organ Donor	M, T, W, TH, F	9 AM	6	128	640	40	Mood, Logic Skill
2	Bed Pan Cleaner	M, T, W, TH, F	9 AM	6	150	750	40	Mood, Logic Skill
3	Paramedic	M, T, W, TH, F	9 AM	7	190	950	50	Mood, Logic Skill
4	Medical Intern	M, T, W, TH, F	9 AM	10	330	1,650	80	Mood, Logic Skill, Medical Journals Read
5	Resident	M, T, W, TH, F	9 AM	9	700	3,500	170	Mood, Logic Skill, Medical Journals Read
6	Trauma Surgeon	M, T, W, TH, F	7 PM	8	810	4,050	200	Mood, Logic Skill, Medical Journals Read
7	Gene Therapist	M, T, TH, F	9 AM	5	960	3,840	190	Mood, Logic Skill, Medical Journals Read
8	Infectious Disease Researcher	M, T, TH, F	9 AM	5	1,050	4,200	200	Mood, Logic Skill, Medical Journals Read
9	Neurosurgeon	M, T, TH, F	9 AM	8	1,800	7,200	350	Mood, Logic Skill, Medical Journals Read
10	World Renowned Surgeon	M, T, TH, F	9 AM	5	2,400	9,600	460	Mood, Logic Skill, Medical Journals Read

## MEDICAL ACTIONS

Actions	Description
Business As Usual	Perform average job duties
Work Hard	Work hard to increase performance, but adds stress
Watch TV in Ready Room	Relax at work. Slower performance, but less stress.
Chat with Co-Workers	Build relationship with co-workers
Do Boss's Paperwork	Build relationship with boss
Sleep in Ready Room	Napping at work helps with energy
Meet Medical Personnel	Allows Sim to possibly meet new co-workers that have not already been met outside of work



## DOCTOR – CAREER REWARDS

Action	Reward	XP Reward
Complete 3 Innoculation Jobs	Medical Trophy of Honor	0
Complete 10 Building Emergencies	Medical Trophy of Valor	0
Diagnose 40 Sims	Medal of Mending	0
Help 10 Sims in "Local Emergencies"	Tending Trinket	0
Reach level 10	Medical Key to the Town	0
Complete 5 Free Health Clinics at level 10	Skeletal Endowment	0
Solve 5 cases at level 10	Investigator's Keepsake	300

### Benefits and Rewards

The Medical career is one of the most stressful careers, so to advance, you need activities in the Sim's life to counteract the Stressed Out moodlet. Mood is a major factor in promotions, so be sure to sleep when possible (the Sleep in Ready Room Option helps out with this) and have an activity that lowers tension, such as reading, exercise, or socializing.

The Medical career does not factor relationship with co-workers or the boss into promotions. The quality of work is what really counts.

As soon as you reach the Medical Intern promotion, get ready for a hectic schedule. The Sim gets a beeper and has to come into work at odd hours. Shifts start growing, too, so be ready to spend lots of time at the hospital as you work farther up the promotion ladder.

### NOTE

Medical Interns earn the Give Medical Advice social, which helps out pregnant Sims.

### TIP

Pregnant Sims who regularly seek medical advice (or receive it) assist the development of the pregnancy, which can lead to the baby getting highly desirable traits.

When you reach the Medical Intern position, you start receiving medical journals, too. These are critical for future advancement because the number of journals read is a metric for deciding promotions alongside mood and Logic skill. In your off time, be sure to read these medical journals because the game keeps track of this statistic.

At the Resident level, Sims get two new socials: Give Good Medical Advice and Brag About Being a Doctor. The Give Good Medical Advice has a greater benefit to expectant mothers—in fact, the Medical Sim can even deduce the sex of the baby. The Neurosurgeon promotion transforms Give Good Medical Advice into Give Amazing Medical Advice.

### TIP

The Brag social impresses other Sims in conversation. If the other Sim is already romantically interested in the Medical Sim, that romance is further enhanced.

## Military

Fortunately, peace has broken out in Moonlight Bay and Sims in the Military career need not worry about shipping out to war. They do have a goal that takes them out of town, though. Way out of town. As in, into space.

**Work Location:** Camp Gnome Military Depot

**How Hired:** Report to military base, answer computer ad, answer newspaper ad

**Work Week:** Work at the base starts early and lasts until the late afternoon, but at least there are fewer work days in a week.

**Salary Progression:** Sims starts with a modest salary, but the promotion to Flight Officer comes with a nice bonus.

## MILITARY CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
1	Latrine Cleaner	M, T, W, F	7 AM	7	280	1,120	80	Mood, Athletic Skill
2	Grease Monkey	M, T, W, F	7 AM	8	350	1,400	100	Mood, Athletic Skill
3	Grunt	M, T, W, F	7 AM	8	385	1,540	110	Mood, Athletic Skill, Handiness Skill
4	Squad Leader	M, W, F	7 AM	7	655	1,965	150	Mood, Athletic Skill, Handiness Skill, Relationship w/ Superior
5	Flight Officer	M, W, F	7 AM	7	754	2,262	170	Mood, Athletic Skill, Handiness Skill, Relationship w/ Superior
6	Wing Man	M, W, F	7 AM	6	868	2,604	190	Mood, Athletic Skill, Handiness Skill, Relationship w/ Superior
7	Fighter Pilot	M, W, F	7 AM	6	999	2,997	220	Mood, Athletic Skill, Handiness Skill, Relationship w/ Superior
8	Squadron Leader	M, W, F	7 AM	6	1,149	3,447	250	Mood, Athletic Skill, Handiness Skill, Relationship w/ Superior
9	Top Gun	M, W, F	7 AM	5	1,322	3,966	290	Mood, Athletic Skill, Handiness Skill, Relationship w/ Superior
10	Astronaut	M	7 AM	18	6,000	6,000	430	Mood, Athletic Skill, Handiness Skill, Relationship w/ Superior

## MILITARY ACTIONS

Actions	Description
Business As Usual	Perform average job duties
Work Hard	Work hard to increase performance, but adds stress
Goof Off at the Post Exchange	Relax at work. Slower performance, but less stress.
Meet Fellow Soldiers	Allows Sim to possibly meet new co-workers that have not already been met outside of work
Hang Out with Fellow Soldiers	Build relationship with co-workers
Suck Up to Superior	Build relationship with boss

### Benefits and Rewards

To advance in the Military career and earn benefits, Sims must develop two different skills: Athletic and Handiness. (Fortunately, the Handiness skill can be learned right on base through a class.) Other metrics contribute to the chance of promotion, too, including the relationships with fellow soldiers and base superiors. Naturally, mood is also a factor.

Working hard and keeping these skills in active advancement leads to some fun rewards. For example, as soon as the career begins, you start saluting other soldiers of superior rank. But at level



4, Squad Leader, inferiors start saluting you. When you reach the Top Gun rank, random Sims are also inspired to salute you. Citizen salutes are positive and will start any social encounter with an impressed context.

## Music

Let a little music fill your life with this exciting career track. This career is not about the money—it's about the music. Or, at least it's about the music at first with the extra benefit of truckloads of Simoleons later on when you're filling stadiums with fans who cannot wait to hear your next overblown anthem.

The Music career has two branches, the Rock and the Symphonic tracks.

**Work Location:** Snyder Community Theater

**How Hired:** Report to theatre, answer computer ad, answer newspaper ad

**Work Week:** This is a slower work week with fewer hours than other careers—and never any work on Sunday. When the career splits, the Rock branch moves to an evening shift closer to the weekends. The Symphonic branch remains closer to the original level with occasional concerts.

**Salary Progression:** Musicians make low pay in the beginning. Toward the top of the career ladder, musicians are very well paid.

## Benefits and Rewards

Naturally, the key to advancing in this career is the development of the Guitar skill. Starting out with a class at the theater is a good way to get a head start on the career, even before you start your first day, because the Guitar skill is critical for every step in the career.

To continue moving up the career ladder, you must maintain a good mood and have a good relationship with co-workers, who are called band or orchestra members depending on the career path taken. Use the Study Music Theory Option because it helps build the Guitar skill and the Logic skill, which is a critical measure for the Symphonic branch. In the Rock branch, you need to practice for gigs because performing concerts is a key to advancement.

## Rock Branch

The next promotion following the Music Talent Scout in the Rock branch is Lyricist. When you reach this promotion, you can start holding concerts. Use this interaction on the theatre and stadium to stage two- or four-hour concerts that are measured as part of the promotion process. (This interaction is only available between noon and midnight.) Once you choose to hold a concert and enter the venue, other Sims will follow.

## MUSIC CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
1	Fan	M, T, TH, F, S	15	6	125	625	30	Mood, Guitar Skill
2	Roadie	M, T, TH, F, S	15	6	148	740	40	Mood, Guitar Skill
3	Stagehand	M, T, TH, F, S	16	6	175	875	50	Mood, Guitar Skill, Relationship w/ Band
4	Band Manager	M, T, TH, F, S	16	5.5	263	1,315	70	Mood, Guitar Skill, Relationship w/ Band
5	Music Talent Scout	M, T, F, S	17	5.5	311	1,244	60	Mood, Guitar Skill, Relationship w/ Band

## MUSIC CAREER – ROCK

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
6	Lyricist	M, T, F, S	6 PM	5	483	1,932	100	Mood, Guitar Skill, Relationship w/ Band Members, Concerts Performed
7	Backup Vocalist	M, T, F, S	7 PM	5	628	2,512	120	Mood, Guitar Skill, Relationship w/ Band Members, Concerts Performed
8	Lead Guitarist	T, F, S	8 PM	4.5	817	2,451	160	Mood, Guitar Skill, Relationship w/ Band Members, Concerts Performed
9	Pop Icon	T, F, S	9 PM	4	1,144	3,432	200	Mood, Guitar Skill, Relationship w/ Band Members, Concerts Performed
10	Rock Star	N/A	N/A	N/A	N/A	N/A	350	Concerts Performed

## MUSIC CAREER – SYMPHONIC

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
6	Quartet Member	M, T, F, S	3 PM	5.5	467	1,868	90	Mood, Guitar Skill, Relationship w/ Musicians
7	Orchestra Seat	M, T, F, S	3 PM	5.5	608	2,432	120	Mood, Guitar Skill, Relationship w/ Musicians
8	Orchestra Lead	M, T, F, S	3 PM	5.5	791	3,164	160	Mood, Guitar Skill, Logic Skill, Relationship w/ Musicians
9	Conductor	M, T, F, S	3 PM	5	1,029	4,116	200	Mood, Guitar Skill, Logic Skill, Relationship w/ Musicians
10	Hit Movie Composer	M, T, F, S	1 PM	5	1,801	7,204	350	Mood, Guitar Skill, Logic Skill, Relationship w/ Musicians

## MUSIC ACTIONS

Actions	Description
Business As Usual	Perform average job duties
Work Hard	Work hard to increase performance, but adds stress
Take It Easy	Take it easy at work to reduce stress
Chill with Band/Musicians	Build relationship with co-workers
Meet Band/Orchestra Members	Allows Sim to possibly meet new co-workers that have not already been met outside of work
Study Music Theory	Build Guitar and Logic skills
Perform	Slowly increases your Performance metric



## TIP

Once inside the Rock branch of the career, the relationship with band members remains important. Continue fostering these relationships, hang out with band members outside of work, and always go into a shift in a good mood to maintain this important metric.

Keep performing concerts and keep up the Guitar skill to reach the pinnacle of the branch: Rock Star. At this level, your carpool is replaced by a pastel limo that will take you anywhere. At this level, the Sim can also select venues and choose to Hold Autograph Session, just like the Athlete career. The goal is to sign as many autographs as possible with the other Sims on the lot. The more signed, the more money is awarded for the session.

Once the Sim achieves Rock Star, they no longer have a work schedule. Money is earned exclusively by holding concerts. To maximize pay-outs, hold the concert at the stadium. The concert takes longer than one at the theater, but the salary is double.

## NOTE

Between levels 8 and 10 of the Rock branch, Sims have two new socials: Worship and Be Worshipped. This social is acutely positive, as even Sims who are as low on the relationship ladder as Acquaintance will engage the Sim.

## Symphonic Branch

The Symphonic branch of the Music career unfolds a bit differently than the Rock branch. In this track, relationships with other musicians are very important, so be sure to use the related Option to get ahead. Keep advancing the Guitar skill whenever possible, too.

Once you close in on the Orchestra Lead promotion, develop the Logic skill. (Practice Music Theory is a good way to boost the Logic skill while at work.) Once you reach level 8 of this career—Orchestra Lead—you earn free admission to activities at the theater. This is great for boosting moods.

The highest level of the career—Hit Movie Composer—comes with an object reward: 85g Audio Explosion. This high-end stereo boosts the Fun of Sims in its listening radius and can be used to develop the Athletic ability.

## TIP

Between levels 9 and 10 of the Symphonic branch, Sims have access to the Worship/Be Worshipped social. The effects are the same as they are in the Rock branch.

## Politics

Politics is no career for the timid Sim. This is a highly social career track that requires a great deal of socializing with the people of Moonlight Bay and Riverview. Because this is such a social career, the Charisma skill is

required. Also required: No fear of asking other Sims for money. Campaigns don't pay for themselves, you know.

**Work Location:** City Hall

**How Hired:** Report to City Hall, answer computer ad, answer newspaper ad

**Work Week:** This career works a normal work week at first, but as Sims advance in the career, they work fewer hours because the career requires so much socializing.

**Salary Progression:** Until level 5 of the career, political Sims do not make that much money. Once they reach the City Council Member position, the bonuses and salaries grow. This career will not make your Sim rich, though.

## POLITICAL CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
1	Podium Polisher	M, T, W, TH, F	9 AM	6	140	700	40	Mood, Charisma
2	Ballot Counter	M, T, W, TH, F	9 AM	6	185	925	50	Mood, Charisma
3	Campaign Intern	M, T, W, TH, F	9 AM	7	230	1,150	60	Mood, Charisma
4	Yes-Man	M, T, W, TH, F	9 AM	6	270	1,350	70	Mood, Charisma, Relationship w/ Boss
5	City Council Member	M, T, W, TH, F	9 AM	5.5	375	1,875	90	Mood, Charisma, Relationship w/ Boss, Campaign Money Raised
6	Local Representative	M, W, TH, F	9 AM	5.5	500	2,000	100	Mood, Charisma, Relationship w/ Boss, Campaign Money Raised
7	Mayor	M, W, TH, F	9 AM	5	650	2,600	130	Mood, Charisma, Relationship w/ Boss, Campaign Money Raised
8	Governor	M, W, TH, F	9 AM	5	800	3,200	160	Mood, Charisma, Relationship w/ Boss, Campaign Money Raised
9	Vice President	M, W, F	9 AM	4.5	1,200	3,600	180	Mood, Charisma, Relationship w/ Boss, Campaign Money Raised
10	Leader of the Free World	M, W, F	9 AM	4.5	1,900	5,700	280	Mood, Charisma, Campaign Money Raised

## POLITICAL ACTIONS

Actions	Description
Business As Usual	Perform average job duties
Work Hard	Work hard to increase performance, but adds stress
Chat with Co-Workers	Build relationship with co-workers
Meet Co-Workers	Allows Sim to possibly meet new co-workers that have not already been met outside of work
Run Errands for Superior	Build relationship with boss
Suggest New Course of Action	Research new ideas that can possibly increase performance or relationships

## Benefits and Rewards

At first, mood and Charisma are the metrics used to measure performance and award promotions. To get ahead, be sure to start practicing Charisma early on through various means, like taking a class at City Hall or practicing in the mirror at home. Having a good Charisma level will make it much easier to advance early in this career.

The Yes-Man promotion is given out to a Sim who has a good relationship with the boss, so use the Run Errands for Supervisor Option early on, too. Getting in good with the boss is preferable to being popular with co-workers. To move up to the City Council position, though, you need to start raising campaign contributions, which is another metric for promotion. The social Ask for Campaign Donation will usually result in a small Simoleon transfer, although hitting up a wealthy Sim will elicit a larger donation. Fortunately, this social is positive.

### NOTE

You cannot use the Ask for Campaign Contribution social on household members.

### CAUTION

Here is a naughty bit of business with campaign contributions. Every so often, you will be asked if you want to transfer money out of the campaign kitty and into the household account. This is risky. If caught, the Sim is expelled from the career.

### TIP

Political Sims can throw Campaign Fundraisers, which are just like parties. (See the Relationships section of the Simology chapter for details on how to throw a party.) If the party is successful, the host receives campaign contributions at its conclusion.

Once you reach the Local Representative position, you have a new social: Give Inspirational Speech. You can use this positive social on a single Sim or in a group setting. It gives everybody a positive impression of you and sets up healthy relationships.

At higher levels you get two nice benefits. At the Governor level, a black limo drives you everywhere. As Leader of the Free World, your Sim gains the Aura of Leadership, and other Sims wave at them wherever they go. This boosts the relationship with other Sims and can result in the Celebrity moodlet.

## Professional Sports

The Professional Sports career charts a course from zero to hero. The Sims slowly become deeply involved with the local sports team. At first, they are a fan with a dream. Then, they join the team and start working up the ranks. Soon, shifts are supplemented by sporting events where winning and losing has a direct effect on mood and on the Game Record metric.

**Work Location:** Moonlight Bay Memorial Stadium

**How Hired:** Report to stadium, answer computer ad, answer newspaper ad

**Work Week:** Five-day work week with evening shifts. Soon, two shifts a week are replaced by games that only last a few hours. During this period, the work week increases to six days to offset the shorter hours.

**Salary Progression:** The Professional Sports career starts with a low salary. However, as the Sim progresses, that changes. At the upper ranks, this is one of the most lucrative careers.

### PROFESSIONAL SPORTS CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
1	Rabid Fan	M, T, W, TH, S	3 PM	6	75	375	30	Mood
2	Snack Hawker	M, T, W, TH, S	3 PM	6	150	750	60	Mood
3	Toddler Sports Coach	M, T, W, TH, S	3 PM	6	195	975	70	Mood, Athletic Skill
4	Minor Leaguer	M, T, F, S	3 PM	6	254	1,016	80	Mood, Athletic Skill, Relationship w/ Team
5	Rookie	M, T, F, S	3 PM	5	381	1,524	110	Mood, Athletic Skill, Relationship w/ Team, Win-Loss Record
6	Starter	M, T, F, S	3 PM	5	667	2,668	200	Mood, Athletic Skill, Relationship w/ Team, Win-Loss Record
7	AllStar	M, T, F, S	3 PM	4	801	3,204	230	Mood, Athletic Skill, Relationship w/ Team, Win-Loss Record
8	MVP	M, T, F, S	3 PM	4	962	3,838	280	Mood, Athletic Skill, Relationship w/ Team, Win-Loss Record
9	Superstar	M, T, F, S	3 PM	3	1,155	4,620	330	Mood, Athletic Skill, Relationship w/ Team, Win-Loss Record
10	Sports Legend	M, T, F, S	3 PM	3	1,386	5,544	400	Mood, Athletic Skill, Relationship w/ Team, Win-Loss Record

### PROFESSIONAL SPORTS ACTIONS

Actions	Description
Business As Usual	Perform average job duties
Prepare for Game	Get ready for next game. Increases chances of winning next game.
Meet Teammates	Allows Sim to possibly meet new co-workers that have not already been met outside of work
Hang with Teammates	Build relationship with co-workers
Slack Off in Locker Room	Take it easy at work to reduce stress
Work Out in Gym	Develop Athletic skill

### Benefits and Rewards

Naturally, this is a great career for a Sim who has the Athletic trait and is developing the Athletic skill. Once you reach the Toddler Sports Coach position, you can start using the Work Out at Gym work Option, which lets you continue developing the Athletic skill at work, albeit at a slower pace than at home or on personal time. (Up until this promotion, reporting to work does not increase the Athletic skill.)





### TIP

Sports professionals do not get the Stressed Out moodlet from work like other careers.

The Rookie promotion starts the game part of the career. Now work is often replaced by practice and the career keeps a running tally on the team's win-loss record. The higher the Sim's Athletic skill, the greater the chance at winning the game, which in turn improves the Sim's mood with the Winner moodlet. The chance of winning a game is also improved by the Prepare for Game Option.

### TIP

Members of a Sim's household can see a sporting event for free.

Once the Sim reaches the top promotion—Sports Legend—two things happen. One, the Sim can now perform the Do Advertising Deal interaction at businesses for Simoleons at least once a week. Two, the Sim can Hold Autograph Sessions at venues where they are handsomely rewarded for signing autographs for as many Sims on the lot as possible.

## Science

A mind is a terrible thing to taste—er, waste. This career celebrates that organ between the ears, the cortex that pulses with thoughts and desires. The Science career requires a keen sense of Handiness and a real green thumb, as well as a desire to observe and collect.

**Work Location:** Landgraab Industries Science Facility

**How Hired:** Report to science center, answer computer ad, answer newspaper ad

**Work Week:** Normal work week, five days with average hours in the 9 to 3 range because of the extra time needed to advance skills.

**Salary Progression:** The Science career offers a modest salary with moderate bonuses and increases over time. This is not a rich Sim's career, but the skills developed during the career can lead to alternate incomes.

### Benefits and Rewards

The benefits of the Science career are plentiful, but you must be attentive to skills to receive the promotions that award them. The immediate skill required for the career is Gardening, which can be learned at the science center or through a book. Get a jump on Gardening as soon as you join the career.

## SCIENCE CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
1	Test Subject	M, T, W, TH, F	9 AM	5.5	240	1,200	60	Mood, Gardening Skill
2	Lab Tech	M, T, W, TH, F	9 AM	5.5	288	1,440	70	Mood, Gardening Skill
3	Useless Contraption Manipulator	M, T, W, TH, F	9 AM	5.5	346	1,730	90	Mood, Gardening Skill, Handiness Skill
4	Fertilizer Analyst	M, T, TH, F	9 AM	5	485	1,940	100	Mood, Gardening Skill, Handiness Skill
5	Carnivorous Plant Tender	M, T, TH, F	9 AM	5	582	2,328	120	Mood, Gardening Skill, Handiness Skill
6	Aquatic Ecosystem Tweaker	M, T, TH, F	9 AM	5	699	2,796	140	Mood, Gardening Skill, Handiness Skill, Fishing Skill
7	Genetic Resequencer	M, T, TH, F	9 AM	4.5	839	3,356	160	Mood, Gardening Skill, Handiness Skill, Fishing Skill
8	Top Secret Researcher	M, T, TH, F	9 AM	4.5	1,007	4,028	200	Mood, Gardening Skill, Handiness Skill, Fishing Skill
9	Creature-Robot Cross Breeder	M, T, F	9 AM	4.5	1,209	3,627	180	Mood, Gardening Skill, Handiness Skill, Fishing Skill
10	Mad Scientist	M, T, F	9 AM	4.5	1,814	5,442	260	Mood, Gardening Skill, Handiness Skill, Fishing Skill

## SCIENCE ACTIONS

Actions	Description
Business As Usual	Perform average job duties
Work Hard	Work hard to increase performance, but adds stress
Relax in Specimen Closet	Relax at work. Slower performance, but less stress.
Meet Fellow Scientists	Allows Sim to possibly meet new co-workers that have not already been met outside of work
Hang Out with Fellow Scientists	Build relationship with co-workers
Assist Boss with Research	Build relationship with boss
Do Independent Experiment	Doing this tone builds toward promotion or at least performance boost

Later in the career, two additional skill comes into play: Handiness and Fishing. At no point are relationships a metric for advancement because, warranted or not, scientists aren't exactly known for their social graces.

### CAUTION

The Science career is one of the hardest to master in Moonlight Bay.

### TIP

Do not wait until you close in on a promotion that requires Fishing or Gardening to start learning those skills. Develop those skills early.

One of the most useful Options in this career is Do Independent Experiment. While performing this Option, you do side experiments that have a chance of resulting in great things. These

experiments take time, though. You will not complete one in just a day. If the project is a success, though, you might get an immediate promotion.

From time to time, scientists will come home with extras in their personal inventories, such as a fish or a harvestable. They tend to be uncommon. Upon reaching level 7 of the career, Genetic Resequencer, the Sim receives one of the following special harvestables: Flame Fruit, Life Fruit, Money Tree, or Omni Plant.

### Perform Experiment On!

Upon reaching the height of the career, the Sim receives a new interaction to perform on household objects: Perform Experiment On. This interaction works on seats, beds, electronics, and appliances. It acts like an upgrade. Once the interaction is complete, the Sim stands back to have a look at what was accomplished. If the upgrade goes well, the following may happen:

- ◆ Object gets environmental boost.
- ◆ Object broadcasts music, giving all Sims in the area the Enjoying Music moodlet.
- ◆ Object earns random upgrade from Handiness upgrade list.
- ◆ Object starts broadcasting random moodlets that affect Sims in the room: Attractive, Beautiful Vista, Cheered Up, Comforted, Feeling Lucky, New Car Smell, New Stuff, Oddly Powerful, Tranquil, or Warmed.

Conversely, this interaction can have negative effects, too. These things can go wrong:

- ◆ Object catches fire and is burned until useless.
- ◆ Object randomly electrocutes Sims who try to use it later.
- ◆ Object disappears—forever.
- ◆ Object breaks and must be repaired.
- ◆ Object starts broadcasting random negative moodlets that affect Sims in the room: Upset, Tastes Like Fridge, Stir Crazy, Offended, Buzz Crash, Horrified, or Disgusted.

## School



Children and teens have a different set of obligations from adult Sims—they must regularly attend school. Just showing up isn't enough, though. Students must complete homework to improve grades. Good grades are more than just a point of pride, too. Good grades lead to improved mood and the chance to select a new trait when the student ages up.

- ◆ **School Schedule:** Always Monday through Friday, but hours vary slightly depending on age. Children are in elementary school from 9:00 a.m. to 3:00 p.m. Teens are in high school from 9:00 a.m. to 2:00 p.m.

Much like a career, school has specific requirements for getting ahead and metrics for judging performance. For school, grades are the rating. Options you use at school guide behavior and have a deep effect on performance. Here are the Options for school:

- ◆ **Normal Effort:** This Option puts in an average amount of work at school and does not add too much stress.
- ◆ **Work Hard:** Working Hard is a good way to increase performance, but it adds a lot of stress, which often results in the Stressed Out moodlet. After school, you need to relax and reverse the negative moodlet.
- ◆ **Slack Off:** Stressed students can reverse the effect by choosing this Option. Very little work gets done, so performance does not increase by much.
- ◆ **Meet New Friends:** This is a great way to socialize in school and develop budding relationships with new students. If you successfully meet another student, there is a good chance that you will either bring that new friend home or be invited to the friend's home. (See Friends After School below.)
- ◆ **Talk to Friends:** Talking to Friends at school is a good way to potentially increase your Sim's friendship rating with another of the same age. This increases the chance you will be invited to a friend's house or invite a friend back to yours.
- ◆ **Sleep in Class:** If a student reports to school sleepy, then this Option becomes available to combat the effects of being tired. If the student is Exhausted, this Option happens automatically at random times. There is a risk of being caught while sleeping, though. If caught, the student is given detention.
- ◆ **Work Late on Homework:** If the student comes to school with incomplete homework, they can use this Option to try and finish it while at school. Overall performance will not rise as much as a Normal Effort, though.

## Homework



The first time students go to school, they receive a small homework booklet. This booklet is placed in the student's personal inventory and can be used via the new Do Homework interaction. Completing homework is essential for raising grades at school, so make sure to allot extra time in the afternoons and evenings for homework.

## CAUTION

Doing homework restores the Fun need and can sometimes cause the Stressed Out moodlet.

When you choose to Do Homework, the student finds a seat somewhere on the lot and starts scribbling in the booklet. A meter appears over the student's head, just like a Sim trying to complete any task.

## TIP

The Logic skill helps the student complete homework faster. Using the Ask for Help with Homework interaction also increases the speed of doing homework as long as the Sim invited to help is in a good mood.

If the student finishes their homework before the next school day, their performance goes up, Coupled with being in a good mood, this can raise a grade. If the homework is only partially done, the performance boost is only modest. If the student does no homework and does not work on it at all in school the next day, their performance takes a significant hit and grades can potentially fall.

## CAUTION

You can actually cheat on homework, but it's risky. Use the Copy Sim's Homework interaction on the homework of another student. This tags your homework as cheating; if you are caught, you're given detention.

## TIP

Remember that Sims developing the Logic skill earn the ability to tutor younger Sims at level 5. Tutoring a Sim not only helps them with their homework and almost guarantees better grades, but the tutor also gets a little skill development out of the deal.

## Detention

A student caught sleeping in class or copying homework is punished with detention. Detention keeps the student after school for a few hours, which can interfere with a part-time job. While staying late, the student cannot choose their Option and they will not see any improvement in grades or performance. When detention is over, the school bus takes the student home.



## CAUTION

Detention also results in a mood hit because of the Detention moodlet.

### Grades

All students start school the first day with a C. Doing well in school raises that to a B and then to an A. Doing poorly drops it down to an F. Grades are the culmination of mood and homework completion. If you keep reporting to school with a good mood and complete homework, you will get an A. Keep that A up for three days in a row to get the Honor Roll moodlet. Every day after getting the Honor Roll moodlet that you maintain the A, you keep the moodlet. If you drop back down to a C, though, you must maintain an A for three straight days to get the Honor Roll award back.

If you do not do homework, get caught cheating repeatedly, or go to school in a poor mood, your grade will slip down to an F. The first time you get an F, you are warned that unless measures are taken, there will be consequences. The next F results in the Failing moodlet.

Grades are very important during age transitions, so pay attention to the age of the student and try to have an A when the student moves into the next phase of life. If you have an A when the child becomes a teen or the teen becomes a young adult, then you get to select the trait awarded during the age transition. If the student has a F, then the student is assigned a bad trait. If the student has a C at the time of transition, then the trait is random—could be positive, could be negative.

### Friends After School

Making friends at school satisfies the student's Social need. Students sometimes bring another student home from school with them or are invited to another student's house to play. You choose whether or not to go home with another student for a couple hours. Doing so and then engaging in socials at the friend's house is a good way to improve a relationship.

One factor that determines the chance of this happening is the distance between the homes of the students. Students who go to each other's houses will live within a reasonable distance from each other. The closer the other student, the more likely an invitation is.

## PART-TIME WORK

In addition to these full-time careers, Sims (teens or older) can pick up part-time jobs at the supermarket, cemetery, bookstore, or day spa. These jobs are for just four hours a day, four days a week. These jobs are designed not to interfere with life too much. For example, a teen might take a job at the supermarket that starts after school at 4:00 p.m. and lasts until 8:00 p.m. Or an adult could grab a late-night 6:00 p.m. to 10:00 p.m. gig helping bury bodies at the cemetery.



Part-time jobs include Options, just like the full-time jobs. However, because relationships and skills don't determine job performance, the Options are limited to: Business As Usual (average amount of work), Work Hard (put in extra effort), and Take It Easy (minimal effort). Each part-time job has only three career levels with minimal raises between each promotion. To get ahead at a part-time job, just show up with a good mood and put in a decent day's labor.

Part-time jobs can be quit at the location of employment. All promotions and raises are lost at the moment the Sim quits. The only way to get them back is to start the part-time career over again.

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Average Weekly Pay	Pension Pay	Metrics for Promotion
<b>BOOKSTORE CLERK</b>								
1	Magazine Recycler	M,T,W,TH,F	16	3	90	450	30	Mood
2	Stocker	M,T,W,TH,F	16	3	150	750	40	Mood
3	Book Seller	M,T,W,TH,F	16	3	240	1,200	60	Mood
<b>GRAVEYARD CLERK</b>								
1	Grave Digger	SU,M,TH,F,S	18	3	98	490	30	Mood
2	Gatekeeper	SU,M,T,F,S	18	3	165	825	40	Mood
3	Undertaker	SU,M,T,F,S	18	3	263	1,315	70	Mood
<b>GROCERY CLERK</b>								
1	Shopping Cart Gatherer	M,T,W,TH,F	16	3	90	450	30	Mood
2	Bagger	M,T,W,TH,F	16	3	150	750	40	Mood
3	Produce Washer	M,T,W,TH,F	16	3	240	1,200	60	Mood
<b>SPA RECEPTIONIST</b>								
1	Receptionist 1	SU,M,W,TH,S	15	3	98	490	30	Mood
2	Receptionist 2	SU,M,W,TH,S	15	3	165	825	40	Mood
3	Receptionist 3	SU,M,W,TH,S	15	3	263	1,315	70	Mood
<b>SPA SPECIALIST</b>								
1	Clothes Folder	SU,W,TH,F,S	15	3	98	490	30	Mood
2	Fitting Room Guard	SU,W,TH,F,S	15	3	165	825	40	Mood
3	Seller	SU,W,TH,F,S	15	3	263	1,315	70	Mood



# Object Catalog



"Wealth unused might as well not exist."

-Aesop, Greek storyteller

## The Catalog

There are many ways to express yourself in *The Sims 3*, but the creation and decoration of a lot is one of the most personal—and the most fun to show off. Because you do not necessarily start your adventure with pants sagging from overflowing pockets of coin, you may need to hold off on grand dreams of a superior mansion until you have many paychecks under your belt. Will every room in your home be an instant masterpiece? No. Houses evolve over time, but if you work hard and get really creative with Build and Buy Modes, you can carve out your own little paradise in Moonlight Bay.

This catalog contains every object in the game—every object you can purchase and personalize. (Things like wallpaper and carpet have been excluded because they do not have values that affect the environmental value of your lot. But everything else is detailed here, along with all relevant properties such as effects on skill development or the comfort level of your household. When an object has properties that help with things like this, it is noted in a column for the specific skills or needs. In numbered columns, the higher the number, the more the object satisfies that need or helps with personal development.

Additional columns in these tables rate the object's environmental bonus, group activity, and comfort. The higher the environmental value,

the more that object contributes to the overall beautification of your lot. When Sims are in a room with a high overall environmental rating, they enjoy varying degrees of the Decorated moodlet. Group activity indicates that multiple Sims can use the object. Finally, the comfort column notes an object that can reduce stress and result in the Comfy moodlet.

## Objects

The objects in this catalog are listed with prices, important depreciation values, and any effect the object may have on your Sim and the environmental rating of a room.

### CAUTION

Remember the rules of depreciation when buying these objects in Buy Mode. If you sledgehammer the object before leaving Buy Mode, you get the full value of the object back. But as soon as you click out of Buy Mode, the object starts depreciating.

Each day, the object depreciates 10 percent. The bottomed out value is 40 percent of the original price. The value of an object can never drop below 40-percent unless the object is broken or ruined.

## ELECTRONICS

Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Hygiene	Hunger	Bladder	Energy	Social	Relaxation	Fun	Logic	Charisma	Cooking	Athletic	Painting	Guitar	Handiness	Gardening	Writing	Fishing	Stress Relief	Group Activity	Comfort	
<b>TVS</b>																									
Old Timey Tele	200	20	80								3				x									x	
Channel Trowler 27" Deluxe TV	500	50	200								4			x	x										x
UberVision Panoramic from Landgraab Industries	1,200	120	480								5				x				x		x				
36" HiFi Plasmondo TV from Landgraab Industries	3,500	350	1,400								6			x	x				x		x				
WallVuu Standard TV	8,000	800	3,200								8														
<b>COMPUTERS</b>																									
Easy Machine from Fred's PC Hut	800	80	320								3														
oTron 200 Thinking Computer from Landgraab Industries	2,150	215	860								7														
XS 4258p Laptop from Landgraab Industries	4,000	400	1,600								7														
<b>AUDIO</b>																									
Audio Lite by LoFi Audio	150	15	60								3				x										x
18-Disc Stereo System from Albacore Audio	475	47.5	190								3				x										x
85g Audio Explosion from Landgraab Industries	1,800	180	720								3				x										x
<b>MISC.</b>																									
998 Table Top Topia Phone	35	3.5	14																						
Immobile Phone	50	5	20																						



Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Hygiene	Hunger	Bladder	Energy	Social	Relaxation	Fun	Logic	Charisma	Cooking	Athletic	Painting	Guitar	Handiness	Gardening	Writing	Fishing	Stress Relief	Group Activity	Comfort
Quick Tick Wall Clock	40	4	16	2																				
No Snooze! Alarm Clock	60	6	24																					
4258g Alarm Clock from Landgraab Industries	150	15	60																					
Panic Rouser Fire Alarm	100	10	40																					
Thief-Tech's Gotcha! Burglar Alarm	250	25	100																					
Maxoid Game Simulator 2 1/2	750	75	300								7													
SimLife Googles	9,500	950	3,800								10													

## LIGHTING

Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Hygiene	Hunger	Bladder	Energy	Social	Relaxation	Fun	Logic	Charisma	Cooking	Athletic	Painting	Guitar	Handiness	Gardening	Writing	Fishing	Stress Relief	Group Activity	Comfort
<b>TABLE LAMPS</b>																								
Sawed-off Lightcaster	45	4.5	18																					
The Bloomington Lamp	50	5	20																					
Lamp Revere	65	6.5	26																					
Hurricane Candle	70	7	28																					
Lodge Lamp	75	7.5	30																					
Homespun Table Lamp	85	8.5	34																					
Luz Lenta	285	28.5	114	2																				
The Baronian Table Lamp	300	30	120	2																				
The Photon-Master 3000 Tabletop Edition	325	32.5	130	2																				
<b>FLOOR LAMPS</b>																								
Bawdy Candle	65	6.5	26																					
Blushing Torchere	120	12	48																					
Omnidirection Lightcaster	165	16.5	66	1																				
Flora's Funky Floor Lamp	225	22.5	90																					
Bunker Hill Floor Lights	300	30	120	2																				
Delux Lux	365	36.5	146	2																				
Moderne-Torchiere Floor Lamp	385	38.5	154	2																				
Goldon Glow Floor Lamp	415	41.5	166	2																				
<b>WALL LAMPS</b>																								
Light Freshner	65	6.5	26																					
Werffelhausen Sconce	75	7.5	30																					
Wall-eyed Wall Lamp	80	8	32																					
Far Out Wall Sconce	95	9.5	38																					
Funshine Wall Lamp	115	11.5	46																					
Modern Sconce	125	12.5	50																					
The Candle Cradler	125	12.5	50																					
The Snake Lamp	130	13	52																					
Feisty Fiesta Wall Lantern	145	14.5	58	1																				
Photophile Wall Light	150	15	60	1																				
Old's Kool Lighting	165	16.5	66	1																				
<b>CEILING LIGHTS</b>																								
Plain Dome Light	0	0	0																					
Simple Dome Light	0	0	0																					
Lodge Lights	45	4.5	18																					
Simple Porch Light	70	7	28																					

Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Hygiene	Hunger	Bladder	Energy	Social	Relaxation	Fun	Logic	Charisma	Cooking	Athletic	Painting	Guitar	Handiness	Gardening	Writing	Fishing	Stress Relief	Group Activity	Comfort	
Lucid Light	95	9.5	38	1																					
The Swinging Light	115	11.5	46																						
Luz del Sol	180	18	72	1																					
Greaves' Ceiling Lights	225	22.5	90	2																					
The Revita-Lite	350	35	140	2																					
<b>OUTDOOR LIGHTS</b>																									
Limelights	30	3	12																						
Patio Party Lamp	30	3	12																						
The Afterglow II	35	3.5	14																						
The Little Lamp That Could	35	3.5	14																						
Volcano Table Torch	35	3.5	14																						
Cobblestone Fence Light	40	4	16																						
Burb-Light	45	4.5	18																						
Cube of Light	50	5	20																						
Mason Lamp	50	5	20																						
Path Glow Garden Lighting	50	5	20																						
Simple Porch Light	70	7	28																						
Step Lights	75	7.5	30																						
Stoic Bollard	100	10	40																						
Pele's Postlight from Nothing Atoll	125	12.5	50																						
Ankle-Height Light by GamGleam Industries	175	17.5	70																						
Apology Streetlight	200	20	80																						
Clean-Wave Streetlight	245	24.5	98																						
Seramorson Streetlamp	335	33.5	134																						
The Streetbrite	340	34	136																						
Hard Knocks Streetlight	500	50	200																						
The Champ	565	56.5	226																						
Multifunction Searchlight Device	4,500	450	1,800																						

## COMFORT

Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Hygiene	Hunger	Bladder	Energy	Social	Relaxation	Fun	Logic	Charisma	Cooking	Athletic	Painting	Guitar	Handiness	Gardening	Writing	Fishing	Stress Relief	Group Activity	Comfort	
<b>BEDS</b>																									
The Single Post Bed from McKraken Industries	300	30	120					4														3			
Small Brass Bed	425	42.5	170					4														3			
B.R.A.S.S. Double Bed	450	45	180					4														3			
The Slumber Saddle of Sleepnir by Dulac Industries	560	56	224					4														3			
The Four Post Bed from McKraken Industries	650	65	260					4														3			
The Emoti-Cot	700	70	280					4														3			
The Lullaby Bed	950	95	380	2				5														3			
The Legendary Bedscalibur by Dulac Industries	1,100	110	440					5														3			
Single Sophisticate Bed	1,450	145	580	5				8														3			
Double Sleep Raft	1,500	150	600	2				6														3			
LuxurLove Sleepset from Lothario Designs	2,200	220	880	3				8														3			





Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Hygiene	Hunger	Bladder	Energy	Social	Relaxation	Fun	Logic	Charisma	Cooking	Athletic	Painting	Guitar	Handiness	Gardening	Writing	Fishing	Stress Relief	Group Activity	Comfort	
The Lexington	2,800	280	1,120	4				8														3			
Sleep-Slave Double Bed	3,500	350	1,400	5				10														3			
<b>DINING CHAIRS</b>																									
The Exquisite Bistro Chair by Bourgeois Creations	40	4	16																						x
Simmer Down Chair	75	7.5	30																						x
Raffin's Dining Chair	80	8	32																						x
Mount of Comfort Dining Chair	90	9	36																						x
The Cozinator 450	100	10	40																						x
Final Contribution Dining Chair from Mike's Garage	115	11.5	46																						x
The Elsinore	120	12	48																						x
Sit-Up Straight Dining Chair	150	15	60																						x
Yankee Doodle Dining Chair	225	22.5	90																						x
The Muga Sitzer	325	32.5	130	1																					x
Old Sam's Dining Chair	900	90	360	2																					x
<b>LIVING CHAIRS</b>																									
The Avant	115	11.5	46																						x
The Olafian	225	22.5	90																						x
Swank Living Room Chair	375	37.5	150	1																					x
The Savannah	450	45	180	1																					x
Passable Mission Chair	600	60	240	2																					x
The Lazy Lounger	695	69.5	278	2																					x
Bracken Living Room Chair	900	90	360	2																					x
Pete's Living Room Chair	1,000	100	400	3																					x
<b>SOFAS &amp; LOVESEATS</b>																									
The Prim and Proper	225	22.5	90																						x
Sofa LE	335	33.5	134																						x
The Matchmaker	350	35	140																						x
The Plutonic Loveseat	400	40	160																						x
The Cuddler Loveseat	450	45	180	2																					x
Sofa Souffle	525	52.5	210																						x
Catharti-Couch	600	60	240																						x
Big Sky Country Couch	695	69.5	278																						x
El Sol Sofa	725	72.5	290	2																					x
Patata del Sofa	750	75	300	2																					x
Power of Loveseat	795	79.5	318	2																					x
Super Sunshine Happy Sofa	880	88	352	3																					x
The Suitable Sofa	985	98.5	394	3																					x
Sofa Sonata	1,100	110	440	4																					x
The Dromedary	1,200	120	480	4																					x
<b>LOUNGE CHAIRS</b>																									
Comtempto Outdoor Living Lounge	200	20	80																						x
The Dawdler Lounge Chair	515	51.5	206	1																					x
Tomorrow Lounger	750	75	300	2																					x
<b>MISC.</b>																									
UV by Uwe	50	5	20																						x
Community Bench	85	8.5	34																						x
Wellness Dining Chair	165	16.5	66																						x
Overworked Office Chair	195	19.5	78																						x
Parlor Perch Barstool	185	18.5	74																						x

Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Hygiene	Hunger	Bladder	Energy	Social	Relaxation	Fun	Logic	Charisma	Cooking	Athletic	Painting	Guitar	Handiness	Gardening	Writing	Fishing	Stress Relief	Group Activity	Comfort	
Sturdy Stool	215	21.5	86																					x	
Barstool de Mish	285	28.5	114																						x
Bab's Towering Barstool	435	43.5	174																						x
Old Sam's Barstool	520	52	208																						x
The Breckenridge	325	32.5	130																						x
Herkimer Loveseat	400	40	160																						x
Sticky Bench	650	65	260																						x

## SURFACES

Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Hygiene	Hunger	Bladder	Energy	Social	Relaxation	Fun	Logic	Charisma	Cooking	Athletic	Painting	Guitar	Handiness	Gardening	Writing	Fishing	Stress Relief	Group Activity	Comfort		
<b>COUNTERS</b>																										
Country Fried Counter	140	14	56																							
Country Fried Counter Island	145	14.5	58																							
Counter Culture Counter	215	21.5	86	1																						
Counter Culture Counter Island	220	22	88	1																						
The Impossible Mission Counter	475	47.5	190	1																						
The Impossible Mission Counter Island	480	48	192	1																						
The Immemorial Counter	625	62.5	250	2																						
Immemorial Counter Island	630	63	252	2																						
Real Flat Counter	800	80	320	2																						
Real Flat Counter Island	805	80.5	322	2																						
<b>CABINETS</b>																										
Country Fried Overhead Cabinet	100	10	40	1																						
Country Fried Overhead China	105	10.5	42	1																						
Counter Culture Overhead Cabinet	130	13	52	1																						
Counter Culture Overhead Cabinet (Double-Sided)	135	13.5	54	1																						
Hanging Pot Rack	150	15	60	1																						
Immemorial Overhead Cabinet	165	16.5	66	2																						
Immemorial Overhead Cabinet (Double-Sided)	170	17	68	1																						
The Impossible Mission Overhead Cabinet	230	23	92	1																						
The Impossible Mission Overhead Cabinet (Double-Sided)	235	23.5	94	1																						
Real Flat Overhead Cabinet	310	31	124	2																						
Real Flat Overhead Cabinet (Double-Sided)	315	31.5	126	2																						
<b>DINING TABLES</b>																										
Table-Licious	60	6	24																							
Knack Outdoor Tables	85	8.5	34																							
Table de Bistro by Bourgeois Creations	195	19.5	78																							
Another Era Dining Table	200	20	80																							
Sunup Breakfast Table	225	22.5	90																							
Rendezvous Picnic Table	235	23.5	94																							
Style Town Dining Table	250	25	100																							
The Upscale Dining Table	285	28.5	114	1																						
Great Eats' Recycled Consumables Buffet Table	300	30	120			4																				



Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Hygiene	Hunger	Bladder	Energy	Social	Relaxation	Fun	Logic	Charisma	Cooking	Athletic	Painting	Guitar	Handiness	Gardening	Writing	Fishing	Stress Relief	Group Activity	Comfort
Phobic Dining Table	450	45	180	3																				
Missionaire Dining Table	650	65	260	4																				
Xtra Long Dining Table	1,100	110	440	5																				
<b>END TABLES</b>																								
Syntactic End Table	45	4.5	18																					
Trails End Table	50	5	20																					
Lulu's Artisan End Table	75	7.5	30																					
Double-Double End Table	125	12.5	50																					
Virtual End Table	165	16.5	66																					
MetaTable	195	19.5	78	1																				
Tabla Del Extremo	245	24.5	98	1																				
Chaible	255	25.5	102	1																				
Gibson Butter Table	285	28.5	114	1																				
Royal Francois End Table from XIV Antiquities	315	31.5	126	2																				
<b>COFFEE TABLES</b>																								
Two-Ton Table	90	9	36																					
Old Timer's Coffee Table	125	12.5	50																					
The Mission Coffee Table by Lulu Designs	150	15	60																					
Roman Coffee Table	185	18.5	74	1																				
The Larger Mission Coffee Table by Lulu Designs	245	24.5	98																					
Isometric Table	265	26.5	106	1																				
Case Closed Coffee Table	285	28.5	114	1																				
Literal Coffee Table	300	30	120	2																				
Decaf Coffee Table	325	32.5	130	2																				
<b>DESKS</b>																								
Drawtop Worksurface	150	15	60																					
Workspace de Mish	300	30	120																					
Desk Moderne from Gorog Designs	325	32.5	130																					
The Rollin' Secretary from McKraken Industries	450	45	180																					
Desk Historia from XIV Antiquities	900	90	360	3																				
<b>MISC.</b>																								
Rendezvous Picnic Table	235	23.5	94																					1
Class E Juice Bar	640	64	256	2							6													
Juice Station	725	72.5	290	3							6													
Bar de Mish	975	97.5	390	4							6													
Family Time Bar	1,500	150	600	5							6													

## DECOR

Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Hygiene	Hunger	Bladder	Energy	Social	Relaxation	Fun	Logic	Charisma	Cooking	Athletic	Painting	Guitar	Handiness	Gardening	Writing	Fishing	Stress Relief	Group Activity	Comfort
<b>PLANTS</b>																								
Small Ivy	5	0.5	2	1																				
Hanging Fern	15	1.5	6	1																				
Fern Keeper Deluxe!	25	2.5	10	1																				
Sphere of Ivy	35	3.5	14	2																				
Narcissus Vase	40	4	16	2																				



Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Hygiene	Hunger	Bladder	Energy	Social	Relaxation	Fun	Logic	Charisma	Cooking	Athletic	Painting	Guitar	Handness	Gardening	Writing	Fishing	Stress Relief	Group Activity	Comfort
Potted Perennials	40	4	16	2																				
Ring-O-Posies Commercial Planter	42	4.2	16.8	2																				
Fern	45	4.5	18	2																				
Calla Lillies	48	4.8	19.2	2																				
Hanging Basket	50	5	20	2																				
Mixed Flowers Planter by BowerFlox	65	6.5	26	2																				
Blossoming Sunflower Vase	70	7	28	2																				
The Perma-Palm	70	7	28	2																				
Orchid Vase	90	9	36	2																				
Philodendron	95	9.5	38	2																				
Tigervine Plant	135	13.5	54	3																				
Obelisk Vine	145	14.5	58	3																				
Ficus Tree Shrub	230	23	92	3																				
The Modern Orchid	435	43.5	174	4																				
<b>PAINTINGS &amp; POSTERS</b>																								
Anabolic Champ	9	0.9	3.6	1																				
Pool Rules Sign	13	1.3	5.2	1																				
Bethany and Miranda	15	1.5	6	1																				
Edgy, Edgy Bill	25	2.5	10	1																				
Detention Hall Poster	30	3	12	2																				
Heinrich Stubbman and the Gypsies	45	4.5	18	2																				
Grandma Wholesome's Folk-Art Thingy	50	5	20	2																				
Diva Doll Poster	55	5.5	22	2																				
Giraffe Family Portrait	80	8	32	2																				
Dancing Bunny	100	10	40	2																				
My Little House	110	11	44	3																				
Pyramids at Sunrise	130	13	52	3																				
Two-lips	150	15	60	3																				
Obscure Film Poster	160	16	64	3																				
Speedinator Marketing Poster	175	17.5	70	3																				
Village No. 7	250	25	100	3																				
Fishing Scene	300	30	120	4																				
Misty Lighthouse	300	30	120	4																				
The Prince of Pickleburp	380	38	152	4																				
Photo Series: Hipster Edition	440	44	176	4																				
Bouquet in Repose	500	50	200	5																				
Saturday Morning Fun Kids!	620	62	248	5																				
Insouciance No. 12	750	75	300	5																				
McBob Landscape #47	800	80	320	6																				
Still-Life Harvest	930	93	372	6																				
Smooth Jam in Three Parts	1,100	110	440	7																				
Sun Disk	1,500	150	600	7																				
Capital City Skyline	2,300	230	920	8																				
Mission at Noon, Lance Ng	3,900	390	1,560	9																				
Puck's Soliloquy	7,300	730	2,920	10																				
<b>MIRRORS</b>																								
Mirror of Variance	50	5	20	2							3		x											
The Reflektor	80	8	32	2							3		x											
The Outhouse Mirror	100	10	40	2							3		x											
Functional Eloquence Mirror	175	17.5	70	2							3		x											
Feel Good Mirror	200	20	80	3							3		x											



Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Hygiene	Hunger	Bladder	Energy	Social	Relaxation	Fun	Logic	Charisma	Cooking	Athletic	Painting	Guitar	Handiness	Gardening	Writing	Fishing	Stress Relief	Group Activity	Comfort
Stock Mirror	250	25	100	3							3		x											
Reflection V	275	27.5	110	3							3		x											
Hi-Def Mirror	300	30	120	3							3		x											
The Reflectinator	350	35	140	4							3		x											
Clearer Mirror	400	40	160	4							3		x											
Looking Glass Supreme	500	50	200	4							3		x											
Rustic Glass	645	64.5	258	5							3		x											
Fabulous, Darling Mirror	950	95	380	5							3		x											
<b>CURTAINS &amp; BLINDS</b>																								
Cortinas Festivas!	50	5	20	1																				
Traditional Curtains	68	6.8	27.2	1																				
Eyes Aside Curtains by Fancy Drapes	80	8	32	1																				
Vickleberry County Curtains	95	9.5	38	1																				
Tangle-Free Blinds	105	10.5	42	1																				
Shout Out Shutters	130	13	52	1																				
Lofty Curtains	155	15.5	62	1																				
Shy Shutters	160	16	64	1																				
Cute Lil' Curtain	170	17	68	2																				
Simple Shade	185	18.5	74	2																				
Flattery Curtains	195	19.5	78	2																				
Antique Curtains by Respectable Rags	215	21.5	86	1																				
Hygieni-Curtains	230	23	92	2																				
Static Blinds	260	26	104	2																				
Curtains de Mish	285	28.5	114	2																				
Three Bean Bay Curtain	315	31.5	126	2																				
Wide, Lofty Curtains	325	32.5	130	2																				
The Window Protector	400	40	160	3																				
<b>RUGS</b>																								
Poor Man's Half-Round Rug	30	3	12	1																				
The Saxony	35	3.5	14	2																				
L7 Rug	50	5	20	2																				
Modern Oval Rug	50	5	20	2																				
Welcome, Matt	65	6.5	26	2																				
Aristocratic First Oval Rug	80	8	32	2																				
Purrrfect Rug	95	9.5	38	2																				
Flying Carpet	100	10	40	2																				
Rocket Rug from Randy Homson	140	14	56	3																				
Marathon Carpet Runner	165	16.5	66	3																				
Dated, Faded Floral Rug	315	31.5	126	3																				
Chandelier Rug	400	40	160	4																				
<b>MISC.</b>																								
Three-Ply Tushy Tissue from Plumprite	2	0.2	0.8	1																				
Shocking Pink Flamingo - 2nd Edition	5	0.5	2	1							2													
Stack o' Mags	7	0.7	2.8	1																				
Plain Pad & Pen Set	12	1.2	4.8	1																				
Pool Rules Sign	13	1.3	5.2	1																				
Beauty Box	15	1.5	6	1																				
Rooster Utensil Holder	18	1.8	7.2	1																				
Super-Absorbent Super Towels	20	2	8	1																				
Decorative Fire Tools	25	2.5	10	1																				

Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Hygiene	Hunger	Bladder	Energy	Social	Relaxation	Fun	Logic	Charisma	Cooking	Athletic	Painting	Guitar	Handiness	Gardening	Writing	Fishing	Stress Relief	Group Activity	Comfort	
Forest-Fresh Corkboard	25	2.5	10	1																					
NeveRust Towel Ring	30	3	12	1																					
The Rack by DecorCorp	35	3.5	14	1																					
Sleeping Gnome McNulty	35	3.5	14	1							2														
Stink Mask Perfume	35	3.5	14	2																					
The Rack by DecorCorp	35	3.5	14	2																					
Beach Umbrella	40	4	16																						
Square Hay Bale	43	4.3	17.2																						
Crocks 'o Stuff	45	4.5	18	2																					
Life Preserver	55	5.5	22	2																					
His/Hers Trophy Shelf	62	6.2	24.8	2																					
Magazine Restraint System	65	6.5	26	2																					
Mood-Lite Candle	65	6.5	26	2																					
Round Hay Bale	65	6.5	26																						
The MediCabi	75	7.5	30	1																					
The Shrinkomatic Fishbowl	80	8	32																						
Main Attraction Puzzle Shelf	85	8.5	34	2																					
Wall-Mounted Fish	85	8.5	34	2																					
Sandwich Board	100	10	40																						
Honorable Flagpole	115	11.5	46																						
Already Retro CD Display Shelving	120	12	48	2																					
Fire Hydrant	150	15	60																						
Mission Partition	180	18	72	3																					
Globe Sculpture	195	19.5	78	3																					
Beach Sign	200	20	80																						
Traditional Sign	223	22.3	89.2																						
Bathroom Junk Holder	225	22.5	90	3																					
Modern Sign	242	24.2	96.8																						
Welcome Sign	255	25.5	102																						
Mission Sign	270	27	108																						
Country Sign	318	31.8	127.2																						
Contemporary Sign	322	32.2	128.8																						
Stacked Hay Bales	350	35	140																						
Cemetery Sign	365	36.5	146																						
Peekabo Partition	410	41	164	4																					
Cow Plant	475	47.5	190	4																					
Commercial Dumpster	659	65.9	263.6																						
Diner Sign	825	82.5	330																						
Town Clock	1,200	120	480																						
Medusa Victim	1,650	165	660	8																					
Nearly-Perfect Pedestal	2,000	200	800	5																					
Farm Windmill	2,130	213	852																						
Immoderate Water Fountain	2,150	215	860	8																					
Outdoor School Bell	2,500	250	1,000																						
Atlas' Burden	4,800	480	1,920	9																					
Military Guard Tower	6,475	647.5	2,590																						
The Stately Statue by Big Yard Dudes	10,000	1,000	4,000	10																					
Ambiguity Itself Sculpture	12,225	,222.5	4,890	10																					
The Plaza Gusher Fountain	50,000	5,000	0,000	10																					
F-Class Hunter-Killer	75,000	7,500	30,000	10																					





## STORAGE

Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Hygiene	Hunger	Bladder	Energy	Social	Relaxation	Fun	Logic	Charisma	Cooking	Athletic	Painting	Guitar	Handiness	Gardening	Writing	Fishing	Stress Relief	Group Activity	Comfort	
<b>BOOKSHELVES</b>																									
Classically Tasteful Literature Shelving	175	17.5	70								2	x		x				x							
Back2School Bookshelf	250	25	100								2	x		x				x							
21st Century Library Bookshelf	325	32.5	130								3	x		x				x							
Shelves de Libro	350	35	140	1							3	x		x				x							
The Book Corral	430	43	172	2							3	x		x				x							
Bookshelf Revisited	545	54.5	218	3							3	x		x				x							
Penningway Bookshelf	710	71	284	4							4	x		x				x							
The Constitutional Bookshelf	980	98	392	5							5	x		x				x							
Sturdy Shelf	1,650	165	660	6							5	x		x				x							
<b>DRESSERS</b>																									
The Evrityme Dresser	450	45	180	2																					
Werkbunnt Stonewood Dresser	515	51.5	206	3																					
Homestead Dresser from McKraken Industries	600	60	240	3																					
Drawers of Dismissal Dresser	650	65	260	4																					
Smooth Slides Luxury Dresser	725	72.5	290	4																					
DeForester Dresser by William DeForester	850	85	340	5																					

## ENTERTAINMENT

Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Hygiene	Hunger	Bladder	Energy	Social	Relaxation	Fun	Logic	Charisma	Cooking	Athletic	Painting	Guitar	Handiness	Gardening	Writing	Fishing	Stress Relief	Group Activity	Comfort	
<b>SPORTING GOODS</b>																									
Baseball	65	6.5	26								5				x										
Foot-and-hand-ball	85	8.5	34								6				x										
Shut-in Treadmill	900	90	360												x							5			
The Exercise Queen	1,500	150	600												x							5			
Mad Llama Foosball Table	6,250	625	2,500								9													x	
<b>HOBBIES &amp; SKILLS</b>																									
Artsy Easel	300	30	120								2					x									
Epic 10th Anniversary Chess Set	450	45	180								4	x													
Astral Playground Telescope	600	60	240								2	x													
Sonaflex Guitar	600	60	240								2						x								
<b>PARTIES</b>																									
Party Balloons	15	1.5	6	1																					
Birthday Cake	30	3	12			2																			
<b>MISC.</b>																									
Fuzzy Logic Picnic Basket	150	15	60			4																			
Portable Fire Pit	295	29.5	118			2					4													x	

## KIDS

Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Hygiene	Hunger	Bladder	Energy	Social	Relaxation	Fun	Logic	Charisma	Cooking	Athletic	Painting	Guitar	Handiness	Gardening	Writing	Fishing	Stress Relief	Group Activity	Comfort	
<b>KIDS' FURNITURE</b>																									
Yummer's High Chair	60	6	24																						
Kinder Kontainer	275	27.5	110					4																	
Rock-a-Baby Crib	425	42.5	170					5																	

Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Hygiene	Hunger	Bladder	Energy	Social	Relaxation	Fun	Logic	Charisma	Cooking	Athletic	Painting	Guitar	Handiness	Gardening	Writing	Fishing	Stress Relief	Group Activity	Comfort
<b>TOYS</b>																								
Baby Brainiac Peg Toy Box	30	3	12								5													
Rip Co. Xylophone	40	4	16								5													
Wugglesworth Schnuggles Bear	50	5	20								6													
Infinity Imagination Station	55	5.5	22								5													
Toy Pirate Chest	60	6	24								5													
Roy Rock's Toy Box	75	7.5	30								5													
Rip Co. Little Baker Oven	100	10	40								3													
Genesis Building Blocks	200	20	80								4													
Sunnybrook Home Dollhouse	650	65	260								7													
<b>MISC.</b>																								
Space Mobile	70	7	28	2																				
Elevated Train Set	185	18.5	74	3																				
Real Pretty Butterflies	265	26.5	106	3																				
The Waxbottom Slide	335	33.5	134								8													
Skyscreamer Swings	400	40	160								3													
Squeak-Free Seesaw	550	55	220								5													
The Juungal Jungle Gym	550	55	220								8													

**VEHICLES**

Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Hygiene	Hunger	Bladder	Energy	Social	Relaxation	Fun	Logic	Charisma	Cooking	Athletic	Painting	Guitar	Handiness	Gardening	Writing	Fishing	Stress Relief	Group Activity	Comfort
<b>BICYCLES</b>																								
Vertistation Bike Rack	35	3.5	14																					
Bi-Trike for Kids	250	25	100																					
NostalgiCycle	250	25	100																					
<b>CARS</b>																								
Car-Spot Parking Space	150	15	60																					
Closure Garage Door	600	60	240																					
Sloppy Jalopy	950	95	380																					
Big Lemon	1,200	120	480																					
Vorn P328	3,700	370	1,480																					
Wornado Triage	4,500	450	1,800																					
4-Everything Van	6,100	610	2,440																					
Yomoshoto Evasion	9,800	980	3,920																					
Tofunda Wagon	19,600	1,960	7,840																					
VFN Kompensator	36,000	3,600	14,400																					
Bwan Speedster YL	85,000	8,500	34,000																					
Margaret Vaguester	105,000	10,500	42,000																					

**LANDSCAPING**

Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Hygiene	Hunger	Bladder	Energy	Social	Relaxation	Fun	Logic	Charisma	Cooking	Athletic	Painting	Guitar	Handiness	Gardening	Writing	Fishing	Stress Relief	Group Activity	Comfort
<b>TREES</b>																								
Small Bamboo Tree	65	6.5	26																					
Small Aspen Tree	95	9.5	38																					



Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Hygiene	Hunger	Bladder	Energy	Social	Relaxation	Fun	Logic	Charisma	Cooking	Athletic	Painting	Guitar	Handiness	Gardening	Writing	Fishing	Stress Relief	Group Activity	Comfort
Buckhorn Tree	100	10	40																					
Bamboo Tree	115	11.5	46																					
Aspen Tree	125	12.5	50																					
Small Pear Tree	130	13	52																					
Small Spruce Tree	140	14	56																					
Small Black Gum Tree	150	15	60																					
Small Cherry Tree	155	15.5	62																					
Pear Tree	165	16.5	66																					
Small Fir Tree	180	18	72																					
Spruce Tree	190	19	76																					
Black Gum Tree	200	20	80																					
Tall Fir Tree	210	21	84																					
Small Juniper Tree	245	24.5	98																					
Cherry Tree	250	25	100																					
Small Purple Tree	260	26	104																					
Small Cypress Tree	265	26.5	106																					
Large Juniper Tree	270	27	108																					
Fan Leaf Palm Tree	275	27.5	110																					
Tall Cypress Tree	300	30	120																					
Small Western Cypress Tree	315	31.5	126																					
Oak Tree	320	32	128																					
Purple Tree	325	32.5	130																					
Classic Palm Tree	335	33.5	134																					
Large Western Cypress Tree	340	34	136																					
Willow Tree	350	35	140																					
Creepy Tree	400	40	160																					
<b>BUSHES</b>																								
Brambles	5	0.5	2																					
Waterlillies	8	0.8	3.2																					
Cattail	9	0.9	3.6																					
Pampas Grass	12	1.2	4.8																					
Cattails	10	1	4																					
Coleus	15	1.5	6																					
Boston Fern	35	3.5	14																					
Buckhorn	40	4	16																					
Boxwood	50	5	20																					
Banana Leaf	60	6	24																					
Round Hedge	70	7	28																					
Evergreen	80	8	32																					
Hedge	85	8.5	34																					
Topiary Plant	95	9.5	38																					
<b>FLOWERS</b>																								
Hydrangea	1	0.1	0.4																					
Dandelions	2	0.2	0.8																					
Popular Pansies	8	0.8	3.2																					
Clover	10	1	4																					
Clover w/Diagonal Corners	10	1	4																					
Clover w/Rounded Corners	10	1	4																					
Daisies of our Lives	10	1	4																					
Ice Plant	10	1	4																					



Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Hygiene	Hunger	Bladder	Energy	Social	Relaxation	Fun	Logic	Charisma	Cooking	Athletic	Painting	Guitar	Handiness	Gardening	Writing	Fishing	Stress Relief	Group Activity	Comfort
Ice Plant w/Diagonal Corners	10	1	4																					
Ice Plant w/Rounded Corners	10	1	4																					
Lithodora	10	1	4																					
Lithodora w/Diagonal Corners	10	1	4																					
Lithodora w/Rounded Corners	10	1	4																					
Moss Rose	10	1	4																					
Moss Rose w/Diagonal Corners	10	1	4																					
Moss Rose w/Rounded Corners	10	1	4																					
Phlox	10	1	4																					
Phlox w/Diagonal Corners	10	1	4																					
Phlox w/Rounded Corners	10	1	4																					
Plot of Daisies w/Diagonal Corners	10	1	4																					
Plot of Daisies w/Rounded Corners	10	1	4																					
Perennial Pansies	11	1.1	4.4																					
Agapanthus	12	1.2	4.8																					
Dianthus	14	1.4	5.6																					
Marigold	16	1.6	6.4																					
Solo Sunflower	17	1.7	6.8																					
Sunflowers	19	1.9	7.6																					
Heather	20	2	8																					
Azaleas	22	2.2	8.8																					
Classic Daisies	23	2.3	9.2																					
Laizy Daisies	24	2.4	9.6																					
Vivid Roses	25	2.5	10																					
Pink Roses	35	3.5	14																					
Wild Rosey Roses	40	4	16																					
Semi Roses	42	4.2	16.8																					
Rosey Roses	45	4.5	18																					
<b>ROCKS</b>																								
Landscaping Rock - Small Round	5	0.5	2																					
Landscaping Rock - Horizontal	6	0.6	2.4																					
Landscaping Rock - Medium Round	15	1.5	6																					
Landscaping Rock - Square	18	1.8	7.2																					
Landscaping Rock - Vertical	30	3	12																					
Ancient Rock	35	3.5	14																					

## CHALLENGE REWARDS OBJECTS

Object	Price	Buy Mode Category	Environment	Hygiene	Hunger	Bladder	Energy	Social	Stress Relief	Fun	Charisma	Cooking	Athletic	Painting	Guitar	Logic	Handiness	Group Activity	Comfort	Speed	Special	
<b>Future-Perfect Bathroom Collection</b>	300 CP																					
Future-Perfect Continuous Water Basin	\$600	Sink	2	7																		Self Cleaning, Never Breaks
Future-Perfect Bio-Waste Receptacle	\$2,000	Toilet	2		10																	Self Cleaning, Never Breaks
Future-Perfect Tension-Soothing Bath with Shower	\$2,000	Shower	2	10					10													Self Cleaning, Never Breaks
<b>Future-Perfect Bedroom Collection</b>	300 CP																					
Alpha Sleeping System by Future-Perfect Industries	\$2,000	Bed	2				9	4														
Omega Table by Future-Perfect Industries	\$200	End Table	2																			



Object	Price	Buy Mode Category	Environment	Hygiene	Hunger	Bladder	Energy	Social	Stress Relief	Fun	Charisma	Cooking	Athletic	Painting	Guitar	Logic	Handiness	Group Activity	Comfort	Speed	Special	
Clothing Container by Future-Perfect Industries	\$200	Dresser	3																			
<b>Future-Perfect Kitchen Collection</b>	350 CP																					
Excessinator Stove	\$650	Large Appliance			6							x										Learn Cooking Faster
EmpireLine Microwave	\$280	Small Appliance										x										
NordiChop	\$290	Small Appliance										x										
Perfecto Presto!	\$1,100	Small Appliance					3															
<b>Future-Perfect Study Collection</b>	300 CP																					
Future-Perfect Office Desk	\$500	Desk	2																			
Future-Perfect Office Chair	\$750	Misc. Comfort	1																			
Ruby 3000	\$2,500	Computer								3												
<b>Vroom Vroom!</b>	350 CP																					
Vorn Stallion	\$29,000	Car																				6
Montalcino Fandango SE	\$73,000	Car																				8
<b>Fireplace Pack</b>	150 CP																					
Jubilee	\$0	Fireplace																				
A Very Civilized Fire	\$1,700	Fireplace	3							6												
Inferno's Fireplace	\$5,200	Fireplace	7							6												
<b>Elegant Splash</b>	175 CP																					
VIP Fountain	\$1,700	Misc. Décor	7																			
Mirror to the Undersea World	\$1,800	Misc. Décor	7																			
The Water Breathing Dragon	\$2,300	Misc. Décor	8																			
Hedge Your Bets Fountain	\$3,800	Misc. Décor	8																			
<b>Lawn Décor</b>	75 CP																					
Lawn Penguin	\$15	Misc. Décor	2							3												
Stately Flagpole	\$160	Misc. Décor																				
Mysterious Mr. Gnome	\$1,000	Misc. Décor																				
<b>Lovely Lights</b>	125 CP																					
Simply Radiant Pendant Lamp by Practically Fancy	\$75	Ceiling Light	1																			
Far East Fire Hazard	\$135	Ceiling Light	1																			
The Sandy Ceiling Light	\$190	Ceiling Light	2																			
The Petite Four Chandelier	\$300	Ceiling Light	2																			
Dependable Little Light	\$90	Wall Lamp																				
Francois' Table Lamp	\$140	Table Lamp	1																			
Petite Pagoda	\$340	Floor Lamp	2																			
Laissez-faire Light Post	\$400	Outdoor Light																				
Laissez-faire Light Post Extended Version	\$260	Outdoor Light																				
Hard Knocks Streetlight	\$500	Outdoor Light																				
<b>Panda and Friends</b>	75 CP																					
Tower of Much Knowledge	\$490	Bookshelf	2							3		x				x	x					
Panda Crib	\$320	Kid Furniture					4															
Tiny Tyke Dresser	\$430	Dresser	2																			
Little Tyke Dresser	\$390	Dresser																				
The Palmer Floor Lamp	\$110	Floor Lamp																				
Branching Bird Wall Lamp	\$95	Wall Lamp																				
Panda Mirror	\$110	Mirror	4							2	1											
Best of Friends	\$80	Painting	2																			
The Happy Elephant	\$65	Misc. Décor	2																			
Giraffe Measurer	\$75	Misc. Décor	2																			

Object	Price	Buy Mode Category	Environment	Hygiene	Hunger	Bladder	Energy	Social	Stress Relief	Fun	Charisma	Cooking	Athletic	Painting	Guitar	Logic	Handiness	Group Activity	Comfort	Speed	Special	
Panda Toybox	\$80	Kid Toy	5																			
Sparkle's Trashcan	\$40	Misc. Appliance																				
<b>Painting and Poster Pack</b>	125 CP																					
Playful Pandas	\$105	Painting	2																			
Baylee the Bunny Cupid	\$125	Painting	3																			
Drama Movie Poster	\$160	Painting	3																			
Noir Movie Poster	\$160	Painting	3																			
Love in Darkness	\$175	Painting	3																			
Love to the Fourth Power	\$190	Painting	3																			
The Royal Wedding Tapestry	\$205	Painting	3																			
Surreal Grilled Cheese Painting	\$225	Painting	4																			
Ironic Clown by Angelo	\$250	Painting	4																			
Overjoyed with Love,	\$300	Painting	4																			
Eternal Life	\$350	Painting	4																			
Beautiful Forest by Pigula Photography	\$450	Painting	4																			
Rue de Rodiek	\$640	Painting	5																			
Golden Woman of Prosperity	\$850	Painting	5																			
<b>Statue Set</b>	200 CP																					
Statue of Cupid in Flight	\$220	Misc. Décor	3																			
The Politician's Rock	\$420	Misc. Décor	5																			
The Scholar's Rock	\$440	Misc. Décor	5																			
A Show of Force	\$660	Misc. Décor	6																			
Galley de Orleans	\$820	Misc. Décor	6																			
Phillippe of Aznac	\$1,410	Misc. Décor	7																			
Gloria	\$1,475	Misc. Décor	7																			
Alexia Full of Hair	\$1,500	Misc. Décor	7																			
Pan the Satyr	\$1,650	Misc. Décor	7												x							
Graveyard Statue	\$15,000	Misc. Décor	10																			
<b>Steampunk</b>	125 CP																					
Dulcinea Guitar	\$700	Hobby								2					x							Portable
Galileo's Observer	\$800	Hobby	3							2						x						
Anachronism VCT	\$4,500	Computer								7												Portable
Open Gears Wall Clock	\$60	Misc. Electronics	2																			
Blown Away with Frame	\$170	Painting	3																			
Gearbuster Door	\$250	Door																				
The Gilded Window	\$200	Window																				
<b>Steampunk the Return</b>	150 CP																					
Model Simoetrope	\$75	Misc. Décor	1																			
Greaves' Writing Set	\$90	Misc. Décor	2																			
The Benet Phonograph	\$400	Audio								3			x									x
Stelelevision Model V1	\$7,000	TV								7		x	x									x
<b>The Asian Arcade</b>	200 CP																					
Posture-Perfect Bookshelf	\$390	Bookshelf	2							3	x	x				x						
Dragon Dresser	\$555	Dresser	3																			
General's Column	\$75	Column	1																			
Far-Out Eastern Column	\$150	Column	3																			
Dynamic Dynasty Dining Table	\$720	Dining Table	4																			
Anxious End Table	\$300	End Table	2																			
Quaint Coffee Support Structure	\$280	Coffee Table	1																			
Great Wall Bed	\$2,400	Bed	4				8															3





Object	Price	Buy Mode Category	Environment	Hygiene	Hunger	Bladder	Energy	Social	Stress Relief	Fun	Charisma	Cooking	Athletic	Painting	Guitar	Logic	Handiness	Group Activity	Comfort	Speed	Special
Perfect Shui Dining Chair from Feng Shui Designs	\$95	Dining Chair																	1		
Practically Yours	\$260	Living Chair	1																2		
The Proper Loveseat	\$390	Sofa	1																1		
<b>The French Exhibition</b>	200 CP																				
Shuttered Window	\$220	Window																			
Lattice Window	\$120	Window																			
Bonjour et Adieu!	\$310	Window																			
Class-E Bookcase	\$630	Bookshelf	3							4	x	x				x					
Admire Moi Mirror	\$190	Mirror	2							3	x										
Ivy Covered Column	\$310	Column	3																		
The Juspresso XTi-French Beverage Maker	\$1,400	Misc. Appliance					4														
Dining Table du Jour	\$720	Dining Table	4																		
Le Petit Table	\$270	End Table	1																		
Dinner Party Perfect Chair	\$670	Dining Chair	1																	3	
The Cradle of Civilization	\$1,060	Bed	4																	2	
Simple Elegant Seating	\$530	Living Chair	2																	2	
Delicious Slumber Bed	\$4,200	Bed	7				10													3	
Le Grand Amour Park Bench	\$500	Outdoor Seating																			
<b>The Sultan's Studio</b>	200 CP																				
Sultan's Throne by Scarab Corp	\$1,175	Living Chair	1			10															
Great Dresser of Neezer	\$635	Dresser	4																		
Shade-a-Plenty Awning	\$50	Misc. Décor	1																		
Shade-a-Plenty Awning XL	\$100	Misc. Décor	1																		
Antique Drape	\$300	Misc. Décor	2																		
Pharaoh's Feasting Feaster	\$560	Dining Table	3																		
End of the Line End Table	\$95	End Table																			
Nosylla's Half-Caf Coffee Table	\$215	Coffee Table	1																		
The Coffee Sarcophagus Coffee Table	\$270	Coffee Table	1																		
Fit for a King(size)	\$990	Bed					5													2	
The Chair of Amon	\$110	Living Chair																		1	
Stone Seat from Tomb Dining Inc.	\$140	Dining Chair																		2	
The Regal Rester	\$190	Sofa																		2	
The Sultan's Sofa	\$310	Sofa																		1	
Umbrella Sculpture	\$40																				
<b>Ultra Lounge Living Set</b>	250 CP																				
L4 Bookshelf	\$750	Bookshelf	4							4		x				x	x				
Overly General Dining Chair	\$100	Dining Chair																			
Cushy Cushion Chair	\$650	Living Chair	2																		
Cushy Cushion Sofa	\$920	Sofa	3																		
Cushy Cushion Loveseat	\$810	Sofa	2																		
Made for Two Loveseat	\$820	Sofa	2																		
Theo's Contempo Coffee Table	\$270	Coffee Table	1																		
Theo's Contempo End Table	\$270	End Table	1																		
Mostly Square Table Light	\$275	Table Lamp	2																		
Three of a Kind Wall Lamp	\$150	Wall Lamp	1																		
Colossal Curtain	\$245	Curtain	2																		
Secrecy Curtain	\$270	Curtain	2																		
Elegant Swirls Lite	\$330	Painting	4																		
Elegant Swirls Wide	\$330	Painting	4																		
Tropical Leaves of Repose	\$32	Plant	2																		

Object	Price	Buy Mode Category	Environment	Hygiene	Hunger	Bladder	Energy	Social	Stress Relief	Fun	Charisma	Cooking	Athletic	Painting	Guitar	Logic	Handiness	Group Activity	Comfort	Speed	Special	
Double-Striped Wall Clock	\$80	Misc. Electronics	2																			
Super Sim Television DLX	\$6,300	TV								7		x	x					x				
<b>Ultra Lounge Outdoor Set</b>	250 CP																					
Cube of Light	\$50	Outdoor Light																				
Light in a Can	\$125	Wall Lamp																				
Standardizing Standards Loveseat	\$175	Sofa																				
Shrub of Tranquility	\$140	Plant	2																			
Protective Fence	\$45	Fence																				
Protective Fence	\$45	Fence																				
Protective Fence	\$45	Fence																				
Protective Fence	\$45	Fence																				
Division Fence	\$45	Fence																				
Division Fence	\$45	Fence																				
Division Fence	\$45	Fence																				
Division Gate	\$123	Gate																				
Division Gate	\$123	Gate																				
Division Gate	\$123	Gate																				
Division Double Gate	\$210	Gate																				
Division Double Gate	\$210	Gate																				
Division Double Gate	\$210	Gate																				
Posture Glass Double Door	\$0	Door																				
Cubic Square Door	\$285	Door																				
The Insulator Bay Window	\$285	Window																				
The Insulator	\$250	Window																				
<b>RVX2K Teleporter from Landgraab Industries</b>	350 CP / \$10,000	Misc. Electronics																				
<b>Moodlet Manager</b>	400 CP / \$3000	Misc. Electronics																				
<b>Body Sculptor</b>	500 CP / \$5000	Misc. Electronics																				
<b>Collection Helper</b>	500 CP / \$8000	Misc. Electronics																				
<b>Food Replicator</b>	500 CP / \$5000	Large Appliances																				

## Object Interactions

If you have played *The Sims* games before, you know that most objects can be used (and abused) by Sims—in fact, that's usually the point of putting an object on your lot. It should serve a function. Some objects have no function beyond boosting a room's environmental score and giving Sims the Decorated or Nicely Decorated moodlets. Other objects have interactions that provide learning or entertainment or satisfy a need. These objects and their interactions are detailed in this section of the object catalog.

To see what interactions are available on an object, just left-click on it. A radial menu appears. Click on an interaction to add it to the action queue in the screen's upper-left corner. (If you ever need to cancel an interaction, just click on it in the action queue.)

### NOTE

Objects here are designated by category. If a specific object in that category has a unique interaction, it will be called out separately.

### Alarm Clock

The alarm clocks are useful for getting specific Sims out of bed at designated times. You can always set a Sim to sleep until they are fully rested, but an alarm is good for making sure a Sim never oversleeps for work or school.

- ◆ **Set/Unset Alarm Clock:** Multiple Sims can set a special alarm that only works on them. However, if that Sim is not in the room when the alarm goes off, the alarm wakes up everybody else in the room, disturbing their sleep.

### Bar

Bars are great party objects. Sims can use them to make refreshments for either just themselves or a crowd, as the interaction *Make Drink* can be modified to make multiple beverages.

- ◆ **Have Drink:** Mix up a beverage and drink it yourself to satisfy Hunger
- ◆ **Make Drink(s):** Use this interaction to make drinks at the bar for the Sim and other Sims in the room. Other Sims can interact with drinks made at the bar and consume them to satisfy Hunger.

### Baseball/Football

Baseballs and footballs are outdoor activities great for entertaining Sims. Athletic Sims and Sims who Love the Outdoors will get the most enjoyment out of throwing around the ol' pigskin or a baseball.



- ◆ **Play Catch:** To use this interaction, there must be another Sim nearby. The two Sims then toss the ball back and forth, having fun. This activity also increases LTR.

### TIP

Developing the Athletic skill? Play with the baseball or football to increase that skill by a little bit for every hour you play.

## Bathtubs

There are several bathtubs you can choose from, but this general rule applies: the more expensive the bathtub, the greater the chance of it breaking and the less time it takes to take a bath. (This last part is particularly useful because as you get busier in life, you can save a lot of time with quicker baths and showers.) Bathtubs remove the Grungy and Smelly moodlets.

### TIP

Buy the rubber duckie from the supermarket and place it on the tub so every time you bathe, you get the Duck Time moodlet. It's an easy way to boost your mood every day!

- ◆ **Take Bath/Take Bubble Bath:** This is the most common interaction with the bathtub. This fills the tub with water and directs your Sim to bathe. Normally, the Sim bathes until he or she is clean, but you can cancel the action early. If you buy bubble bath from the supermarket, you can modify the bath into a bubble bath. Take Bubble Bath will give your Sim the Tranquil moodlet.
- ◆ **Clean Bathtub:** When the bath is dirty, you should clean it with this interaction. Sims don't like dirty surroundings (in fact, it's a negative moodlet), so keep the tub clean.
- ◆ **Repair Tub:** If the tub is broken, your Sim can attempt to repair it instead of calling a repair technician. The chance of this succeeding increases with a higher Handiness skill.
- ◆ **Upgrade:** There are two upgrades for the bathtub—Self-Cleaning and Unbreakable. This interaction initiates the upgrade process. If interrupted, it can be resumed later.

### TIP

You must place the bubble bath from your personal inventory on to the tub in order to open the Take Bubble Bath interaction.

## Bed

The bed is a critical part of each house. Sims need a bed so they can sleep for an extended period and charge their Energy need. If a Sim does not sleep, they become exhausted and can eventually pass out.

### CAUTION

A cheap bed sometimes gives you the negative Bad Night's Sleep moodlet.

- ◆ **Sleep:** All Sims need to sleep. Use this interaction to get the Sim in bed for an extended period of time. This will negative moodlets like Tired, Sleepy, and Exhausted if you sleep for longer than a few hours. Drag the action in the queue to the right to direct the Sim to Sleep Until Rested.
- ◆ **Nap:** Napping is a great way to rest up without spending too much time. A nap can result in the Had a Nice Nap as well as dispel negative moodlets like Sleepy, Tired, and Exhausted. If the Sim is Buzzed, they cannot take a nap.
- ◆ **Relax:** This interaction directs a Sim to the bed. They lay on top of the cover and just unwind with a book or watch a nearby TV. If another Sim is relaxing on the same bed, they can chat. Relaxing is a good way to lower stress.
- ◆ **Daydream:** While Sims are on the bed relaxing, they can daydream. This interaction lets the Sim really unwind with daydreams of Sims they know and places they have been. Ambitious Sims like to daydream more than other Sims.
- ◆ **Make Bed:** This interaction directs the Sim to make the bed. An unmade bed lowers the environmental rating of a room.

### NOTE

Once a Sim has slept in a bed, they "own" it and will prefer to sleep there afterwards. If you want the Sim to choose another bed, just direct them to sleep in the other one.

## Bicycle

Bicycles are cheap ways to get around town—and younger Sims love them. To put a bike on your lot, you must make sure to have a Bike Rack, too. There are two types of bicycle: Bi-Trike for Kids and NostalgicCycle. The Bi-Trike can only be used by child Sims.

## Birthday Cake

When it comes time to transition between ages, a birthday cake is the way to celebrate. The birthday cake can also be used to force an

age transition—but it only works one way. You can either buy a cake at the supermarket or in Buy Mode (look in the Outdoor tab). Sims can eat cake as well as use it to age-up.

- ◆ **Blow Out Candles:** This is the interaction that facilitates the age transition. After selecting this interaction, you must then choose when Sim in the family is going to age-up.
- ◆ **Grab a Plate:** Tell other Sims to partake of the cake with this interaction. Cake satisfies hunger.
- ◆ **Clean Up:** Cakes can spoil just like any other food, so be sure to clean up a cake after the party is over. This interaction places the cake in the trash.

## Book

Books are one of the most cherished and most useful objects in *The Sims 3*. Books provide great entertainment for Sims, giving them Fun. Books are a good way for some Sims to relieve stress. The higher the quality of the book, the more Fun it provides. If you direct a Sim to read a skill book, they will also learn the skill associated with the book while reading.

### TIP

Bookworms read faster than other Sims.

The first time you read a Masterpiece-rated book in any genre, you get the Read a Masterpiece moodlet.

- ◆ **Read Book:** This interaction directs a Sim to sit down and read a book. Sometimes, Sims will flip through a book while standing.
- ◆ **Get Book:** This interaction grabs a book from a bookshelf.
- ◆ **Put Away Book:** This interaction shelves a book on the nearest bookshelf.

## Bookshelf

Bookshelves are convenient places to store all of your household books so they do not clutter up your rooms—or your personal inventory.

- ◆ **Open Bookshelf:** To see what books are on a shelf, use this interaction.
- ◆ **Read/Read Something:** To read a book from the bookshelf, select this interaction. You can either be specific with the Read interaction or more general with the Read Something interaction.
- ◆ **Put Away Books:** This interaction puts all books not on the shelf away. This is a good way to get all books out of your personal inventory and clear up clutter.



## Buffet Table

Need to serve multiple Sims at the same time? Buying the buffet table from the Outdoor Cooking collection is an instant solution to your outdoor eating needs. Food can be placed inside the buffet and then Sims can take it as they want or need it. When food has not been placed inside the buffet table, the table is considered “unserved.”

- ◆ **Serve:** This interaction places food inside the buffet table so other Sims can easily grab a plate.
- ◆ **Grab a Plate:** With multiple food types, the Grab a Plate interaction is modified to include the different types of food in the buffet table. This interaction feeds a Sim, reducing hunger.
- ◆ **Clean Up:** When the party is over and the guests go home, clean up the table so food doesn't go rotten and stink up the place. This returns the buffet table to its unserved state.

### TIP

If high quality food was placed inside the buffet table, Sims who eat of it will get one of the different Meal moodlets.

### NOTE

The picnic basket is just like a portable buffet table. It has the same interactions.

## Burglar Alarm

The burglar alarm does not have any interactions. Instead, it sits on the wall and protects your house against theft. When a burglar creeps inside your house and enters a room with the alarm, the alarm sounds and not only wakes any sleeping Sim on the lot, but it also triggers an automatic call to the police. A police officer will be at the lot within a minute or two.

## Candles

Candles provide both illumination and environmental boosts for a room. You can place a candle on any flat surface.

- ◆ **Light Candle:** Sim instantly lights the candle, providing light.
- ◆ **Extinguish Candle:** Sims puts out the candle.

### TIP

Candles cannot set your lot on fire, so don't worry if you accidentally forget to blow them out before leaving home.

## Car

There are several automobiles you can purchase in Buy Mode. The more expensive the vehicle, the faster it goes. However, to place a car on your lot, you need to also buy a parking space bar and designate a parking spot for the vehicle.

### NOTE

Vehicles are expensive luxury items, but they are fun to customize with different paint jobs.

### TIP

If you advance in the Law Enforcement career, you get your very own police cruiser.

- ◆ **Set Owner:** Designate the Sim that will drive this car.
- ◆ **Travel:** This brings up the Town Map so you can choose a destination.

## Chair: Lounge

There are indoor and outdoor lounge chairs that do not have the same properties as a regular chair or seat. The lounge chair is in a permanently reclined position and offers a high amount of comfort.

- ◆ **Relax:** Relaxing in a lounge chair reduces stress.
- ◆ **Nap:** Napping in a lounge chair is like napping in bed. It reduces stress, and if you get enough of a snooze, you earn the Had a Nice Nap moodlet.

## Chess Table

- ◆ The chess table is an excellent way to improve your Sims' Logic skill. The more a Sim plays chess, the better they get at the game. Playing chess with other Sims is a good way to socialize and raise LTRs.
- ◆ **Challenge Sim to a Game:** This interaction directs your Sim and a designated Sim to an open chess table. While playing, your Sim increases the Logic skill. When the game is over, both Sims stand up and leave the table. If you won, the game is logged in the Logic Skill Journal.
- ◆ **Play Chess With:** Play Chess is a good way just to enjoy a leisurely game with a nearby Sim. While playing, the Sim increases his or her Logic skill. You can also adjust this interaction in the action queue to play until the skill level improves.
- ◆ **Practice Chess:** This is a single Sim interaction with the chess table. The Sim sits down and pores over the pieces,

improving Logic skill. This interaction can be adjusted in the action queue to play until the skill level improves.

- ◆ **Watch Chess:** Watching other Sims play chess provides Fun.

## Computer

The computer is one of the most important objects in the house because it has so many functions. The computer is a communication tool, it can be used to move, it is used to have fun and relax, and it is applicable to certain skills. Having a computer on your lot is a good investment. The better the computer, the less of a chance it has to break and the more Fun it provides when playing games. The more expensive computers also help do homework faster.

- ◆ **Browse Web:** Have Fun just surfing the net.
- ◆ **Chat With Someone:** Chatting on the computer is fun and it improves LTRs with other Sims.
- ◆ **Check for Responses:** If your Sims left a forum post, you can check for a response with this interaction. This can result in different moodlets, depending on the answer.
- ◆ **Find Coupons:** Frugal Sims can use the computer to seek out deals around town.
- ◆ **Find Job:** Every day, five new career options become available via the computer. Use this interaction to see who's hiring.
- ◆ **Hack:** Hacking can only be done at night.

### TIP

The more you hack, the better you get at it. Hacking is a hidden skill.

- ◆ **Join/Leave Book Club:** Use this interaction to sign up for a book club that delivers new books every week. You can also cancel the service.
- ◆ **Make Inappropriate Forum Post:** Inappropriate Sims can exercise this trait online and leave nasty posts in message boards.
- ◆ **Move Out:** When it comes time to move or kick a Sim out of the house, use this interaction to bring up the Moving interface.
- ◆ **Overclock:** Computer Whiz Sims can attempt to overclock the computer. If successful, they get an upgrade.
- ◆ **Play Chess:** Logic-minded Sims can play chess against the computer to improve the skill.
- ◆ **Play Computer Games:** Sitting down and playing computer game is a good way



to have easy, harmless fun. (Games are harmless, right?)

- ◆ **Put in Inventory:** Place laptop computer in Sim's personal inventory.
- ◆ **Repair Computer:** If the computer breaks, the Sim can attempt to repair it. Handy Sims have a better chance at actually fixing the machine.
- ◆ **Resolve Work Issues:** Workaholic Sims get this interaction for checking in on the office while away from work. This increases work performance.
- ◆ **Run Forensic Analysis:** Level 10 Law Enforcement Sims in the Forensics track can use this interaction to make money from home.
- ◆ **Solve the Unsolvable:** Genius Sims can attempt to run some hardcore formulas at home to make extra cash.
- ◆ **Upgrade:** Handiness skill Sims can upgrade with either Improve Graphics (makes playing games more fun) or Make Unbreakable (computer no longer breaks).
- ◆ **Work from Home:** Workaholic Sims can work from home to improve work performance, but it will add stress and decrease Fun.
- ◆ **Write Report/Review:** Sims in the Journalism career use this interaction to write reports and reviews for work.
- ◆ **Refine Writing Skill:** Practice the Writing skill with this interaction without actually working on a novel.
- ◆ **Write Novel:** Use this interaction to start a novel. You are asked which genre from a list of known genres, determined by skill level, and then for a book title. Whenever the Sim comes back to the computer, they can Continue Writing... or Scrap Novel to start over with a new book.
- ◆ **Writing:** Use this top-level interaction to dig into different Writing options.

## Crib

The crib is where babies and toddlers sleep to get the most energy refreshed. Babies happily remain in cribs until they get hungry or lonely and cry for attention.

- ◆ **Hold:** Use this interaction to pick a baby or toddler out of the crib.
- ◆ **Put in Crib:** Place a baby or toddler into the crib.

## NOTE

Cribs can never catch fire if a baby or toddler is inside of it.

## Dishwasher

When Sims have a dishwasher in their kitchen, they automatically use it when directed to clean up plates and dishes. The dishwasher is faster than washing dishes by hand in the sink. Cheap dishwashers are loud and prone to breaking.

- ◆ **Repair Dishwasher:** If the dishwasher breaks, you can try to fix it. The higher the Handiness skill of the Sim repairing it, the better the chances of actually making the repairs.
- ◆ **Upgrade:** There are two upgrades that can be performed on the dishwasher—Make Silent and Make Unbreakable. These upgrades silence the dishwasher and keep it from breaking down.

## Dollhouse

Kids love playing with a dollhouse in their room, but the dollhouse has a few extra interactions for Sims with a certain *disposition*.

- ◆ **Play:** This interaction sits the Sim down in front of the dollhouse to play with it and increase fun.
- ◆ **Join:** Join lets other Sims sit with a toddler or child already playing with the dollhouse and share in the fun.
- ◆ **Smash:** Mean-Spirited Sims can actually smash a child's dollhouse. If this action is seen by an adult, the adult will scold the young Sim who smashed the dollhouse.
- ◆ **Dispose:** Use this to clean up a broken dollhouse.

## Door

Almost every house must have at least one door on it. Sims automatically move through doors when directed inside or outside. However, you can designate one door on your house as the "front door," which all other Sims will use to enter the house. Left-click on the door and choose the Set as Front Door interaction. If you want to designate a different door, just Unset Front Door on the previous front door and pick a different one on the house.

## Dresser

Some dressers are nice enough to improve the environment of a room, but all of them let Sims interact with their clothing collections.

- ◆ **Change Outfit:** This directs the Sim to change into one of their other outfits.
- ◆ **Create Outfit:** This interaction takes the Sim into Create a Sim where a new outfit can be picked out to replace older duds.

## Easel

The easel is how Sims improve the Painting skill. When Sims interact with the easel, they slowly raise their Painting skill. There are different interactions the Sim can perform with the easel depending on their Painting skill, as well as

different sizes of canvases to paint. However, there are two main painting interactions:

- ◆ **Paint:** When a Sim is above level 3, they get the Paint interaction.
- ◆ **Practice Painting:** Practice Painting: Sims below level 4 in the Painting skill can only choose Practice Painting from the interaction menu and select the size of the canvas.

## Fire

Fire is a dangerous thing. If an object catches fire, such as a fireplace or a stove, it has the potential to spread to surrounding surfaces and objects. It can also catch Sims on fire, too, and that has the potential to kill them. If a fire breaks out, you must take care of as soon as possible.

- ◆ **Extinguish:** Use this interaction to put out the flames. Your Sim automatically pulls out a fire extinguishers and starts hosing down the flames, putting it out in a moment or two.

## Fire Alarm

Like the burglar alarm, the fire does not have any interactions. It hangs on the wall in any room, ready to alert you of fire. If a fire occurs in the same room as the fire alarm, the alarm sounds. Any sleeping Sim on the lot is immediately woken. A firefighter is also dispatched to the house to take care of the flames if no Sim is on the lot to extinguish the flames themselves.

## Fire Pit

The outdoor fire pit is a good place for multiple Sims to gather, warm themselves, and be social.

- ◆ **Light Fire:** This interaction lights the fire pit. This is required to do any of the other interactions.
- ◆ **Sit at Fire:** This interaction sits your Sim down at the fire where they can be social and have Fun.
- ◆ **Warm Self:** Warm Self gives Sims the Cozy Fire moodlet.
- ◆ **Poke Fire:** Poking the fire keeps it going and gives the Sim a little bit of Fun.
- ◆ **Roast:** If Sims have food items in their personal inventory, they can roast them over the fire and fill some Hunger.
- ◆ **Roast Marshmallow:** If the Sim has no food items in personal inventory, then Roast Marshmallow is the default interaction. Also satisfies some Hunger.

## Fireplace

The fireplace is a central point of the household where multiple Sims can gather to warm themselves and socialize.

- ◆ **Light Fire:** This interaction lights the fireplace. This is required to do any of the other interactions.

- ◆ **Warm Self:** Warm Self gives Sims the Cozy Fire moodlet.
- ◆ **Poke Fire:** Poking the fire keeps it going and gives the Sim a little bit of Fun.
- ◆ **Put Out Fireplace:** Extinguish the flames before leaving the house!
- ◆ **Change Fire Color:** High-end fireplaces and upgraded cheap fireplaces can be directed to change flame color.
- ◆ **Upgrade:** There are multiple fireplace upgrades for tinkering Sim to try out—Auto-Light, Fireproof, and Fire Colors.

## Fish

When your Sim drops a hook in the water around Moonlight Bay, there is a chance they will pull out a fish. In your inventory, fish have the following interactions:

- ◆ **Give Name:** Why not name that fish?
- ◆ **Put Away:** Place the fish back in your inventory.
- ◆ **Send Fish to be Mounted:** Send that fish off to be stuffed, mounted, and turned into a decoration.

## Fish Bowl

Have a cool collection of fish thanks to your advanced fishing skill? Buy fish bowls and place them around the house to show off your wet little friends. Fish add to the environment of a room.

- ◆ **Dispose:** Get rid of a dead fish with this interaction.
- ◆ **Feed:** Feed the fish in the bowl.
- ◆ **Stock/Restock:** Sims can order a fish to place in the bowl directly from the Sim's personal inventory.
- ◆ **Scoop Out Fish:** This places a fish in a bowl back into a Sim's inventory.

## Flamingo

The flamingo is a yard ornament that is just fun to have around. It improves the environment of an area.

- ◆ **Kick:** Evil and Mean-Spirited Sims can kick over flamingos. If the Sim is on a neighbor's lot and is seen abusing the pink, plastic feathered friend, they lose LTR.
- ◆ **Stand Up:** Stand a kicked flamingo back up so it can again contribute to the environment of a room/area.

## Food

Food is any prepared recipe or dish that comes from the kitchen, is stored in the fridge, or is delivered to the lot by pizza delivery. Food satisfies Hunger and, if the food is high quality, gives Sims good Meal-related moodlets.

- ◆ **Serve:** Prepare a recipe for the family on the lot. After cooking, the food will remain on the counter until put away.
- ◆ **Clean Up:** Clean up food on the counter so it does not spoil. Throwing away perfectly good food gives a negative moodlet.
- ◆ **Put Away Leftovers:** Store unfinished portions in the fridge for later consumption.
- ◆ **Put In Inventory:** Sims have to eat to stay healthy. After whipping up a dish in the kitchen or working on some leftovers, Sims then sit down to nosh. But if eating is interrupted, use the Eat interaction to continue consuming the food. Food can also be Put in Inventory for use later. Just don't forget about it.

### NOTE

For more about food interaction, see the Cooking skill section of the Simology chapter.

## Food Processor

The food processor is a useful small appliance that speeds your cooking process if you have a recipe that requires chopping, mixing, or doing anything with the cutting board. Your Sim will instead take the food from the fridge and go directly to the food processor. Once the food processor is done, the cooking process continues normally.

- ◆ **Have/Serve:** Left-clicking on the food processor brings up the Have/Serve interaction, but it leads only to recipes that would use the food processor.

## Foosball Table

The foosball table is a fun object that can relieve stress and improve LTRs with Sims who play together, because they socialize while playing. Unlike chess, foosball games are not tracked.

- ◆ **Play Foosball:** Step right up to the foosball table and start fiddling with the knobs. Right away, Fun is satisfied. Other Sims nearby will automatically join in.
- ◆ **Join Foosball:** If other Sims are playing foosball, use this interaction to join in.

## Fountain

Sims love to gaze about the Fountains in parks. Sims can use the Sit interaction to plop down on the edge of a Fountain or just use View to stand back and drink it all in. This is especially helpful for Sims that Love the Outdoors.

## Garden Gnome/Magic Gnome

The garden gnomes are nice little sculptures that add an environmental benefit to any room/area they are in. The Mysterious Mr. Gnome

version of the garden gnome has some cool magic tricks it pulls when nobody is looking.

- ◆ **Kick Gnome:** Pushing the gnome over with your foot eliminates its environmental bonus.
- ◆ **Stand Up:** To restore the gnome, use this interaction.
- ◆ **View:** Just bask in the gnome's glow.

## Grill

Whether you are using the grill at home or at a community lot like the beach, the grill is great place to gather up friends and have a communal meal. Sims make grill-ready foods on them, like hot dogs and hamburgers.

- ◆ **Grill/Serve:** This interaction directs a Sim to the grill and has them start whipping up some grilled delicacies for other Sims to enjoy.

## Guitar

- ◆ **Play:** This is the common interaction with the guitar and is a good way to start the Guitar skill development cycle. When you get good, the music that comes out of the guitar is quite pleasant and cheers up Sims in the immediate area.
- ◆ **Dance:** When somebody is playing a guitar, select it and choose Dance to start cutting a rug.
- ◆ **Perform:** This interaction lets you pick a specific composition to play.
- ◆ **Serenade:** This is a romantic interaction for wooing a would-be partner.
- ◆ **Play for Tips:** When a Sim takes a guitar off the lot, they can play for tips. Passing Sims may kick in a few Simoleons depending on the skill of the player.
- ◆ **Put in Inventory:** Place the guitar in the Sim's personal inventory so they can take it places.

## Harvestable

Harvestables are fruits and vegetables grown from the Gardening skill or bought from the supermarket. Most harvestables are food and can be used to cook recipes. The higher quality the harvestable, the better the dish.

- ◆ **Eat:** Eat the harvestable.
- ◆ **Pick Up:** Pick up a harvestable from a surface or the ground.
- ◆ **Plant:** You can plant any harvestable in the ground to grow it. Once planted, you can water, weed, and care for it with tricks picked up by developing the gardening skill. For more on how to grow harvestables, please see the Gardening skill section of the Simology chapter.





## High Chair

The high chair is a special seat for toddlers. Toddlers are happy to sit in the high chair. While a toddler is in a high chair, it cannot catch fire.

- ◆ **Put in Chair:** Place a baby in the high chair so it can be fed.
- ◆ **Serve Food:** Use this interaction on a baby in a high chair to give it pureed food from the food processor.
- ◆ **Give Bottle:** No food processor? No worries. Give the baby a bottle to sate its hunger.
- ◆ **Clean:** Babies are messy. Clean the high chair after it has been used.

## Hot Beverage Maker

The hot beverage maker is a kitchen object that can only be placed on the counter. The machine makes caffeinated beverages.

- ◆ **Serve Hot Beverage:** Use this interaction to create up to six hot drinks for Sims from the machine.
- ◆ **Drink Hot Beverage:** Use this interaction to create a single-serving hot drink from the machine. The drink is caffeinated, so it gives Sims the Buzzed moodlet.

### CAUTION

Don't drink from the hot beverage maker if you plan on taking a nap anytime soon.

## Insect

There are two types of insects in Moonlight Bay: beetles and butterflies. You will find them in the wild. Use our maps to pinpoint their positions.

- ◆ **Catch:** Use this to swipe the insect.
- ◆ **Release:** Release the bug back into the wild.
- ◆ **Give Name:** Name that bug to personalize it.

## Lights

Sims need light sources in every room so they can see what they are doing. Whether you place a ceiling lamp on the ceiling or a regular lamp on a table, you need to make sure rooms have plenty of light. There are several interactions for lights:

- ◆ **Auto-Light:** Set lights in your house to turn on automatically as night approaches.
- ◆ **Turn On/Turn Off:** Manually turn on lights in your house. You can choose just the selected light, all lights in a single room, or all lights in a house.
- ◆ **Set Color:** Spice up your house by changing the color of the bulb in the light. There are several colors to choose from.

- ◆ **Set Intensity:** Change the intensity of the light from dim to normal to bright.

## Mailbox

Every household lot has a mailbox out front. Use the mailbox to send and receive mail, including gems and metals that you send away for processing. Don't forget to check the mailbox for bills and pay them regularly.

- ◆ **Get Mail:** Get mail sends a Sim to the mailbox to collect whatever the mail carrier brought that day.
- ◆ **Pay Bills:** Pay bills to keep the repo man at bay.
- ◆ **Donate:** Good Sims can donate to charities and get the Charitable moodlet. Evil Sims can give money to nasty causes and enjoy the Evil moodlet.
- ◆ **Order Omni Seeds:** This is open only to highly developed Gardeners.

### TIP

If you hold down the left trigger on the Xbox 360 or L2 on the PlayStation 3 and select the Mailbox, you can use the Reset Sim command to warp your Sim back home with a neutral mood in the event they get stuck somewhere.

## Microwave

Like the food processor, the microwave is an optional piece of kitchen equipment that increases the speed of cooking a meal. However, using the microwave does decrease the quality of the food. Having the microwave adds the frozen meal to the quick meal menu at the fridge.

- ◆ **Have/Serve:** Use this interaction on the microwave to make dishes and recipes that can be sped up by using the microwave.
- ◆ **Upgrade:** Upgrade the microwave with Faster Cooking to make the object work even faster.

## Mirror

The mirror is a common household object with multiple uses, such as working on the Charisma skill. Some mirrors add environmental bonuses to rooms and give the Sim a bit of Fun.

- ◆ **Admire Self:** A Snob Sim loves to look upon its own visage.
- ◆ **Change Appearance:** Use this interaction to change the Sim's hairstyle and makeup.
- ◆ **Check Self Out:** Snob Sims love this interaction, but all Sims get a little fun out of checking themselves out.
- ◆ **Gussy Up:** Sims who love to check themselves out will walk up to the mirror

and start posing. They get the I Am Beautiful moodlet.

- ◆ **Play with Mirror:** Young Sims love to play in front of mirrors. They have a lot of fun doing so.
- ◆ **Practice Speech:** This interaction practices public speaking and increases the Charisma skill.

## Newspaper

Unless directed otherwise, the Newspaper Delivery Service Sim delivers a newspaper every morning. Newspapers can stack up and be a real eyesore, so don't let them accumulate outside the house. Over time, old newspapers darken and look gross. Fresh papers are always bright.

- ◆ **Read:** Sims will pick up the paper and find a place to sit, if possible. They scan the paper for news and events, including discount skill classes.
- ◆ **Check Weekly Events:** Read up on any possible special events or opportunities in town.
- ◆ **Find Discount Classes:** Scan the pages for discounted skill classes around town.
- ◆ **Find Job:** Use this interaction to spot a job listing in the paper. Several job openings are displayed. You can select any of them -- or none if you so choose. Different jobs are offered every day.
- ◆ **Clip Coupon:** Frugal Sims can spot deals in the paper for the shops in town.
- ◆ **Put in Inventory:** Place the newspaper in the Sim's personal inventory.
- ◆ **Recycle:** Use this interaction to direct your Sim to place the newspaper in the trash.

## Painting

Once work at the Easel is finished, Sims have a painting to call their very own. Other Sims can also interact with finished paintings on the Easel or hanging on a wall.

- ◆ **Name:** Name a finished painting (only available on the Easel).
- ◆ **Take Painting:** Remove the painting from the Easel.
- ◆ **Sell:** Sell the painting for a today profit (only available on the Easel).
- ◆ **View:** Admire the painting.
- ◆ **Frame Canvas:** Place the painting in a nice frame.

## Pedestal

Buy this object in Buy mode and then place it in your house. You can place smaller objects on top of the pedestal to turn it into instant, viewable art work.

## Phone

The phone which you can buy and install in your house behaves exactly like the cellphone in your personal inventory. From the phone, you can call for services, chat with friends and acquaintances, start the moving process, and arrange a party.

- ◆ **Chat:** Pick up the phone and call a Sim that is an acquaintance or more.
- ◆ **Call for Services:** Call up service Sims like babysitters, pizza delivery, cleaners, and more.
- ◆ **Throw Party:** Arrange a special occasion like a wedding party or birthday party. Pick attendees here.
- ◆ **Move:** Ready to move to a different house or lot? Use the Move interaction to pick out your new place, pack up stuff, and even decide who is coming along for the fresh start.

## Pond

When you create a pond on your lot, you can then fish on it. Here are the available interactions for a pond:

- ◆ **Choose Bait:** Choose the specific type of bait to use when fishing. Requires 1 fishing skill.
- ◆ **Fish:** Go fishing in a stocked pond.
- ◆ **Inspect Water:** Lists the type of fish found in the water. Requires 1 fishing skill.
- ◆ **Stock Pond:** Place fish into a pond.

## Pool

Pools are wonderful things to have on your lot, but you can also get the same benefits by visiting one of the community pools in town. Swimming in the pool increases the Athletic skill, but does lead to the Fatigued moodlet if you swim for a very long time. Sims no longer need a ladder to get in and out of the pool. They can get out anywhere if directed.

- ◆ **Swim:** This is the basic interaction for a pool. This directs the Sim to change into a swimsuit and get in the water.
- ◆ **Swim Here:** Sims already in the pool will swim to the designated spot.
- ◆ **Extinguish Self:** If a Sim is on fire and near a pool, they can dive in and put out the flames.

## Refrigerator

The fridge is a crucial object for your house -- like a toilet or a bed, it is not complete without one. The fridge is where you store all of your ingredients for cooking so you can just left-click on it and select a recipe to prepare.

### TIP

The higher quality your fridge, the less of a chance your leftovers will taste bad, thus giving you the Tastes Like Fridge negative moodlet.

- ◆ **Have/Serve:** This interaction leads to a list of possible recipes. If the recipe requires ingredients not in the fridge, the price of making the dish is listed next to it. The funds are automatically deducted when choosing the recipe to have or serve. Serving a recipe creates a larger set of portions. This takes longer, but results in leftovers which can be eaten later.
- ◆ **Have Quick Meal:** Grab a quick meal for free from the fridge. These meals do not boost cooking skills, but do sate hunger.
- ◆ **Eat Leftovers:** Eat a serving of leftover dishes in the fridge.
- ◆ **Clean Out Bad Food:** After a few days, leftovers go bad. The fridge starts to stink, which makes Sims Disgusted to be around it. Use this interaction to take the food to the trash.

## Rock

As seen in the Collectibles section of the town tour, Sims can pick up rocks from the ground. These rocks have potential gems inside them. Use the Collect interaction to pick them up. If you want to get the gem inside cut, use the Get Cut interaction on it (once it is in your inventory and you are at home). Then check the mailbox in a few days for your new treasure.

## Potty Chair

The potty chair is a special toilet for toddlers. Grown Sims can teach a toddler how to use the bathroom by interacting with the potty chair. This is an important interaction to teach a necessary skill before the toddler ages up into child.

- ◆ **Potty Train:** Teach the toddler how to use the potty.
- ◆ **Empty:** Empty a used potty chair so it doesn't smell and disgust other Sims.
- ◆ **Use:** Once trained, toddlers can use this interaction to go to the bathroom all on their own.

## Seat

There are a variety of seats you can buy and install on your lot, such as barstools, dining chairs, couches, sofas, loveseats, and desk chairs. Each chair has its own comfort rating, which in turn can give Sims a Comfy moodlet. Sims instinctively use seats when eating or reading.

- ◆ **Sit:** Direct a Sim to sit down in a chair, sofa, or some sort of seat.
- ◆ **Cuddle:** Two Sims can cuddle up on a loveseat.
- ◆ **Nap:** Sims can take naps on couches and loveseats and enjoy the same benefits as napping on a bed or lounge chair.
- ◆ **Chat:** Sims can sit down on a sofa or couch and chat with other Sims also sitting on the couch.

## Seeds

Many harvestables start out as seeds, which can be planted in the ground and taken care of until they sprout into bushes and trees that give off fruit and flowers.

- ◆ **Pick Up:** Use this command to pick up a found seed.
- ◆ **Plant/Plant Many:** Use this interaction to place seeds into the ground in and around your lot.

### NOTE

To learn more about planting seeds and gardening, see the Gardening skill section of the Simology chapter.

### NOTE

Seeds can be placed from Family Inventory in Build & Buy Mode. You can then plant them in Live Mode.

## Seesaw

The Seesaw is a great playground object for Sims to interact with and have Fun. Select the Seesaw and use it to go for a ride, play, and restore the Fun need. Only Children can use the Seesaw, and there must be two of them on the lot.

## Shower

Showers satisfy Hygiene requirements faster than baths and depending on the quality of the shower, give a variety of moodlets. Showers also remove negative Hygiene moodlets, like Grungy and Smelly. Cheap showers occasionally give the Cold Shower moodlet, while expensive showers result in Exhilarating Shower.

### NOTE

The Shower Tub combo combines the best of the shower and bathtub. Sims can take both showers and baths and enjoy all the different benefits/moodlets.

- ◆ **Take Shower:** Use this interaction to take a shower. Sometimes, you receive the Squeaky Clean moodlet.
- ◆ **Clean:** When a shower is dirty, clean it out.
- ◆ **Repair Shower:** If the shower is broken, you can attempt to repair it instead of calling a repair technician to take care of it.
- ◆ **Put Out Self in Shower:** If a Sim is on fire, use this interaction to extinguish the flames in the shower.
- ◆ **Upgrade:** Handy Sims can upgrade this shower so it is Unbreakable or Self-Cleaning.



## Sink

Sinks function quite as you might expect. These objects are good for taking care of Hygiene needs. In the kitchen, sinks are used to wash dishes. In the bathroom, they are used to wash up and brush teeth.

- ◆ **Brush Teeth:** This interaction makes Sims brush their teeth, which in turn gives the Minty Breath moodlet.
- ◆ **Wash Hands:** After using the toilet, your Sim should use the Wash Hands interaction to regain some lost Hygiene.
- ◆ **Clean:** Dirty sinks need to be cleaned regularly or else they become disgusting.
- ◆ **Sponge Bath:** Only Inappropriate Sims can use this interaction.
- ◆ **Repair:** Broken sinks squirt water everywhere and can lead to puddles. If a Handy Sim is on the lot, they can repair the sink. Otherwise, phone a repair technician.
- ◆ **Upgrade:** Handy Sims can upgrade sinks so they do not break.

## Slide

The Slide is another good playground object for Sims to interact with and have Fun. Select the Slide and use it to play and restore the Fun need. Younger Sims just love the slide. Teen can hang out at the top of the slide for Fun.

## Sprinkler

The sprinkler is a great object for gardeners as this cuts down on the amount of time needed to water harvestables. Sprinklers have a large watering radius, which you can see in Buy Mode when moving it on to your lot.

- ◆ **Turn On/Off:** Turn on the sprinkler to start watering plants. Within a few seconds, the harvestables are at their maximum needed water level.
- ◆ **Play With:** Sims like to play in the sprinkler. Use this interaction to direct fun-loving Sims to the sprinkler so they dance and play. This satisfies Fun needs.
- ◆ **Upgrade:** The sprinkler can be upgraded to Auto-Water, which takes care of plants every day without any need for further interaction.

## Stereo

The stereo is a fun object that offers entertainment to Sims within listening distance, especially if the stereo is tuned to a station playing the same kind of music that is the Sim's favorite. Sims around a stereo get the Enjoying Music moodlet. If the music favorite is a match, that moodlet gives a greater mood boost. The stereo is also used to work on the Athletic skill via workouts.

- ◆ **Turn On/Off:** This interaction turns the stereo on and off.
- ◆ **Change Station:** Use this interaction to

change the station on the stereo. The stereo stations match the different kinds of music Sims can pick as favorites in Create a Sim.

- ◆ **Change Volume:** Adjust the volume of the stereo in case others are sleeping.
- ◆ **Workout:** Start working out with the stereo to boost the Athletic skill.
- ◆ **Dance:** Dancing to the music coming out of a stereo meets the Fun need. Sims can dance with each other, which improves the current STC.
- ◆ **Repair:** If the stereo breaks, a Sim can try to fix it.
- ◆ **Upgrade:** There are three stereo upgrades—Make Unbreakable, Soup Up Speakers, and Wire House with Speakers. Make Unbreakable guarantees the stereo will not break down anymore. The Soup Up Speakers increases the Enjoying Music moodlet. Wire House with Speakers lets every room in the house listen to music from a stereo. This can amplify the range of the Enjoying Music moodlet. (It can also wake up sleeping Sims if you aren't mindful.)

## Stove

The stove is a critical component of the kitchen if you plan on cooking meals. Without it, making food is almost impossible. The stove is key to boosting the Cooking skill. As the Sim cooks over the stove, the blue skill meter fills. Cheap stoves have a tendency to burn food and catch on fire. The nicer the stove, the better the food, the quicker the food cooks, and the fewer times you need to worry about fire damage.

- ◆ **Check Stove:** Neurotic Sims can keep poking their heads into the stove to check on things.
- ◆ **Have/Serve:** This interaction starts cooking a selected recipe.
- ◆ **Clean:** Stoves get dirty, so clean them regularly to make sure you serve only the best food.
- ◆ **Upgrade:** There are a few upgrades for the stove. The Self-Cleaning upgrade eliminates the need to ever clean the stove again. Improve Cooking Quality is a good way to help a cheap stove make food like an expensive one. Fireproof a stove so it never catches your kitchen on fire.

## Swing Set

The swing set is a fun outdoor activity for Sims of all ages. Sims who swing together get a nice LTR bump for having fun with each other. Sims who Love the Outdoors also get a boost just out of being outside and playing on the swings.

- ◆ **Push:** This interaction directs a Sim to push another Sim on the swing and get them started. While pushing another Sim, both have Fun and get an LTR bump.
- ◆ **Swing:** A Sim can play on the swings alone to get a little Fun.

## Telescope

The telescope is a key object for logical Sims. This object is a little expensive, but worth it for its ability to help develop the Logic skill and bring in money through the Search Galaxy interaction.

- ◆ **Look Through/Stargaze:** During the day, Sims look through the telescope. At night, they stargaze. Sims have fun with these activities and get a small Logic skill boost while doing so.
- ◆ **Search Galaxy:** Once a Sim reaches Logic skill level 3, they can start searching the galaxy for celestial bodies and make extra cash. Searching the galaxy also raises the skill.



Search Galaxy has a chance of spotting a meteorite that lands somewhere in the area.

## Terrarium

When you bring an insect home (butterfly, beetle) use Build/Buy Mode to move them from your Family Inventory to a surface.

- ◆ **Watch:** Enjoy watching the bug in the terrarium -- it's relaxing.
- ◆ **Give Name:** Name your bugs.
- ◆ **Release:** Set the bug free.

## Toilet

- ◆ **Use:** To relieve the Bladder need, use the toilet. The Sim sits down and takes care of business without any further assistance.
- ◆ **Flush:** Once the Sim has finished going to the toilet, flush. Please. Sometimes, flushes result in clogged toilets and puddles.
- ◆ **Clean:** When the toilet gets dirty—which is often, especially on cheap toilets—Sims must clean it. Otherwise, they get Disgusted when they see it.
- ◆ **Unclog:** When a toilet gets clogged up, Sims can try to unclog it on their own. Handy Sim have a better shot at success.
- ◆ **Upgrade:** Make Self-Cleaning fixes up a toilet so Sims no longer have to clean it. Make Uncloggable eliminates the need to ever have to repair the toilet again.

## Tombstone (or Remains)

When Sims die and the grim reaper takes them away, they leave behind a grave marker or urn for their remains. Sims can carve an epitaph on it or mourn over it. The type of gravestone is determined by the amount of lifetime happiness the deceased Sim had.

- ◆ **Engrave:** Chisel a nice epitaph to a Sim who now sees the shadows behind the skies.



- ◆ **Mourn:** Weep and wail over the death of a loved one.

## Toys

Children and toddlers have a variety of toys they can play with to keep busy and satisfy Fun. The stuffed bear can be carried around for Fun or remove the Lonely moodlet. If Sims sleep with the bear, they get the Cuddle Time moodlet. The toy xylophone is fun to play with. Baking with the toy oven actually gives kids a head-start on the Cooking skill. Cakes cooked in the toy oven give the Good Meal moodlet. Up to four Children can play with the activity table.

## Trash

Trash bags are real eye sores and they can lead to negative moodlets. Be sure to get rid of trash bags by dragging them into trashcans, either inside your house or to the trashcan near the curb outside.

- ◆ **Clean Up:** Pick up the trash and dispose of it in a can.

## Trashcans and Compactors

Every household lot has a trashcan outside of the house. Sims in the Journalism career can sift through the trash to get the necessary dirt to write a report. There are interior trashcans and compactors for taking care of garbage inside the house.

- ◆ **Empty:** When the interior trashcan gets smelly, empty it into the trashcan outside.
- ◆ **Rummage:** Want to check out your neighbors' trash? Use the rummage interaction on another lot's trashcan to do through it. Who knows what you might find?
- ◆ **Repair Compactor:** If you have a compactor and it breaks, use this interaction to attempt a repair. Handy Sims have a greater chance of success.
- ◆ **Upgrade:** Handy Sims can upgrade the interior trash compactor so it can take more trash before needing to be emptied. They can also upgrade it to Unbreakable.

## Treadmill

The treadmill is one of two pieces of exercise equipment you can install on your lot, but it is also available at the gym for free. Working out on the treadmill lowers your Hygiene, so make sure you have time for a shower after using it.

- ◆ **Work Out:** Directs the Sims to the treadmill. While on the treadmill, you can set the tone for the actual workout. Any moodlets related to the kind of exercise are earned, such as Fatigued, Sore, and Pumped.
- ◆ **Train:** If the Sim has the ability to train another Sim in Athletics (level 6), use this interaction to train a Sim on the treadmill.

## TV

The television is, as they say, a necessary evil. With the exception of the Technophobe, Sims love to watch TV. They enjoy vegging out with their favorite shows, flipping channels to find something that tickles their fancy. There are a few education channels on the TV that increase skills, such as Cooking and Gardening. But a number of different traits are also well served by the TV, depending on whether or not it has a lot of channels. Cheap TVs only have a few channels. Expensive TVs have all of the possible channels. Here is the channel break down by the level of television:

**1: Romantic Rendezvous:** Over-Emotional and Hopeless Romantic Sims get a boost out of this channel.

**1: KidZ Area:** Children love to watch this station—as do Childish adult Sims.

**1: Action World:** Excitable, Daredevil, and Party Animal Sims like this channel.

**1: Sports Universe:** Athletic Sims like this station.

**2: Got Garden?:** Green-Thumb, Vegetarian, and Loves the Outdoors Sims like this channel. It also boosts the Gardening skill.

**2: Cookin' Cable:** The Cooking skill is boosted by this channel. Natural Cook and Couch Potato Sims like this channel, too.

**2: Terror TV:** Neurotic, Coward, and Over-Emotional Sims actually get Scared by this channel.

**3: Fishing Fracas:** The Fishing skill is boosted by this channel. Angler Sims and Loves the Outdoors Sims enjoy this channel.

**4: Super Shopping:** This is the top channel you can get on TV. It provides a lot of fun.

Here are the TV interactions:

- ◆ **Turn On/Off:** This interaction turns the TV on and off. Turning the TV off when somebody else is watching it is considered rude.
- ◆ **Watch TV:** Plop down in front of the TV and just start watching.
- ◆ **Call Repair Technician:** When the TV is on the fritz, use this to call in some fix-it help.
- ◆ **Change Channel:** Pick a channel from the selection your TV gets.
- ◆ **Workout with TV:** Watch an workout show and exercise along with it to boost your Athletic skill.
- ◆ **Repair TV:** If the TV breaks, you can try to fix it. If you don't have a high Handiness skill, you may fail and get a nasty shock.

- ◆ **Sabotage:** Technophobe Sims can purposefully break a TV.

- ◆ **Upgrade:** The Make Unbreakable upgrade prevents the TV from breaking. The Boost Channels upgrade raises the TV up to the next tier of channels. This only works once per TV. You cannot take the cheapest TV all the way up to HD.

## TIP

Watching the top TVs in high-def gives the Pristine Picture moodlet.

## Videogame System

Videogames are a great way to blow off steam and escape from the hustle of the real world. (Hey, we don't have to tell you that, right?) Videogames are not cheap, but they offer a lot of Fun. Videogame systems must be placed near a TV to be useful.

- ◆ **Play Videogames:** This is a fun interaction that satisfies a Sim's need for leisure.

## VR Goggles

The VR Goggles are an expensive videogame system, but the extra Simoleons spent pay off big when satisfying Fun. However, the VR Goggles are strictly single-player.

- ◆ **Adventure:** This interaction works on the goggles system. There are three kinds of VR adventures to take: action, fantasy, and sci-fi.

## Window

Houses need windows to let in natural light and just look attractive. There is just one interaction Sims can have with windows.

- ◆ **Look In Window:** Teens and older can use this interaction to walk up to a neighbor's house and peer through the windows. This lets you see inside the house. If the owner of that house spots you peeking, they shoo you away and your LTR takes a hit.

## Workout Bench

The workout bench is a weight system that increases strength training. This piece of equipment can be bought in Buy Mode and found at the local gym.

- ◆ **Work Out:** Directs the Sims to the exercise bench. While on the bench, you can set the tone for the actual workout. Any moodlets related to the kind of exercise are earned, such as Fatigued, Sore, and Pumped.
- ◆ **Train:** If the Sim has the ability to train another Sim in Athletics (level 6), use this interaction to train a Sim on the workout bench.



# Online Exchange

## The Social Experience

*The Sims 3* includes a social component—and we're not just talking about Facebook and Twitter integration, although you may hook *The Sims 3* into both of those networks and update your friends on the various lives you're living within the game. There is also a significant community within *The Sims 3* based on the flow of goods and content, such as customizable clothing, lots, patterns, and more. This is called the Exchange. Here, you are encouraged to share, trade, and download content from other *The Sims 3* players. Because creativity is such a focus of *The Sims 3*, you will find a lot of amazing content in the Exchange. Give it a shot and download cool stuff into your game. And then use it as a springboard to try out new patterns, colors, and other customizations that you can upload back into the Exchange. It's that flow of give and take that keeps the Exchange a vibrant, fun place to interact with other *The Sims 3* players.

## The Exchange

The Exchange is a free-to-use online community for trading personalized/customized objects, patterns, lots, and more with other *The Sims 3* players. *The Sims 3* offers tools for easily sorting through all the available online content (which increases every day) and offers the ability to set up a personalized page so you can have a unique identity within the Exchange.



When you first log into the Exchange, you see a news feed that updates you on your friends' activities within *The Sims 3*, such as completed Challenges, actions, and other game-related events. This is a cool running ticker that lets you know what your favorite fellow players are up to and may even inspire you to match them act for act.

## My Page and Favorites



My Page is your online home for your *Sims 3* content, which is stored in your personalized My Studio. Your page is also an outward-looking identity within *The Sims 3* community. Here, you establish your persona with a name and an avatar, which is a photo of one of your Sims—you may choose from personally created Sims or Sims from the Sim Bin.

After naming your My Page and selecting a photo, you can then assign traits for your My Page straight out of the traits collection found in Simology. You can even pen a short bio for yourself that friends within *The Sims 3* community can read and get to know a little bit about you and your style. Now, when other players check out your My Page, not only will they see your bio and avatar photo, but they can also see objects, patterns, and other things you have uploaded to the Exchange.



When players look at your My Page, they can "favorite you." You are encouraged to do likewise with other community members. When you favorite another player, they appear in your My Favorite Creators listing. This is an easy way to keep tabs on the talents of the Exchange and see all the new goodies they generate. You can only favorite goods within the Exchange, which then appear in your My Favorites list. This list of "favorited" objects and whatnot is different from following a person. Instead, My Favorites keeps track of things you fancy, giving you an easy way to download them into different households. You can also

see when favorited objects, lots, and other items have been updated.

## Search



When you are ready to see what's on tap in the Exchange, select the Search tab from the top menu of the Exchange. This leads you to a multi-category search page where you can seek out content using several filters. You can choose to just look at clothing or lots, or leave the Search on "All" and just browse what's new and popular. You can also use search words to locate specific things, like "blue hair" or "skirt" if you want to sort deeper.

## NOTE

Depending on the type of content you search for, you will have different parameters beyond just keywords. For example, if you want to search on clothing, you may select the gender, age, and clothing type. These filters make it easier to locate the type of content you are interested in bringing into your game.



When you see something you like, select it. You then go to a page specific to the content. From this page, you can do several things. Most likely, you'll either favorite the content so it's easy to find again later or download it into your game. You can also get a closer look at

the content, recommend it to your friends, or check out the creator's My Page.

### CAUTION

If the Exchange content is inappropriate, you can flag it with the Report Item button so it is brought to the attention of people minding the Exchange.

### My Studio



My Studio is where you keep and manage all content you have altered with Create a Style, grabbed off the Exchange, or bought in the Store. Sims fashioned in Create a Sim are also stored here in case you want to easily access them for uploading to the Exchange.

### CAUTION

When the red circle with a slash appears in the Buy catalog and in Create a Sim, it means you aren't connected to the EA Network, so no content is being put there from The Exchange.



### NOTE

You cannot upload objects or styles to the Exchange from inside an active Sims 3 game. You must exit out to My Studio in order to send goods up to the Exchange.

Whereas it is easy to import Sims, clothing, or patterned objects into your game, lots work a bit differently. You see, imported lots cannot just be placed anywhere in Moonlight Bay. Lots are different sizes and only fit at specific addresses. So, if you import a lot that is based on a specific address, you may only place it at that same address within your game. For more on importing lots, please see the Dream House chapter.

### TIP

Be descriptive in your naming and details of uploaded content. That will help other people easily find your stuff.

### NOTE

To delete content you've created, go to the Uploads tab.

### THE STORE

The Store is an online shop right off the main menu where you can go shopping for new clothing, customized objects, and more. The shop uses real world money, though, and is not an marketplace of free goods like the Exchange. Depending on which console you use, you must use that service's payment system to purchase goods. Please see your console's instruction manual or online terms for proper use of its commerce system.

Goods purchased in the Store cannot be traded in the Exchange. However, you can share the styles you create for purchased objects. If another player attempts to download a style, the game will tell them that they need to purchase the object.

## Achievements and Trophies



### When Life Isn't Enough of a Reward

Pursuing the dreams of your Sims should be fulfilling enough—but let's be honest, you wouldn't mind having something else to show for your efforts. *The Sims 3* for the Xbox 360 and PlayStation each have achievements and trophies (respectively). These are earned by completing specific in-game challenges and situations, as well as racking up fulfilling actions for your Sims.

Name	Description	Trophy	Page #
<b>PS3 TROPHIES</b>			
Master of Simology	Unlock all other trophies.	Platinum	n/a
Baby Steps	Create a household.	Bronze	7
Graduated	Complete the in-game tutorial.	Bronze	n/a
How You Doin'?	Learn the Charisma skill.	Bronze	63
Wishful Thinker	Complete 10 wishes.	Bronze	24
What Goes Around	Use a Karma Power.	Bronze	51
BFF!	Make a best friend.	Bronze	71
Sim About Town	Attend a town event.	Bronze	51
It's a Date	Go on a date.	Bronze	72





Name	Description	Trophy	Page #
You Never Forget Your First	Have a first kiss.	Bronze	72
WooHoo!	Make WooHoo.	Bronze	72
Climbing the Ladder	Reach level 5 in a career.	Bronze	121
That New Car Smell	Buy a car.	Bronze	145
Not Twice, But 10 Times	Complete 10 opportunities.	Bronze	37
This Is so Meta	Experienced the Meta. (Watch your Sim playing a game on the computer.)	Bronze	153
I Double Dare Ya	Explore the catacombs after dark.	Bronze	111
Sim-Author	Write a book.	Bronze	70
Epic Party	Throw an awesome party.	Bronze	74
Partners in Crime	Become a partner of the Paragon Personal Private Charity Warehouse.	Bronze	107
Stylizer	Design and save 20 styles using Create a Style.	Bronze	104
The Big Proposal	Get engaged.	Silver	72
Movin' On Up	Move into a new home.	Silver	99
Expertise	Reach level 10 in a skill.	Silver	62
Once a Parent, Always a Parent	Welcome a child into the family.	Bronze	87
Working Friends	Become best friends with your boss and all of your co-workers.	Silver	71
Be Excellent To Each Other	Reach the maximum potential Karma.	Bronze	51
Dream Big	Complete a Lifetime Wish.	Silver	14
Home Is Where the Simoleons Are	Raise your household's value to \$35,000 or more.	Bronze	121
Not Dead Yet	Resurrect a Sim.	Bronze	52
Power Overwhelming	Unlock every Good Karma Power by purchasing them with Challenge Points.	Silver	60
Mad Skillz	Complete any 2 Skill Journal Milestones.	Bronze	62
Leet Skillz	Complete any 10 Skill Journal Milestones.	Silver	62
Genie	Gain 150,000 Lifetime Happiness Points on one Sim.	Silver	21
But It's Inflammable!	Extinguish a Sim on fire.	Bronze	88
The Reviler	Become a public menace.	Silver	53
Epic Fail	Use the Epic Fail Karma Power on 13 unsuspecting Sims not in your family.	Bronze	53
Matchmaker	Start 5 romantic relationships.	Bronze	72
Fit for a King	Prepare a Perfect meal.	Bronze	64
Owned!	Buy out a commercial property in town.	Bronze	107
Pyromaniac	Get an insurance check for over \$15,000 after using the Fire Storm Karma Power.	Bronze	54
Botanical Perfection	Grow a Perfect plant.	Bronze	66
Trophy Fish	Catch a perfect fish.	Bronze	65
Happiness...It Stacks	Get 5 positive moodlets at the same time on one Sim.	Bronze	16
Master Architect	Build a home of at least \$350,000 in property value on a large lot.	Silver	98
Child Prodigy	Complete a Lifetime Wish before becoming a Young Adult.	Silver	14
True Wealth	Gain 250,000 Lifetime Happiness Points on one Sim.	Silver	21
Challenging	Complete 50 Challenges.	Bronze	54
Very Challenging	Complete 100 Challenges.	Silver	54
Uberchallenging	Complete 150 Challenges.	Silver	54
Wish-Master	Complete 100 wishes.	Silver	23
Miracle Worker	Complete 1,000 wishes.	Gold	23
<b>XBOX 360 ACHIEVEMENTS</b>			
Baby Steps	Created a household.	5	7
Graduated	Completed the tutorial.	5	n/a
How You Doin'?	Learned the Charisma skill.	10	63
Wishful Thinker	Completed 10 wishes.	10	24
What Goes Around	Used a Karma Power.	10	51
BFF!	Made a best friend.	10	71

Name	Description	Trophy	Page #
Sim About Town	Attended a town event.	10	51
It's a Date	Went on a date.	20	72
You Never Forget Your First	Had a first kiss.	30	72
WooHoo!	Made WooHoo!	40	72
Climbing the Ladder	Reached level 5 in a career.	20	121
That New Car Smell	Bought a car.	5	145
Not Twice, But 10 Times	Completed 10 opportunities.	20	37
This Is so Meta	Experienced the Meta. (Watch your Sim playing a game on the computer.)	5	n/a
I Double Dare Ya	Explored the catacombs after dark.	5	111
Sim-Author	Wrote a book.	10	70
Epic Party	Threw an awesome party.	20	74
Partners in Crime	Became a partner of the Paragon Personal Private Charity Warehouse.	10	107
Stylizer	Designed 20 styles using Create a Style.	15	104
The Big Proposal	Got engaged.	50	72
Movin' On Up	Moved into a new home.	40	99
Expertise	Reached level 10 in a skill.	25	62
Once a Parent, Always a Parent	Welcomed a child into the family.	40	87
Working Friends	Became best friends with your boss and all of your co-workers.	30	71
Be Excellent To Each Other	Reached the maximum potential Karma.	15	51
Dream Big	Completed a Lifetime Wish.	50	14
Home Is Where the Simoleons Are	Raised your household's value to \$35,000 or more.	20	121
Not Dead Yet	Resurrected a Sim.	10	52
Power Overwhelming	Unlocked every Good Karma Power by purchasing them with Challenge Points.	25	60
Mad Skillz	Completed 2 Skill Journal Milestones.	15	62
Leet Skillz	Completed 10 Skill Journal Milestones.	20	62
Genie	Gained 150,000 Lifetime Happiness Points on one Sim.	30	21
But It's Inflammable!	Extinguished a Sim on fire.	10	88
The Reviler	Became a public menace.	30	53
Epic Fail	Used the Epic Fail Karma Power on 13 unsuspecting Sims.	15	53
Matchmaker	Started 5 romantic relationships.	30	72
Fit For a King	Prepared a perfect meal.	15	64
Owned!	Bought out a commercial property in town.	15	107
Pyromaniac	Got an insurance check for over \$15,000 after using the Fire Storm Karma Power.	20	54
Botanical Perfection	Grew a Perfect plant.	15	66
Trophy Fish	Caught a perfect fish.	15	65
Happiness...It Stacks	Got 5 positive moodlets at the same time on one Sim.	15	16
Master Architect	Built a home of at least \$350,000 property value on a large lot.	15	98
Child Prodigy	Completed a Lifetime Wish before becoming a Young Adult.	20	14
True Wealth	Gained 250,000 Lifetime Happiness on one Sim.	25	21
Challenging	Completed 50 Challenges.	20	54
Very Challenging	Completed 100 Challenges.	25	54
Uberchallenging	Completed 150 Challenges.	30	54
Wish-Master	Completed 100 wishes.	25	23
Miracle Worker	Completed 1,000 wishes.	30	23



## Wii Simology



So, how long have you been you? Throughout your whole life, you've played one role, occupied one skin, and seen through one set of eyes. And while this life is indeed what you make of it, there is always an inherent human curiosity about what this world must look, taste, sound, and feel like to everybody else. In the sun-soaked town of Vista Beach, you have the chance to indulge that curiosity. Actually, you have a million chances—to become a world-class chef, to build a new home, to thrill the crowds as an extreme sports star, or just to finally bake the perfect batch of cookies. After all, dreams can come in any size. Sometimes the happiest moments in your life are the smallest victories.



But you cannot start this alternate life without first creating a new Sim. Sims are the people that live inside this game; they are the vessels in which you live out a secondary life (or as many as you can successfully juggle). You aren't just assigning hairstyles and shirts here, though. The Create a Sim process lets you really tinker with what makes your Sim tick by assigning traits. These different traits—and there are plenty to choose from—allow you to craft unique personalities, all with their own life goals, wants, and needs.

That's not to minimize the simple fun of picking out the right pair of shoes, though. Remember...the smallest victories are sometimes the best.

Once you have created a new Sim, the rest of the Simology chapter will guide you through the needs and wants of daily life in Vista Beach. Your Sim will have wishes large and small. They will want friends and to feel love. They will desire education and the development of new skills. It's up to you whether to help them achieve their dreams or deny them.

### 50 DAYS OF HAPPINESS

This is new to the Wii version of *The Sims 3*—you have 50 days to see how many Lifetime Happiness Points you can bank. Once your household crosses that 50-day mark, your time in Vista Beach comes to a close and everything accomplished is tallied up. You may grow your family, change generations, and more during those 50 days. Of course, you can always start a different household on a different save to begin another 50-day challenge.

### REQUIRED READING

Before starting a new story with your Sims, you need to know about these basic building blocks of daily life in Vista Beach. You will see these terms throughout this guide and expanded upon in both this and later chapters.

◆ **Wishes:** Every Sim has desires, both immediate and long term. When you create a Sim, you give it a Lifetime Wish. However, Sims also come up with smaller wishes each day that they would love for you to help them fulfill. Fulfilled wishes boost your Sim's mood and award Lifetime Happiness points.

◆ **Lifetime Happiness Points:** These are the ultimate barometer of your Sim's fulfillment. When you complete a wish, your Sim earns Lifetime Happiness Points. You also earn these points when you boost your Sim's mood over a certain threshold. Lifetime Happiness Points can be traded in for Lifetime Rewards, which affect your Sim's personality and aptitude, and Karma Powers.

◆ **Skills:** Sims can learn a variety of talents, such as fishing, painting, and athletics. These skills are often tied into careers or hobbies. Certain activities increase your skill ranking.

◆ **Careers:** Sims must have a constant source of income to maintain their households. Careers provide that income. There are several career tracks in Vista Beach, from extreme sports to tourism. Sims can also turn their skills into moneymaking opportunities, such as fishing. Each career has several levels of promotion.

◆ **Opportunities:** From time to time, Sims encounter opportunities that result in rewards when completed. Opportunities are typically related to careers and skills. Rewards include job promotions, physical objects, Simoleons, or relationship boosts.

◆ **Moodlets:** *The Sims 3* introduces a new measurement of your Sim's happiness—moodlets. Moodlets are

factors that affect your overall mood. They are good and bad. Most moodlets have a timer that denotes how long they affect overall mood. Some negative moodlets can be eliminated by correcting behavior or environment. To make your Sims' life better and earn more Lifetime Happiness Points, adjust your Sims' lives so they experience more positive moodlets.

◆ **Needs:** Sims have individual needs like Bladder, Hunger, Hygiene, Social, Fun, and Energy. These needs are affected by environment, activities, and relationships. While mood and moodlet take center stage in making sure your Sim is happy, don't neglect basic needs. When buying objects for your lot, be sure to keep an eye on how certain objects affect specific needs. For example, a nicer bathtub or shower will increase your Sim's Hygiene rating.

◆ **Socials:** Socials are the interactions that take place between Sims. There are literally hundreds of socials. Not all socials are available right away. Some are unlocked by developing skills. Other socials are activated by the traits you give your Sims. Use socials to direct a conversation and engage other Sims, paying attention to their likes and dislikes so you can build better relationships. Who knows what could happen? Playfully teasing the right Sim could lead to a lifelong love, while joking with a sourpuss could result in a new nemesis.

◆ **Karma:** Energies sent out into the universe tend to come back around. This is called karma, and it comes in two varieties—good and bad. Karma Powers can be unleashed by spending Lifetime Happiness Points.



## A New You

### Create a Sim



Create a Sim is the toolbox that allows you to sculpt brand-new Sims either from scratch or by modifying a pre-made Sim found when you start the game. *The Sims 3*'s Create a Sim is boosted with an even more visual enhancements and improvements. Sims now look more real than ever. There are not just hundreds of combinations of eyes, ears, and noses to choose from. You can also modify cheekbones, eye shapes, height, weight, muscle mass, and those lovable curves that make us human.

In addition to all the cosmetic surgery you can perform on your Sims, the Create a Sim tool lets you spark a personality out of a host of traits. Traits include everything from Bookworm to Lucky. With more than 50 different traits to select from, you have the means to craft a robust and particular personality.

### Appearance



When you first enter the dressing room of Create a Sim, you meet a pre-built Sim, just waiting for you. You can choose this pre-set Sim and dig right into the personality or you can use this Sim as base inspiration for fashioning your own. Perhaps you dig that first Sim's hairstyle but want a different color. Or you are struck by the face of a Sim but just aren't sold on a certain aspect, like the eyes.

From the first screen of the Create a Sim toolkit, you have five tabs of options and potential changes. Here are the five tabs and their functions:

- ◆ **Basics:** This tab lets you name your Sim and change its gender, skin tone, and age. You also assign specific traits to your Sim and select a Lifetime Wish.

- ◆ **Hair:** Use this tab to change your Sim's hairstyle, which includes adding headgear.
- ◆ **Looks:** Go here to change the general appearance of your Sim's head and face, including making adjustments to chin, nose, eyes, and cheeks.
- ◆ **Clothes:** Select your Sim's basic wardrobe from this tab, including everyday wear, athletic garb, and formal clothes.

### Basics



Should you decide to make a completely new Sim, you will likely start tinkering with the Basics tab right away. The Basics tab lets you give your Sim a new name, assign a specific age, and decide the gender. You do not need to settle on a name right away, but the age does affect a lot of other things in the Create a Sim process.

There is a Body Modifier tab here, too; use this to alter your Sim's physical feature set like muscle mass, weight, and skin tone. You may even give your Sim otherworldly skin (why not be a green alien?) in this tab.

## BROWNIE BITES

Gender makes absolutely no difference in *The Sims 3* with regard to how the narrative of life unfolds, except in one key area—pregnancy. Only female Sims can become pregnant and have babies. Beyond that, you should never get hung up on gender. Both male and female Sims can develop all the skills, pursue any career, and chase down any dream.



### Hairstyle



For many, no physical feature defines them more than hair. As such, hair is highly customizable inside the Create a Sim toolkit. There are many different hairstyles to choose from for either gender and each 'do can be further personalized by adjusting hair color. You can select from a number of brows and make adjustments to each.

### Looks



The Looks tab of Create a Sim is where you select facial features, such as eyes and a nose. This is basically a painless plastic surgery tab, as you can adjust each feature. You can also make changes to the head shape and even apply a little make-up. (Or a lot, if that's your thing.)

### Clothing



Do clothes truly make the Sim? If so, then you can make and remake your Sim five times over in Create a Sim by assigning five different outfits for five different occasions—everyday wear, formal, sleepwear, athletic, and swimwear. Gender and age affect the clothing choices. Male Sims cannot choose a formal gown and little kids cannot wear a tuxedo. (Not even a baby blue one.)

Everyday clothing is what your Sim commonly wears when at home during normal waking hours or while out and about the town. The formal wear is donned for special events or going out for a nice meal. When it is bedtime, Sims slip into their comfy sleepwear. Before heading to the gym, Sims put on athletic clothes. Finally, swimwear is what your Sim puts on when they, well, swim.



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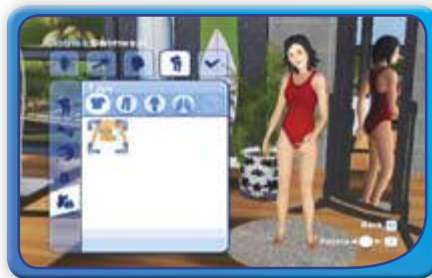
Charisma

Relationships  
and SocializingFamily and  
Aging

Everyday clothes



Formal



Swimwear



Sleepwear



Athletic gear

## Personality

The Basics tab of the Create a Sim tool is primarily where you determine your Sim's personality. You may assign up to five traits that

define their personality. There are more than 60 traits to choose from in the Create a Sim tool. Not all of them are positive, but that's where an element of honesty must come into play. Nobody is perfect. Do you really want to make a perfect Sim with five positive traits? Or do you want to give them a personality wrinkle that makes them more "human?"



The selections you make here stick with your Sims for the remainder of their lives. Choose carefully because these traits have far-reaching effects on all aspects of life, from how the Sim functions in a social situation to how they like to spend quiet time at home—if at all.

## Traits



There are many traits to choose from in *The Sims 3*. Traits include personality triggers such as Shy, Lucky, and Vegetarian. Because these traits not only make up the core of your Sims' personality (including which skills are easier to develop and which careers can be mastered more efficiently) but also affect what Lifetime Wishes are available to them, consider how they might factor into the kind of life you'd like to live inside *The Sims 3*.

## TRAITS LIST

Trait	Description
Angler	Anglers catch fish better than any other Sims. They also enjoy fishing more than anyone else.
Artistic	Artistic Sims are naturally gifted artists with a paint brush. They also make pretty good writers and musicians!
Athletic	Athletic Sims are the best athletes in town. They can push themselves harder and longer than others, and will do so to feel the burn.
Bookworm	Bookworms have a passion for reading that surpasses their other desires. They also tend to become good writers.
Charismatic	Charismatic Sims love to socialize with others and often know the perfect thing to say in every conversation. They also like to throw parties!
Clumsy	Clumsy Sims muck up both precious and everyday moments in life with shoddy footwork and poor planning.
Cultured	They gain more mood and happiness benefits from purchasing and upgrading to higher-quality objects and homes. They gain positive moodlets when purchasing art, visiting the museum, or eating at more expensive establishments.
Daredevil	Daredevils seek the extreme side of life, even if it means making an everyday chore extreme. They also love fire.
Easy Going	They gain Happiness Points when walking instead of running and when interacting with slower interactions. Other Sims gain positive mood when interacting with this Sim.
Evil	Evil Sims love the dark, take great delight in the misfortune of others, and prefer to lead a life of as far away from goodness as possible.
Family Oriented	Family-Oriented Sims make great parents. They love big families and being surrounded by their children.
Flip-Flopper	This Sim's other traits cannot be chosen and in fact change randomly every day, sometimes to the benefit or detriment of the day's routine.
Flirty	Flirty Sims are constantly looking for romance and are most often quite successful in this endeavor.
Gadget Geek	They gain Happiness Points while using electronic devices and receive a positive moodlet for purchasing electronics. They also gain the Handiness skill faster than other Sims.
Genius	Geniuses are brilliant logical thinkers, masters of chess, and excellent hackers. They savor pursuits of the mind.
Good	Good Sims go out of their way to help friends and family in need, are charitable with their money, and frequently comfort those around them.
Good Sense of Humor	Sims with a Good Sense of Humor tell the best jokes that never fall flat or fail to entertain.
Great Kisser	Great Kissers kiss better than any other Sim. They give kisses that are not easily forgotten.
Grumpy	Grumpy Sims are rarely in a good mood. It's quite difficult to make them happy, because they simply don't want to be happy.



Trait	Description
Handy	Handy Sims are the best tinkerers. They will never fail when repairing or upgrading a household item, which makes electrical objects far less dangerous!
Hates Outdoors	Sims that Hate the Outdoors despise being outside and will always remain indoors whenever possible.
Hopeless Romantic	Hopeless Romantics passionately seek their soul mate. They want romance and true love, and they surround themselves with cheesy romantic television and novels.
Hydrophobic	Hydrophobic Sims are terrified of swimming. They loathe every second they have to spend in the pool.
Hyper Active	They can accomplish tasks faster than other Sims but receive negative moodlets when idle for too long.
Inappropriate	Inappropriate Sims talk about the wrong thing the wrong time, never think to dress properly, and never think to apologize when they've wronged someone. They enjoy mocking others with harsh words.
Insane	Insane Sims respond to events in life unpredictably. They say what they want, do what they want, and even wear what they want, even if it doesn't make sense to anyone else.
Loner	Loners enjoy time spent alone more than time spent with others. Quite shy, they will never approach anyone that isn't a close friend. They prize their solitude and get nervous around large groups.
Loser	Losers encounter woe and misfortune throughout their lives, beginning with school and continuing into their career. They will fail, and fail often. They won't get mad or even when life falls apart. They'll just cry.
Loves the Outdoors	These Sims love spending time outdoors and find a special joy in nature that others do not.
Loves Water	These Sims receive positive moodlets while swimming or in the rain, but they receive negative moodlets when on dry land for too long. They can splash in puddles.
Lucky	Lucky Sims are closely followed through life with a comforting sense of luck. They win often and they win big.
Mean	Mean Sims love to fight, mostly because they never lose in a brawl. They take satisfaction with every new enemy made and dream of new ways to be nasty to others.
Megalomaniac	An overgrown sense of self importance and a drive to be admired. Constantly idles to a "heroic" pose, constantly chats about career or skills. Receives higher mood and Happiness Point rewards for fulfilling wishes and opportunities.
Natural Cook	Natural Cooks are able to kick any dish up a notch, making their food the most delicious to eat. They learn to cook more quickly than others, and never burn the kitchen down in the process!
Neat	Neat Sims always find time to clean, regardless of their mood. They are easily devastated by filthy surroundings, but will never leave a mess behind.
Neurotic	Neurotic Sims will freak out at the most minor of provocations. They become stressed easily and can be difficult to mellow. Luckily they take solace in sharing their worries with others.
No Sense of Humor	Sims with No Sense of Humor tell terrible jokes, so they tend to not tell them. They also don't enjoy the jokes of others. Humor is simply wasted on them.
Over Emotional	Over-Emotional Sims experience greater mood swings than other Sims when both good and bad things happen to them. They are constantly shedding tears of joy, whether it's at a wedding or just on their couch watching romantic television.
Paranoid	Paranoid Sims think that the world is out to get them. They are always jumpy and twitchy and are constantly on the verge of losing their minds.
Party Animal	Party Animals love to party, and others love to party with them. When a Party Animal hosts a party, everyone comes and has a great time. Woo!
People Pleaser	The People Pleaser is a generous Sim who gets positive moodlets whenever they do something for other Sims. They gain additional interactions for helping or aiding other Sims, too.
Perfectionist	Perfectionists spend more time cooking, writing, or even painting, but what they eventually finish is noticeably better than something created by other Sims. Perfectionists accept nothing shy of perfection.
Procrastinator	They receive positive moodlets for showing up late to work or delegating work but receive negative moodlets for being on time and doing chores.
Shy	They have fewer interactions with strangers, making it difficult to build relationships at first. Despite having fewer relationships, they end up with better quality ones in the end.
Slob	Slobs constantly leave messes in their wake. To make matters worse, they won't offer to pick up or clean! Luckily, common filth won't offend their senses.
Unlucky	Things rarely go right for Unlucky Sims. They often lose at everything they touch, though some do take pity on their misfortune...
Vegetarian	Vegetarian Sims never choose to eat meat, and doing so causes them to quickly become ill.
Virtuoso	Virtuosos have a natural gift with musical instruments and are often considered the best musicians. As such, they earn more as musicians when playing for tips and learn more quickly.
Workaholic	Workaholics love to work and rarely become stressed from working. Their mood suffers when they miss work, but they are able to make it up by working from home. Workaholics make the best employees!

## Pre-Made Personalities



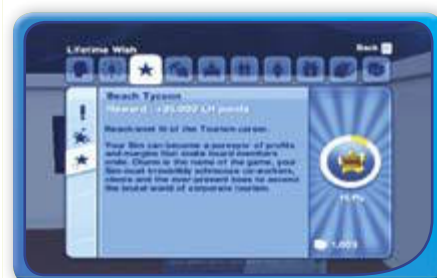
If you want to hurry right along to Vista Beach, you can opt to just select one of six pre-made personalities for your Sim. Each of these personalities has a series of five traits. You may of course switch out any of the traits within the personality. Here are the six pre-made personalities:

- ◆ Quiet One
- ◆ Responsible Adult
- ◆ Super Villain
- ◆ People Person
- ◆ Hippie
- ◆ Romantic

## Lifetime Wishes



Before exiting Create a Sim, you select a Lifetime Wish. Satisfying a Lifetime Wish takes a lot of work, but is worth a lot of Lifetime Happiness Points. Not every Lifetime Wish is worth the same number of points, though.



Monitor your progress toward your Lifetime Wish via the Status Panel. The percentage ticks up as you fulfill requirements.





The Lifetime Wishes available are:

### Beach Tycoon

- ◆ Reach level 9 of the Tourism career

Vista Beach was meant to be put on the map and you are the Sim that's gonna do just that. By climbing the ladder of the Tourism career, you will soon become the most powerful business figure in Vista Beach.

### Celebrated Five-Star Chef

- ◆ Reach Level 10 of the Culinary career

Bustling kitchens filled with fiery stoves and flamin' hot dishes are in store for Sims desiring the title of Five-Star Chef. Your Sim will need to build relationships with kitchen staff and develop Cooking skills.

### Chess Legend

- ◆ Become a Chess Legend
- ◆ Master the Logic skill

Logic is cold and calculated—an impenetrable fortress that cannot be undermined by passion-filled banter. Chess is the battleground for those who adhere to logic. A Sim who can both master the path of logic and reach the coveted title of Grand Master will be forever enshrined in legend.

### Commander Nemo

- ◆ Reach Level 10 in the Science career

Being the ultimate role-model to aquatic scientists and marine biologists everywhere is a hefty responsibility. With this responsibility comes an awesome pearly white lab coat that won't stay white for too long if you're doing your job correctly.

### The Culinary Librarian

- ◆ Learn Every Recipe

By mastering the Cooking skill and perusing the bookstore for recipes, your Sim can become a walking library of culinary expertise.

### The Emperor of Evil

- ◆ Reach Level 10 of the Criminal career

Your Sim can become the leader of the world's most diabolical organization. Strong evil office relationships are a must, as is possessing enough Athletic ability.

### Gold Digger

- ◆ Survive your wealthy spouse

Some paths to acquiring wealth are more devious and selfish than others. Gold Diggers seek to marry the incredibly wealthy and yearn to see the premature demise of their spouse. It's the only way to really enjoy the money—alone and rich.

### Golden Tongue, Golden Fingers

- ◆ Master the Guitar skill
- ◆ Master the Charisma skill

Kindly spoken words and softly strummed strings are the fastest way to a Sim's heart and an excellent way to make friends. Charisma is a highly social endeavor, whereas guitar is for those who love learning and performing music. A master of both is an irresistible charmer.

### Heartbreaker

- ◆ Be the Girlfriend/Boyfriend of 10 Different Sims

Why settle for a long-term romantic relationship or monogamy when there are so many attractive Sims out there? Your Sim can find a lifetime's enjoyment by seeing many different Sims. Just keep your Sim's many former lovers at a reasonably safe distance.

### International Super Spy

- ◆ Reach level 10 in the Law Enforcement career

The forces of justice and order need champions to foil the nefarious plans of those who would do the citizenry harm. Only Sims in peak physical condition who use logic to solve troubled situations and look smashing in evening wear need apply at the Police Department.

### Jack of All Trades

- ◆ Reach level 5 of four different careers

Being tied to a single job isn't for everyone, especially those who enjoy learning new things and finding adventure behind a new desk. Your Sim will be a jack of all trades by climbing halfway up the corporate ladder of four careers.

### Living in the Lap of Luxury

- ◆ Get a family net worth of \$500,000

A life of extreme wealth is one of comfort and privilege, but also one of fulfillment. If your Sim owns a fabulously furnished home and has enough money to live in luxury, satisfaction will be had.

### Master of the Arts

- ◆ Master the Guitar skill
- ◆ Master the Painting skill

The artisan can paint images that incite the humorless to laugh and the inarticulate to become eloquent. The addition of Guitar skills can make your Sim the envy of the community.

### Perfect Mind, Perfect Body

- ◆ Master the Athletic skill

- ◆ Master the Logic skill

Seeking personal perfection through rigorous mental and physical training is a noble goal that guarantees a lifetime of challenge. Your Sim may one day stand on the peak of physical Sim achievement, but not without much sweat and mental strain.

### Renaissance Sim

- ◆ Reach level 10 in three different skills

True scholars are not satisfied with mastering a single subject or with mediocrity spread amongst a variety of topics. There are many physical, mental, and creative pursuits from which to choose. Reach the top level of several skills to become a Renaissance Sim.

### Rock Star

- ◆ Reach level 10 in the Music career

The path of rock appeals to many a young Sim, but the perilous journey is completed by few. Your Sim must join the music career, survive the early years of rock servitude, and master the guitar to become the greatest rock star the world has ever known.

### Swimming in Cash

- ◆ Have \$200,000 Simoleons in household funds

Simoleons fuel the world and, for some, personal happiness as well. Scrimping and saving to live in an efficient home, working hard at a career, and succeeding at lucrative personal side projects will allow your Sim to swim in the metaphorical pool of money.

### Super Popular

- ◆ Be friends with 20 Sims

Popularity is a sign that the community enjoys the friendship of your Sim. Unselfish socialization is a worthwhile pursuit.

### Surrounded by Family

- ◆ Raise three Children to Teens

For family-focused Sims, the joys that pitter and patter about on two legs make all the struggle and hardship of parenthood worthwhile. A house full of children can mean a tight budget, little personal time, and few luxuries, but at least there's always somebody to play with!

### The Tinkerer

- ◆ Master the Logic skill
- ◆ Master the Handiness skill

Logic leads to great finds, whereas Handiness unlocks interesting household improvements.

### World-Renowned Surgeon

- ◆ Reach level 10 in the Medical career

Only the greatest surgeons defeat disease. Your Sim must be able to make logically brilliant, split-second decisions at the operating table. The Medical career is only for incredibly dedicated Sims who are mentally above the rest.

## Extreme Athlete

◆ Reach level 9 of the Extreme Sports career

Whoa, dude! While others hang ten, you turn it up to eleven. Race to the upper levels of the Extreme Sports career and become the greatest daredevil that ever cheated death and lived to tell the tale.

## Mood

There are several ways to measure your Sim's life progress, such as Simoleons or the current career promotion, but mood is how you measure your Sim in real-time. Your Sim's happiness and/or misery is displayed right there on the Mood meter—shaped like an upside-down exclamation point on the right side of the Current Status Panel. The meter turns green when the Sim is pleased. It turns bright red when something is seriously amiss. There is a yellow point in the middle of the Mood meter that gives you a warning when the Sim is slipping toward unhappiness. Inject something fun or enjoyable into your Sim's day or her mood will continue to plummet.



Pushing the Mood meter into the green indicates happiness. And if you

can boost the Sim's mood all the way into the "bubble" at the top of the meter, then you know your Sim is truly happy. As long as the Mood meter is in that bubble, the Sim accumulates Lifetime Happiness Points. This lasts until the mood dips out of the bubble. Even if the Sim is still shown to be happy by a largely green meter, Lifetime Happiness Points are only accumulated when the bubble is active.

These Lifetime Happiness Points are another metric of overall success. You may use them to acquire Lifetime Rewards, special objects, or modifiers that affect your Sim's well-being. The complete list of Lifetime Rewards—including costs and properties—is in the Wishes section.

### Moodlets

Mood is a bird's-eye view of everything the Sim is feeling at that given moment. Moodlets are slivers of that mood. These smaller emotions, feelings, and cravings are not passive indicators—these are real-time assessments that should never be ignored.

Some moodlets demand immediate attention, such as moodlets that indicate

Hunger or a lack of Hygiene. These negative moodlets contribute to a decreased overall mood, which affects so much of your Sim's life, such as their performance at work. Negative moodlets can typically be dispelled with an action, such as taking a shower to get rid of the Grungy moodlet.

There are two types of moodlets—positive and negative. To keep your Sim's mood up, you need to do more things that inspire positive moodlets. Moodlets have varying degrees of effect on overall mood. Some moodlets are very minor and do not cause a large mood swing. However, these little annoyances can add up to an unhappy Sim if they are ignored. To reverse these, address any condition causing a negative moodlet and seek out activities that cause positive moodlets.

Moodlets are fleeting—they only last for a certain time before they either vanish or, in the case of several negative moodlets, lead into worse moodlets. While a moodlet is active, it contributes to the overall mood. As soon as the timer on a moodlet expires, that moodlet's effect on the overall mood vanishes.

Here is a list of all the moodlets your Sim can feel, broken down by effect. The duration of each moodlet is also included so you know how long the effects of a moodlet will influence overall mood.

## MOODLETS

Moodlet	Mood Effect	Duration	How Earned
About to Die	50	24h	When you are 24 hours away from death.
Adrenaline Rush	15	3h	Sim has Daredevil trait and performs Watch This social interaction or after being on fire.
Backache	-20	4h	Pregnancy
Bad Night's Sleep	-15	6h	Cheap Bed
Bad Reception	-10	Variable	Cheap TV.
Beautiful View	15	Variable	When Sim is in a park.
Beautifully Decorated	40	Variable	Decorated room.
Betrayed	-50	24h	See partner flirt with another Sim.
Boring Conversation	-5	3h	Caused by Sims being boring in conversations.
Brightened Day	10	3h	Use Brighten Day interaction on a Sim.
Caught After Curfew	-15	3h	Get caught by police and lectured by parent.
Charitable	10	24h	Donate to charity.
Cheered Up	15	3h	Get cheered up by another Sim.
Cold Shower	-10	3h	Use a cheap shower.
Comforted	15	3h	Receive Comfort action, Cry On Shoulder.
Comfy	5	Variable	Sit on a comfortable chair, sofa, or bed.
Cool	20	Variable	Don't do anything for 2 hours.
Cozy Fire	5	Variable	Warm yourself by fire.
Creeped Out	-10	Variable	A Sim gets too intimate too soon.
Creepy Graveyard	-5	Variable	Visit graveyard.
Decorated	10	Variable	Decorated room.
Desolate	-50	Variable	Critically low Social need .
Detention	20	4h	Aww shucks! Nobody likes spending time in detention!
Dirty Surroundings	-15	Variable	Spoiled food; dirty objects.



Moodlet	Mood Effect	Duration	How Earned
Disgusted	-5	Variable	Spoiled food; stinky Sims.
Divine Meal	75	7 days	Sim eats Ambrosia dish.
Drowning	-40	Variable	Stay too long in water after energy runs out.
Embarrassed	-20	3h	Urinate self, see or be seen naked, get caught sleeping at work
Enemy	-10	Variable	Come in contact with enemy Sim.
Enjoying Solitude	15	Variable	Introverted Sims like it best at times when others completely and utterly stay away.
Enjoying the Music	40	Variable	Be next to a stereo or guitar
Entertained	25	6h	Having fun.
Exhausted	-50	Variable	Low Energy need.
Exhilarating Shower	20	3h	Use expensive shower.
Failing	-40	18h	Having to stare at a failing grade on a report card just stings. Homework completion and a good mood will improve marks.
Father of the Bride	40	24h	Be the father of a Sim getting married
Father of the Groom	40	24h	Be the father of a Sim getting married
Fatigued	0	6h	After long workout.
Feeling Lucky	5	23h	Wake up on a random lucky day.
Feeling Unlucky	-5	23h	Wake up on a random unlucky day.
Fiendish Delight	15	6h	See Sim with negative moodlet, Donate to Undermine Charity, Steal Baby's Candy, going to work (Evil career).
Filthy Surroundings	-30	Variable	Spoiled food; dirty objects.
Fired	-30	24h	Get fired from your job.
First Kiss	40	24h	First time kissing.
First Romance	40	2 days	First time in love.
Fresh Start	15	18h	When you start on an empty lot.
Fulfilled	15	6h	Fulfill a promised wish.
Great Meal	10	Variable	Have a meal of Normal or Nice quality.
Great Kiss	15	3h	Get kiss from somebody with Great Kisser trait.
Grungy	-5	4h	Low Hygiene need.
Had a Nice Nap	10	5h	Take a nap.
Has To Pee	0	2h	Low Bladder need.
Having a Blast	40	8h	Have fun for an extended period of time.
Hungry	0	3h	Low Hunger need.
Heart Broken	-50	2 days	Breakup; death of lover.
Heartwrenching Scene	-60	2 days	Witnessing a break up is truly heartwrenching. Hopefully, the two Sims can reconcile or find new love elsewhere...
Hilarious Conversation	12	3h	Socialize with Sim with Good Sense of Humor that is being funny.
Honor Student	25	24h	Get good grades.
Humiliated	-15	2h	Be insulted; lose fight.
Hydrophobic	-20	Variable	Go swimming despite not liking water.
It's a Boy	80	24h	Have a male child.
It's a Girl	80	24h	Have a female child.
Just Married	50	2 days	Get married.
Late at Work	25	12h	Be late to work.
Likes Work	10	Variable	Enjoying your job.
Lonely	-15	14h	Low Social need.
Lost a Friend	-25	24h	Friend dies, negative social drops friendship.
Missing Water	-20	Variable	Likes water but hasn't been around it for a while.
Missing Work	-30	Variable	Missing work causes this.
Mother of the Bride	40	24	Be the mother of a Sim getting married.
Mother of the Groom	40	24h	Be the mother of a Sim getting married.
Mourning	-50	2 days	Relative/friend dies.
My Love!	20	Variable	Be near lover.
Nauseous	-25	2h	Eat spoiled food; pregnancy.
New Car Smell	10	2h	Ride in a new car.
New Friend	20	8h	Make a new friend.
New Home	20	24h	Move to a new lot.



Moodlet	Mood Effect	Duration	How Earned
Newly Engaged	50	24h	Propose marriage.
Nicely Decorated	25	Variable	Be in a decorated room.
On Fire	-200	1h	Sim on fire.
One with Nature	20	Variable	Sim with Loves the Outdoors trait is outside for more than 15 minutes.
Overworked	-15	12h	Working too hard causes stress.
Pregnant	20	24h	After trying for a baby.
Pristine Picture	15	Variable	Watching an expensive TV.
Pumped	15	3h	Exercise.
Really Has To Pee	-30	Variable	Really low Bladder need.
Rejected by Ex	-20	6h	When talking to an ex and being rejected
Rejected First Kiss	-10	6h	Fail your first kiss attempt.
Rejected Proposal	-30	6h	When marriage proposal is rejected.
Rude Awakening	-10	1h	Loud noise while sleeping.
Saw Great Concert	25	16h	See concert at theater.
Saw Great Game	20	16h	See game at stadium.
Saw Great Movie	10	16h	See movie at theater.
Saw Great Play	25	16h	See play at theater.
Saw Great Symphony	30	16h	See symphony at theater.
Singed	-40	Variable	Electrocution, fire, accident at work (Science career).
Sleepy	0	3h	Low Energy need.
Smelly	-10	Variable	Low Hygiene need.
Squeaky Clean	10	7h	Just took a shower or bath.
Starving	-80	24h	Zeroed out Hunger need.
Stir Crazy	-15	1h	Stayed in the house on lot for too long.
Strained	-15	Variable	Low Fun need.
Stressed Out	-40	Variable	Very low Fun need.
Stuffed	0	Variable	Eating when not hungry.
Sunburned	-10	6h	Spent too long sunbathing.
Tanned	20	12h	Sunbathing.
Tired	-40	3h	Very low Energy need.
Tired from Moving	-10	6h	Move and pack furniture.
Too Many People	-15	Variable	In a room with too many other Sim (as Loner).
Upset	-15	3h	Receive a negative social.
Very Hungry	-40	24h	Very low Hunger need.
Vile Surroundings	-40	Variable	Be around spoiled food or dirty objects
Warmed	25	3h	Warm Self interaction on fireplace.
Well Rested	30	10h	Wake up at maximum energy.
Winner!	25	8h	Win a sporting event.
Witness Betrayal	-20	6h	Witness betrayal.
Heartwrenching Scene/Witness Divorce	-60	2 days	Witness two Sims breaking up or divorcing.
Wonderful	50	24h	Be the subject of a Karma Power.

## Mood-Boosting Tips and Tricks

There are several strategies for increasing the frequency of positive moodlets and minimizing the appearance (and effects) of negative moodlets. Because a good mood has such a far-reaching effect, use these tricks to maintain a smile on your Sim's face.

### Food Boosts

The simple act of eating can have a very positive effect on your Sim. Not only does it negate Hunger, but quality food can also put a Sim on cloud nine (or clouds one through

eight, depending on how good the meal is). Here are some tricks for maximizing mood through eating:

- ◆ In addition to buying a good fridge, splurge on a good stove. This reduces the chances of preparing a meal that results in the negative Uneven Cooking moodlet while working on new recipes.
- ◆ Develop the Cooking skill. As your Sim approaches level 10, they make higher and higher quality meals. Quality meals result in the Good Meal, Great Meal, and

Amazing Meal moodlets, depending on the skill of the cook and the number of times the recipe has been prepared.

- ◆ Place leftovers of Excellent or Perfect recipes in the fridge so you waste little time making additional servings every day and can enjoy a quick mood boost from eating good food.
- ◆ If your Sim makes a new recipe and does a poor job that results in a disgusting meal, don't eat it. Just rely on a Quick Meal to satiate Hunger.



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◆ Eating out always results in a food-related mood boost. Sure, it costs Simoleons, but the eight-hour moodlet boost will pump up your Sim's overall mood. Try dining out before going to work for an extended mood boost.

◆ Dining at Chez Marinara occasionally (but not too often) results in the Divine Meal moodlet.

◆ No time to cook? Just grab a Quick Snack. If you let your Sim get too hungry, they get the Very Hungry and Starving moodlets. These negative moodlets last a long time and are terrible to have, especially before going to work.

### Environment Boosts

Sims are affected by their surroundings at home. You can boost mood by making sure your Sims have a pleasant pad. It may cost a little money to get the best stuff and make your Sims happy, but maxing out mood is almost always worth the expenditure.

◆ If you are about to use a Karma Power, make sure other Sims are nearby. They'll receive the Wonderful moodlet.

◆ Sims love new stuff. In fact, buying a new object for the house results in the appropriately named New Stuff! moodlet, which is a quick mood booster.

◆ Keep your lot clean. It doesn't take that long to pick up dishes or make sure objects in the bathroom are clean. Mop up puddles right away, too. Dirty houses result in negative moodlets like Filthy Surroundings. Walking through a dirty house on the way to work is a real mood-killer.

◆ Spend some Simoleons on nice objects such as paintings and sculptures so Sims get the Decorated moodlets just for passing through a room.

◆ All Sims like music. Place a stereo in your house and play music for your Sims so they get the Enjoying the Music moodlet. If a Sim with the Handiness skill upgrades the stereo, the fun of listening to it is increased.

◆ In addition to digging on music from a stereo, Sims also like the sound of the guitar. A skilled musician can cause the Enjoying the Music moodlet, too.

◆ Not all chairs are created equal. When browsing the chairs, look at the comfy rating. The higher the rating, the comfier the chair. (And, chances are, the more expensive the chair, too.) However, spend the extra Simoleons for the comfy chairs and sofas. Sitting in one—even for just a few moments—results in the Comfy moodlet.

◆ Your Sim gets the Pristine Picture moodlet boost from watching a quality TV. It's another easy way to boost overall mood.

### Social Boosts

◆ With the exception of Loner Sims, Sims love to be social. Many positive moods come from being a gadfly or a schmoozer, so consider these tricks while dealing with other Sims. Your next social interaction could put your Sim's mood up into the green!

◆ Know a Sim who is a Great Kisser? A little smooch from this Sim results in a nice little moodlet, Great Kiss. On the way out the door, that's an easy pick-me-up.

### Need Boosts

Each Sim has six primary needs. Addressing these needs often boosts the overall mood. Because we already dealt with food-related mood boosts, these strategies are related to the remaining needs.

◆ It's tempting to push your Sims to the limits of sleep in order to squeeze as much into a day as possible. However, getting a full night's sleep gives the Well Rested moodlet. That's a great moodlet to have before going to work.

◆ Got a spare hour? Take a nap. The Had a Nice Nap moodlet is a quick fix that adds a nice mood bump for a few hours.

◆ Obviously, Sims like to have fun. Giving your Sim something to do they enjoy (often related to traits, such as giving a good book to a Bookworm) will bring on the Entertained moodlet.

◆ Hygiene is an important need. It's not just that Sims do not like being around stinky Sims, but taking care of Hygiene needs can often result in a positive mood boost.

◆ Buy a quality shower and enjoy the Exhilarating Shower moodlet boost. Get this right before heading out the door to work (along with a quality meal) to have a great day at the office.

### Out and About Boosts

There are many ways to boost your Sim's mood outside the house. Many community lots, such as the theater, have positive effects on mood; if your Sim is down in the dumps, try these suggestions for turning that frown upside-down:

◆ If your Sim doesn't like the water, get them inside when it starts to rain in Vista Beach. Conversely, if they love water, send them outside at the first sign of droplets.

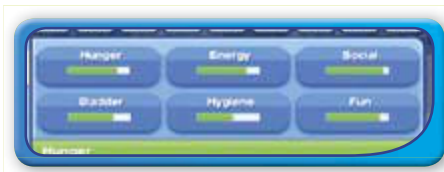
◆ Get some sun for the Tanned moodlet—but not too much. If your Tanned Sim is out too long, they are Sunburned.

◆ If your Sim has the Loves the Outdoors trait, just going out into nature results in the One with Nature moodlet. It's an easy mood booster achieved by just going outside, so consider making sure your Sim has this trait.

◆ Visiting a city park gives Sims the Beautiful Park moodlet. It offers a nice mood bump. However, you can kick your mood up another notch by bringing a guitar when heading to the park. Now your Sim not only gets the Beautiful Park moodlet, but also the Enjoying the Music moodlet.

◆ Go to the movies! This is a cheap way to get an extended mood boost called Saw a Great Movie. It lasts for 16 hours, so if you catch a flick the night before work, you'll enjoy the effect of the moodlet for most of the next day's shift.

◆ On your way out of the house, stop by the mailbox and donate some Simoleons to charity. The more Simoleons you donate, the bigger the boost from the Charitable moodlet.



### Needs

Needs are important to monitor so you can maintain the overall well-being of your Sims—after all, Sims have to use the bathroom and eat when they are hungry—but these needs often manifest themselves through moodlets. For example, when a Sim is hungry, they let you know through the Hungry moodlet that appears right in the Status Panel.

There is a Need Panel in the Status Panel you can reference to get a closer look at exact need levels. This a helpful way to head off a potential negative moodlet. There are six needs to monitor:

- ◆ Bladder
- ◆ Energy
- ◆ Fun
- ◆ Hunger
- ◆ Hygiene
- ◆ Social

Each need is accompanied by a meter that monitors the exact level of the need at that moment. If the need is being met, it appears green. Alternately, if the need has been ignored for far too long, it turns red. If you see that the Hygiene meter is yellow, the

satisfaction of that need has dropped below 50 percent and is on its way to red territory. When that meter turns red, a negative moodlet associated with that need appears and the Sim's overall mood takes a hit.

## Wishes

It is through wishes that Sims feel both fulfilled and productive, but not all wishes are equal. In fact, there are other ways to define a Sim's life besides Lifetime Wishes. The day-to-day desires of Sims are also very important and, fortunately, are not terribly difficult to satisfy. These smaller wishes commonly factor into the overarching Lifetime Wish, but also help with skill development and the career advancement. They can also be inspired by the immediate environment around a Sim.



Promise wishes by selecting the wish that appears in the thought balloon next to your Sim's head in the HUD.

Fulfilling a promised wish to a Sim results in a payout of Lifetime Happiness Points. The point reward is not nearly as much as a Lifetime Wish, but fulfilling smaller wishes really adds up over time. Not every wish is worth the same number of Lifetime Happiness Points. Depending on a Sim's wants, traits, and needs, a wish is worth a different amount than it would be to another Sim.

### Making Wishes Come True

Almost as soon as your Sims move into their new house, they start expressing wishes and desires via the panel in the top-right corner of the screen. Sims can have up to four active wishes at any time. To promise a new wish to a Sim, point at the wish and accept it. If you find an incoming wish more appealing than a promised wish but have no more empty slots, trash one of the promised wishes. There is no penalty for getting rid of a promised wish.



You cannot undo a denied wish—once it's gone, it's gone. It may come back later, but don't count on it. Once added to the Wish list, a wish stays there until it is either fulfilled or rejected. Fortunately, the number of Lifetime Happiness Points for a promised wish does not deteriorate.

Wishes are not universal. Every Sim wants different things, although you may see similar wishes appear for Sims in the same household that have similar traits, skills, or careers. Ages also affect the wishes, as a child will want different things than an adult.

## CAUTION

It is also important to note that some promised wishes disappear when a Sim ages up. Because the Sim is moving into a new age group and possibly gaining a new trait that affects personality, that Sim is likely to have totally different desires.

### Lifetime Happiness Points

Whether you accumulate Lifetime Happiness Points by boosting mood or by fulfilling wishes, they all go into the same pot. Lifetime Happiness Points are collected and then traded for Lifetime Rewards, which are a collection of skill modifiers or personality tweaks that can make your Sim's life easier.

## LIFETIME REWARDS

icon	Lifetime Happiness Reward	Description	Cost
	Steel Bladder	Peeing is for Sims with lesser wills (and bladders).	5,000
	Dirt Defiant	Personal Hygiene concerns and frequent bathing rarely trouble the Dirt Defiant!	7,500
	Hardly Hungry	Your body achieves such a perfect state of balance that you hardly ever feel Hunger or Thirst.	12,500
	Hermit Wisdom	When you're alone and don't socialize you don't feel as bad as you used to. Are you becoming wiser? Or is it that other Sims' opinions don't count anymore?	5,000
	Fun Times	Don't worry, be happy! Whatever you do, there is nothing boring or stressful that can alter your mood.	5,000
	Fast Learner	Learn and improve skills faster than a galloping llama!	7,500
	Never Dull	Sims love listening to you talk and will never get bored when you repeat social interactions!	7,500
	Long Distance Friend	People will never become Distant Friends, even if you ignore them for a while. They know you're good for it down the line.	5,000
	Attractive	Whether it's the scent or charm, people will suddenly like you more.	5,000
	Observant	Discover the traits of others twice as quickly!	2,500
	Bookshop Bargainer	Books at the bookstore will carry a hefty discount, resulting in great savings for you!	5,000
	Haggler	Store clerks will fear the sight of you and throw discounts at your feet to expedite your passing.	7,500
	Opportunistic	Earn greater rewards and bonuses for finishing opportunities!	5,000
	Complimentary Entertainment	You'll be added to the exclusive list at the community theatre and can get into all upcoming events free of charge.	2,500
	Professional Slacker	How cool would it be to watch TV and slack off at work without the boss caring?	2,500
	Office Hero	Your inter-office conversations will be more effective than ever! Co-workers will love hanging out with you.	2,500





## Wish List

Not every wish is created equal. Some are simple to satisfy, others require some real time and effort. But just as the wishes themselves have different requirements, they also have different payouts. Satisfied wishes result in Lifetime Happiness Points.

The wishes available in *The Sims 3* are:

### WISHES

Amorous hug
Apologize
Ask about day
Ask about occupation
Ask about partner
Ask to stay over
Avoid Sims for X hours
Bathe
Be best friends with Sim X
Be friends with Sim X
Be good friends with Sim X
Be partner with Sim X
Be worth more than X Simoleons
Become a grandparent
Become BFF with Sim X
Become enemies with Sim X
Begin socializing with Sim X
Boast about computer
Boast about culinary prowess
Breakup with Sim X
Break object
Buy a object type
Buy a object type worth at least X Simoleons
Buy a book
Buy a book about specific skill
Buy a new recipe
Buy first object type
Buy something worth at least X Simoleons
Calibrate for higher cooking quality
Catch quality fish
Catch a specific type of fish
Catch first fish of a specific type of fish
Charming introduction
Chat
Check self out in mirror
Clean specific object
Clean something
Clean up dishes
Compliment appearance
Compliment personality
Confess attraction
Console
Cook a specific meal
Cook a specific meal with Perfect ingredients
Criticize his family
Cuddle

Do Mean social
Donate X Simoleons to charity
Donate X Simoleons to undermine charity
Donate to charity
Donate to undermine charity
Earn X Simoleons
Eat meal
Eat a Great or better meal
Eat a Perfect meal
Eat an Outstanding or better meal
Eat at a restaurant
Eat at the bistro
Eat meal at Sim X's house
Feel tummy
Fight
Find out if Sim X is rich or not
Fireproof object
Fix broken specific object
Flirt
Flirty joke
Friendly hug
Get a massage
Get a raise
Get an A in school
Get demoted
Get fired
Get married
Get on the honor roll
Get promoted
Go fishing
Go fishing before 6 in the morning
Go swimming
Go to the library
Go to the theatre
Go to work
Greet friendly
Have X children (total)
Have X friends
Have a boy
Have a child with Sim X
Have a girl
Have first child
Have more than X Simoleons
Hold hands
Imply mother is a llama
Improve at specific skill
Improve grades
Insult
Insult home
Join specific career
Join specific career from the computer
Kiss Sim X
Kiss Sim X for the first time
Leap into arms
Learn specific skill
Learn a new composition

Learn all recipes
Learn the recipe for meal
Listen to music
Listen to tummy
Make specific object self cleaning
Make specific object unbreakable
Make a Great or better meal
Make a Perfect meal
Make an Outstanding or better meal
Make out
Make the bed
Marry a rich Sim
Massage
Master specific skill
Meet Sim X
Meet up with Sim X
Mock
Mop
New offspring
Paint a Masterpiece
Paint a painting worth at least X Simoleons
Paint something
Paint something Brilliant
Pick up Sim X
Picnic
Play a game with Sim X
Play chess
Play guitar for X hours
Play the guitar
Play computer games
Play with toy
Point out flaws
Practice specific skill
Practice kitesurfing
Propose marriage
Propose truce
Question
Quit job
Quit job on the phone
Reach level X of specific career
Reach level X of skill
Reach the top level of specific career
Read book
Read book about specific skill
Retire
See Sim X become a Criminal mastermind level X
See Sim X become Extreme Sports level X
See Sim X become a Scientist level X
See Sim X get an A
See Sim X get married
See Sim X get on honor roll
See Sim X graduate high school
See Sim X stop failing
See a concert
See a movie

See a symphony
Snub Sim X
Stay on the honor roll for X days
Stop being friends with Sim X
Sunbathe
Take a nap
Take out trash
Talk about cooking
Talk about self
Talk to tummy
Teen insult
Tell dirty joke
Upgrade object type
Use pickup line
Visit the art gallery
Visit the graveyard
Visit the public pool
Watch the cooking channel
Watch TV
Win a fight
Win a game
WooHoo with Sim X for the first time
Workout
Workout for X hours straight
Workout until fatigued
Yell at specific Sim

## Opportunities

Just as in real life, opportunities can come out of nowhere and serve to shape your destiny. They give Sims chances to reach goals and increase their happiness. The opportunities you typically encounter are related to your Sims' current careers and skills. Each completed opportunity results in a reward of some form, such as extra money, skill advancement, or promotions at work.



You get many opportunities from interacting with other Sims, so it pays to be social.

Pick up some opportunities by talking to Sims around Vista Beach with a "!" over their heads.

Some opportunities are time sensitive. If you are offered an opportunity with a time limit, such as participating in a certain event, you

are told the deadline for completing the opportunity. To earn the associated reward, you must finish the opportunity by the deadline. You cannot just start the opportunity with five minutes to go. The required action must be finished when the timer reaches zero.

You are absolutely not required to participate in an opportunity. You can ignore an incoming opportunity with no consequence save for the dismissal of the potential reward.

There are two opportunity categories in *The Sims 3*: Career and Skill. Career opportunities are directly related to your work. Completing these opportunities advances your career and often results in a hasty promotion. Skill opportunities are tied to one of the skills you are currently developing. Usually, another Sim in the community will have a request that calls on your skill expertise.

## Skill Opportunities

Skill development often leads to opportunity. You will likely not see all the opportunities associated with a specific skill while developing it. But when an opportunity is dangled in front of you, make an effort to seize it. It will only help you further develop that skill.

## SKILL OPPORTUNITIES

Opportunity	Description
<b>Charisma</b>	
Bestest Friends	Become Best Friends with [Sim Name] to improve your Charisma skill.
Just Business	"Attend Business Class" at the Seagull Suites before time runs out to earn some money and improve your Charisma skill.
Allow Me to Introduce Myself	Use "Charming Introduction" on a stranger to improve your relationship.
A Charming Experiment	Assist Experiment at the Science Lab.
Getting to Know... You	Get to Know [Sim Name] to earn some cash and improve your relationship.
Lobster Crisis	"Handle Hostage Crisis" at the Supermarket before time runs out to earn a cash reward.
Looking for a Friend	Become Friends with [Sim Name] to improve your Charisma skill.
Charismatic Cash	Improve your Charisma Skill by one level and return to the [Venue] to receive a cash reward.
Tough Negotiating	"Teach Negotiation" at the Police Station before time runs out to earn a cash bonus and improve your Charisma Skill.
A Public Speaking Event	Give Speech at City Hall before time runs out to improve your Charisma skill.
Smooth, Like Verbal Butter	Use "Smooth Recovery" to earn some cash.
Muscle Showdown	Attend Competition at the Stadium before time runs out to improve your Athletic skills and win a cash prize.
Push It!	Work Out using the Push Self option for [X amount of time] to improve your Athletic skill.
No Sweat!	Work Out using the Don't Break a Sweat option for [X amount of time] to improve your Athletic skill.
<b>Cooking</b>	
From One Chef to Another	Share Cooking Tips with [Sim Name] to improve your Cooking skill and boost your relationship.
Fresh Cookies for Sale!	"Deliver Cookies" at the School to earn some money.
Excellence You Can Taste!	Prepare an excellent group meal and bring it to [Sim Name] before time runs out to earn some cash.
The Greatest Food Ever	Prepare a great group meal and bring it to [Sim Name] before time runs out to earn some cash.
Burgerlicious	Prepare a serving of Burgers on the grill and bring them in your inventory to [Sim Name] to earn some cash.
Great Goey Cheesesteaks	Prepare Cheesesteak Sandwiches on the grill and bring them in your inventory to [Sim Name] to earn some cash.
Hot Dogs, Please	Prepare Hot Dogs on the grill and bring them in your inventory to [Sim Name] to earn some cash.



Opportunity	Description
Swim Into the Grill	Prepare a serving of Grilled Salmon on the grill and bring it in your inventory to [Sim Name] to earn some cash.
One, Two, Tri-Tip Steaks	Prepare a serving of Tri-Tip Steaks on the grill and bring them in your inventory to [Sim Name] to earn some cash.
Nice!	Prepare a nice group meal and bring it to [Sim Name] before time runs out to earn some cash.
That's Outstanding!	Prepare an outstanding group meal and bring it to [Sim Name] before time runs out to earn some cash.
Perfection from the Pan	Prepare a perfect group meal and bring it to [Sim Name] before time runs out to earn some cash.
A Life Giving Recipe	"Deliver Ambrosia" to the Hospital before time runs out to earn a cash reward, and save a life!
Borrowing Ingredients	Bring a tomato to [Sim Name] and "Share Ingredients" to earn some money and improve your Cooking Skill and relationship.
Burgers for Sims in Uniform	"Deliver Burgers" to the Police Station before time runs out to improve your Cooking Skill.
The Dish Showdown	"Enter Dish" at the [Venue] before time runs out to earn a cash prize.
Very Nice!	Prepare a very nice group meal and bring it to [Sim Name] before time runs out to earn some cash.
<b>Fishing</b>	
Monster from the Deep	"Catch Behemoth" at the [Venue] before time runs out to earn some money.
Say Hello to My Little Fish	Catch a Black Goldfish and "Sell Black Goldfish" at the Police Station to earn some money.
Funny Looking Fish	Catch a Tragic Clownfish and "Sell Clownfish" at the Theatre to earn some money.
Aquarium Fishing	"Attend Fishing Competition" at the Supermarket before time runs out to catch an assortment of fish.
Fishing for Suits	"Teach Fishing Seminar" at the [Venue] before time runs out to earn some money.
An Excellent Catch	Catch an excellent fish and "Sell Fish" at the Supermarket to earn some money.
Heaps of Fresh Fish	Catch 15 fish, then "Sell Fish" at the Supermarket to earn some money.
Lobsters in Demand!	Catch a Lobster and "Sell Lobster" to the Supermarket to earn some money.
That's a Nice Fish!	Bring a Very Nice Fish to the Supermarket.
Lots of Fresh Fish	Catch 6 fish, then "Sell Fish" at the Supermarket to earn some money.
Fresh Fish	Catch 3 fish, then "Sell Fish" at the Supermarket to earn some money.
A Plumber and Fisherman	Unclog Pipes at City Hall before time runs out to earn some money.
A Fish of Life and Death	Catch a Deathfish and "Deliver Deathfish" at the Science Facility to earn some money.
Robot Fish v2.0	Catch a Robot Fish and Sell Robot Fish at the Science Facility to earn some money.
<b>Guitar</b>	
Local Musician Showdown	"Play in Contest" at the Theatre before time runs out to earn the cash prize.
I Got Your Back... Up	"Perform with Symphony" before time runs out at the Theatre to earn some money.
The Social Event of the Season	Play the guitar at [Sim Name]'s home during the party on {DateAndTime} to earn some money.
In the End	"Perform for Party" at the [Venue] before time runs out to earn some money.
Raise the Fun(d)	"Perform for Fundraiser" at the restaurant before time runs out to earn some money.
Guitar Up!	Improve your Guitar Skill by one level to receive a new composition.
Tons of Tips	Earn 500 in tips to improve your relationship with [Sim Name] and earn some money!
Jammin' on the Streets	Earn 50 in tips to improve your relationship with [Sim Name] and earn some money!
Sorting the Section	"Help Organize Music" at the Bookstore before time runs out to earn some money.
Some Hogan Rock	"Attend Seminar" at the Bookstore before time runs out to receive a little inspiration.
Guitar in the House	Play the guitar at [Sim Name]'s home during the party on {DateAndTime} to earn some money.
Musical Assembly	"Perform at Assembly" at the School to earn some money.
<b>Handiness</b>	
Settle an Argument	Speak to [Sim Name] and "Convince Technology is Great" to earn some money and improve your relationship.
Fix the Election... Machines	"Fix Election Machines" at City Hall before time runs out to earn some money.
Fix Before Jail Break	"Fix Lock Mechanism" at the Police Station before time runs out to earn some money.
Vegetized Plumbing	"Fix Plumbing" at the restaurant to earn some money.
De-Worming	"Stop Worm Holes" at the Science Facility before time runs out to earn some money.
Bad Reception	Repair the TV and return it to [Sim Name] earn some money.
No Jams, No Fun	Repair the stereo and return it to [Sim Name] to earn some money.
Broken Laptop	Repair the laptop and return it to [Sim Name] to earn some money.
Handiness How-To	"Give Handiness Presentation" at the School before time runs out to earn some money.
Bring Back the Jams	Upgrade the stereo and bring it back to [Sim Name] to earn some money.



Opportunity	Description
Shower Upgrade	Upgrade the shower and return it to [Sim Name] to earn some money.
<b>Logic</b>	
Taking Down Sinclair	"Challenge Argyle Sinclair" at the [Venue] before time runs out to earn some money.
Fixing the Books	"Assist Accountants" at the Business Center to earn some money.
Settle an Argument	Speak to [Sim Name] and "Convince Logic is Great" to improve your relationship.
A Stimulating Experiment	"Participate in Study" at the [Venue] before time runs out to earn some money.
Becoming More Logical	Improve your Logic Skill by one point and report back to the [Venue] to earn some money.
Logic 101	"Teach Logic Class" at the School to earn some money.
Puzzle Panic	"Assemble Puzzles" at the Supermarket to earn some money.
Riddle Away	"Compete in Contest" at the Bookstore before time ends to earn some money and improve your Logic Skill.
Fixing the Celestial Slump	"Search Galaxy" at the Science Facility to earn some money and improve your Logic Skill.
Logic Tutoring	Skill tutor [Sim Name] and then report back to the Tourism Resort to earn some cash.
Tutor Me Please	Tutor [Sim Name] to improve your relationship and earn some money.
The Great Argyle Sinclair	"Watch Argyle Sinclair" at the Bookstore to earn some money.
<b>Painting</b>	
Interior Decor	Deliver Paintings worth at least 450 Simoleons to the [Venue] to earn some money and improve your relationship with the [Venue] employees.
The Business of Decor	Deliver 10 paintings to the Seagull Suites Hotel to earn Simoleons and improve your relationship with the hotel employees.
Painting the City	"Deliver Paintings" to City Hall. The city needs 15 paintings, for which they will pay you a large sum of money.
The Study of Art	"Submit a Painting" worth at least 1,000 Simoleons at the [Venue] to earn some cash.
A Large Painting	Paint a large painting and give it to [Sim Name] to earn some money.
A Medium Painting	Paint a medium painting and give it to [Sim Name] to earn some money.
A Small Painting	Paint a small painting and give it to [Sim Name] to earn some money.
Art Class	"Teach Art Class" at the School before time runs out to improve your Painting Skill.
A Retreat to Inspiration	"Attend Retreat" at the Bookstore before time runs out to obtain a little inspiration.
Fresco Fest	"Assist Painter" at the [Venue] before time runs out to increase the value of all of your future paintings.
Local Artists Gallery	"View Gallery" at the Business Office before time runs out to improve your Painting Skill and increase the value of your next painting.

## Career Opportunities

Opportunities associated with your career pop up as you pursue advancement. Like skill-based opportunities, you may not see all of these while going for top promotions, but they often help with climbing the career ladder.

### NOTE

Rejecting a career opportunity will not result in a demotion or termination.

## CAREER OPPORTUNITIES

Opportunity	Description
<b>Criminal</b>	
Grabbing the Llama	"Steal The Golden Llama" at the [Venue] to attempt to steal one of the precious Golden Llamas.
Bouncer Duty	"Bounce Competition" at the [Venue] to work as a bouncer at the Criminal Dance Competition.
Dos and Don'ts of the Dons'	Read "Dos and Don'ts of the Dons" to improve your job performance and relationship with your boss.
Wallets Up for Grabs	Read "Wallets Up for Grabs" to improve your job performance and relationship with your boss.
From Goon to Made Man: Thuggery Evolved	Read "From Goon To Made Man: Thuggery Evolved" to improve your job performance and relationship with your boss.
Payment Options	Find this book in your inventory and interact with it to read it.
Labeling Things	Read "Labeling Things" to improve your job performance and relationship with your boss.
Presenting a Portfolio to Clients	Read "Snake Oil and Other Sound Investments" to improve your job performance and relationship with your boss.
Advanced Combinatorials	Read "Advanced Combinatorials" to improve your job performance and relationship with your boss.



Making Yourself Indispensable	Read "Making Yourself Indispensable" to improve your job performance and relationship with your boss.
The Mythical Hot Tin Roof	Read "The Mythical Hot Tin Roof" to improve your job performance and relationship with your boss.
Hostile Takeover: When to Make the Move	Read "Hostile Takeover: When to Make the Move" to improve your job performance and relationship with your boss.
Simoleons Under the Table	"Drop Off Bribe" at City Hall to earn a job performance increase at work.
Case the Joint	"Case Joint" at the [Venue] to earn a job performance increase.
A Package for You	"Deliver Package" at the [Venue] to earn a cash reward.
Thief Like There's No Tomorrow	"Attend Competition" at the [Venue] to compete in the Thievery Competition.
Friends for Life	Make [Sim Name] your friend to earn a job performance increase and relationship boost with the boss.
Extra Muscle	"Assist Heist" at the [Venue] before time runs out to earn a cash bonus.
Criminals, Partners, Friends	Make [Sim Name] your friend to earn a job performance increase and favor with the boss.
Shouting Contest	Make [Sim Name] your enemy and return to the Hideout to complete the job, to earn a cash reward and a job performance increase.

### Culinary

A Divine Meal	"Prepare Ambrosia" and bring it to work with you before time runs out to earn a raise.
A Lot of Bad Apples	Plant the provided Bad Apple, then bring 10 apples that are of bad (or worse) quality to work before time runs out for a job performance boost.
Working Alongside Friends	Make [Sim Name] your friend before time runs out to earn a performance boost.
The Feast of Ages	"Prepare Feast" at the [Venue] before time runs out to earn a large cash bonus.
Blown Away	Catch a Blowfish, then return to work with it to earn a raise.
Insider Dining	"Eat with Others" at the Restaurant to improve your work performance.
The Evolution of Sushi	Catch 5 sharks and bring them to work before time runs out to earn boosts to your performance and cooking skill.
Caterer of Festivities	Prepare three group meals, then "Cater Party" at City Hall with the meals before time runs out to earn a cash bonus.
Catfish for the Chef	Catch an Alley Catfish using the cheese as bait, then return to work with the fish for a cash reward.
Harvesting the Best	Plant a Great onion to grow an Excellent onion, then bring it with you to work before time runs out to earn a raise.
Learn a Recipe	Read the designated recipe and return to work to earn a cash reward.
Best of the Best	Prepare a dish, then return to work with it before time runs out to be rewarded based on the quality of the dish.
Serving the Masses	Prepare two Group Servings of hamburgers and bring them to work with you to earn boosts to your performance and cooking skill.
A Catering Fracas	"Cater Event" at the [Venue] before time runs out. Go back to work after that to increase your relationship with your boss and earn a cash bonus.
Catering Time!	Get to the party to help cater before time runs out. To complete the opportunity you need to go back to work during your work hours.
A Sweet Jam	"Play Gig" at the restaurant before time runs out to earn a cash bonus.
Some Reading Material	Read "Secrets of the Master Chef" before time runs out to earn a job performance boost. To complete the opportunity you need to go back to work during your work hours.
Spying on the Cuisine	Dine at the Diner then return to work to earn a job performance increase.
Overtime Hours	Stay at work late to help out and earn a relationship boost with your co-workers.
Rock and Sushi Roll	Catch two fish and "Turn In" the fish at the restaurant to earn a performance boost and a cash bonus!
Cooking with the Best	Prepare a group meal using the excellent ingredients provided, then bring it back to work before time runs out for a skill increase and to earn a perfect ingredient.
All-New Bi-Pedal Dishwashing Machine	Clean all of the dishes in your inventory before your next shift to earn a job performance increase.

### Extreme Sports

The Right Way to Riot	Finish reading "When to Rave and When to Riot" to improve your job performance and relationship with your boss.
Hawking the Foam Finger	Finish reading "Hawking the Foam Finger" to improve your job performance and relationship with your boss.
Always the Difficult Ones	Finish reading "Dealing with Difficult Players" to improve your job performance and relationship with your boss.
Kicking the Cramps	Finish reading "Kicking the Cramps" to improve your job performance and relationship with your boss.
Draft Dodger	Finish reading "Getting Past the Draft" to improve your job performance and relationship with your boss.

Brand Image	Finish reading "Name Positioning: Starting Your Brand" to improve your job performance and relationship with your boss.
The Right Moves	Finish reading "It's More Than Good Moves" to improve your job performance and relationship with your boss.
A Total Shoe-In	Finish reading "Signing Better Shoe Deals" to improve your job performance and relationship with your boss.
Spiraling Out	Finish reading "Avoiding the Downward Spiral" to improve your job performance and relationship with your boss.
Inter-office League	"Attend Event" at the stadium before time runs out to play a friendly game with teammates.
Showing Off for the Scouts	"Play Game" at the stadium before time runs out to earn a job performance increase.
Sports Highlights	Watch the sports channel on TV for 3 hours to improve your job performance.
Spreading the Fitness	Train [Sim Name] for 3 hours to improve your job performance.

### Law Enforcement

A Tad Better Shape	Improve your Athletic Skill to the next level to earn a job performance increase and relationship boost with your boss.
Extensive Case Work	"Finish Case" at the [Venue] before time runs out to earn a large cash bonus.
The Wrong Pair of Shoes	Read "The Wrong Pair of Shoes" to earn a job performance increase and relationship boost with your boss.
The Right Desk	Read "The Right Desk" to earn a job performance increase and relationship boost with your boss.
Whistle While You Police	Read "Advanced Whistle Techniques" to earn a job performance increase and relationship boost with your boss.
To Fashionably Protect and Serve	Read "Protect, Serve, and Look Good Doing It" to earn a job performance increase and relationship boost with your boss.
The Donuts of a Leader	Read "Free Donuts and Other Great Leadership Tips" to earn a job performance increase and relationship boost with your boss.
Not Seeing is, uh, Believing?	Read "How Not to Be Seen" to earn a job performance increase and relationship boost with your boss.
Guess What?	Find this book in your inventory and interact with it to read it.
Spray the Scene	Read "Effective Luminol Spraying Techniques" to earn a job performance increase and relationship boost with your boss.
Don't Squint	Read "Avoiding Squint Jargon for Better Communication" before time runs out to earn a job performance increase and relationship boost with your boss.
Police Conference	"Attend Conference" at the [Venue] before time runs out to improve your job performance.
For the Children!	"Lecture Children" at the school before time runs out to earn a raise.
Black Market Gnomes	"Gather Intel" at the [Venue] before time runs out to earn a job performance boost and increase to your relationship with your boss.
Developing Informants	Make [Sim Name] your friend.
A Fresh Set of Forensic Eyes	"Solve Crime" at the [Venue] to earn a raise.
Spruce Up the Place	Create an original painting, then bring it to work before time runs out to earn a job performance increase.
Working the Late Shift	Stay at work until closing time to earn a relationship boost with your boss.
Stop Doomsday!	"Disable Device" at the [Venue] before time runs out to earn a cash reward.
Undercover On the House	"Go Undercover" at the [Venue] before time runs out to earn a job performance increase and boost to you relationship with your boss.

### Medical

Wanted: Blood	"Work Blood Drive" at the School before time runs out to earn a raise.
A Little Give and Take	Read "The Gift of Life" to earn a job performance increase and a relationship boost with your boss.
Waste Management	Read "Waste Management" to earn a job performance increase and a relationship boost with your boss.
Respect the Woo Woos	Read "Respecting the Ambulance" to earn a job performance increase and a relationship boost with your boss.
Blood is Not Blue	Read "Blood is Not Blue" to earn a job performance increase and a relationship boost with your boss.
The 36 -Hour Shift and You	Read "The 36 Hour Shift and You" to earn a job performance increase and a relationship boost with your boss.
You're Golden!	Read "The Golden Hour" to earn a job performance increase and a relationship boost with your boss.
The ATGCs of Genetics	Read "The ATGCs of Genetics" to earn a job performance increase and a relationship boost with your boss.
So Infectious It Hurts	Read "The Simmania Pandemic" to earn a job performance increase and a relationship boost with your boss.
Grey Matters	Read "Grey Matters" to earn a job performance increase and a relationship boost with your boss.
An Apple a Day	Grow 3 nice apples and bring them to work with you to increase your relationship with your co-workers.
The Surgeon, the Pastry Chef	Prepare a group serving of a dessert and bring it to work to earn a relationship increase with your co-workers.





A Donation of Children's Literature	Write a children's book, then bring it to work with you to improve your relationship with your co-workers.
Medical Conference	"Attend Medical Conference" at the [Venue] before time runs out. You need to go back to work afterwards to earn your reward.
Brain Trust	"Donate Brain Tissue" at the [Venue] before time runs out. You need to go back to work afterwards to earn your reward.
It Takes Heart	"Donate Heart" at The Hospital before time runs out to earn a raise and cash bonus.
From Two to One	"Donate Kidney" at The Hospital before time runs out to earn a raise.
The Giving Sort	"Donate Mucous" at the Hospital before time runs out to earn a raise when you go back to work.
You Don't Really Need It	"Donate Pancreas" at the Hospital before time runs out. You need to go back to work afterwards to earn your reward.
Friends In Good Places	Become friends with [Sim Name] to get a raise.
Old Fashioned House Call	Visit [Sim Name] and "Determine Gender" before time runs out to earn a performance increase.
Co-worker Problems	Become Friends with [Sim Name] with you to improve your relationship with your co-workers.
Lice!	"Check Students for Lice" before time runs out to earn a job performance boost.
To the Rescue!	"Save Scientist" at the [Venue] before time runs out. You need to go back to work afterwards to earn your reward.
Caring for the Careless	Stay at work until closing time to earn a job performance increase.
The Appropriately Named Deathfish	Stay at work until closing time to earn a job performance increase.
Timely Vaccinations	"Vaccinate Scientists" at the [Venue] before time runs out. You need to go back to work afterwards to earn a raise.

## Music

Floating in the Sea	Read "Floating in the Sea" and return to work to improve job performance and increase your relationship with your boss.
The Rockiest Road that is Rock	Read "Life on the Hard Rocky Road" and return to work to improve job performance and increase your relationship with your boss.
Please, No Ego	Read "Please, No Ego" and return to work to improve job performance and increase your relationship with your boss.
Cat Herding to Music	Read "Herding Cats: Music Edition" and return to work to improve job performance and increase your relationship with your boss.
It Shines, It Sparkles	Read "Diamonds in the Rough" and return to work to improve job performance and increase your relationship with your boss.
Keeping the Rhythm	Read "Keeping the Rhythm" and return to work to improve job performance and increase your relationship with your boss.
It's Synergy!	Read "It's Synergy" and return to work to improve job performance and increase your relationship with your boss.
First Rule of Rock	Read "First Rule of Rock" and return to work to improve job performance and increase your relationship with your boss.
Becoming a Legend	Read "Become a Legend" and return to work to improve your job performance and increase your relationship with your boss.
The Greatest Symphony Ever	Read "The Greatest Symphony Ever" and return to work to improve job performance and increase your relationship with your boss.
Learn that Tune!	Learn the composition in your inventory and return to work to earn some cash and a job performance increase.
Filing the Application	"Submit Application" at City Hall to improve your relationship with your boss and earn a job performance increase.
The Set Up	"Help Set Up" at the Theatre before time runs out to earn some cash and improve your job performance.
A Skilled Guitarist	Earn a skill level increase with the guitar to improve your job performance.
Battle of the Bands!	"Play Battle of the Bands" at the Stadium before time runs out to earn a cash bonus.
The Cinematic Score	"Play Symphony" at the Theatre before time runs out to earn a cash bonus.
Music Class!	"Teach Class" at the School before time runs out to earn some cash and a job performance increase.
Stick Around for the Music	Stay late at work to improve your relationship with co-workers and job performance.

## Science

Global Science Fair	"Attend Competition" at the School before time runs out to increase your job performance and improve your relationship with your co-workers.
Living with Mutation	Read "Living with Mutation" and return to work to increase your job performance and your relationship with your boss.

Dangerous Device Disposal	Read "Dangerous Device Disposal" and return to work to increase your job performance and your relationship with your boss.
Practical Science: from Boast to Beaker	Read "Practical Science: From Boast to Beaker" and return to work to increase your job performance and your relationship with your boss.
Ka-Boom and More	Read "Ka-Boom and More" and return to work to increase your job performance and your relationship with your boss.
Strange Indeed	Read "Strange Correlations of Little Shops and Venues" and return to work to increase your job performance and relationship with your boss.
A Pig Too Far	Read "When Pigs Fly: Going Too Far" and return to work to increase your job performance and your relationship with your boss.
Goldfish, Piranha, and Other Friendly Creatures	Read "Goldfish, Piranha, and Other Friendly Creatures" and return to work to increase your job performance and relationship with your boss.
Finger Pointing and You	Read "Advanced Deniability Procedures" and return to work to increase your job performance and your relationship with your boss.
Do the Robot	Read "Do the Robot" and return to work to increase your job performance and your relationship with your boss.
One Shall Fall	"Stop Dr. Iniquitous" at the [Venue] before time runs out to earn a cash bonus.
The Best Evaporating Dish is a Clean One	"Wash Dishes" in your inventory to increase your job performance.
Funding the Lab	"Deliver Report" to City Hall before time runs out to increase your job performance.
Fix It!	"Repair Thingamajig" at the [Venue] to improve your relationship with your co-workers and earn a cash bonus.
A Meeting of Minds	"Attend Symposium" at the [Venue] before time runs out to improve your relationship with your boss and co-workers, as well as increase your job performance.
Of Fish, Robots, and Robot Things	"Give Presentation" at City Hall before time runs out to earn a raise.
Learn a Thing or Two	"Conduct Research" on your home computer to increase your job performance.
Late Night Science	Stay at work late to improve your relationship with your co-workers.
Catch of the Day	Catch 2 Tragic Clownfish and bring them to work with you to earn a raise and job performance increase.
<b>Tourism</b>	
Towel Power	Read "Towel Power" before time runs out to earn some cash.
Turista Information	Read "Turista Information" before time runs out to earn some cash. You need to go back to work afterwards to earn your reward.
Under the Sun	Read "Under the Sun" before time runs out to earn some cash.
Bathroom Gallery	Bring a painting of your own creation to work with you to improve your office popularity.
Ballroom Dancing	Bring a painting of your own creation to work with you to improve your job performance.
Interior Decoration	Bring a painting worth at least 750 Simoleons of your own creation to work with you to earn a cash bonus.
Festivals Lobby	Bring a painting worth at least 1,500 Simoleons of your own creation to work with you to earn a raise.
Lifting Yourself Up	Read "Lifting yourself up" to improve your job performance and increase your relationship with your boss.
Scratching the Right Way	Read "Scratching the Right Way" to improve your job performance and increase your relationship with your boss.
Inflate Away	Reading "Inflate Away" to improve your job performance and increase your relationship with your boss.
Obscene Servility	Read "Satisfying Needs" to improve your job performance and increase your service quality.
Foreseeing Desires	Read "Foreseeing Desires" to improve your job performance and increase your service quality.
Planning for the Future of Dreams in the Making	Read "Planning for the Future of Dreams in the Making" to improve your job performance and increase your service quality.
Holding Hands While Looking in the Same Direction	Read "Holding Hands While Looking in the Same Direction" to improve your job performance and increase your relationships with co-workers.
Company Trip	"Hold Meeting" at the [Venue] to improve your work relationships. You need to go back to work afterwards to earn your reward.
Simoleon Day	"Hold Meeting" at the Warehouse to earn a cash bonus and increase your job performance.
Pooling Out	"Hold Meeting" at the [Venue] to earn a cash bonus and increase your customer satisfaction.
Juicy Profits	"Hold Meeting" at the [Venue] to earn a cash bonus and increase customer satisfaction. You need to go back to work afterwards to earn your reward.
Waiters Fraternity	Make [Sim Name] your friend to earn a job performance increase.



## School

Don't Fail!	"Attend Study Group" before time runs out to earn a school performance boost.
Free Game	"Attend Free Game" at The [Venue] before time runs out to improve school performance.
The Honor Roll	Maintain good grades to get on the honor roll and earn a cash reward.
Schoolyard Chums	Become a friend of [Sim Name] to improve school performance.
Research Project	"Research Supermarket" at the Supermarket before time runs out to improve school performance.
Late Night Study Session	Stay late at school to increase school performance.
An Apple for Teacher	Attend School with an apple in your inventory to improve school performance.
Stinky Bugs	"Clean Bug Cage" at School before time runs out to improve school performance.
Pile of Permission Slips	"Drop Off Permission Slips" at City Hall before time runs out to improve school performance.
Outside Reading	Read "Demand Excellence or You'll Get Mediocrity" to improve your school performance.
The Boiler Room	"Fix Boiler" at The School before time runs out to earn some money and increase school performance.
The Honor Roll	Get on the Honor Roll to earn a cash reward.
Young Politician's Club Induction	Take a Charisma skill class or use an appropriate object and return to school to increase school performance.
The Research Project	"Research Science Lab" at the Science Facility.
A Fishy Science Project	Catch a fish and deliver it to the [Venue] to improve school performance.
After-School Study Hours	Stay late at school to increase school performance.

## Karma

Many subscribe to the theory of an invisible cosmic balance that keeps both good and evil in check. It's called karma. It's the belief that if you do good things, good things happen to you. Conversely, if you are a real jerk, karma will ensure that something awful happens to you—eventually. Karma is at work in *The Sims 3*. But instead of being an invisible hand of fate, it's influenced directly by you. There is a series of Karma Powers that allows you to bestow happiness, luck, or misfortune on your Sims.



You purchase Karma Powers with Lifetime Happiness Points. All Karma Powers are available from the beginning of your narrative in Vista Beach. They provide a variety of benefits, such as the Giant Jackpot, but there are a handful of Karma Powers that negatively affect Sims. The Epic Fail Karma Power, for example, lowers the chance of a Sim succeeding with their socials and interactions.

## KARMA TABLE

icon	Karma Power	Cost	Description
	Make It Rain	500	Vista Beach is usually sunny but if overcast skies and showers are preferable, make it rain!
	Get Lucky	2,000	Be the Wizard of Relationships! Make two Sims become friends or lovers.
	Super Satisfy	1,000	Fulfill a Sim's needs completely for immediate happiness!
	Giant Jackpot	5,000	Make a Sim instantly filthy stinking rich; it's better than a pot of gold at the end of the rainbow.
	Fury	2,000	Turn any Sim into a boiling cauldron of rage! Make sure you're not too close if you don't want to be a part of the mayhem.
	Cosmic Curse	3,000	Maybe some Sims don't deserve happiness. Maybe some Sims deserve instant bladder failure.
	Epic Fail	2,000	Unleash a random bad Karma Power on any unfortunate Sim for a bargain amount of points. You might not get to choose the misfortune that befalls them, but it will feel almost as good as if you had.
	Nudist Camp	3,000	Make a Sim's clothes instantly vanish! Recommended in public and crowded areas for maximum embarrassment.

## Skills

Consider Sims vessels for creativity and learning. What you put into them is what you get right back out. If you just let them lazily move through life, your rewards will be minimal. But if you apply your Sims and quench their thirst for knowledge and learning, they will surprise you at every turn.

Skills are a great way to further define your Sim. As Sims develop skill, their personalities are further shaped. A Sim that masters the Painting skill, for example, can exercise that wonderful (and potentially profitable) skill during downtime. The Guitar skill gives your Sim a musical component, even if they never set foot into the Music career track.

Some of these skills can even be treated like part-time jobs. A Sim that excels at Fishing skill can reel in some impressive catches that are worth a pretty penny (or the Simoleon equivalent of a penny) at the grocer.



## Development

Any Sim can learn any skill, however, some traits help a Sim master a skill sooner. For example, the Bookworm trait lets Sims read faster, which helps speed the process of learning a skill from reading a related book.

Use these tips to speed or maximize time spent developing skills:

- Some skills can be first learned by reading a book or taking a class, which gives you a full level boost. Learn the first few levels of a skill by doing. When the levels are getting harder to attain, attend a class or pick up a book. You will reduce the time required to reach that next level.
- Use public equipment whenever possible to save money early in your Sim's life. The Athletic skill, for example, is improved by using gym equipment.

## Athletic



Feel the burn! Develop the Athletic skill to positively affect your Sim's health. There are two types of exercise, strength and cardio.

**Acquire by:** Take Athletic Class, Use Exercise Equipment, Kitesurfing, Workout with TV, Workout with Stereo

**Development tools:** Exercise Bench, TV, Stereo

### Development Benefits

Developing the Athletic skill is essential for the Extreme Sports career, but it's also useful for the Law Enforcement career. If Sims want to excel at work, they must hone this skill on home equipment or at the gym. Sims can also exercise at home with the TV or a stereo, but the workout is not as effective as one with dedicated equipment. The higher the Sim's skill, the longer they can exercise without earning the Fatigued moodlet. Sims can earn the Pumped moodlet from extended workouts once they reach level 3.

## Charisma



Everybody knows someone who can breeze into a room, seamlessly enter any conversation, and suddenly become the focal point. The key to such feats is Charisma. This skill is essential for Sims who want to effectively socialize. Tuning this skill unlocks new social interactions that simplify befriending other Sims and developing meaningful relationships.

**Acquire by:** Take Charisma Class, Read Charisma Manual, Practice Speech in front of a Mirror

**Development tools:** Books, Socials, Mirror

### Development Benefits

Enhancing the Charisma skill opens exciting new avenues of conversation as well as a special social that guarantees a smooth recovery from any conversational snafus.

#### TIP

Sims who develop the Charisma skill increase the effectiveness of social interactions at work, such as Meet Co-Workers or Suck Up to Boss.

#### TIP

Whenever you use a positive social, the Charisma skill gets a little boost.

Charismatic Sims get additional greetings that start a conversation right, such as Amusing Introduction and Friendly Introduction. These greets are more potent than regular greets. As the skill develops, more greet modifiers appear that increase the social weight of the greeting and can steer the conversation. Here are the modified greetings with each advancing level:

## CHARISMA – GREETINGS

Level	Greet Modifier	Type of Greet
1	Friendly	Friendly
2	Amusing	Funny
3	Interesting	Impressive
4	Flirty	Romantic
5	Affectionate	Romantic
6	Funny	Funny
7	Impressive	Impressive
8	Hilarious	Funny
9	Loving	Romantic
10	Hot	Romantic

Three special socials unlock as you develop the Charisma skill. Once you reach a specific level, you learn these new socials:

#### Charming Introduction (Level 1):

Sometimes, introductions are the toughest part of the conversation. Sims with high Charisma levels become more adept at introductions, as seen by the modified greets. Once charismatic Sims reach level 10, their Charming Introduction rockets them into Friend status right away.

**Get to Know (Level 3):** This social helps with discovering the traits and interests of other Sims. Once learned, this social becomes more powerful as the Sim approaches level 10 of the skill. Eventually, there is no possibility of rejection when inquiring about traits and interests.

**Smooth Recovery (Level 5):** Oops. You said the wrong thing. If you have the Smooth Recovery social, you can try to revive the conversation. It may not always work, but as the skill nears level 10, the chance of success increases.

## Cooking

Save for using the bathroom and sleeping, no activity is more crucial to a Sim than eating. Food is a central part of every Sim's life, so having a Sim around who can actually cook is a boon to everybody's mood. However, very few Sims are awesome in the kitchen right away—even those with the Natural Cook trait. Cooking must be practiced. It's hard work, but it has great rewards. Very few things offer a pick-me-up quite like a good meal.

**Acquire by:** Class, Prepare Meals, Read Cookbook

**Development tools:** Books, Meal Preparation Interactions, Foodstuffs, Recipes



## Development Benefits



Sims must eat to survive. At first, Sims have access to just a handful of recipes, but they can also just grab Quick Meals out of the fridge. Quick meals have zero prep time, are eaten quickly, and reduce Hunger. However, Quick Meals and Snacks do not help develop the Cooking skill, nor can they be served to groups of Sims like a full meal.



Ditch the cheap stove as soon as possible so you stop making poor-quality dishes. More expensive stoves help with both the speed of preparing a recipe and the quality of the end result.

The shortcomings of Quick Meals make developing the Cooking skill so important. Not every member of a household needs to excel at the skill, but a general acquaintance with it is very useful. Prepared meals build the Cooking skill while being made, can serve groups of Sims, and if made well can improve mood.

## Quality of Food

As the Sim develops the skill, the quality of the dishes they make also improves. The more recipes learned also improves the variety of dishes served, which has a positive effect on every Sim who eats them. When a Sim first tries to cook a recipe, there is a good chance they will fail and create a disgusting version of the dish. It's still edible, but it hits Sims with a negative moodlet. A recipe's quality is affected by the Sim's level of Cooking skill and the number of times they've cooked the dish. Eventually, a dish the Sim once botched will provide great happiness, inspiring moodlets such as Good Meal and Amazing Meal.

## Recipes Learned

Two types of recipes are opened by developing the Cooking skill, learned recipes and acquired recipes. Learned recipes are purchased in the bookstore, but cannot be opened until the skill reaches a specific level. The acquired recipes are those automatically

gifted when the Sim reaches a specific Cooking skill level.

## LEARNED RECIPES

Recipe Name	Level Req.
Autumn Salad	0
Waffles	0
Mac and Cheese	0
Pancakes	1
Peanut Butter and Jelly	1
Hot Dogs	1
Goopy Carbonara	2
Grilled Cheese	2
Spaghetti	4
Stu Surprise	5
Hamburger	6
Key Lime Pie	7
Grilled Salmon	8
French Toast	9
Dim Sum	9
Lobster Thermidor	10

## ACQUIRED RECIPES

Recipe Name	Level Req.
Ratatouille	1
Fish and Chips	3
Cookies	3
Fruit Parfait	4
Cheesesteak	5
Cobbler	6
Eggs Machiavellian	7
Tri-Tip Steak	8
Stuffed Turkey	9
Baked Angel Food Cake	10
Ambrosia	10

## Fishing



The Fishing skill is good for three things: Keeping food on the table, earning money, and relaxing. Sims with the Angler trait have a head start on other Sims who pick up a rod and reel, but any Sims can take a class to advance the Fishing skill

or just plop a bobber in the water and start learning through experience.

**Acquire by:** Take Fishing Class, Read Fishing Book, Fishing

**Development tools:** No Tools Needed

## Development Benefits

The Fishing skill begins one of three ways: reading a book, taking a class, or just going out to a body of water and using the Fish interaction. Once the Fishing skill is under way, the skill increases either by continued reading or continued fishing. Just having a hook under the surface is enough to develop the skill, but this is a slow way to learn. The skill actually gets a bump when you catch a fish. And the bigger the fish, the bigger the skill bump.



Certain traits in addition to Angler affect the Fishing skill. Loves the Outdoors Sims get great moodlets from just being outside and fishing. Hates Outdoors, or Clumsy dampen the ability to catch fish.



Looking for the Fishing skill class? Head over to the science facility down by the beach.

## Guitar



Who doesn't love the gift of music? A smooth jam lilting on a summer's breeze brings joy to all who hear it. So why not become the source of such aural pleasures by picking up the guitar and developing this skill? The Guitar skill can be enjoyed by any Sim, not just those who have embarked on the Music career.

**Acquire by:** Take Guitar Class, Play Guitar

**Development tools:** Guitar

## Development Benefits

To get started on the Guitar skill, take a class or just pick up a guitar for the Sim's household. The guitar can slide into the Sim's personal inventory, so they can take it to the park or the beach.

Once Sims know how to play, they only have a few available compositions. Only by leveling up the skill does the Sim learn more music and eventually reach a point where they can buy sheet music from the bookstore and really play some impressive tunes. As the skill improves, the Sim gets better at playing music and makes fewer mistakes. Here's the level progression of the Guitar skill:

**Levels 1–4:** Sim learns at least two basic practice-level songs per level.

**Level 5:** Sim earns three new songs—real songs that other Sims enjoy listening to.

**Levels 6–10:** Sim learns two new songs per level and performs it without fail.

Level 5 is particularly important to this skill. At this level, the Sim stops just noodling around with the Play interaction and moves up to the Perform interaction. Other Sims get the Enjoying Music moodlet if around a performing Sim.

Guitar-playing Sims can also Play for Tips in public locations. This is not the most lucrative activity, but it does add some extra change to the household bank account. The higher your skill, the more you make in tips. To really make money with this skill, practice hard and be sure to socialize. Soon, you will receive opportunities to play at parties or venues. That's where the real Simoleons are.

## Sheet Music

You can buy sheet music from the bookstore or earn it from opportunities and give it to your Sim to practice. To learn from sheet music, select the music from the Sim's personal inventory and choose the Learn interaction. The Sim starts playing the song and, when the meter is full, the Sim knows the song by heart and can perform it.

### CAUTION

Sheet music cannot be shared among Sims. Once sheet music is learned, it disappears.

## Handiness

Stuff breaks and when it does, it's usually inconvenient to the household. Sims with the Handiness skill are suddenly valuable folks to have around. The Handiness skill is good for repairing broken objects and can even ensure against future calamity.

**Acquire by:** Take Handiness Class, Read Handiness Book, Try to Repair an Object

**Development tools:** Handiness Skill Books, Tinkering with Objects, Repairing an Object, Upgrading an Object

### Development Benefits

Once the Handiness skill has been acquired via a course or a book, Sims can further develop it at home by either Tinkering with objects or attempting to Repair a broken object, such as a stove, stereo, dishwasher, or toilet. Any mechanical or electric object has the potential to break after every use. When an electrical object breaks, it typically smokes or sparks. A broken toilet is clogged and refuses to flush. When this happens, the Repair interaction becomes available.

When the Repair option is selected, a handy Sim will start working on the object. Depending on the level of the Handiness skill, the Sim risks getting electrocuted by the object. This causes the Singed moodlet, which drops the overall mood. (Remove this moodlet with a bath or shower.) The higher the Handiness skill, the less chance the Sim will be shocked while repairing the object.

A repaired object is not back to 100 percent. Once an object breaks, it has started its steady downhill slide. The chance of a repaired object breaking again goes up.

## Upgrading

Once the Handiness skill reaches level 3, the Sim learns the Upgrade interaction. Upgrading lets a Sim add a new effect or function to an existing object. This is not a universal interaction once learned. Subsequent levels after earning the Upgrade interaction unlock extra upgrades that the handy Sim can install.

Here is the list of objects that can be Upgraded and the actual upgrades:

- ◆ **Sinks:** Self-Cleaning, Unbreakable
- ◆ **Toilet:** Self-Cleaning, Uncloggable
- ◆ **Shower:** Self-Cleaning, Unbreakable
- ◆ **Bathtub:** Self-Cleaning, Unbreakable
- ◆ **Stereo:** Unbreakable

◆ **Computer:** Improve Graphics (increases Fun of using computer, Unbreakable, Overclock (increases speed of activities on the computer)

◆ **Stove:** Improve Cooking, Self-Cleaning, Fireproof

◆ **Microwave:** Faster Cooking

◆ **TV (Old Timey and Channel Trowler 27" Deluxe TV):** Unbreakable, Boost Channels (add extra channels to TV lineup)

◆ **TV (UberVision Panoramic from Landgraab Industries):** Unbreakable



Each object can only have one upgrade at a time, so choose wisely.

At level 3, a Sim can add a self-cleaning upgrade to objects that get dirty, such as the stove or refrigerator. At level 6 of the skill, Sims can upgrade any mechanical/electrical object so that it is unbreakable with the Prevent Breakage interaction. This upgrade takes time, but doing so helps develop the skill. Success with these upgrades is not guaranteed. If the upgrade fails (there's a small chance of this happening) then the object is either broken beyond repair or gets dirty and must be cleaned.

## Logic

Intelligence is always a treasured asset, so pursue the Logic skill to improve your Sim's brain power. The Logic skill involves the use of the chess set objects, but also gives Sims additional computer interactions.

**Acquire by:** Take Logic Class, Read Logic Book, Play Chess

**Development tools:** Chess Set, Logic Books, Computer

### Development Benefits

The development of the Logic skill starts with attending the Logic class at the science facility, reading a Logic book, or playing chess at a chess board (at home or in a public location). This skill has many benefits beyond the ability to win chess matches.

As this skill is developed, it shortens the time it takes to develop other skills, with the exception of Athletic and Charisma. This skill also increases the chance of winning all varieties of games. Winning games gives Sims a mood boost.

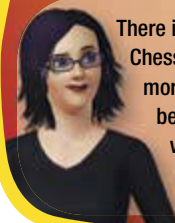




## TIP

The Logic class, taught at the science facility, is a good way to jump a level of the skill.

## BROWNIE BITES



There is a “hidden” skill: Chess. Like other skills, the more you play chess, the better you get at it. You will soon start winning more and more games.

## Painting



One of the hardest skills to develop, Painting is also one of the most rewarding. Watch in wonder as Sims create works of art before your very eyes, working from inspiration they gathered for themselves. Once this skill is mastered, it's not only satisfying, but very lucrative. Great paintings can sell for a pretty penny.

**Acquire by:** Take Painting Class, Practice at Easel

**Development tools:** Easel

### Development Benefits

The Painting skill is actually fairly easy to acquire, but it is not exactly cheap. You must either pay for a Painting class at the school or spring for an easel. With an easel, use the Practice interaction on the easel to pick up a brush and just mess around. After a considerable amount of time, the skill is acquired.

Once level 1 of the Painting skill has been acquired, though, the development path is pretty clear: Practice, practice, practice.

Once a Painting is completed, a Sim can either Sell it to earn a few Simoleons, put it in personal inventory, or drag it right onto the wall.

## TIP

At skill level 5, a Sim's paintings increase in value over time. Keep checking the painting to see its current appreciation.

The value of a painting is determined by several factors. The canvas size partially determines the value, as does the number of paintings a Sim has produced. Brilliant or Masterpiece paintings get massive value boosts, too. There is a degree of randomness in a painting's value. One somewhat macabre factor greatly enhances a painting's value—death. If the painter is deceased, the painting's appreciation accelerates.

## BROWNIE BITES

This is a little sinister, but it's a great trick. If you have an elder Sim in the house, make them a painter. Concentrate on that skill. Make them painting factories. Get them to produce as many quality works as possible before they die. Then, once they do pass, all their paintings are worth more!



## Relationships and Socializing

Relationships in *The Sims 3* actually unfold similarly to those in the real world. How you treat other Sims is the biggest metric in your overall relationship with them. If you insult another Sim, expect them to get upset in the immediate conversation and for that to have a lasting effect on your relationship. Conversely, a constant stream of support or praise will boost the immediate interaction and lead to a longer lasting positive relationship. Developing a successful romance means spotting whether the other party is receptive to your advances and knowing when to cool your jets.

The social structure of *The Sims 3* is not navigated with obvious metrics. There is a touch of mystery in conversations that

makes socializing more organic. You need to consider the current attitude of the Sim in the conversation, often referred to as the Target. (Your current Sim is known as the Actor.) That attitude affects the long-term status of your relationships with different Sims.

Let's detail some basic concepts that will assist with understanding how relationships work: long-term relationship (LTR) and short-term context (STC). Understanding these factors is the key to brushing back some of the mystery of social interaction.

### Long-Term Relationship (LTR)

The long-term relationship represents the state of the relationship between two Sims, which extends beyond the time during which a conversation is taking place. LTR essentially describes the way two Sims view each other at a given moment. Every Sim outside the family starts out as a Stranger. Once initial contact is made, the LTR moves up to Acquaintance and can never fall back into Stranger. However, Acquaintance is the proverbial fork in the road. From here, the LTR can blossom into friendship or deteriorate into rivalry.

The LTR is visually measured by the bar below the portrait of the Sim you are conversing with. If the relationship develops in a positive manner, the right half of the bar fills. Positive relationship status is noted with green. If the relationship is souring, that meter empties back out and can even dip into the left side, which is red. The red bar denotes a negative LTR.

## NOTE

The natural tendency of the LTR is to decay toward zero from either end of the relationship spectrum. Zero puts you back into Acquaintance territory.

Decay occurs naturally with each passing day that you do not contact a Sim you have a relationship with. How to achieve the different LTRs is explained in the Friends (and Enemies) section of this chapter, but here is a list of all the LTRs:

- |                  |                                     |
|------------------|-------------------------------------|
| ◆ Stranger       | ◆ Best Friend                       |
| ◆ Acquaintance   | ◆ Best Friends Forever (teens only) |
| ◆ Disliked       | ◆ Romantic Interest                 |
| ◆ Distant Friend | ◆ Ex-Spouse                         |
| ◆ Friend         | ◆ Ex                                |
| ◆ Good Friend    |                                     |

- ◆ Enemy
- ◆ Old Enemies
- ◆ Partner
- ◆ Fiancée
- ◆ Spouse

## Short-Term Context (STC)

Short-term contexts are what a Sim thinks about the other Sim in the course of the current conversation, not as an LTR. The STC is displayed in the conversation box in the screen's upper-left as the conversation unfolds. For example, the box may say that "Jenny thinks Sasha is being amusing." STC is affected by the kind of socials used in a conversation. The STCs are:

- ◆ Dull
- ◆ Drab
- ◆ Insufferably Tedious
- ◆ Odd
- ◆ Creepy
- ◆ Frightening
- ◆ Very Scary
- ◆ Impolite
- ◆ Insulting
- ◆ Unforgivably Rude
- ◆ OK
- ◆ Friendly
- ◆ Very Friendly
- ◆ Amusing
- ◆ Funny
- ◆ Hilarious
- ◆ Flirty
- ◆ Seductive
- ◆ Hot
- ◆ Awkward
- ◆ Very Awkward
- ◆ Steamed

Not all STCs are symmetrical. One Sim can have a totally different impression of a conversation than the other. It is very possible that Jenny could think Sasha is being Dull while Sasha does not.

STC also modulates the way socials are accepted. Depending on your LTR and STC, you can see different degrees of reaction to a social. Trying to kiss a Sim on the cheek in the context of the Flirty STC will be a lot more successful than the Friendly STC. The STC of a conversation contributes to the kind of decay an LTR undergoes each day.

## Decay and Normalizing

Relationships do not operate under inertia. They decay over time if not tended to, even if that time period is as short as 24 hours. This is why regular socializing is so important. Decay is not necessarily a negative slide. While positive relationship can indeed decay into mere Acquaintance, a negative relationship can normalize into the far more desirable Acquaintance. (Apparently Sims don't keep grudges quite like we do.) Decay can be slowed by something as simple as a phone call.

As mentioned, the STC of a conversation contributes to LTR decay. The amount of decay is also determined by the LTR itself. An LTR above zero, which starts heading toward positive territory, will have a different amount of decay from a specific STC than will a negative LTR, which is below zero. No hard math onscreen shows the numerical value of an LTR, but you can sort of eyeball it.

Here's an example of how this decay works: Jenny and Sasha are Good Friends. If their last encounter was Impolite, then after a few days, the LTR will decay to just Friends. Conversely, if Jenny and Sasha have the Disliked LTR, the relationship will normalize into Acquaintance if the last STC was Friendly.

Decay and normalization are not confined only to friends and pre-marriage Sims. This also applies to familial relationships, such as father or wife. However, the bonds of blood are far deeper than those of friends, so it takes a lot more to adversely affect a familial relationship. Not that it cannot be done. You can absolutely sour a familial relationship with insulting socials.

## Friends (and Enemies)

Now that we've explained the basics of socialization—LTR, STC, and decay—let's look at how relationships bloom and wither... and what you can do to affect the course of these relationships. Naturally, Sims want friendships. Having friends, particularly in an expanded social circle, opens you up to a wealth of opportunities for receiving good moodlets. Positive moodlets are the key to earning those coveted Lifetime Rewards. Friendships can result in such pleasing moodlets as Flattered or Nicely Decorated, such as if you are invited over to a friend's house that has some great environmental bonuses.

Achieving the different LTRs is done through conversations—and conversations are made up of socials. But there is much more to a conversation/STC than just employing a handful of socials. A Sim's personality is hugely important in determining which socials can be used—and should be used. And it's not only the traits of the Actor that matter. Learning the traits of the Target is also quite important.

## LTR ACHIEVEMENT

LTR	How to Achieve	Visitor Privileges
Stranger	All relationships start here. These two Sims have not yet met, but are aware of each other.	1
Acquaintance	You have interacted with this Sim at least once.	1
Disliked	Relationship level drops to -20 or below.	-1
Distant Friend	If Friends, then relationship level drops below 40 but remains above 20.	1
Friend	Relationship level reaches 40.	2
Good Friend	Relationship level reaches 60.	2
Best Friend	Relationship level reaches 80.	3
Old Friend	Relationship has been above 40 for at least 14 days.	2
Best Friends Forever	Use the BFF social and stay above 60 in the relationship. This is a teen-only LTR.	3
Romantic Interest	Use Confess Attraction or a Kiss social successfully and the relationship must be above zero.	2
Ex Spouse	Use Divorce social.	2



Ex	Use Break Up social.	2
Enemy	Use Declare Nemesis social and relationship is lower than zero.	-1
Old Enemies	Have been Enemies for 14 days.	-1
Partner	Use Propose Going Steady social.	3
Fiancee	Use Propose Marriage social.	4
Spouse	Get married (use Private Wedding social or Get Married at a Wedding Party).	4
Seductive	Amorous	3
Hot	Amorous	3
Awkward	Awkward	1
Very Awkward	Awkward	1
Steamed	Steamed	1

## Romance

Romance in Vista Beach is blind to gender. Sims of the same gender can have romantic relationships if directed to do so. The only factors that can prevent two Sims from falling in love and having a romantic relationship are age and blood.

Siblings and children/parents cannot have romantic relationships. Sims of wildly different age groups cannot have romantic relationships, either. A teen cannot have a romantic relationship with an adult or elderly Sim. Children cannot have romantic relationships with any Sims—not until they reach teen level.

### Start the Spark

You cannot immediately engage another Sim in a love affair. You must establish a Friendship first. So, first turn a Stranger into an Acquaintance and then start boosting that Acquaintance into a Friend-related LTR through positive, friendly socials.

Now, established friendships have the potential to tip into amorous relationships by using socials in order to elicit love-related STCs, such as Flirty, Seductive, or Hot. Sounds technical, doesn't it? Well, think about it this way: You wouldn't try just any old line if you really wanted to advance a relationship, would you? No, you'd try to steer the conversation toward romance through specific approaches.

The LTR that determines the difference between a friendship and a love affair is Romantic Interest. To achieve this LTR, you need to have the relationship at least above zero (in the green zone on the bar) and then use the Confess Attraction social or attempt a Kiss social.

### Rejection

Not every pass will succeed. You need to judge the current LTR appropriately before making your move via an amorous social, such as Confess Attraction or Kiss. Know a little something about the other Sim first. (Whether

or not they are married is a good start.) If you try to Kiss or Confess Attraction to a Sim who is not receptive of your amorous social, you get the Awkward STC, which is the first rejection of romance. You can recover from this by redirecting the conversation and hopefully having the conversation on a more positive STC, such as Amusing or Friendly.

Keep up the rejected passes and you risk moving into Odd or Creepy territory.

### Building a Romance

You professed attraction to another Sim and they didn't turn you down—excellent. Now you have the Romantic Interest LTR, which opens up a whole new trajectory for your relationship. How can you build this romance into something more than a little bit of mutual attraction?

Here is where you need to use the list of STCs—particularly the amorous ones. You want the other Sim to find you Flirty, Seductive, and eventually Hot. To keep boosting the relationship and STC, use sequential amorous socials. A simple Compliment Appearance is a good way to get things started, but soon you can move on to Kisses and Amorous Hugs. Keep it up and get that other Sim Hot!

### You're in Love (Now What?)

You've loved up on another Sim and now you have a definite love affair going—where do you go from here? Well, you can add some structure to the relationship by using the Propose Going Steady social when the STC is Hot. If the other Sim accepts (and if they are Hot, they will) then you are now Partners.

Partners is not the top of the mountain, though. From here, you can move to Fiancée. To get engaged, use the Propose Marriage social when you are Partners. This social will be accepted and then you can start planning the wedding.

### The End of the Affair

Not all marriages/partnerships end well. Some of them devolve into bitter endings, either through the natural dissolution of love or the unfortunate actions of one of the Sims in the relationship. How you break up a relationship depends on the current status of the LTR itself. If you are married, you must sink the relationship via negative STCs. Be insulting. Be rude. Be mean. Soon, you will have access to the Divorce social, which ends the marriage. If you are in a partnership or engaged, you can sink the relationship and then use the Break Up social.

#### CAUTION

Destroying a relationship will cause great damage to your mood.

## Socializing



The building and dismantling of relationships are based on the interactions you have with other Sims. These interactions are called socials. Socials are the building blocks of a conversation that steer STC. Each social has an effect on the STC, which in turn has an effect on the LTR. Selecting the right socials to advance your goals is very important. We have compiled a complete list of all the socials in the game and detail the limits on each, as well as certain situations in which you would need or want to use a specific social.



But before you consult that list, you should understand how to conduct a conversation and understand the situations where you can be social.

## Social Opportunities

There are several situations where you can direct the social engagement yourself. (You can meet Sims at work, but you only direct the chance encounters via Actions—you do not select actual socials.) Use each of these opportunities to build and bolster LTRs so your Sim can benefit from friendships and relationships. Remember: Social Sims are usually happy Sims.

### Family

When you create a household through Create a Sim, you can choose to not just fashion a single Sim, but build an entire family to occupy a house. A family does not necessarily need to be blood related. A household can be up to six Sim roomies living under one roof or any combination of family and friends. You have total control over the social of every Sim inside a family.

Naturally, this gives you a bit of an advantage with seeing both sides of a conversation (you can snap back and forth between Sims and look at the current STC) so you can direct it to achieve specific goals. Family members will socialize on their own, but you will get far more benefit out of choosing the socials yourself. For example, if you have a few roomies and you decide you want two of them to take it to the next level, you can direct their socials so that neither of them feels awkward.

### Meet and Greet

You do not need to rely on meeting co-workers or the welcome wagon to start making acquaintances. Vista Beach is full of people you can meet at almost all hours of the day. All you need to do is step outside your front door every once in a while. Sometimes, all you actually need to do is just go outside the front door, because a Sim or two will usually walk by your house a few times a day. If you keep an eye on the front stoop, you may make a new friends with minimal effort.

### Telephone and Computer



So, you met some Sims while you were out and about? An easy way to keep in contact with them is your personal telephone, which is located right next to your Sim on the HUD. When you select the telephone, you have a variety of interactions for further relationships (and possibly even making a new one). You can only call Sims you have met—you cannot call strangers. The interactions with the telephone that lead to social encounters are:

- ◆ **Chat:** Chatting is the most common action with the telephone. You can both call a Sim or answer a call from another Sim and engage in chit-chat. Chat is a good way to keep up with friends and slow decay.
- ◆ **Invite Over/Invite to:** You call a Sim and either invite them to come over to your lot or you invite them to meet you at a community location, such as the beach or park. If you have at least a modest LTR with the Sim you called, it is highly likely they will accept your invitation.

The computer is another way to keep up with Sims. To chat with Sims you know, select the computer and choose the Chat interaction. From here, you can select with Sim you want to chat online with. Your Sim will sometimes perform this interaction automatically, especially if they are a Computer Whiz. Chatting on the computer helps out with the Fun need and it affects LTR by slowing decay.



## The Art of the Conversation

So, you've approached another Sim, you selected them, and now you are staring at a menu of different social options. How do you navigate the social structure of a conversation? Well, your options are partially defined by your LTR, current mood, age, and your traits. Categories of socials include things like Friendly, Funny, Mean, Romantic, and Special. Special leads to socials that are encouraged by the Actor having a specific trait, such as Bookworm. Inside the Bookworm menu, there will be options to talk about books or the bookstore.

When you select a social, it is added to your list of activities, just as if you were stacking interactions with objects. When a current social

ends, the next one automatically begins. But stacking socials is not a wise strategy because you do not want to just babble away about a topic that the other Sim is just not interested in listening to. Use socials and then watch for reactions. A positive social with a positive effect is noted with a chime and a blue symbol of two Sims next to each other. A negative reaction is noted by two red Sims and a minus symbol.

### Being Boring

Talking about the same things over and over gets boring to most Sims. The effect of a positive social is weakened the more you use it. Repeating a social can also affect the STC. Continuous droning about the same subjects will nudge the STC into Dull, Drab, or Insufferably Tedious territory. If the conversation ends on one of those STCs, the LTR suffers.

The default number of times you can repeat a social without getting boring is two. And if you break apart a conversation, you can use a social more than twice without any STC worries. Some socials can be used more than twice without dullness setting in, such as Chat. Chat has four uses before it is boring in a single conversation. However, it can be "recharged" so that the social can be used six times before it is boring.

To recharge a social, you just need to break it up in the conversation. For example, let's say you use Chat four times in a row. The other Sim is not bored, but is about to be if you use it one more time. So, you change course and Talk About Books. After that social runs its course, you have recharged Chat once. Now you can use Chat again without it being boring. However, if you tried to use again without another recharge, the social would be considered boring.

## List of Socials

The follow chart details all the Actor-Target socials you can perform in a conversation. Refer to this chart to judge the effect of a social before using it. Here is how the chart is broken down:

- ◆ **Social:** Name of social as seen in the conversation menu
- ◆ **Required Trait:** Social is only available when Actor has this trait
- ◆ **Social Encouraged by Trait?:** Social is potentially more "powerful" due to Actor's trait
- ◆ **Required Trait of Target Sim:** The Sim you are speaking to must have this trait in order for you to use the social



## SOCIALS

Social	Actor Sim Suggested Trait	Actor Sim Must Have this Trait	Required Trait of Target Sim
Accuse of Being a Crybaby	Mean Spirited		Loser
Accuse of Being a Workaholic	Family Oriented		Workaholic
Accuse of Being Boring	Mean Spirited		No Sense of Humor
Accuse of Being Evil	Good		Evil
Accuse of Being Insane	Mean Spirited		Insane
Accuse of Cheating	Neurotic, Hopeless Romantic		
Accuse of Mean Spiritedness	Good		Mean Spirited
Admire	People Pleaser, Charismatic		
Amorous Hug	Hopeless Romantic		
Announce Birthday			
Announce Engagement	Family Oriented, Hopeless Romantic		
Announce Pregnancy	Family Oriented		
Announce Promotion	Workaholic		
Apologize	People Pleaser		
Applaud Hard Work	Workaholic, People Pleaser		Workaholic
Applaud Vegetarianism	Vegetarian, People Pleaser		Vegetarian
Argue	Mean Spirited, Grumpy, Insane		
Ask about Day	Good, Charismatic, People Pleaser		
Ask about Missing Work	Workaholic, Neurotic		
Ask about Occupation	Workaholic, People Pleaser, Megalomaniac		
Ask about Partner	Family Oriented, Flirty, Hopeless Romantic		
Ask about School	Workaholic, Family Oriented		
Ask about Work	Workaholic, People Pleaser		
Ask Are You OK	Good		
Ask for a Raise			
Ask for Recipe	Natural Cook		
Ask NPC To Stay Over			
Ask NPC To Stay Over Romantically	Flirty		
Ask to Break Up With			
Ask to Go Inside			
Ask to Hang Out			
Ask to Leave			
Ask to Move In			
Ask to Stay Over			
Ask about Fish	Angler, Loves the Outdoors, Insane		
Beg for Job Back	Workaholic, Loser		
Birthday Congratulations	Family Oriented, People Pleaser		
Boast about Athleticism	Athletic, Megalomaniac		
Boast about Computer	Gadget Geek, Megalomaniac	Gadget Geek	
Boast about Culinary Prowess	Natural Cook, Megalomaniac		
Boast about Finally Winning Something	Loser	Loser	
Boast about Fishing Feats	Angler, Megalomaniac		
Boast about Party	Party Animal,		
Boast about Pool	Megalomaniac	Megalomaniac	
Bore to Death	No Sense of Humor		
Brag about Being a Doctor			
Break Up			
Brighten Day	Good	Good	
Calm Down	Good, Charismatic		
Charming Introduction	Charismatic, People Pleaser		
Chat	People Pleaser, Charismatic		
Cheer Up	Good,		
Complain about Being a Slob	Neat, Perfectionist, Grumpy		Slob
Complain about Exercise	Grumpy		

Social	Actor Sim Suggested Trait	Actor Sim Must Have this Trait	Required Trait of Target Sim
Complain about Foolish Joke	No Sense of Humor, Grumpy	No Sense of Humor	
Complain about Good People	Evil, Mean Spirited, Grumpy		Good
Complain about Inappropriateness	Good, Grumpy		Inappropriate
Complain about Laziness	Athletic, Grumpy		
Complain about Meat	Vegetarian, Grumpy	Vegetarian	
Complain about Other	Inappropriate, Mean Spirited, Grumpy		
Complain about Being Woken Up	Grumpy		
Complain about Dirty Dishes	Neat, Perfectionist, Grumpy, Insane		
Complain about Outdoors	Hates Outdoors, Grumpy	Hates Outdoors	
Complain about School	Party Animal, Grumpy		
Complain about the Police	Evil, Inappropriate, Grumpy		
Complain about TV	Grumpy	Anti TV	
Complain about TV Being Turned Off	Grumpy		
Complain about Work	Grumpy		
Compliment	Charismatic, People Pleaser		
Compliment Appearance	Charismatic, People Pleaser, Flirty		
Compliment Athleticism	Athletic, People Pleaser, Flirty		
Compliment Braveness	People Pleaser		
Compliment Cleverness	Genius, People Pleaser,		Genius
Compliment Cooking	Natural Cook, Family Oriented, People Pleaser		
Compliment Home	People Pleaser		
Compliment Music	Virtuoso, People Pleaser		
Compliment Party	Party Animal, People Pleaser		
Compliment Personality	People Pleaser, Flirty		
Confess Cheating	Good, Family Oriented		
Confess Attraction	Hopeless Romantic, Flirty		
Confess Attraction for Another	Hopeless Romantic		
Confess to Being Fired			
Console	Good, Family Oriented		
Coo Over Children	Family Oriented	Family Oriented	
Criticize His Family	Mean Spirited, Inappropriate	Mean Spirited, Inappropriate	
Cry on Shoulder	Overemotional		
Cuddle	Hopeless Romantic		
Declare Nemesis	Evil, Mean Spirited		
Deep Conversation	Genius		
Discuss Favorite TV Shows	Charismatic		
Discuss Fine Cuisine			
Discuss Work	Workaholic		
Dismiss			
Dismiss Rudely	Mean Spirited		
Divorce			
Embrace	Hopeless Romantic, Flirty		
Enthuse about Cooking	Natural Cook		
Enthuse about Exercise	Athletic		
Enthuse about Fishing	Angler		
Enthuse about Law Enforcement			
Enthuse about Music	Virtuoso		
Enthuse about New House			
Enthuse about Outdoors	Loves the Outdoors		
Enthuse about Party	Party Animal		
Enthuse about Science			
Enthuse about Wedding	Hopeless Romantic, Family Oriented		
Enthuse about Work	Workaholic		
Express Condolences	Good		
Express Condolences to Victim	Family Oriented, Hopeless Romantic		
Express Embarrassment			





Social	Actor Sim Suggested Trait	Actor Sim Must Have this Trait	Required Trait of Target Sim
Express Fear of Graveyards	Neurotic		
Express Fear of Swimming	Hydrophobic	Hydrophobic	
Express Fondness			
Express Humiliation			
Express Need for Exercise	Athletic		
Express Sympathy for Victim	Family Oriented, Hopeless Romantic		
Family Hug	Family Oriented		
Feel Tummy	Family Oriented		
Fight	Mean Spirited, Evil		
First Kiss	Great Kisser		
Flirt	Flirty, Hopeless Romantic		
Flirty Joke	Good Sense of Humor, Flirty		
Hug			
Gaze Into Eyes	Hopeless Romantic	Hopeless Romantic	
Get Married	Hopeless Romantic, Family Oriented		
Give Medical Advice	Genius		
Goodbye			
Goodbye Hug			
Goodbye Kiss			
Goodbye Rude	Mean Spirited		
Goof Around	Childish, Good Sense of Humor		
Gossip			
Gossip about Other	Mean Spirited		
Greet			
Greet - Amusing	Good Sense of Humor, Charismatic		
Greet - Funny	Good Sense of Humor, Charismatic		
Greet - Insulting	Mean Spirited		
Greet - Seductive	Flirty, Charismatic		
Have Private Wedding	Family Oriented, Hopeless Romantic		
Hello Rude	Mean Spirited		
Hold Hands	Hopeless Romantic		
Impersonate Celebrity	Good Sense of Humor		
Imply Mother Is a Llama	Inappropriate, Mean Spirited		
Insult	Mean Spirited		
Insult Bookworms	Mean Spirited		Bookworm
Insult Home	Mean Spirited, Inappropriate		
Invite In			
Invite Over			
Joke about Children			
Joke about Cooking	Natural Cook, Good Sense of Humor		
Joke about In Laws	Good Sense of Humor		
Joke about Old Times	Good Sense of Humor		
Joke about Work	Good Sense of Humor		
Joke that He Can't Cook	Mean Spirited, Good Sense of Humor		
Kiss	Inappropriate, Great Kisser		
Kiss on Cheek	Hopeless Romantic		
Leap into Arms	Hopeless Romantic, Flirty		
Let's Just Be Friends			
Listen to Tummy	Family Oriented		
Make Fun Of	Inappropriate	Inappropriate	
Make Out	Great Kisser		
Make Silly Face	Childish, Good Sense of Humor		
Massage	Flirty		
Mastermind Plot	Evil	Evil	
Mock	Mean Spirited		
Mock Ambition	Mean Spirited		

Social	Actor Sim Suggested Trait	Actor Sim Must Have this Trait	Required Trait of Target Sim
Mock Appearance	Inappropriate, Mean Spirited		
Mock Cleverness	Mean Spirited		Genius
Mock Grumpiness	Mean Spirited		Grumpy
Mock Hydrophobia	Inappropriate, Mean Spirited		Hydrophobic
Mock Party	Inappropriate, Mean Spirited		
Mock Vegetarianism	Inappropriate, Mean Spirited		Vegetarian
Patronize	Mean Spirited		
Petty Jab	Mean Spirited		
Pick Up Line	Charismatic, Flirty		
Play Tag	Loves the Outdoors, Childish		
Point Out Flaws	Perfectionist, Inappropriate, Mean Spirited		
Praise	People Pleaser, Family Oriented		
Propose Going Steady	Hopeless Romantic		
Propose Marriage	Inappropriate, Family Oriented, Hopeless Romantic		
Propose to Move in With			
Propose Truce	Good		
Quit Job			
Ramble Aimlessly	No Sense of Humor		
Reminisce			
Request Feel My Tummy	Family Oriented		
Request Go to Bed	Family Oriented		
Request Go to School	Family Oriented		
Request Practice Your Skills	Family Oriented		
Reveal Secret			
Salute			
Say Good Job	Family Oriented, Genius		
Say You Look Upset	Good		
Set Burglar Free	Evil		
Share Interests	Charismatic		
Share Trivia	No Sense of Humor	No Sense of Humor	
Share Worries	Neurotic		
Slap	Mean Spirited, Evil		
Smooth Recovery	Charismatic, People Pleaser		
Speak Madness	Insane		
Speak Poorly of Others	Mean Spirited, Inappropriate		
Stroke Cheek	Hopeless Romantic		
Talk about Art	Artistic		
Talk about Books	Bookworm		
Talk about Computers	Gadget Geek		
Talk about Conspiracies	Insane, Neurotic		
Talk about Cooking	Natural Cook		
Talk about Family	Family Oriented		
Talk about Great Outdoors	Loves the Outdoors		
Talk about Movies			
Talk about My Possessions	Megalomaniac	Megalomaniac	
Talk about New Job	Workaholic		
Talk about Self	Megalomaniac	Megalomaniac	
Talk about Sim in Room	Inappropriate	Inappropriate	
Talk to Tummy	Family Oriented		
Tell Dirty Joke	Inappropriate, Flirty, Good Sense of Humor		
Tell Dramatic Story	Charismatic, People Pleaser		
Tell Funny Story	Charismatic, Good Sense of Humor		
Tell Inside Joke	Good Sense of Humor		
Tell Joke	Charismatic, Good Sense of Humor		
Tell Story	Charismatic		
Teen Insult	Mean Spirited		


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Social	Actor Sim Suggested Trait	Actor Sim Must Have this Trait	Required Trait of Target Sim
Thank	Good		
Thank for Cooking	Good, Natural Cook		
Train Sim	Athletic		
Try For Baby	Family Oriented		
Wedding Congratulations	Family Oriented, People Pleaser		
Whine about Swimming	Hydrophobic		
Whisper in Ear			
WooHoo			
Worry about Grades			
Worry about Money			
Worry about Relationship			
Worry about Work			
Worship			
Yell At			

## Family and Aging

Few bonds in this world are more powerful than family—and family is a strong force inside *The Sims 3*, too. The family unit that lives under one roof is a close unit that is always on the lookout for each other's best interests, both socially and with the tending of moods and needs. But families are not finite things. Families take on many different definitions and are affected by outside factors like chance, luck, and time.

Time is a constant that cannot be avoided in *The Sims 3*. It is a steady drumbeat in the back of every day, sometimes barely audible above the din of career, socialization, and the little joys of life. Over time, Sims age. They transition between the stages of life, from child to teen, from adult to elderly. And at the end of the strange, fascinating trip that is life, Sims will die.

There are four stages of life in *The Sims 3*: child, teen, adult, and elder. Each stage has a different number of days that complete an age. At the end of the age, the Sim transitions into the next age. Here are the number of days in each age:

- ◆ **Child:** 7 days
- ◆ **Teen:** 14 Days
- ◆ **Adult:** 21 days
- ◆ **Elder:** 16 days

### Age Transitions

When a Sim closes in on the transition date, you are given a two-day warning. If the Sim about to age up is a child, this transition period is extremely important. When a child transitions to a teen, the Sim picks up an additional trait. If the Sim is doing well in life by specific metrics at the point of transition, you get to pick that new trait. If the Sim is struggling, then the trait is either randomly chosen or is chosen from a list of negative traits.

### Child



Child Sims are ready to take on a little responsibility of their own—school. Child Sims can socialize and make friends with other children, feed themselves with Quick Snacks from the fridge, and even learn a few of the skills that will give them a leg up on teen and adult life. Children still like to play, so let them have little fun with toys and games when they're not working on homework for school and socializing with the family.

Because children can leave the house and do a little exploring, it's important for children to have curfews. Children get curfew warnings letting them know it is time to get home unless they are staying with a friend at a lot/house they were invited to.

Check out the school section in the Careers chapter for a full briefing on how to achieve success in school. However, in addition going to school, children can learn a few skills, such as Cooking.

### Teen



Teen Sims graduate to high school and to a whole new level of responsibility. Teen Sims must pay attention in school and get their homework done.

Teen Sims share a lot with adult Sims. They can perform most socials at this point, save for marriage and WooHoo. Romance is a big part of the teen experience, as teens want to have relationships and go steady with another teen. (Teens cannot be romantic outside their age level.) Use the STC, LTR, and social tables in this chapter to help teens navigate the social waters and develop relationships and young love.

Teens have a special LTR: Best Friends Forever. This is the teen version of Best Friends. To designate this special friend, use the BFF social on a fellow teen with a high relationship. BFFs long to hang out together. Teens can only have one BFF at a time. If a teen chooses a new BFF, the relationship with the previous BFF takes a significant hit and has an Insulting STC.

Teen Sims can learn all skills, just like adult Sims. This is a good time to figure out what kind of skills you want to nurture and get an early start on them.

Whereas children must obey curfews, teens can actually flirt with trouble here. In fact, disobeying curfews gives the teen the Out After Curfew! moodlet. Curfew is typically between 11 p.m. and 6 p.m.. Curfew violation occurs at 11:01 p.m. if the teen is not at home or on the lot of a friend who invited them over. (If the teen has the Coward, Good, or Neurotic trait, they automatically try to go home when curfew strikes. You must manually cancel it.) While violating curfew, teens risk getting caught by the police. If the police appear and summon a teen over, the teen must obey. The teen is then taken directly home in the cop car and earns the Caught After Curfew negative moodlet.



## Adult



The lives of adult Sims are covered quite extensively in the entirety of this guide. Adult Sims have great responsibilities to take care of their charges and maintain a positive household, all while juggling career, skills, and socializations. It's not an easy task. But this stage and all its freedoms are what makes *The Sims 3* such a wonderful experience.

## Elder



Elder Sims are not that different from adult Sims. They learn skills, have careers, like to socialize, and still have Lifetime Wishes. However, they are nearing the end of the great arc of life. But they still deserve to live this final age with grace and poise. Keep elder Sims active even if they retire from work (and enjoy a nice pension) by continuing to develop skills and relationships. That way, when death finally does knock on your front door, there are zero regrets and the family that the elder Sim leaves behind has a wealth of memories, lessons, and Simoleons.

## Having a Family

As time marches on, it is important to keep a family going. There are two ways to have a child—pregnancy or adoption. To adopt a baby, select the hospital and choose the Adoption interaction.

## Pregnancy

"When two people love each other very much..." A zillion birds-and-bees talks have started out like this—and now it's going to be a zillion and one. To get pregnant, two Sims of the opposite sex must enter a highly amorous STC to unlock the Try for Baby social. When this social is selected, the two Sims report directly to the bedroom and jump between the sheets for a little WooHoo.

Not every session of WooHoo results in a pregnancy. When Try for Baby is successful, you hear a musical chime directly after WooHoo. Congrats—the female Sim will be pregnant starting the very next day. The following day, the new child arrives at the house. The child will have a mixture of its parents' physical traits, like hair color, eye color, and skin tone. There is always a slight chance for a physical trait that does not match either parent. Don't take it personally.

## Death

There are no taxes in Vista Beach, but that other great inevitability—death—is a lurking presence. Death occurs when a Sim either suffers an unfortunate accident or reaches the end of their natural life and dies of old age. When death occurs, the expired Sim crumples to the ground and the Grim Reaper appears on the lot. With his scythe hovering high in the air, the reaper extends a bony hand toward the deceased.

When a Sim dies, they leave behind remains. Depending on the death, it could be just a pile of ash or a marker. You can mourn the Sim over a marker, or pick it up and take it to the graveyard to install it there.

There are several ways to die: Burning, drowning, electrocution, starvation, and old age.

## Burning

- ◆ **Possible Ages:** Adult, Elder
- ◆ **Source:** If a Sim is next to an object or surface that is on fire, they risk catching fire themselves. The On Fire moodlet kicks in with a timer below it. If the fire is not extinguished in time by another Sim or the Sim does not reach a water source, the Sim dies. If the Sim makes it to water, the On Fire moodlet becomes the Singed moodlet.
- ◆ **Avoidance:** Be cautious around fire. Don't get too close. If your Sim does catch fire, put out the flames right away.

## Drowning

- ◆ **Possible Ages:** Child, Teen, Adult, Elder
- ◆ **Source:** Swimming while Fatigued is dangerous.
- ◆ **Avoidance:** When Fatigued, get out of the water so your Sim does not drown.

## Electrocution

- ◆ **Possible Ages:** Adult, Elder
- ◆ **Source:** Trying to repair broken electronics without a high enough Handiness skill risks electrocution. So does using an electrical object while standing in a puddle of water.
- ◆ **Avoidance:** When a Sim fails to repair an electrical object, they typically get

the Singed moodlet as a warning. Take heed of it. If the Sim tries again, they get zapped to the point of death.

## Starvation

- ◆ **Possible Ages:** Teen, Adult, Elder
- ◆ **Source:** Failure to feed a Sim after a set period initiates the Starving moodlet. There is a timer on the moodlet, so keep track of it.

## Old Age

- ◆ **Possible Ages:** Elder
- ◆ **Source:** Reaching the end of the life cycle
- ◆ **Avoidance:** None. That's life.

## Service Sims

Service Sims are Sims that exist in Vista Beach, but do not necessarily live in the neighborhood. You will not see these Sims in the park, for example. These Service Sims exist to provide essential services for you and your Sims. Service Sims can be reached via the telephone or will appear automatically when something on your lot needs to be tended to, such as a fire or robbery.

Your Sims can socialize and interact with most of the Service Sims. Some of the Service Sims can even be turned into more than just acquaintances, such as the Firefighter. If you play the social game just right, you can actually fall in love with some of these Service Sims and even marry them.

## Police

The police will show up whenever the alarm goes off in your house because of the arrival of a Burglar or if you call the police because you spotted the Burglar on your own. The Police Officer will fight the Burglar if he or she makes it in time (before the Burglar leaves the lot).

## Repo Man

If you fail to pay your bills on time, the Repo Man is dispatched to your lot to take back enough objects to meet the owed amount. While the Repo Man is on your lot, he goes from room to room, sucking up objects with a special repo gun. When the Repo Man has repossessed enough objects to meet his required quota, he will leave. Before the Repo Man takes off, you can socialize with him—although you aren't exactly off to a great start.

## NOTE

If you do not have enough objects to repo, the Repo Man will just take the money from your account.



# Dream House

"It always amazes me to think that every house on every street is full of so many stories; so many triumphs and tragedies, and all we see are yards and driveways."

-Glenn Close, actress

## Building a New House

Vista Beach is a pretty incredible place, but do you know what's missing? You. It's time to lay down some roots in this oceanside city, and there is no better way to do that than to purchase a lot and put up a house.

## Home Style System

In the Wii edition of *The Sims 3*, you do not build houses from scratch. Instead, you use a system of housing Home Styles as the basis for houses. These Home Styles are pre-fabricated, but come from several different styles such as Art Deco, California Bungalow, and Deconstructivism. Each Home Style type has several different models. You may pick any of the Home Style types, so long as they fit within your household budget.

### NOTE

At first, you cannot buy all the Home Styles. Some are out of your price range. But later in your Sims' lives, they will have accumulated enough Simoleons that they can move into more complex, decorative Home Styles.



Every Home Style has two forms—furnished and unfurnished. The unfurnished Home Styles are completely barren. No walls. No objects.

Just the outline of a house. It's then up to you to fill it with the necessary rooms and objects to make it livable for your Sims. Furnished Home Styles come with objects already placed inside them, usually creating specific rooms like a kitchen and bedroom. You can always count on a toilet, sink, fridge, bed, and other essentials.

### NOTE

Naturally, unfurnished Home Styles are less expensive than furnished Home Styles.



The cool thing about furnished Home Styles is that even though they are more expensive, you are getting something of a discount on the objects that come as part of the deal. And besides, you can always rearrange the furnished Home Style objects or sell them outright for Simoleons and then buy different objects. Nothing but the shape of the Home Styles themselves are set in stone.



The green squares around the Home Style show you the general footprint of the upgradable house.

## Home Style Upgrades

Every Home Style can be upgraded—and usually there is at least one upgrade per main Home Style. Upgrades include additional square footage, such as a terrace, second story, or a new wing for the house. You can see the footprint of the upgrade before committing to it. Like Home Styles, upgrades can be bought either furnished or unfurnished.

Let's use the Art Deco Empire Edifice as an example. Here are the three different stages of the Home Style:



The base is a single-story house with just a few rooms.



The first upgrade adds a second story, increasing the square footage.



The final upgrade adds a new wing and a garage to the house.

Like the Home Styles themselves, none of the upgrades must be unlocked. They are all available from the beginning. To purchase them, you just need to make enough Simoleons at your career or through skills to upgrade your house. Upgrades can be bought at any time through Build and Buy Modes.

## Home Style Catalog

This chart details all the different Home Styles you can install on your lot, including the available upgrades, prices, and which objects come in the furnished (and more expensive) versions of the Home Styles.

## HOME STYLE CATALOG

House Name	Base Price	Base Price (furnished)	# of upgrades	Upgrade 1	Upgrade 2	Upgrade 3
<b>ART DECO</b>						
 Deco Elegance	13200	20685	1	 21965		
 House Moderne	15775	21470	3	 19085	 22395	 36115

	House Name	Base Price	Base Price (furnished)	# of upgrades		Upgrade 1		Upgrade 2		Upgrade 3
	Streamline Luxury	18680	26940	2		22650		26620		
	Aero Tower	30935	41295	1		37550				
	Deluxe Domicile	24980	43080	2		30510		41480		
	Expression Terrace	34160	46625	3		40175		46100		51915
	Empire Edifice	29520	46285	2		37055		45095		
<b>CALIFORNIA BUNGALOW</b>										
	Simple Suburban	11575	18225	1		19250				
	Coastal Dream	27780	31910	3		33700		39855		46010
	Multi-frame Sanctuary	22625	28165	2		27515		37525		
<b>DECONSTRUCTIVISM</b>										
	Neo Habitat	14145	23820	1		23055				
	Habitable Pylon 3302	26355	37555	3		31705		37710		41810
	Serenity Cubed	27395	38715	2		35110		47855		
	Gestalt Surfaces	37960	56970	2		46825		63810		
	Parabolic Frolic	31965	58399	2		44315		60665		
	Spatial Prisms	47640	69345	0						
<b>MISCELLANEOUS</b>										
	"Green" House	45310	63965	1		75525				
	House of the Rising Sun	17040	28260	3		22690		28080		32240
	Charming Chalet	32375	50410	2		38955		53125		
	Karma Compound	16475	25785	2		36710		53335		
	Southern Comfort	55010	81890	2		67470		91725		
	Gothic Estate	36600	62355	1		59900				





	House Name	Base Price	Base Price (furnished)	# of upgrades		Upgrade 1		Upgrade 2		Upgrade 3
<b>MISSION REVIVAL</b>										
	Casa de Sim	15405	25515	1		18760				
	Oasis Homestead	27345	46855	2		34765		41700		
	Hospitable Habitation	17140	25770	2		25805		33885		
	Vista Hacienda	24585	36180	2		31935		40100		
	Classic Mission	27370	36085	2		33565		46005		
	Rancho Living	31690	40795	3		43090		58040		69105
	Adobe Estate	77260	102545	3		90450		103425		116400
	Desert Retreat	55405	65430	2		67425		93615		
<b>WILD AND WACKY</b>										
	Trailer Home	10165	16440	1		16280				
	Grounded Starship	34910	48195	1		42895				
	Treehouse	34150	40680	1		56110				
	Habitable Lighthouse	40940	60285	1		51190				

## Walls

After selecting an empty Home Style, it's time to put up some walls. Return to the main Build Mode menu. Now, choose the Walls option. You have two ways to erect walls—either piece by piece or by creating an entire room. The cursor changes to column of arrows, showing you where the panels will appear as you hold down A and drag it across the room.

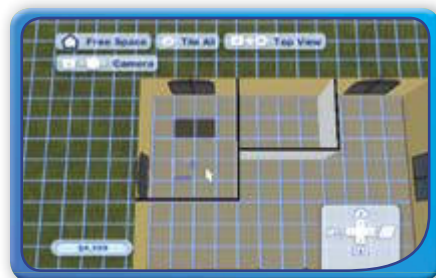


There is no limit to the number of walls you can create—only your pocketbook controls that. However, you need to create rooms

- large enough for a Sim to actually function inside. Shuffling your Sims into a broom closet will make them unhappy. You need to make rooms large enough to fulfill needs, such as a bathroom that can fit a tub, sink, and toilet, or a bedroom that can at least fit a bed.



Use walls to differentiate between rooms.



Lay down a grid to use as a guide while building rooms.

## Wall Coverings



No Sim wants to live in a house with exposed cement slabs and naked drywall, so decorate these surfaces with wall coverings and flooring. (In fact, there is a negative moodlet called Unfinished Room that docks your overall mood.) The wall coverings are divided into these categories:

- ◆ Paint
- ◆ Wallpaper
- ◆ Tile
- ◆ Paneling
- ◆ Masonry
- ◆ Rock and stone
- ◆ Siding
- ◆ Misc.

## Floors



Within the Floors category of Build Mode, you can select from scores of patterns to cover the exposed foundation. The different floor patterns have various prices. They are sorted into multiple categories, including:

- ◆ Carpet
- ◆ Tile
- ◆ Wood
- ◆ Stone
- ◆ Masonry
- ◆ Linoleum
- ◆ Metal
- ◆ Misc.

## TIP

Mix and match different floorings to create cool effects—especially in the same room. Try running wood along the walls and then fill in the center of a room with carpeting. Or mix carpet textures. Or make a checkerboard out of different types of stone.

## Doors



Once you create the walls for a room, you need to give your Sims access. To install a door or arch, open Doors in the Build Mode menu. Select the desired door from the list of available options and then place it on the wall

you desire. Just leaving an open panel in a wall does not make a door.

## NOTE

You do not install windows in your house—they come with the Home Style.

## Stairs

If your house has multiple stories (usually these come with upgraded Home Styles), you must connect them with stairs. There are several varieties of stairs, from straight staircases to curved staircases that have a smaller footprint. The fancier the stairs, though, the more expensive they are.

## Rooms

You can have as many rooms in your house as your Simoleons allow, but some rooms are essential for your Sims to have a happy life—bathroom, bedroom, and kitchen. There are, of course, other rooms that would be absolutely appreciated by your Sims, such as a living room, dining room, or study, but only these three are required for your Sim to live a functional life.

The Objects Catalog chapter contains examples of each type of room and a full list of all objects associated with different rooms, such as kitchen, bedroom, and study.

## Bathroom



The bathroom is positively critical for your Sims' well-being. Without a place to attend to Hygiene and Bladder needs, your Sims will not be able to function properly in polite society. You must install a toilet so your Sims can relieve themselves in a timely manner. A bathtub or shower is also essential for keeping clean. If your Sims do not wash on a regular basis, not only with their overall mood suffer, but relationships with friends and work will also take a hit. Install a sink and mirror in the bathroom, too, so your Sims can brush their teeth as well as primp and pose.

## Bedroom



Sims need their beauty rest, otherwise their energy tanks and they risk passing out. After a long day of work or play (or, hopefully, a nice combination of both), Sims get sleepy. Sims can take a catnap on a couch, but they need a bed to get the kind of rejuvenating rest needed to greet a whole new day and effectively perform at work. A modest bed will do the trick at first. You can place other useful objects in the bedroom, such as a dresser or mirror, but the bed is your top priority.

## Kitchen



Sims need to keep Hunger in check in order to function. If Sims get too hungry, not only does their mood suffer greatly, but they can eventually pass out and lose valuable time recovering. When starting a new home, build a small kitchen complete with a refrigerator, stove, and sink. A dishwasher is useful to be sure, but dishes can be easily cleaned in the sink at first.

## NOTE

You can also dine out, but it is much cheaper to eat at home.

## TIP

If your Sim is going to pursue the Cooking career, a good kitchen is essential. Splurge on this room at the expense of other parts of the house.

## Other Rooms

As mentioned, there are several other rooms to create in a house, as indicated by the different categories of objects for sale in Buy Mode. If your Sim is going to be a writer, a separate study with a bookcase and computer is particularly useful. If your Sim household has





children, build rooms for the wee ones so they have a place to call their own. A dining room is not a necessity, but for larger households it is a great place for the household to come together and socialize.

You can also mix furniture from different rooms in Buy Mode—there is no hard and fast rule about a bookcase having to be placed in a study. Preserve money and space in the beginning of life in Vista Beach by fusing rooms. A single Sim can afford to have a bookcase and computer in the living room.

## Buy Mode



There's just no way around it: Everybody loves stuff—and in *The Sims 3*, there is a lot of it you can buy and place inside and outside your house to make your Sims happy. Buy Mode is

where you go to instantly shop for your Sim's furniture, appliance, and decorating needs.

When you enter Buy Mode (as well as Build Mode), the action is temporarily paused so you can browse without penalty. Your Sims are more than happy to wait while you shop for them. When you buy an object, the Simoleons are not automatically deducted from your account.

It's not until you place the object on your lot that the Simoleons disappear from your account. Now, while you are in Buy Mode, you can return an object without losing any Simoleons by using the Sledgehammer tool. However, the moment you step out of Buy Mode and back into life, you must factor depreciation into the sell-back value of your objects.



Use the green squares around an object as a guide. There must be at least one green square for a Sim to access the object. If the squares are red, you cannot place the object there.

### TIP

Buying new objects in Buy Mode can positively affect your Sims' mood. When Sims enter a room with two or more new objects, they get the New Stuff! moodlet.

### NOTE

Use the Object Catalog to browse through all the different things you can buy and place in your house or around the lot.

# Tour of Vista Beach



## Getting Around Town

Welcome to Vista Beach, a lovely seaside town with all the amenities you could ever ask for—burger joints, museums, entertainment, and career venues. Before exploring Vista Beach on foot, take a moment to acquaint yourself with your surroundings so you can easily identify where you need to go to complete the current task (or desire) at hand.



### Vista Beach Venues

- 1 Abandoned Warehouse
- 2 Chez Marinara
- 3 Maxis Theatre
- 4 Police Department
- 5 Hope Medical Center
- 6 Seagull Suites Hotel
- 7 Ocean Surf Science Lab
- 8 Hang Ten Surf Shop
- 9 The Book Nook
- 10 Fresh Fruits Corner Store
- 11 Big Surf Burgers
- 12 School
- 13 Paperclips Inc. Stadium
- 14 Ollie's Skate Park
- 15 Andrew Sim Public Pool
- 16 Vista Beach Public Library
- 17 Buff's Athletic Club
- 18 William R. Wright Museum of Art
- 19 Central Park
- 20 Mossy Hill Lake
- 21 Stone Cold Cemetery
- 22 Plata Lake



## Places of Employment

When it's time to seek out a new career or just report for a shift, you must visit one of the career venues in Vista Beach. Several of these venues have extra functions, such as offering skill development classes.

### Abandoned Warehouse



◆ **Career:** Criminal

◆ **Classes:** None

Interested in indulging your dark side? Then report to the creepy old warehouse on the outskirts of town and enroll in the Criminal career. This is where you will come back for work during designated shifts. There are no additional interactions at this venue.

### Chez Marinara



◆ **Career:** Culinary

◆ **Classes:** Cooking

Chez Marinara is one of the two eateries in Vista Beach, but this is the only spot where you can take the Cooking skill class and start the Culinary career.

### Maxis Theatre



◆ **Career:** Music

◆ **Classes:** Guitar, Charisma

Want to try a life on the stage? Head over to the theater and start a rewarding career in

music. This is also where you can enroll in the Charisma and Guitar skill classes, making this a prime destination for extroverted Sims.

### Police Department



◆ **Career:** Law Enforcement

◆ **Classes:** None

The police station serves a sole purpose in Vista Beach—this is where Sims go to pursue the Law Enforcement career. Whenever it is time for a shift, come back here and clock in.

### Hope Medical Center



◆ **Career:** Medical

◆ **Classes:** None

The Hope Medical Center is for Sims that want to try out a fast-paced career in medicine. There are no classes offered at this venue; it is strictly a work environment.

### Seagull Suites Hotel



◆ **Career:** Tourism

◆ **Classes:** None

The all-new Tourism career is centralized at the magnificent Seagull Suites Hotel down on the waterfront of Vista Beach. There are no classes offered here, but it does provide easy access to the beach where you can kitesurf.

### Ocean Surf Science Lab



◆ **Career:** Science

◆ **Classes:** Logic, Handiness

So, you think you got the brains for the Science career? The hoof it on down to the Ocean Surf Science Center. Even if you are not interested in this career, be sure to enroll in the Logic and Handiness classes, which are very useful skills to have.

### Hang Ten Surf Shop



◆ **Career:** Extreme Sports

◆ **Classes:** Athletic

The new Extreme Sports career is headquartered right on the beach at the Hang Ten Surf Shop. Come here to work your way up to super stardom in the extreme sports universe. And if you want to buy a kitesurf, this is where you should drop by, too.

## Shopping and Commerce

Vista Beach has several places to spend Simoleons, such as buying books at The Book Nook. Spending Simoleons at these shopping venues will not only serve needs and skills, but many objects you can buy will boost moodlets.

### The Book Nook





The Book Nook should be a regular stop for all, not just those with the Bookworm trait. This book shop sells a host of different books that fulfill a great many needs, such as skill development, recipes, children's books, and sheet music.

Relaxing with a book after a long day at work is a good way to smooth frazzled nerves. Numerous genres can be found on the shelves, so consider what kinds of books your Sims might like to read before plunking down Simoleons. A Hopeless Romantic, for example, is likely to enjoy a trashy romance novel.



Any Sim in a household can read a book. You do not need to buy multiple copies of, say, a skill-development book for each Sim.

## Inventories

### BOOKSTORE INVENTORY – GENERAL

Title	Genre	Price
Point Farmer	Autobiography	\$25
The Warlock of Palladia	Fantasy	\$35
Where's Bella?	Children's	\$40
The Adventues of Raymundo	Children's	\$50
Murder in Pleasantview	Mystery	\$65
A Magnetic Attraction	Trashy	\$80
Commitment Issues	Drama	\$130
Stragedy and Other Messterpieces	Humor	\$135
Zombies? Zombies!	Sci-Fi	\$180
Totally Preggers: An Expectant Mother's Tale	Non-Fiction	\$200
Abstract with Turkey	Fiction	\$210
Unicorns for Audrey	Fantasy	\$210
Exit at Powell	Satire	\$230
Gpod	Sci-Fi	\$250
Baby Incoming: Preparing with Vigilance	Non-Fiction	\$300
The Economy	Political Memoir	\$310
How to Spin Plates	Non-Fiction	\$360
Game of Thorns	Mystery	\$405
The Crumplebottom Legacy	Historical	\$480
I'm Still Cool	Humor	\$535
Thunking	Fiction	\$580
Llama Rights	Historical	\$610
Special Snowflake	Romance	\$705
On the Margins	Satire	\$780
The Point of Pointilism	Non-Fiction	\$875
No Expecting Much	Vaudeville	\$940
The Noble History of Socks	Biography	\$1,000

### BOOKSTORE INVENTORY – SKILL

Title	Skill	Level Req.	Price
Logic Vol. 1: Knights vs. Bishops	Logic	0	\$50
Cooking Vol. 1: Too Much Salt!	Cooking	0	\$50
Handiness Vol. 1: Unplug It First!	Handiness	0	\$50
Charisma Vol. 1: Fixing the Friend Problem	Charisma	0	\$350
Gardening Vol. 1: The Watercan Chronicles	Gardening	0	\$350
Charisma Vol. 2: Talking to Anyone	Charisma	3	\$500
Gardening Vol. 2: Odor Free Fertilizer	Gardening	3	\$500
Cooking Vol. 2: Why You Need Baking Soda	Booking	3	\$500
Logic Vol. 2: To Xor or Not to Xor	Logic	3	\$500
Handiness Vol. 2: Turn Off the Water	Handiness	3	\$500
Charisma Vol. 3: Becoming Irresistible	Charisma	6	\$750
Handiness Vol. 3: Puddles and Electricity Don't Mix	Handiness	6	\$750
Gardening Vol. 3: Gardening to Riches	Gardening	6	\$750
Cooking Vol. 3: Yummy and Delicious	Cooking	6	\$750
Logic Vol. 3: 3.14159265	Logic	6	\$750
Inventing Vol. 1: Nuts and Bolts	Inventing	0	\$43
Inventing Vol. 2: Create & Detonate	Inventing	3	\$430
Inventing Vol. 3: Inside the Robot Mind	Inventing	6	\$645

### BOOKSTORE INVENTORY – SHEET MUSIC

Item	Level Req.	Price
Yes Ma'am, I Do	5	\$100
Flamenco Fever	6	\$250
A Perfect Moment	7	\$425
Improvise Here and Now	8	\$600
Dream Escape	9	\$1,400

### BOOKSTORE INVENTORY – CHILDHOOD DEVELOPMENT

Title	Price
Jimmy Sprocket and the Squishy Stone	\$50
Bluish Eggs with a Side of Pastrami	\$50
Counting for Those Who Cannot	\$50
Finger Painting 101	\$50
Handprints of the Masters	\$125
Jimmy Sprocket and the Chalice of Lichens	\$125
Squares Are Not Triangles	\$125

Frank I'm Not	\$125
Oh the Destinations You'll Briefly Visit	\$210
Don't Stay Within the Lines	\$210
Jimmy Sprocket and the Escape from "Fun" Land	\$210
Being Smart for Fun and Profit	\$210

### BOOKSTORE INVENTORY – FISHING

Title	Level Req.	Price
The Wee Swimmers: Reeling Anchovy and Minnow	1	\$100
The Whiskered Deep: Catfish and You	1	\$200
Gilled Tragedy: Trout and Clownfish Baiting Techniques	3	\$300
All That Glitters Is Goldfish	4	\$400
Predators of the Deep: Piranha, Shark, and Swordfish Tips	4	\$600
Sushi Swimmers: How to Catch Tuna, Salmon, and Blowfish	4	\$700
Heavenly Delicacies: Hooking Angelfish and Lobster	6	\$1,000
Binary Fishing and Analog Bait for Robot Fish	6	\$1,600
Fishing for the Dead: Deathfish and Vampire Fish on the Line	7	\$2,500

### BOOKSTORE INVENTORY – RECIPES

Recipe Name	Level Req.	Price
Ratatouille	1	\$25
Fish and Chips	3	\$50
Cookies	3	\$100
Fruit Parfait	4	\$200
Cheesesteak	5	\$300
Cobbler	6	\$450
Eggs Machiavellian	7	\$5,890
Tri-Tip Steak	8	\$650
Stuffed Turkey	9	\$800
Baked Angel Food Cake	10	\$1,000
Ambrosia	10	\$12,000

## Fresh Fruits Corner Store



Need to get some produce to create that special dish? Then stop by the Fresh Fruits Corner Store, the local grocery store in Vista Beach. Fishing-savvy Sims can sell the fruits of the sea to the grocer for Simoleons, too.



## Inventories

## SUPERMARKET INVENTORY

Item	Price
<b>PRODUCE</b>	
Tomato	\$3
Lettuce	\$3
Apple	\$5
Grapes	\$5
Onion	\$8
Potato	\$8
Lime	\$11
Watermelon	\$11
Bell Pepper	\$15
Garlic	\$18
<b>MEAT AND CHEESE</b>	
Links	\$8
Cheese	\$8
Egg	\$11
Patty	\$24
Roast	\$30
Steak	\$30

## Big Surf Burgers



Big Surf Burgers is a small diner where you can go for food and drinks. The fare here is cheap, but your Sims like it all the same. You cannot enroll in a Cooking class or start the Culinary career here, though. Those are exclusive to Chez Marinara.

## Community Locations

Like all towns, Vista Beach has community venues that allow Sims to pursue to new activities or activities that require equipment too expensive to have at home when first starting out. For example, the gym offers exercise machines.

## School



Students must get to the school every weekday and sign in for their classes. While inside, students set their Actions to do their best (or worst, depending on how you roll) during the school day. However, school doesn't end when class is over because every student has homework that must be done outside school hours.

## Paperclips Inc. Stadium



The Paperclips Stadium is the local arena for sporting events. You will come here for opportunities. There are no classes or careers located at the stadium.

## TIP

Go see events at the stadium and the theater to blow off steam and restore your Fun need.

## Ollie's Skate Park



The skate park is an outdoor location that Sims can enjoy alone or with friends.

## Andrew Sim Public Pool



The public pool is a good place to take a dip. This is also a good venue for socializing with other Sims because it can be quite popular on sunny days. There is a grill onsite for serving up food to other Sims.

## Vista Beach Public Library



The Vista Beach Public Library is on the northern end of town, full of books your Sim can pull off the shelves and read. There is also a restroom in case your Bladder need plummets. Children will also appreciate the toy-filled room.

## City Hall



Looming tall over Vista Beach, City Hall is where government business gets done. There is no career here, but some opportunities will send you to City Hall.

## Buff's Athletic Club



Need to feel the burn? Head over the gym and use the workout benches for free instead of laying out the Simoleons to install one in your home. There are showers here, too, for washing off the funk of a long workout. The gym is also a good place to socialize and meet new Sims.





## William R. Wright Museum of Art



The museum is a quiet place for Sims that enjoy fine works of art to escape from the general bustle of Vista Beach. Take some time to yourself, reflect on the statues, and just unwind. The museum is also the location of some opportunities.

## Central Park



Central Park stretches toward the water, starting at the footsteps of City Hall. Lay out a towel on the sand, sunbathe, kitesurf, and fire up one of the grills to serve food. Look for socialization options at Central Park, as there is a lot of foot traffic during the day at this location.

## Fishing Spots

Fishing is a great way to relax, plus you can earn some money on the side. Reeling in a big catch and selling it to the corner store is also a fun way to line your pockets with Simoleons. Sims with the Loves the Outdoors trait get a huge mood boost from fishing, and if you plop a radio next to them while they have a hook in the water, you can drive that mood even higher.

### TIP

The best time to go fishing is between 4 a.m. and 6 a.m. This is when the best and biggest fish are biting!

### NOTE

To go fishing, just step right up to the fishing sign next to the body of water and select the Fish interaction.

## FISHING

Fish	Skill Level Req.	Commonality	Locations Found	Preferred Bait	Min weight	Max weight	Value at min weight	Value at max weight	Skill Points for Catching
Minnow	0	Common	Lakes, Ocean	Apple	0.1	0.5	5	11	120
Anchovy	0	Common	Ocean	Tomato	0.1	0.5	5	11	120
Goldfish	1	Common	Lakes	Lettuce	0.1	2	6	16	132
Alley Catfish	1	Uncommon	Lakes, Ocean	Cheese	0.1	5	6	20	132
Jellyfish	2	Common	Ocean	Grapes	0.1	10	8	19	140
Rainbow Trout	2	Common	Lakes	Egg	1	10	9	18	140
Red Herring	3	Common	Lakes, Ocean	Hot Dogs	1	10	5	5	160
Tuna	3	Common	Ocean	Onion	2	40	11	25	160
Piranha	4	Uncommon	Lakes	Watermelon	5	15	14	30	185
Tragic Clownfish	4	Uncommon	Laes, Ocean	Bell Pepper	5	40	13	32	185
Siamese Catfish	5	Common	Lakes, Ocean	Minnow	3	25	14	41	220
Blowfish	5	Uncommon	Ocean	Potato	5	40	13	47	220
Salmon	6	Common	Ocean	Lime	10	50	14	45	255
Black Goldfish	6	Common	Lakes	Goldfish	5	25	16	49	255
Shark	7	Uncommon	Lakes, Ocean	Red Herring	1	150	7	70	295
Swordfish	7	Common	Ocean	Anchovy	20	60	17	60	295
Angelfish	8	Uncommon	Lakes, Ocean	AlleyCatfish	2	60	21	85	340
Vampire Fish	8	Rare	Graveyard	Garlic	25	80	55	225	1,000
Robot Fish	9	Rare	Science Facility	Piranha	250	1,000	50	275	1,000
Lobster	9	Common	Lakes, Ocean	Tuna	5	50	25	120	400
Deathfish	10	Rare	Graveyard	Angelfish	20	80	200	1,000	1,500

## Mossy Hill Lake



Mossy Hill overlooks Vista Beach from the east. In addition to having a lake for fishing, it has a small fire pit for warming yourself or roasting marshmallows.

## Stone Cold Cemetery



The Stone Cold Cemetery is where Sims that have gone before lay in peace. It's also the site of a small pond where you are more than welcome to go fishing.

## Plata Lake



Plata Lake is a nice fishing spot in the northwest corner of Vista Beach. Just step up to the edge of the lake and interact with the fishing sign to drop a hook in the water.

# Careers



"A career is born in public, talent in privacy."

-Marilyn Monroe

## Working in Vista Beach

Fun in the sun doesn't come cheap in Vista Beach, so your Sims must earn an income in order to keep their household rolling in Simoleons. Without cash, Sims cannot buy new objects to help decorate the lot and develop skills, purchase food, and engage in activities designed to keep spirits high. While some Sims can earn a decent living through skills such as selling paintings, most must settle into careers. There are many career options in Vista Beach, including two all-new careers exclusive to *The Sims 3* for Wii: Extreme Sports and Tourism.



Upon moving into Vista Beach, your Sim is likely to want a job. Chances are good that the desired career is directly tied to a Lifetime Wish or at least one of the selected traits. Listen to your Sim's wishes, because their predilection for a specific career indicates they will be able to advance in it more easily than in other potential jobs. Ultimately, you are in control and can send a Sim that wishes for a Culinary career over to the police station for a career in Law Enforcement.

### Starting a Career



There is no interview process for starting a new career. All you need to do is either just show up for the job at the designated venue or

answer a "help wanted" ad on the computer or in the newspaper. For example, if you want a career in Tourism, travel to the hotel on the south side of Vista Beach and select the career from the available interactions. Your Sim then heads over to the venue and, upon checking in, is given details about the first level of the career, such as starting pay and work hours. Review the details and then either accept or decline the new gig.

### NOTE

You can monitor your Sim's career at any point via the Status Panel. Select the Career tab to review current level, salary, and other details.

### Promotions



The primary goal of a career is to earn Simoleons. The first level of any career doesn't necessarily pay that well. But don't be discouraged. Instead, be inspired to pursue promotions at work so that soon you pull down big Simoleons for a day's work. Promotions are awarded based on specific metrics at work, such as mood and relationship with the boss. To affect your performance at work, which factors heavily into earning promotions, you must guide your Sim's Actions. Actions are work behaviors that have specific effects on your day, such as slacking off or helping out co-workers. Each career listing details the metrics used to determine whether or not you get a promotion.

Every career has at least two skills tied to it. You must level up those skills at a pace matching your current promotion level. Keep a constant eye on the development of the skills associated with your job because without them you simply will not get promotions. Each career in this chapter includes the related skills so you can cross-reference them with the skill

development strategies found in the Simology chapter.



In the Status Panel, you have a handy meter called Performance Level that monitors your current appreciation at work. The higher the meter, the closer you are to getting the promotion. Conversely, if the meter starts to sink, you could be staring down early termination. Good ways to get fired? Failing to show up for an assigned shift, slacking off every day at work, or displeasing the boss.

### CAUTION

Use the carpool, which shows up at your lot one hour prior to work, as a good reminder of when to head to work.

### NOTE

If you are fired, you can rejoin the career the next day. You begin at a level lower than the one you had at the time of dismissal. If you are fired yet again, you must wait three days before taking the same career again.

With many promotion levels, you unlock a new benefit that affects your life outside the career. You may get a one-time Simoleon bonus. You may get a burglary-proof home (a benefit of the Criminal career). Each career listing in this chapter details all the possible benefits you can unlock through promotions.



## Actions



When your Sim reports to work, he or she vanishes into the venue. That's not the end of your involvement in a work day. Throughout the shift, you must guide your Sim's performance through Actions. Actions are behaviors at work that affect your value to the career. When you first arrive at work, you automatically slide into a "business as usual" type of behavior that does not have a negative impact on your promotion chances, but it certainly doesn't accelerate your way to the top office. Right away, you want to designate Actions that will help fill the Performance Level meter.

Every Action has a series of effects on your career performance. Each career listing

in this chapter details all the available Actions per promotion level. The Actions are broken down across several different categories to help you determine which Actions you want to undertake during a shift:

- ◆ **Action Name:** This is the actual name of the Action you see in the game.
- ◆ **Performance Score:** This is the amount added to your Performance Level meter at the conclusion of the Action.
- ◆ **Needs:** Some Actions affect needs. The numbers in these tables define which needs are positively or adversely affected by the Action.
- ◆ **Skill Bonus:** If you have started developing this skill, you can get a slight bonus to Performance for completing this Action. However, you cannot just coast on level 1 of a skill and expect some sort of reward. You must continue to develop that skill to receive the benefits. If you reach a higher level of the career and have slacked off on skill development, you may even get dinged for it. Use these two tables to see what skills possibly earn you bonuses at each career and what levels are required for you keep getting bonuses:

- ◆ **Skill Progress:** Some Actions help develop skills. This entry details the skill you can develop by this specific Action.
- ◆ **Repeat:** Can this Action be used multiple times during a single work shift?
- ◆ **Time Taken:** How long the Action takes to complete.

### CAUTION

The Slack Off Actions are good for keeping stress down, but do not expect steady promotions if you rely on them.

Now, not all Actions are available from the beginning. Some must be unlocked. During a work day, you may unlock additional actions by performing other Actions linked to the Action. Here's an example: In the first level of the Criminal career, the "Befriend Guard Dogs" is locked. That Action, though, has a huge payoff for relationship with the boss and will greatly add to your Performance Level. So, how do you unlock it? Work hard and impress the boss through the available Actions, such as "Setup a Distraction" or "Attract Police Attention." Eventually, you will unlock the desirable Action.

## CAREER SKILLS

Career Track	Influencing Skills							
	Athletic	Charisma	Cooking	Fishing	Guitar	Logic	Painting	Handiness
Criminal								
Law Enforcement								
Medical								
Politics								
Science								
Music								
Culinary								
Tourism								
Extreme Sports								
School								

## SKILL BONUSES

	Skill Level 1	Skill Level 2	Skill Level 3	Skill Level 4	Skill Level 5	Skill Level 6	Skill Level 7	Skill Level 8	Skill Level 9	Skill Level 10
Career Level 1	0	0	1	2	3	4	5	6	7	8
Career Level 2	0	0	0	1	2	3	4	5	6	7
Career Level 3	0	0	0	0	1	2	3	4	5	6
Career Level 4	-1	0	0	0	0	1	2	3	4	5
Career Level 5	-2	-1	0	0	0	0	1	2	3	4
Career Level 6	-3	-2	-1	0	0	0	0	1	2	3
Career Level 7	-4	-3	-2	-1	0	0	0	0	1	2
Career Level 8	-5	-4	-3	-2	-1	0	0	0	0	1
Career Level 9	-6	-5	-4	-3	-2	-1	0	0	0	0
Career Level 10	-7	-6	-5	-4	-3	-2	-1	0	0	0



To see how close you are to unlocking the Actions associated with your boss and co-workers, look at them in the Action screen. Beneath them, you see two locks. As you improve your working relationships with those two, those meters fill. When you cross the lock thresholds, the new Action is unlocked and you may now use it.

### NOTE

In addition to using the Action tables in this guide, you can point the cursor at each available Action and then use the Z button to see how that specific Action affects needs, performance, skill, and work-based relationships.



## NOTE

Remember that, while at work, your Sim's needs need to be monitored. So, watch out for Social, Energy, Hygiene, and more while completing a shift. Some Actions affect the decay of needs, so if it looks like your Sim is in serious need of a social boost, use an Action that interacts with co-workers. That will help satisfy that suffering need.

## Criminal

Are you ready to indulge your darker tendencies? Then pull down that ski mask and sign up for the Criminal career.

 **Work Location:** Abandoned Warehouse

 **Necessary Skills:** Athletic, Logic

## CRIMINAL CAREER PROMOTIONS &amp; ACTIONS

## Decoy

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
SU, M, T, F, S	7	100	30	Mood, Athletic Skill

LEVEL 1												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Setup a distraction	30					Logic		15	20	Yes	2h	Your everyday decoy work.
Hide	-10	50	-5	-10	20			-5	-5	Yes	1h	If the target can't see you, you don't have to work as hard.
Attract police attention	30	-10			-10			10	15	Yes	1h	Getting the attention off your comrades makes you a good decoy, but it's stressful work.
Race the guard dogs	0	-5		-15	-10	Athletics	Athletics	10	25	Yes	1h	Somebody needs to distract the dogs. It's good for the heart!
Shine the leader's shoes	45		-5	-5	-5			55	-10	Yes	1h	The leader loves shiny shoes.
Meet your accomplices	10		15		5	Charisma		10	25	Yes	1h	Get to know the people you'll be working with.
Befriend guard dogs	75		10	-5	15			10	45	No	3h	They won't run after your accomplices any more.
Play catch with the accomplices	-10		35		50	Athletics	Athletics	-5	35	Yes	1h	A nice, relaxing game to pass the time.

## Cutpurse

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
SU, M, T, F, S	7	140	40	Mood, Athletic Skill

LEVEL 2												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Pick pockets in the park	30			-10	5	Handiness		10	10	Yes	2h	Your average pickpocketing.
Pick pockets at the beach	5	30	15	-5	15	Handiness		5	25	Yes	1h	People in swimsuits don't have many pockets, so you've got more time to relax.
Pick pockets at the stadium	20			-5	10	Handiness		25	10	Yes	1h	Lots of people, and you can learn a bit about athletics from the game.
Do research on a target	20	-10	-5		-10	Logic	Logic	35	-5	No	1h	It will pay off in the long term.
Ask the boss for tips on cutting purses	25							30	5	Yes	2h	Bosses love to feel helpful to their minions.
Conspire with the accomplices	5		15		10	Logic		-10	30	Yes	1h	What's more fun than perfecting your master plan with friends?
Rob the target	200			-5	30	Athletics		20	20	No	4h	You're ready to turn your master plan into reality!
Make a plan to rob the target	50	-10			-15	Logic	Logic	25	-10	No	2h	You've got to be careful to get the loot.



## Thug

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
SU, M, T, F, S	7	190	50	Mood, Athletic Skill

LEVEL 3												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Browbeat people in the suburbs	30							20	20	Yes	1h	Another day, another intimidation.
Steal candy from babies	15	15	-10		30	Fishing		10	-10	Yes	1h	It's evil and it doesn't earn much, but it's easy work.
Focus on being extra-threatening	40	-15						20	10	Yes	2h	Gotta reach that threat quota!
Threaten people at the gym	10		-5			Athletics	Athletics	10	10	Yes	1h	Menacing fit people is a great way to stay in shape.
Work on the boss's pet project	20				-5	Logic		20	-10	Yes	2h	Less progress on thuggery, but the boss will love you for it anyway.
Practice looking menacing with the accomplices	5		10					10	20	Yes	2h	An essential part of the thug life.
Complete the boss's pet project	80					Logic	Logic	60	-20	No	3h	After a lot of work, at last there's a breakthrough!
Play cards with the accomplices	-10	30	30		50			-10	35	Yes	3h	Chatting over a game of cards is a great way to get to know your mates.

## Getaway Driver

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
SU, M, T, F, S	6	240	60	Mood, Athletic Skill, Relationship with Accomplices

LEVEL 4												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Drive around, looking for snitches	30							15	10	Yes	1h	You've got to make sure the law isn't getting information on you.
Sleep in the car	-15	50			10			-10	0	Yes	1h	Those seats are so comfortable.
Pursue the snitch	80	-15						25	15	No	1h	You found a snitch! Make sure he doesn't talk.
Push stalled car	20	-10		-10	-15	Athletics	Athletics	10	0	Yes	1h	Sometimes the getaway car doesn't get away from anything.
Drive the boss around	35							30	-10	Yes	1h	The boss is going places and you're going to be there when he does.
Go on a joyride with the accomplices	-10				20			-10	30	Yes	1h	Your buddies want to go have some fun in town.
Steal someone's identity	100		-20			Logic	Logic	30		Yes	2h	You can get more than money from it!
Push the car to its limits	0		15		50	Handiness		-5	20	Yes	3h	Living on the edge!

## Bagman

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
SU, M, T, F, S	6	310	80	Mood, Athletic Skill, Relationship with Accomplices

LEVEL 5												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Get the money laundered	20			10				15	10	Yes	1h	Everybody loves the fresh scent of clean money.
Play foosball with the accomplices	-20				25	Handiness		-10	25	Yes	1h	Good relationships with the people you work with are important.
Bring the money bag to the boss	25							30	0	Yes	1h	The leader loves to count the money himself.

Carry an extra-large bag	40	-10		-10		Athletics	Athletics				Yes	1h	It's heavier, but it accomplishes the work more effectively.
Distribute the Simoleons as ordered	30					Logic					Yes	1h	You got paid by the previous bagman after all.
Make little hats with paper Simoleons	-20				40	Handiness		-10	20		Yes	1h	They're quite fashionable, even if the leader disagrees.
Bring the counted Simoleons to the bank	80										No	2h	Your boss is done with the cash.
Make sure your accomplices get paid early	30		20						50		No	2h	Quick service will make them happy.

### Con Artist

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
SU, M, T, F, S	6	375	90	Mood, Athletic Skill, Relationship with Accomplices

LEVEL 6												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Cash some fake checks	30							15	10	Yes	1h	Who says crime doesn't pay?
Run away from your victims	-10	-10			60	Athletics				Yes	1h	The con doesn't always work, but you get some exercise.
Convince an old lady that you're the emperor of China	30				10	Charisma				Yes	1h	First, you need a convincing story...
Set up a con	15					Logic	Logic			No	1h	Get ready for the con of the year.
Double-cross the target	50					Logic				No	2h	Because a single cross is not enough.
Do a team con with your accomplices	40		30						40	Yes	2h	More people are needed for more elaborate cons.
Triple-cross the target	120					Logic	Logic	20	20	No	3h	They'll never see that one coming.
Con the boss into thinking you're actually working	15				30	Logic		-15		Yes	1h	Conning the conman.

### Henchman

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
SU, M, T, F, S	5	650	160	Mood, Athletic Skill, Relationship with Boss

LEVEL 7												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Patrol for secret agents	30							15	10	Yes	1h	Gotta stay alert.
Delegate your assignments	0	50							-10	Yes	1h	Let others do the work for you.
Attempt to stop a secret agent	50	-60		-40						No	2h	Tough work, but that's why you're there.
Practice martial arts	5	-60		-40		Athletics	Athletics			Yes	1h	There may be special agents to stop!
Grovel to the boss	25							30	-10	Yes	1h	It's actually part of your job description.
Chat with the accomplices	10								20	Yes	1h	Keeping informed of what the others are doing.
Coordinate the actions of low-level minions	30					Logic	Logic	20	-20	Yes	2h	You're the middle management of the forces of evil.
Set traps in the lair	160					Handiness		80	-80	No	4h	Security is everybody's job, and traps keep your co-workers on their toes.





## Evil Sidekick

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, TH, F	5	850	170	Mood, Athletic Skill, Relationship with Boss

LEVEL 8												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Take care of minor crimes	20							15	10	Yes	1h	Everyday sidekick work.
Take it easy on accomplices the boss asked to punish	-10		20					-10	40	Yes	1h	The leader is a bit too strict sometimes.
Punish accomplices	35		-10					20	-20	Yes	1h	They have to learn who's the boss (or at least, who's the sidekick).
Practice escaping on rooftops	20	-10		-5		Athletics	Athletics			Yes	1h	You must be ready if the getaway car isn't there for you.
Admire the boss's brilliant plans	10							20	-5	Yes	1h	Part of the job of the sidekick is to keep the boss's morale up.
Execute the first steps of the evil plan	10					Logic	Logic			No	2h	You've got to start somewhere.
Keep working on the evil plan	50					Logic	Logic			No	2h	Long, hard work pays off in the long term.
The final step for the evil plan	260					Logic				No	4h	It's almost done!

## Super Villain

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, TH, F	4	1,200	230	Mood, Athletic Skill, Relationship with Boss

LEVEL 9												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Strike villainous pose	25					Charisma		15	10	Yes	1h	Style is important to strike fear in the heart of the forces of good.
Take a villainous nap	-20	50						-10	0	Yes	1h	Evil sometimes sleeps.
Rob a business	30							25	0	Yes	1h	Tough work, but somebody's got to do it.
Do reps with stolen gold bars	0	-20				Athletics	Athletics	20	20	Yes	1h	Gold makes everything more fun, including physical exercise.
Oversee two simultaneous robberies	40				-20	Logic		20	0	No	3h	It's all about multi-tasking these days.
Debate the virtues of capes with accomplices	10		10		10			0	20	Yes	1h	Choosing the proper gear can make a stylish difference.
Help improve the boss's plans	120		-5			Logic		25	-10	Yes	1h	Tactfully pointing out possible improvements makes you look good in his eyes.
Plot to overthrow the boss	140					Logic		-60	20	No	2h	Someday, you will be the emperor of evil. Might as well help that day happen sooner.

## Emperor of Evil

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, F	3	2,100	300	Mood, Athletic Skill, Relationship w/ Boss

LEVEL 10												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Send minions on suicide mission	10				30				20	Yes	1h	Survival of the fittest.
Stroke cat menacingly	-20	30								Yes	1h	It's the evil way to relax from everyday stress.
Monologue to captured hero	30		30					15	10	Yes	1h	Explain your plans in detail since he can't possibly escape.

Tune the sharks' lasers	120				Logic	Logic	0	20	Yes	3h	The lasers must be properly aligned on their heads or they might miss.
Laugh maniacally	30			30					Yes	1h	MuhahahaHaHaHAHAHA!
Tour volcano lair	25			30	Athletics	Athletics			Yes	2h	The old warehouse is showing its age. Let's look at other evil locations.
Threaten world leaders	20		40	40	Charisma		10		No	2h	They must agree to your terms...or ELSE!
Oversee needlessly complicated plan	140			80					No	4h	Why do it the easy way when you can make it complicated?

## Benefits and Rewards

The Criminal career sounds shady, but it has definite benefits. For example, no one will rob the home of a Sim who's on the Criminal career track. Criminal career Sims also occasionally come home with an object in their personal inventory, snatched while out on a job.

### TIP

Work out with the television when you have downtime to keep building your Athletic skill.

### CAUTION

Sims with the Good trait or in the Law Enforcement career will actually boo at the Aura of Evil Sim. Building a good relationship with these Sims is extremely difficult.

## Culinary

Prove mastery over all five tastes by working your way up the career ladder at the Culinary career. Go from a basic dishwasher to a star chef, enjoying great benefits along the way.

**Work Location:** Chez Marinara

**Necessary Skills:** Cooking, Charisma

## CULINARY CAREER PROMOTIONS & ACTIONS

### Kitchen Scullion

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
SU, M, T, F, S	7	140	40	Mood, Cooking Skill

LEVEL 1												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Mop the floor	20							15	15	Yes	1h	The first step to developing a good stirring motion.
Pretend to fold towels	0			10				-10	0	Yes	1h	Fold, unfold, fold, unfold...you get the gist.
Rinse greasy dishes	40				-10			20	10	Yes	1h	Up to your elbows in grease....hmmmm.
Scullion see, scullion do	10					Cooking	Cooking	10	0	No	3h	Watch, listen, memorize, and repeat to learn all the tricks of the trade from the others.
Peel taters	20				-10	Handiness		20		Yes	1h	It's like the army but with better prospects.
Scrub the master oven	25								15	Yes	1h	It's all caked on black and thick...you'll be at it for a loooooong time.
Put the knives away	100									No	3h	It's quite the responsibility to keep your fingers intact.
Hold the pot	30								20	Yes	2h	While others are actually cooking, your key contribution is still greatly appreciated.

### Spice Runner

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
SU, M, T, F, S	7	190	50	Mood, Cooking Skill

LEVEL 2												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Bottle washer	15							15	15	Yes	1h	Wash the used spice bottles so they sparkle and shine.



Pressure-cook orchestra	0	50		40				-10	0	Yes	1h	Listen to the lovely tune of all the pots whistling in harmony.
Organize the spice rack	30							15	20	Yes	1h	You will learn a lot of fancy names and exotic spices.
Spice rack filler	25			-10		Cooking	Cooking			Yes	1h	Filling them faster than they empty won't be easy.
Spice scrounger	20			-10		Charisma		30	-10	Yes	1h	Scour the bottom and the rim of each empty jar for any remaining spice.
Pepper sprinkler	20					Painting		20	20	Yes	2h	Not too much and not too little, it requires precision.
Imitation spice run	120	-20				Athletics		30	10	Yes	1h	It's a risky but efficient way to save money.
Hot paprika cook	100				20	Cooking				Yes	1h	Your colleagues are trusting you with their lives.

### Vegetable Slicer

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
SU, M, T, F, S	6	230	60	Mood, Cooking Skill, Relationship with Boss

LEVEL 3												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Veggie sorting	10							15	15	Yes	1h	Sort the vegetables by type, size, and quality.
Stare at the wall	0	60						-5	-5	Yes	1h	Just empty your mind and take deep breaths.
Peeling veggies	30					Handiness		20	20	Yes	1h	Potatoes, carrots, and rutabaga all fall to the power of your peeler.
Fresh veggie shopping	10							10	10	Yes	1h	You will learn all there is to know about the secret world of vegetables.
Reuse the peels	40							20	-10	Yes	2h	There is no reason why those peels should go to waste.
Vegetable inspection	20				-10			15	15	Yes	1h	Break out your magnifying glass and go through each piece of vegetable one by one. Everyone will be so happy.
Knife grinder	20							10	10	Yes	1h	A cook is nothing without a sharp knife. The pressure is on.
Employee snacks	20					Charisma				Yes	1h	Toss together some fresh veggie platters with dipping sauce for the entire kitchen.

### Ingredient Taster

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
SU, M, T, F, S	6	280	70	Mood, Cooking Skill, Relationship with Boss, Relationship with Co-Workers

LEVEL 4												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Sauce taste test	30					Cooking				Yes	2h	Sharpen your tastebuds to differentiate the usual from the extraordinary; don't burn your tongue.
Talkaholic	0					Fishing			20	No	3h	Yak it up with the professionals bringing in the fresh produce.
Stirring the pot	40				-10					Yes	1h	Your arm might get tired but don't you dare let that sauce burn.
Grill internship	60			-30		Cooking	Cooking			No	2h	Mr. Master Griller has selected you for his brutal training.
Questionable ingredients	0					Charisma		-10	20	Yes	1h	Once it's boiled, it will make a great sauce; the boss can't afford to throw away good ingredients.
Ingredient tester	10					Logic			20	Yes	1h	At risk to your health, taste, sniff, and assure that no ingredient is spoiled enough to make anyone sick.
Keeper of secret ingredients	70					Logic		20	-10	Yes	2h	Your boss has given you the responsibility of managing the exotic, expensive, and secret ingredients.
Lunchbox cook	50							10	20	Yes	3h	The staff will greatly appreciate your efforts, especially if you make something edible.

### Line Cook

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
SU, M, T, F, S	5.5	460	110	Mood, Cooking Skill, Relationship with Boss, Relationship with Co-Workers



LEVEL 5												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Get the money laundered	20			10				15	10	Yes	1h	Everybody loves the fresh scent of clean money.
Play foosball with the accomplices	-20				25	Handiness		-10	25	Yes	1h	Good relationships with the people you work with are important.
Bring the money bag to the boss	25							30	0	Yes	1h	The leader loves to count the money himself.
Carry an extra-large bag	40	-10		-10		Athletics	Athletics			Yes	1h	It's heavier, but it accomplishes the work more effectively.
Distribute the Simoleons as ordered	30					Logic				Yes	1h	You got paid by the previous bagman after all.
Make little hats with paper Simoleons	-20				40	Handiness		-10	20	Yes	1h	They're quite fashionable, even if the leader disagrees.
Bring the counted Simoleons to the bank	80									No	2h	Your boss is done with the cash.
Make sure your accomplices get paid early	30		20						50	No	2h	Quick service will make them happy.

### Pastry Chef

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
SU, M, T, F, S	5.5	590	150	Mood, Cooking Skill, Relationship with Boss, Relationship with Co-Workers

LEVEL 6												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Mixing the dough	20					Athletics	Athletics			Yes	1h	The beginning to all delicious baked goods.
Plating desserts	10				-10					Yes	1h	Requires precise control; a single mistake can cause disaster.
Colleague taste test	30						Logic			Yes	1h	No cook will ever refuse to taste test baked goods.
Create a unique mix	10					Cooking	Cooking		20	Yes	1h	Experiment with proportions to learn improved recipes.
Decorating pastries	20				-10	Painting	Painting	20	-5	Yes	1h	Follow the boss's precise directions.
Treat yourself	-10	20			20					Yes	1h	It's just a little taste, no one will notice.
Mille-feuilles preparation	80				-20	Cooking	Cooking			Yes	2h	This pastry will make the boss very happy.
Distribute leftovers	100					Charisma		10	-10	Yes	3h	No point in tossing it away. Free pastries for everyone.

### Sous Chef

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
SU, T, F, S	5.5	680	150	Mood, Cooking Skill, Relationship with Boss, Relationship with Co-Workers

LEVEL 7												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Grill Master	15							10		Yes	1h	Being in charge of the meat and its preparation is a serious job.
Crack the whip	10					Charisma			-10	Yes	1h	Lord over the staff, who get to rub and scrub.
Plate preparation	20					Athletics			10	Yes	1h	You're the last stop before the waiters spirit the food away; no mistake can make it past your watchful eye.
Take the heat	20							10		Yes	1h	When things go wrong the buck stops at you. The boss's ire won't fall on any of your co-workers.
Flexible schedule	30									Yes	1h	Get to the board and write the schedule.
Mentoring chef's nephew	10				-10	Charisma	Charisma	30	-10	Yes	1h	You need to take on the chef's nephew to gain brownie points.
Chef leadership training	100					Cooking	Cooking			No	3h	Your readiness for the next level depends on learning skills.
Truffles contact hunt	100		20			Charisma				No	3h	Hunting down the truffle man will make all your recipes better.



## Chef de Cuisine

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
SU, T, F, S	5	750	150	Mood, Cooking Skill, Relationship with Boss, Relationship with Co-Workers

LEVEL 8												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Staff scheduling	15									Yes	1h	Get to the board and write the schedule.
Laissez faire	10								10	Yes	1h	Just let it all go: The kitchen will surely run itself.
Learn French	25					Charisma		20	-20	Yes	1h	To truly show your appreciation for haute cuisine, you must learn to speak the language of kings.
Menu creation	20					Cooking	Cooking			Yes	1h	Blood, sweat, and tears: Create and submit a tentative menu to the executive chef.
Ordering supplies	0							30		Yes	1h	Take this off your boss's shoulders.
Secret recipe knowledge	0					Logic	Cooking	-20		No	1h	You've gained access to some of your boss's guarded secrets. It's time to share a bit with your friends.
Extra vacations	40				-10					Yes	1h	This will make the rest of the kitchen staff real happy.
Xtreme banquet	140				-20	Cooking	Charisma			No	2h	The Extreme Sports star is coming to the restaurant, and you must prepare a special meal just for him.

## Executive Chef

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
SU, F, S	5	1,005	150	Mood, Cooking Skill, Relationship with Boss, Relationship with Co-Workers

LEVEL 9												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Family night	20		20			Charisma				Yes	1h	Let the kitchen staff's family enjoy the restaurant's cuisine for free.
Talking to clients	0		20			Charisma			10	Yes	1h	Make sure that the clients are extra pleased with everything.
Be creative	30									Yes	1h	The kitchen is yours to come up with new recipes.
Indulge your senses	20					Cooking	Cooking			Yes	1h	Aromas are powerful and addictive things.
Expanding the chain	20				-10			20		Yes	1h	The boss wants you to look into buying another restaurant in the closest town.
Menu approval	10				20					Yes	1h	Pore through each submitted menu and come up with the final version.
Approve equipment purchase	60					Logic				No	2h	Expensive, but with new equipment the staff will work better.
Rock star's wedding	160					Guitar	Charisma			No	4h	The boss's friend, the rock star, is getting married for the fifth time, and you are in charge of making it special.

## Five-Star Chef

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
SU, F, S	4	1,400	200	Mood, Cooking Skill, Relationship with Boss, Relationship with Co-Workers

LEVEL 10												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Critique food	20				30		Logic	10		Yes	1h	Everything must be just so.
Play golf	0				30				-10	Yes	1h	It serves no useful purpose in your line of work at all.
Write a recommendation	30				30		Cooking		10	Yes	1h	With your reference letter, anyone can get a high-paying cooking job.
Be extra creative	20				30		Cooking	10		Yes	1h	There is always more to learn.
Recipe book	20				30					Yes	1h	For sure it will become a best seller.
Cordon Bleu's convention	10				30			30	-10	Yes	1h	Take a plane to the only convention that's worth attending.

Host cooking show	60			80				No	2h	You can bring your entire staff with you and make them all into household celebrities.
Entertain guests	160			40		Charisma		No	2h	At this level, networking is almost as important as food.

## Benefits and Rewards

Good food is a mood booster for all Sims, so the benefit of occasionally getting free meals from work to take back to the lot is a real happiness generator. This benefit does not happen until the Sim reaches Ingredient Taster. But once it happens, expect to see free meals on a regular basis. And if you have multiple Sims in a household, that free meal will have enough servings to satisfy all.

Dining out is another mood booster that benefits from the Culinary career. At the Sous Chef level, Sims get a discount at the restaurant where they work: Chez Marinara. This saves money on meals. Once the Sim reaches Executive Chef, the discount extends to Big Surf Burgers, too.

**TIP**

Cook every meal possible—not just to get meal-related moodlets, but also to gradually build that Cooking skill every day.

Sims in the Culinary career get two very cool equipment bonuses. At the Pastry Chef position, the Sim earns the Food Processor, which speeds up the cooking process at home. The real prize, though, comes at the final promotion: Five-Star Chef. The Sim is awarded the MinusOne Kelvin Refrigerator. This fridge gives the Superior Equipment moodlet to any Sim who walks near it. Also any recipe that uses food out of the fridge will come out high quality.

## Extreme Sports

Dude. Sports are too tame for you. You need to live on the edge—that's where you get your juice. And so you engage in Extreme Sports like kitesurfing. Go from a fan to a superstar!

**Work Location:** Hang Ten Surf Shop

**Necessary Skills:** Athletic, Charisma, Logic

## EXTREME SPORTS CAREER PROMOTIONS & ACTIONS

### Poster Owner

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, W, TH, S	6	50	25	Mood

LEVEL 1												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Organize card collection	20	-5						5	5	Yes	1h	Staring at your heroes for hours on end memorizing their sports stats; it's the basis for all you do.
Watch sports news	20							10	0	Yes	1h	You need to be up to date on the latest developments in the sports community.
Prepare power sticks	20							-10	10	Yes	1h	Everyone always forgets about food... how silly. All your colleagues can get some snacks to go.
Multiple wipeouts	5				-10			30	-10	Yes	1h	The only way to learn is to fall, get up, and fall again and again.
Grease skateboard ball bearings	0				-10			0	30	Yes	1h	You're trying to be serious for once, and hoping that someone notices your efforts.
Rearrange posters on the wall	-20	-10				Athletic		-10	20	Yes	1h	Your room must be a temple to your sports gods, at all cost.
Study math	100							30	0	No	3h	If your peers could see you now, they would kick your butt.
Chilled gatormade	60							10	25	No	2h	It's the drink of champions, ice cold, served to your buds.

### Rabid Fan

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, W, TH, S	6	100	33	Mood

LEVEL 2												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Fake autographs	20				-10	Logic		5		Yes	1h	Use an autograph stamp to answer the star's other fans' letters.
Pose and dream	30								5	Yes	1h	Pose in front of your fav Xtreme sports star posters.
Support party	20							20	-5	Yes	1h	Organize a fan support party for your "depressed" hero.





Increase weight	20	10						30	-10	Yes	1h	Pump it up!
Body double	-20	-10						-10	30	Yes	1h	Be at promotions and events your hero cannot attend. Just keep that helmet on nice and tight and hope no one catches on.
Mascot duty	50	-10							20	Yes	1h	Take your co-worker's shift and try not to get beat up too much.
Study philosophy	80	-10						30		No	3h	You're the antithesis of an Xtreme athlete.
First in line	100							30		No	4h	Be the first to get painted in your team's colors, so the others can judge whether it's a good idea or not.

### Grocery Kart Racer

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, W, TH, S	6	130	43	Mood, Athletic Skill

LEVEL 3												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Xtreme cart shopping	20							5		Yes	1h	Fetch supplies in style and with maximum risk to yourself.
Weather watch	5							10		Yes	1h	Learn to read the weather. Hailstorms, hurricanes, and tornadoes all make for excellent playgrounds.
Scouting	-20		5		20			-20	20	Yes	1h	Look for new exhibition opportunities for your team.
Flat surface test	30							30	-10	Yes	2h	Sometimes it's better to stay lying down than to get back up.
Athlete's personal secretary	50				-20			0	30	Yes	2h	Be prepared to do a lot of favors for a lot of annoying people.
Wax the boards	80							0	20	Yes	2h	It's super monotonous but it has to be done. Wax on, wax off.
Face test	80							20	20	No	3h	Test the quality and quantity of gravel on the course by scraping your face across the pavement. It should heal anyway.
Test the rope	120							30	0	No	4h	You have the "privilege" to be the first to test the bungee cord.

### Crash Test Dummy

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, F, S	6	195	65	Mood, Athletic Skill, Relationship with Co-Workers

LEVEL 4												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Test run	20							5		Yes	1h	Don't mess with the sensors before the test.
Seat comfort comparison	30					Logic		5	5	Yes	1h	Those seats can be so comfy, perfect for a little shut eye.
Xtreme test run	20							20	-5	Yes	1h	Really not recommended for anyone with a sane mind.
Gain extra padding	20		10					-10	30	Yes	1h	Having more muscle will mean better cushioning upon impact.
Protective suit prototype	-20		-10					40	-30	Yes	2h	Give your boss's suit a test run before he gets to wear it for real.
Cannon power	60	-10							20	Yes	2h	Being shot out of a cannon at your local circus is one way to win your colleagues' hearts.
Local skate competition	80	-10						20	20	No	3h	It's almost a real event, so you'd better make your boss proud.
Car surfing	140							-20	-20	No	4h	You each take turns; your turn just happens to come first.

### Regional Tours Champion

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, F, S	5	254	85	Mood, Athletic Skill, Relationship with Co-Workers, Win-Loss Record

LEVEL 5												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Shred	20							5	10	Yes	1h	It's not just what you do, it's how you do it.

Rabid fans	10								5	Yes	1h	Get some of your boss's fans to do a little something for you.
Xtreme style	15				Logic			15		Yes	1h	Pull 180s and 360s in elaborate sequences like it's nobody's business.
Practice your skillz	40								20	Yes	1h	Practice to learn, then practice some more.
Lose a challenge	-20							-10		Yes	2h	Your boss needs you to throw a competition for his other protégé.
Chill	50				Logic			30		Yes	1h	Be cool with your co-workers.
Board grabbing demo	80									No	3h	A paid training session where you explain the best board grabbing techniques.
1st interview	100							20	20	No	4h	Make sure you thank your fans and colleagues for all they've done.

### Skydiver

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, F, S	5	380	127	Mood, Athletic Skill, Relationship with Co-Workers, Win-Loss Record

LEVEL 6												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Freefall boarding	20					Logic		10		Yes	1h	Like snowboarding but with so much more freedom.
Take a warm bath	0			-10				15	15	Yes	1h	Even great men need a bit of pampering from time to time.
Hurricane diving	20							5		Yes	1h	Nothing like a wild ride on 300-kilometer-per-hour winds.
Define signature	30			-20				10	25	Yes	2h	Your signature move is what's going to make history.
Parachute repair	-20							-10	20	Yes	2h	There isn't enough money for new parachutes, so fix the old ones.
Last to jump	40							30	-40	Yes	2h	You're the anchor for this team.
Brutal diving competition	100							30		No	3h	First to hit the ground wins...literally.
Team documentary	120							20	20	No	4h	Don't forget to get your fellow divers in on the action.

### Avalanche Boarder

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, F, S	5	570	190	Mood, Athletic Skill, Relationship with Co-Workers, Win-Loss Record

LEVEL 7												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Half-pipe race	20					Logic		5	5	Yes	1h	It's time to do your thing.
Hot tub frolicking	30								10	Yes	1h	Those fans are hot...you aren't going to just look the other way.
Ride the avalanche	-10							-5	-5	Yes	1h	When it's life and death, you'd better be on top of your game.
Mongo	10							30	-10	Yes	1h	Ditch your previous style and reach for your new potential.
Old School style revival	20							5	30	Yes	2h	Do homage to your boss's glory days.
Morale boost	50				10					Yes	2h	Stay on the bench and let your teammates steal the spotlight.
National competition	100		-10					20	20	No	3h	Go big, go national!
Alligator boarding	120							30		No	4h	Yeah, you're riding live alligators...and?

### Tidal Wave Surfer

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, F, S	4	856	214	Mood, Athletic Skill, Win-Loss Record, Public Image

LEVEL 8												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Hang ten	20							5	5	Yes	1h	You the man!



Paddlepuss	20										Yes	1h	Taking it easy in the shallow water is neither dangerous nor is it working for your image.
The Pipeline	20							20			Yes	1h	It's a big, mean wave and it's barreling down on you; you'd better know what you're doing.
Suck it up	10								40		Yes	1h	Just keep on wiping out. You'll get it right eventually.
Surfing competition	0							10	15		Yes	2h	You have to win a couple of these in order to get your name out there.
Tidal wave riding	60							30			Yes	2h	Your name will definitely be out there, or you'll be dead.
Aggro control	100							10	10		No	3h	Get rid of the surfers with bad attitudes messing with your friends.
Share the love	120							30			No	4h	Hey, you've got enough fans for everybody. No point in hogging all the fun just for yourself, right?

## Xtreme Superstar

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, F, S	4	1,283	321	Mood, Athletic Skill, Win-Loss Record, Public Image

LEVEL 9												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Xtreme motocross	20				-10			5	15	Yes	1h	The vehicles are on fire and powered with jet engines.
VIP lounge	10							-10	0	Yes	1h	You could probably stay in this lap of luxury forever.
Shark diving	30							15	5	Yes	1h	Swim among great white sharks, naked, at the north pole, with lasers.
Talk to failed superstars	10	-10		-10		Athletic		5		Yes	1h	You can always learn what not to do.
PR session	40	-10						20		Yes	2h	Answer clearly and everyone will be impressed.
VIP party	50	-20							20	Yes	2h	Invite your peeps to your special VIP lounge all-night bash.
Worldwide tour	80							20	20	No	3h	It's a whirlwind tour to gain more popularity and sponsors.
Book signing	120							20	-30	No	4h	You didn't write it, but you and your friends are on the cover.

## Xtreme Ultimate Legend

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, F, S	3	1,925	481	Mood, Athletic Skill, Win-Loss Record, Public Image

LEVEL 10												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Sign autographs					10					Yes	1h	Let the ink fly from your diamond-encrusted pen onto, wherever.
Quiet time					10					Yes	1h	Have a cool glass of lemonade at your isolated retreat in the Himalayas.
Atmospheric re-entry					10					Yes	1h	You're now a bona fide human shooting star!
Shaolin training					20					Yes	1h	To boost your abilities even higher, go to the ultimate source.
Underwear photoshoot					20					Yes	2h	Put some oil on and show off your devastating smile.
Design team's brand					10					Yes	2h	You never knew you were so talented, but here you are with your very own line of products!
Olympic gold					10					No	3h	Your team's status will be set for all time if you achieve this.
"Volcano Rage" action movie					20					No	4h	The biggest summer blockbuster yet, starring you and few choice friends.

### Benefits and Rewards

The Extreme Sports career is unique in that Sims within it receive zero stress from any shift. So, there's one need you don't have to worry about while going to work. At level 2 of the career, Rabid Fan, Sims no longer have to pay to attend sporting events at the stadium.

When you reach the Regional Tour Champion promotion, the career

- keeps a running tally on the team's win-loss record. The higher the Sim's Athletic skill, the greater the chance at winning the game, which in turn improves the Sim's mood with the Winner moodlet.

- At level 9 of the career, Xtreme Superstar, you now have the ability to rake in extra Simoleons from Sponsorship Deals. Select venues and businesses around Vista Beach and choose the Sponsorship interaction. You can only perform this interaction a few times a week, though.





Use a telescope to scan the stars and build the Logic skill.

Level 10, Xtreme Ultimate Legend, gives you the Autograph Session interaction. When you use this interaction on a venue, you hold a special signing session. During the session, you pull in Simoleons by giving autographs to attending Sims. It's a great way to pick up extra cash.

## Law Enforcement

Keep the streets of Vista Beach safe as an officer of the law. In this career, you are the bane of the criminal underworld, determined to snuff out wrongdoing at every turn.

**Work Location:** Police Station

**Necessary Skills:** Athletic, Logic

### LAW ENFORCEMENT CAREER PROMOTIONS & ACTIONS

#### Snitch

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, W, TH, F	7	235	60	Mood, Logic Skill

LEVEL 1	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Walk the beat	20	-10				Athletics	Athletics	10	10	Yes	1h	It's what you get paid to do.
Grab a cup of joe	20							10	0	Yes	1h	It's down the street, and it's not like anyone will notice.
Contact informants	30					Charisma	Logic	-10	10	Yes	1h	Collect information without bothering the other cops.
Get coffee for the captain	20				-10			30	-10	Yes	1h	Sucking up to the captain is one way to get ahead.
Do your partner's paperwork	0				-10			0	40	Yes	1h	It is very tedious, and she doesn't like doing it.
Pump iron	-10	-10				Athletics	Athletics		20	Yes	1h	Lifting bits of iron will pump you up!
Go undercover	90							30	0	No	3h	It's risky to be an insider. Don't get caught.
Eavesdrop	60						Logic	10	10	No	2h	Bosses always love to know what's going on.

#### Desk Jockey

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, W, TH, F	7	278	70	Mood, Logic Skill

LEVEL 2	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Write reports	20				-10					Yes	1h	Better than constantly walking around.
Chin up sets	30						Athletics			Yes	1h	The bigger your biceps, the harder you can squeeze the criminals.
Classify reports	10							20		Yes	1h	Beware the papercuts and sore back.
Inform and serve	20		10					10	-10	Yes	1h	Most cops' worst nightmare is dealing with the public.
Sleep under your desk	20									Yes	1h	They'll never find you.
Interrogate suspect	40	-10				Athletics	Logic		10	Yes	1h	Get in the room and play good cop/bad cop.
Place spy-cam	90	-10				Handiness	Handiness	40		No	3h	Lets the boss keep an eye on everyone.
Guard the jail cells	130		-10			Athletics	Athletics	-10	30	No	4h	Keep the riff-raff and troublemakers in line.

#### Traffic Cop

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, W, TH, F	6	329	80	Mood, Logic Skill, Relationship with Co-Workers

LEVEL 3	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Give out traffic tickets	30						Athletics			Yes	1h	You've got a quota to fill.



Set up a driving safety checkpoint	10							20		Yes	1h	Time to enforce the city's "seatbelt and no cell phone while driving" laws.
Play cards	-20		10		40			-20	20	Yes	1h	As long as no one's going to police the police, let's relax.
Identify suspects	20						Logic	20	-10	Yes	2h	Your partner says you've got the sharper eyesight.
Break up a rowdy birthday party	30				-20	Charisma			20	Yes	2h	Those little kids can kick hard. Your co-workers are more than happy to let you deal with it.
Attend officer training	40					Logic	Logic			Yes	2h	Smarten up and soon you'll be giving the orders.
Make an arrest	80						Athletics	20	20	No	3h	Time to put those submission moves to good use and put a dent in crime.
Guard the mayor	120						Charisma	40	0	No	4h	A high profile case. Keep a sharp eye out for harassers and protesters.

## Patrol Officer

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, W, TH, F	6	389	100	Mood, Logic Skill, Relationship with Co-Workers

LEVEL 4												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Routine patrol	30						Athletics			Yes	1h	Light up the patrol car's sirens and lights!
Donut break!	-20				10					Yes	1h	Enjoy that sweet, sweet taste of powdery donuts.
Counter-interrogate	20					Logic	Logic	20	-10	Yes	1h	Advanced interrogation techniques will let you dig into the truth.
Bust a criminal	20						Athletics	-10	20	Yes	1h	They can run and they can hide, but your cuffs find their wrists eventually.
Write-up co-workers for dress code violations	20							40	-30	Yes	2h	It's worth annoying some of your co-workers to get good marks from your boss.
Uncover money laundering	60								20	Yes	2h	Coordinate the efforts of the entire division to bring this operation to justice.
Inspect all cars for cleanliness	90	-10						20	20	No	3h	Your boss always appreciates tip-top patrol car readiness.
Write-up superiors for any dress code violations	140						Logic	-20	-20	No	4h	They may not like it, but the top brass is not above the "law."

## Lieutenant

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, W, TH, F	6	460	110	Mood, Logic Skill, Relationship with Co-Workers

LEVEL 5												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Team debriefings	20						Logic		10	Yes	1h	Every mission's success relies on your ability to explain.
Office tomfoolery	-20				10				10	Yes	1h	Office golf, paper basketball, anything to keep from working seriously.
Write case summary for the press	10							10		Yes	1h	Be direct and professional without disclosing any confidential information.
Learn to delegate	30					Logic				Yes	1h	Too many cases, too little time! Learn to manage people and you will gain precious time.
Witness hearing	40							-10		Yes	2h	Come to your subordinates' support in their times of need.
Play chess with boss	-10						Logic	30		Yes	1h	Here's your chance to really impress with your Logic skills.
Reorganize the dispatch system	120					Handiness				No	3h	Efficiency is everything, especially when it comes to the top brass.
Write procedure guidelines	100							30	30	No	4h	Quality information for your teams makes for more efficient case-handling.

## Vice Squad

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, TH, F	5	690	140	Mood, Relationship with Co-Workers, Athletic Skill

LEVEL 6												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Gambling bust	20				-10	Logic				Yes	1h	Cracking down on local gambling rings is what you do best.
Bust illegal fireworks trafficking	0							15	15	Yes	1h	Not your normal bust—you'll need to be extra careful if you want to make it out in one piece.
Hot seat interrogations	30						Logic			Yes	1h	Multiple interrogations at once really keep you on your toes.
Surround the premises	40			-20			Athletics	15	25	Yes	2h	Set up your team positions and make sure no criminals escape.
Search the web	20						Logic	-10	20	Yes	2h	A great way to kill time.
Wiretap your co-workers	40						Handiness	30	-40	Yes	1h	Personal calls during the day are against regulations. It's time to turn up the heat and see who gets flushed out.
Mentor a rebellious teen	90							30		No	3h	Having a role-model to look up to could really make a difference.
Go undercover	120							20	20	No	4h	This is a difficult assignment with great rewards and even greater risks.

## Undercover Specialist

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, TH, F	5	815	160	Mood, Relationship with Co-Workers, Athletic Skill

LEVEL 7												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Celebrity party	-20									Yes	1h	It's a bodyguard gig, but how can you really concentrate with all the hot-looking Sims in attendance?
Counterfeit clothing sting	20								10	Yes	1h	The countless fake pajamas on the market endanger Vista Beach's economy!
Electronic surveillance	30						Logic			Yes	1h	You're the eyes in the sky and the ears in the walls. Nothing gets by you unnoticed.
Detect sloppy evidence collection	10							30	-10	Yes	1h	Investigate your fellow officers, and call out any errors in their detective procedures.
Witness protection program	20					Logic		10	30	Yes	2h	Help your partner by hiding the key witness for her investigation.
Take risk-evaluation courses	50				10		Charisma			Yes	2h	Learn how to assess risks before you're in too deep.
Infiltrate rebellious teen groups	100		-20			Athletics	Athletics	20	20	No	3h	They wear leather jackets and have dance-offs between rival groups. They're up to no good!
Organize the evidence closet	120							40		No	4h	It's beneficial to quickly be able to find any small bit of information that could crack a case.

## Special Agent

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, TH, F	4	962	190	Mood, Relationship with Co-Workers, Athletic Skill

LEVEL 8												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Crime scene investigation	20							5	5	Yes	1h	Look for hidden clues and investigation leads.
Cross-reference crime data	20				10	Handiness	Athletics			Yes	1h	It's tiring work, but the information is invaluable for tracking criminal patterns.





Conduct night-vision surveillance	15					Logic	Logic	15		Yes	1h	Keep a sharp all-night watch on the suspected cat burglar.
Field-test megaphones	20					Athletics	Athletics		40	Yes	2h	Their loudness levels have to be tested, and your co-workers prefer you to do it.
Park illegally	0								-15	Yes	1h	You need to get to your investigations quickly. Who cares that your boss receives complaints?
Partner with coast guard	60					Athletics	Logic	30		Yes	3h	Carefully negotiate the division of responsibilities for beach safety.
Team up with martial arts specialist	100					Athletics	Athletics	10	10	No	3h	The boss thinks the two of you will make a great team of brains and brawn!
Negotiate with weapon merchants	120					Charisma			40	No	4h	Your poker face is your biggest asset in this game.

### Triple Agent

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, TH, F	4	1,136	220	Mood, Logic Skill, Athletic Skill

LEVEL 9												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Plant misleading information	20				-10	Logic	Logic	5	15	Yes	1h	As long as everyone else thinks that you're working.
Mission improbable	10						Logic	-10		Yes	1h	You'll get a promotion if you just complete this one.
Be interrogated	20					Charisma	Logic	10		Yes	1h	Resist any truth serums and fool all lie-detector machines.
Go cliff diving	-10	-10		-10		Athletics	Athletics	10		Yes	1h	As long as everyone else thinks that you're working.
Mission improbable 2	50	-10				Athletics	Athletics	20		Yes	2h	Alright, alright, just one more for that promotion. This time we mean it.
Watch their back	60	-20							20	Yes	2h	Drop in to help out the new agent without the boss's knowledge.
Exchange knowledge	80							20	20	No	3h	Share classified information with other agents to improve your intel.
Find the mole	110							20	-30	No	3h	Uncover all infiltrated enemy agents. This could prove a challenge.

### International Super Spy

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, TH, F	3	1,704	330	Mood, Logic Skill, Athletic Skill

LEVEL 10												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Impersonate an Xtreme sports star	20				30			5	15	Yes	1h	Your skills are at their max as a master of disguise.
Seduce to gain information	10				15		Logic	-10		Yes	1h	Not many can resist your charms.
Infiltrate the base	20				30		Handiness	10		Yes	1h	Bypass security and knock-out guards along the way.
Drink a fancy smoothie	10				20		Guitar	10		Yes	1h	Order it shaken and a little bit stirred. Yes, there is a mission at hand, but you should always take time to look cool.
Foil three spies at once	50				30		Athletics	20		Yes	2h	That is why you're the super spy.
Team up with another agent	60		30		15				20	Yes	2h	It's not that you couldn't do it alone, but it's nice to have someone save your life every now and then.
High-stakes card game	80				30			20	20	No	3h	If it's not the entire world that is at stake, it's not worth your time.
Outsmart the Emperor of Evil	110				100			20	-30	No	4h	What greater satisfaction can there be than to beat your arch-nemesis at his own game?

The Law Enforcement career takes a few interesting turns, but comes with some exciting rewards and side benefits. At level 3, the Sim can apprehend Burglars, which goes a long way toward getting a promotion. At level 5, the Sim gets a police car, which improves travel time around Vista Beach.

### TIP

Visit Buff's Gym! Use the free exercise equipment to raise the Athletic skill and to meet other Sims for socialization.

The Raid Warehouse interaction directs the Sim to enter the warehouse at night and disappear for a few hours. If the raid is a success (based

on mood, Athletic skill, and Logic skill), the Sim has the potential to earn two different rewards. A mild success at the warehouse results in a small monetary bonus. A big success results in a huge payday.

### CAUTION

Should the Raid Warehouse fail, the Sim is booted out of the warehouse and given the Sore moodlet.

At level 10, agents unlock the Tell Impressive Story social. Tell Impressive Story is a special social. It immediately impresses the Sim at whom it is directed.

## Medical

The good Sims of Vista Beach rely on the professions at the hospital to keep them well. When you embark on this career, you start a journey to the upper echelons of professional medicine. It's a stressful job, but it pays well. It's up to you if that trade-off is worth it.

**Work Location:** Hope Medical Center

**Necessary Skills:** Logic, Charisma, Handiness

## MEDICAL CAREER PROMOTIONS & ACTIONS

### Organ Donor

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, W, TH, F	5	128	40	Mood, Logic Skill

LEVEL 1												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Sanitize used needles	20			-10	-5			10	10	Yes	1h	Ahh, the fresh sting of infected needles. All in a day's work!
Watch Emergency Stat! season 16 on TV	-20	30	10		20			-5	20	Yes	1h	Take it easy and learn "something" from professional actors.
Fill out donor paperwork	30	-10						20	0	Yes	1h	This is the painful part of being a donor.
Read Medicine for Dummies	10		-10		-5	Logic	Logic	25	-10	Yes	1h	You might not know a stethoscope from a scalpel, but soon you will.
Recruit new donors	15		5			Charisma		30	-15	Yes	2h	Increases competition, but the organs make the boss happy.
Chat up the cute nurses	-20		15		30	Charisma		-10	25	Yes	1h	Everyone likes a nice compliment delivered with a wink and a smile.
Donate an organ to someone in need	100					Athletic		30	0	No	4h	You have spare ones anyway.
Give blood to a colleague.	60					Athletic		10	25	No	2h	Nothing says "I love you" more than a fresh pint of blood.

### Bed Pan Cleaner

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, W, TH, F	6	150	40	Mood, Logic Skill

LEVEL 2												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Empty used bed pans	20			-5	-10			10	10	Yes	1h	Just don't drip any on yourself because it doesn't come out.
Watch Emergency Stat! season 17 on TV	-20	30	10		20			-5	20	Yes	1h	This season is even more informative than the last.
Do hospital laundry	30	-20		10		Handiness		20	0	Yes	2h	Mountains of dirty sheets need to be turned sparkling white.



Read Medicine for Dummies 2	10		-10		-5	Logic	Logic	25	-10	Yes	1h	You're starting to get the hang of reading, and you're getting smarter too.
Re-scrub the bed pans	40	-5			-10			35	-15	Yes	1h	Make those pans shine. Be the envy of your peers.
Chat up the remaining cute nurses	-20		15		30	Charisma		-15	30	Yes	1h	Butter up those friendlies. You're moving up in the world.
Take care of Mrs. Crumplebottom	80	-10			-40	Cooking		40	35	No	3h	Let's hope this is a test of your abilities, and bring your ear plugs.
Organize patient "samples"	100				-20	-10	Handiness	20	25	No	4h	Your peers smile as you snap on the gloves. Keep your face mask on tight.

### Paramedic

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, W, TH, F	7	190	50	Mood, Logic Skill

LEVEL 3												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Disinfect and apply a bandaid	20			5		Handiness		10	10	Yes	1h	You're the bane of skinned knees everywhere.
Park the ambulance at the donut shop	-25	25			60			-15	25	Yes	1h	It's a tough job—let someone else do it. Plus, you're missing your favorite show.
Resuscitate someone	40	-15			15	Athletic		25	15	Yes	1h	You're no doctor, but you've managed to stop the bleeding and get them to breathe.
CPR training	20					Logic	Logic	25	-10	Yes	2h	You might need to know this.
Restock the ambulance	50				-20			30	0	Yes	2h	Your partner will think you're insane, but it's good for brownie points.
Let partner sleep in the back	-10		30					-10	35	Yes	1h	The boss won't like it, but catching a wink is greatly appreciated.
Onsite surgery	120	-25		-10	15	Handiness		25	15	No	3h	You've saved yet another life.
Drive the ambulance	70				40		Handiness	10	30	No	1h	Swerving through traffic with the lights and siren going with someone else's life at stake—what's not to love?

### Medical Intern

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, W, TH, F	10	330	80	Mood, Logic Skill

LEVEL 4												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Pretend you're a doctor	20					Logic		10	10	Yes	1h	Do you concur, Dr. Anderson?
Watch Emergency Stat! season 19 on TV	-20	30	10		20			-15	25	Yes	1h	You missed a season, but it doesn't seem to matter.
Pretend extra hard that you're a doctor	30	-10				Logic		25	15	Yes	1h	People will almost believe that you know what you're doing.
Practice with a scalpel	20		-5	-15	30	Handiness	Logic	0	-10	Yes	1h	Try not to cut yourself, and keep those bandages coming.
Be a yes man	45		-20					40	-20	Yes	2h	Every boss's dream come true.
Discuss bizarre patient stories with colleagues	-5		25		25			-5	35	Yes	2h	Did you see the guy with the extra...Oh, boss I didn't see you there.
Surgery help staff	80	-10		-10		Logic		25	15	No	3h	Aren't you lucky? Watch, learn, and don't mind the splatter.
Hold down unruly patient	140	-10	-10	-10	25	Athletic		15	15	No	4h	It makes you look like a bad guy, but it's really for their own good.



## Resident

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion								
M, T, W, TH, F	9	700	170	Mood, Logic Skill								
LEVEL 5												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Perform physical examinations	20	-5		-5		Logic		10	10	Yes	1h	A doctor's got to do what a doctor's got to do.
Watch Emergency Stat! season 20 on TV	-20	30	10		20			-15	25	Yes	1h	Is the show patronizing you? It seems to have lost some of its appeal.
Write up prescriptions	30				-10			20	10	Yes	1h	You've got an ache, we've got the drugs.
Practice snapping those gloves on	5				50		Logic	0	0	Yes	1h	You can never be cool enough when snapping your gloves on!
Volunteer at the children's ward	30	-25	15		20	Guitar		20	15	Yes	2h	Bosses love it when you work for free, and make them look good doing it.
Emergency room: Minor emergencies	50	-10		-10	-5	Logic		15	20	Yes	2h	The ER is the ultimate hell for minor emergencies, which are mostly all flu related.
Supervise blood donations	80					Charisma		25	-5	No	3h	Watching people line up like livestock...the power!
Perform an appendectomy	90			-15				20	20	No	4h	It's a vestigial organ anyway, no one really needs it. You can't screw this one up.

## Trauma Surgeon

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion								
M, T, W, TH, F	8	810	200	Mood, Logic Skill								
LEVEL 6												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Stitch someone up	20					Logic		10	10	Yes	1h	Tis but a flesh wound, patch 'em up and ship 'em out.
Watch Emergency Stat! season 21 on TV	-20	30	10		20			-15	25	Yes	1h	You can now comment on how unrealistic the show is.
Emergency ingrown toenail	30	-10		-10		Logic		20	10	Yes	1h	The nail is lodged deep, and the patient won't stop crying.
Practice on bodies in the morgue	15			-20		Logic	Logic	10	-5	Yes	2h	They're already dead, so you can't screw up while learning.
Perform for a documentary film	45		10		20	Charisma		30	-10	Yes	2h	Letting someone from outside film your surgery is a risk with high pay off.
Complain with your fellow doctors	-10		25		50			-10	40	Yes	2h	The other doctors chuckle, fume, and nod in agreement.
Tell the family the bad news	120				-30	Charisma		30	20	No	3h	You did all you could but it was just his time...
Order extra sedatives	15		15				Charisma	10	30	No	4h	The hospital will pay a bit more, but your patients will be more comfortable.

## Gene Therapist

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion								
M, T, TH, F	5	960	190	Mood, Logic Skill								
LEVEL 7												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Perform gene therapy	20							10	10	Yes	1h	Fix a genetic defect in your patient.
Watch Emergency Stat! season 22 on TV	-20	30	10		20				10	Yes	1h	You laugh with glee at the pitiful comparison to your actual work.
Apply germ line gene therapy	30							-5	-5	Yes	1h	Your patient's descendants will all benefit from these permanent "upgrades."



Resequence the Sim genome	15							30	-10	Yes	1h	What harm could possibly come from injecting that gene sequence into this patient?
Patent a new gene technology	45							0	30	Yes	2h	The prestige this brings will make you very popular with your boss.
Give gene therapy to your colleagues	-10				10					Yes	2h	It shouldn't cost the hospital much if you fix your colleagues' small genetic defects.
Experiment splicing genes	120		-10					20	20	No	3h	Think of all you'll learn from mixing and matching the genes you've collected.
Inject yourself	15							30		No	4h	It's for the good of science, and nobody else gets hurt.

### Infectious Disease Researcher

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, TH, F	5	1,050	200	Mood, Logic Skill

LEVEL 8												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Feed the caged animals	20							5	5	Yes	1h	It's important to take care of your test subjects.
Blow balloon animals from surgical gloves	-20									Yes	1h	A quick laugh should relieve some of the stress you are under.
Run full blood works and cavity scans	30							20		Yes	1h	To get to the cause, you leave no body cavity unsearched.
Test and observe the lab mice	15								40	Yes	1h	Don't move, don't breathe... just observe and take copious notes.
Share lab coats	45							10	15	Yes	2h	Money doesn't grow on trees and neither does equipment.
Perform an extra-long clean up	-10							30		Yes	2h	It takes time away from work, but your colleagues will really appreciate it.
Share results with the military	120							10	10	No	3h	Your research has yielded very interesting results.
Make a lab mouse your pet	15							30		No	4h	The kids will love you, and your co-workers will smile.

### Neurosurgeon

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, TH, F	8	1,800	350	Mood, Logic Skill

LEVEL 9												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Perform invasive surgery	20				-10			5	15	Yes	1h	This condition can only be treated by opening the patient up!
Go terrorize new interns	-20							-10	0	Yes	1h	There's nothing like scaring the wits out of an already nervous intern.
Perform a carotid endarterectomy	30							15	5	Yes	1h	It's complicated and painstaking but it can prevent a stroke.
Read Mind over Matter	15	-10		-10				5		Yes	1h	It's good to know more about what you might be messing up.
Present at a conference	45	-10						20		Yes	2h	Make a name for yourself and the hospital gets the credit.
Do an impression of your boss	-10	-20							20	Yes	2h	Everyone appreciates it when a joke is made at the boss's expense.
Examine patient X-rays	120							20	20	No	3h	You never know what little detail will make for a better diagnosis.
Mentor rookie doctors	15							20	-30	No	4h	They appreciate your advice, but it does cut into your other duties.

## Deadly Disease Specialist

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, TH, F	4	2,400	460	Mood, Logic Skill

LEVEL 10												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Decontaminate the area	20				10					Yes	1h	Not a single microbe or virus must be left alive.
Take a yogurt break	-20				10					Yes	1h	Nothing like freshly cultured yogurt between viral culture exterminations.
Isolate the cause	30				10					Yes	1h	There are many possible factors causing the disease, but which one is it?
Think deeply about your profound influence	15				20					Yes	1h	Without you, humanity would now surely be extinct. Keep on thinking.
Lay the blame on the disliked assistant	45				20					Yes	2h	The boss doesn't like him anyway. It was only a matter of time.
Apply duct tape to colleague's hazmat suit	-10				10					Yes	2h	It's good to save a friend's life.
Find the cure	120				10					No	3h	That disease won't be bothering anyone ever again.
Quarantine the area	15				20					No	4h	Lock down the area; nobody gets in or out. The responsibility and blame are on your shoulders.

### Benefits and Rewards

The Medical career is one of the most stressful careers, so to advance, you need activities in the Sim's life that will counteract the Stressed Out moodlet. Mood is a major factor in promotions, so be sure to get sleep when possible and have an activity that lowers tension, such as reading, exercise, or socializing.

Medical Interns earn the Give Medical Advice social, which helps out pregnant Sims. Pregnant Sims who regularly seek medical advice (or receive it) assist the development of the pregnancy, which can lead to the baby getting highly desirable traits.

#### TIP

Install a mirror at your house if you don't have one; it's good for practicing speeches and developing the Charisma skill.

- When you reach the Medical Intern position, you start receiving medical journals, too. These are critical for future advancement because the number of journals read is a metric for deciding promotions, alongside mood and Logic skill. In your off time, be sure to read these medical journals because the game keeps track of this statistic.

• At the Resident level, Sims gets a new social: Brag About Being a Doctor. The Brag social impresses other Sims in conversation. If the other Sim is already romantically interested in the medical Sim, that romance is further enhanced.

• At the Gene Therapist level, the Sim receives the Give Good Medical Advice social. It has a greater benefit to expectant mothers—in fact, the medical Sim can even deduce the sex of the baby. The Neurosurgeon promotion turns Give Good Medical Advice into Give Amazing Medical Advice, which is even more beneficial to expectant mothers.

• At level 10, Deadly Disease Specialist, the Sim no longer receives any stress at work. Fun no longer takes a hit, and the Stressed moodlets vanish.

### Music

Think you got the chops to be a rock star? Then pick up your guitar and head for the theater. If you put in the hours and practice, you'll be the sensation of the stage.

♦ **Work Location:** Work Location: Maxis Theatre

♦ **Necessary Skills:** Necessary Skills: Guitar, Charisma, Athletic

## MUSICAL CAREER PROMOTIONS & ACTIONS

Fan												
Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion								
M, T, TH, F, S	8	125	30	Mood, Guitar Skill								

LEVEL 1												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Update fan blog	20	-5						5	5	Yes	1h	Update fan blog
Ask band for autograph	20							10	0	Yes	1h	Meet the band and tell them how much you love their work.





Learn the band's songs by heart	20								-10	10	Yes	1h	It's a fan's way of learning how to sing.
Interview the band	5								30	-10	Yes	1h	It's hard work to set it all up and post it on the blog, but it's worth it.
Nap on a stack of posters	0								0	30	Yes	1h	As long as nobody catches you, getting some shut-eye can only be good for you, right?
Nag the band on how to play guitar better	-20	-10					Athletics		-10	20	Yes	1h	The band doesn't like fans asking tons of questions, but sometimes they give very good tips.
Avoid washing the hand the singer shook	100								30	0	No	3h	He touched you! What luck!
Convince people to come to the show	60								10	25	No	2h	The band will really like playing in front of a big crowd, and they'll thank you for it.

## Roadie

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, TH, F, S	7	148	40	Mood, Guitar Skill

LEVEL 2												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Build the stage	20				-10	Logic		5		Yes	1h	A typical day's work for a roadie: Build things behind the scenes to make the show rock.
Set up the fireworks	30								5	Yes	1h	It's stressful work, but the fans will appreciate a cooler show.
Make an awesome backdrop for the stage	20							20	-5	Yes	1h	Work extra hard to build an extra cool stage.
Tune the band's instruments	20		10					30	-10	Yes	1h	The band likes it when you tune their instruments.
Carry the band's stuff	-20		-10					-10	30	Yes	1h	Bring stuff from over here to over there.
Hang out with the band	50	-10							20	Yes	1h	Relax in the lounge with the band. Not very productive work, but you get to know the band.
Practice in secret with the band's instruments	80	-10						30		No	3h	They don't like it when you play with their instruments, but it's a great way to learn.
Chat up a fan	100							30		No	4h	Fans come for the band, but they might agree with talking with a roadie, too.

## Stagehand

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, TH, F, S	6	175	50	Mood, Guitar Skill, Relationship with Co-Workers

LEVEL 3												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Adjust the audio for the show	20							5		Yes	1h	Turning dials and pushing buttons is a way of life for the stagehand.
Man the spotlight	5							10		Yes	1h	Keep the light shining at the right spot, even if that light makes you all sweaty.
Agree to ridiculous band demands	-20		5		-20			-20	20	Yes	1h	Somebody's got to handle those demands. Hard work, but the band will love you for it.
Build the rigging above the stage	30							30	-10	Yes	2h	It's hard, dangerous work, but that's the kind of work that gets you closer to a promotion.
Take a drink with the band	50				20			0	30	Yes	2h	Take it easy and get to know the musicians.
Practice playing guitar	80					Guitar		0	20	Yes	2h	Practice your guitar skills.
Sleep in the rigging	80							20	20	No	3h	Nobody can see you up there, right?
Wire the stage	120							30	0	No	4h	Make sure everything is working properly for the big show.

## Band Manager

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, TH, F, S	5.5	263	70	Mood, Guitar Skill, Relationship with Co-Workers

LEVEL 4												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Scream at the roadies	20							5		Yes	1h	Those roadies keep chatting up fans instead of doing their work...
Stroke the band's ego	30					Logic		5	5	Yes	1h	A motivated band is a good band.
Sleep while pretending you're in a meeting	20							20	-5	Yes	1h	You'd probably sleep even if it was a proper meeting, right?
Call major music label	20		10					-10	30	Yes	1h	Try to strike a deal with a giant music studio.
Bring the band to the restaurant	-20		-10					40	-30	Yes	2h	Feed their bellies and get to know them better.
Practice guitar in your office	60	-10					Guitar		20	Yes	2h	Strum those strings, and maybe you'll stop managing musicians and instead become one.
Gloat about the success of the band	80	-10						20	20	No	3h	Your boss doesn't like hearing you gloat constantly, but it helps build the popularity of the band.
Give a massage to the band members	140							-20	-20	No	4h	Reduce a bit of their stress to make them work better.

## Music Talent Scout

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, F, S	5.5	311	60	Mood, Guitar Skill, Relationship with Co-Workers

LEVEL 5												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Visit a promising garage band	20							5	10	Yes	1h	Scouting is a large part of your daily work.
Crush the dreams of untalented musicians	10								5	Yes	1h	Nobody likes a dream crusher, but it can't be avoided to make sure only the best musicians get recorded.
Listen to unfamiliar music	15					Logic		15		Yes	1h	Exploring the musical landscape is a great way to find new talent and to learn more about music.
Sleep in the company car	40								20	Yes	1h	Those car seats are so comfortable.
Talk with the band about other groups	-20							-10		Yes	2h	Get to know their likes and dislikes.
Hang out with the lead singer	50					Logic		30		Yes	1h	Technically, hanging out with members of the band is still work.
Sign talented new band	80									No	3h	After a lot of scouting, you've finally found the talented new band that will rock the world.
Play air guitar	100							20	20	No	4h	Rock an imaginary crowd with an imaginary song, playing an imaginary musical instrument.

## Lyricist

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, F, S	5	483	100	Mood, Guitar Skill, Relationship with Co-Workers, Concerts Performed

LEVEL 6												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Write a love song	20					Logic		10		Yes	1h	Play on the strings of the heart.
Write a funny song	0			-10				15		Yes	1h	Tickle their funny bones.
Write a nostalgic song	20							5		Yes	1h	Remember the years past.
Write a rocking song	30			-20				10		Yes	2h	Rock their socks off.
Complain about writer's block	-20							-10		Yes	2h	Whine to anyone who will listen that you're making no progress.



Study the structure of other songs	40							30		Yes	2h	Analyze classics to get inspiration.
Ask band members about their favorite songs	100							30	60	No	3h	Talk to the band to learn what they'd like you to write for them.
Practice performance	120							20		No	4h	The more you practice performances, the better your shows and the more money you earn.

### Backup Vocalist

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, F, S	5	628	120	Mood, Guitar Skill, Relationship with Co-Workers, Concerts Performed

LEVEL 7												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Do a little song and dance	20					Logic		5	5	Yes	1h	Spruce up that show! It's your duty.
Try to steal the limelight from the lead singer	30								10	Yes	1h	Sing and dance extra hard to attract attention. The singer won't like it, but it's good for your career.
Bring hot beverages to the rest of the band	-10							-5	-5	Yes	1h	Help the band members stay awake and make them like you.
Do some vocalization exercises	10							30	-10	Yes	1h	Improve your music skill to make better shows.
Pretend you're sick	20							5	30	Yes	2h	Your throat's a bit sore, so why not take it easy today?
Suggest improvements to songs	50				10					Yes	2h	The band won't like you commenting on their work, but it shows your skill.
Hang out with the band	100		-10					20	20	No	3h	Get friendly with people in the band.
Practice performance	120							30		No	4h	The more you practice performances, the better your shows and the more money you earn.

### Lead Guitarist

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
T, F, S	4.5	817	160	Mood, Guitar Skill, Relationship with Co-Workers, Concerts Performed

LEVEL 8												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Do an awesome solo	20							5	5	Yes	1h	Rock the crowd with your well-practiced music.
Improvise on stage	20									Yes	1h	Jam on stage. The band may have a hard time following, but it makes you look cool.
Head bang	20							20		Yes	1h	What's a little headache in exchange for truly enjoying the rock?
Smash your guitar	10								40	Yes	1h	Smash it to pieces! Somebody will have to get you another one, but who cares?
Set frets on fire	0							10	15	Yes	2h	Literally. With lighter fluid.
Play Rock Bang all day	60							30		Yes	2h	Playing virtual guitar is almost as good as playing a real guitar, and it's a lot less exhausting.
Chat with the band in the tour bus	100							10	10	No	3h	Enjoy your time with the rest of the band.
Practice performance	120							30		No	4h	The more you practice performances, the better your shows and the more money you earn.

### Pop Icon

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
T, F, S	4	1,144	200	Mood, Guitar Skill, Relationship with Co-Workers, Concerts Performed

LEVEL 9												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Crowd-surf	20				-10			5	15	Yes	1h	Let the crowd carry you!



Moon-walk	10								-10	0	Yes	1h	Show off your dance moves on stage.
Practice challenging guitar riffs	30								15	5	Yes	1h	Nailing those challenging solos is essential to reaching stardom.
Do an interview along with the band	10	-10		-10		Athletic			5		Yes	1h	You're not alone in this band, so share the love with everybody else.
Decide what sunglasses to wear on stage	40	-10							20		Yes	2h	Wearing a proper style is important, even if it's not very productive work.
Ask the roadie to redo all his work	50	-20								20	Yes	2h	Sure, the roadie won't like you, but you're famous enough to ask ridiculous things now.
Complain to your manager	80								20	20	No	3h	If something goes wrong, it's the fault of your manager. No matter what.
Practice performance	120								20	-30	No	4h	The more you practice performances, the better your shows and the more money you earn.

## Rock Star

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
n/a	n/a	n/a	350	Concerts Performed

LEVEL 10												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Make unreasonable demands					10					Yes	1h	Ask all those wannabes to fulfill ridiculous requests for your enjoyment.
Dodge malfunctioning fireworks on stage					10					Yes	1h	Make it look like it's part of the show.
Be worshipped					10					Yes	1h	Bask in the glow of the adoration. It's so hard to be loved.
Go incognito to a restaurant					20					Yes	1h	Take it easy with a day off away from stardom.
Make an impossible guitar solo look easy					20					Yes	2h	Show them who's king. The money will keep on rolling in.
Mock lesser bands					10					Yes	2h	If they were any good, they'd be the stars.
Be a spokesman for a good cause					10					No	3h	Use your star power to save the llamas!
Practice performance					20		Guitar			No	4h	The more you practice performances, the better your shows and the more money you earn.

## Benefits and Rewards

Naturally, the key to advancing in this career is the development of the Guitar skill. Starting out with a class at the theater is a good way to get a head start on the career, even before you start your first day, since the Guitar skill is critical for every step in the career.

Upon earning the Music Talent Scout promotion, you may now Hold Concerts. Use this interaction on the theater and stadium to stage two- or four-hour concerts that are measured as part of the promotion process. (This interaction is only available between noon and midnight.) Once you choose to hold a concert and enter the venue, other Sims will follow.

### TIP

Just buy a guitar for your house if you are pursuing this career. You need to practice up on the necessary Guitar skill.

- At levels 7 and 8 of the music career, Sims have two new socials: Wave and Worship and Be Worshipped, respectively. These socials are acutely positive, as even Sims who are as low on the relationship ladder as Acquaintance will engage the Sim.

Upon reaching level 9, Pop Icon, your carpool is replaced by a pastel limo that will take you anywhere. Once the Sim achieves level 10, Rock Star, they no longer have a work schedule. Money is earned exclusively by holding concerts. To maximize pay-outs, hold the concert at the stadium. The concert takes longer than one at the theater, but the salary is double. At this level, the Sim can also select venues and choose to Hold Autograph Session, just like the Athlete career. The goal is to sign as many autographs as possible with the other Sims on the lot. The more signed, the more money is awarded for the session.

## Science

Bunsen burners! Beakers! These are the tools of the scientist. Sims with a desire to unlock the secrets of the universe should sign up for the Science career at the laboratory.

**Work Location:** Ocean Surf Marine Lab

**Necessary Skills:** Necessary Skills: Logic, Handiness, Fishing



## SCIENCE CAREER PROMOTIONS & ACTIONS

### Test Subject

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, W, TH, F	6	240	30	Mood

LEVEL 1												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Take part in a test	20	-5						5	5	Yes	1h	That's what you're being paid to do.
Play with lab guinea pigs	20							10	0	Yes	1h	They're so innocent and cute.
Take part in multiple tests at once	20							-10	10	Yes	1h	The side effects should probably cancel each other out.
Read about the side effects	5				-10			30	-10	Yes	1h	It might help to know why you're breaking out in a purple rash.
Volunteer for highly experimental procedures	0				-10			0	30	Yes	1h	You're setting a dangerous precedent for a few measly bucks.
Compare symptoms	-20	-10				Athletic		-10	20	Yes	1h	Makes for great lunchtime conversation.
Positive rumor	100							30	0	No	3h	Start a positive rumor about the effects of the test.
Slip a colleague a placebo	60							10	25	No	2h	It won't make them sick, unlike the real test.

### Lab Tech

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, W, TH, F	7	288	70	Mood

LEVEL 2												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Prep the test subjects	20				-10	Logic		5		Yes	1h	Brings back memories.
Make an agar shake	30								5	Yes	1h	Useful in lab work and tasty too.
Run the DNA Sequencer	20							20	-5	Yes	1h	It sounds much harder than it actually is, just press the buttons and presto.
Read Your DNA & You	20		10					30	-10	Yes	1h	Before reading this, you thought that DNA was a government agency.
Do the sequencing by hand	-20		-10					-10	30	Yes	1h	No money for fancy equipment; use the basics to get the job done.
Organize all lab reports	50	-10							20	Yes	1h	Nobody else wants to do it.
Calibrate all the machinery	80	-10						30		No	3h	Careful, you're becoming indispensable.
Pet microbe culture battles	100							30		No	4h	Take bets on whose microbe culture will win.

### Useless Contraption Manipulator

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, W, TH, F	5.5	346	90	Mood, Handiness Skill

LEVEL 3												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Push a button randomly	20							5		Yes	1h	Just another day at the job.
Observe the ant farm	5							10		Yes	1h	Look at them go.
Push several buttons and work the pedals manually	-20		5		20			-20	20	Yes	1h	You might actually work up a sweat.
Read the instruction booklet	30							30	-10	Yes	2h	At only 9,000 pages, this will be a breeze.
Multi-task	50				-20			0	30	Yes	2h	Work more than two contraptions simultaneously for that raise.
Go take a coffee break with your colleagues	80							0	20	Yes	2h	The machines practically run themselves.

Penta-task	80							20	20	No	3h	One machine per each hand and foot and one activated using your teeth; you're the ultimate employee.
Throw an office party	120							30	0	No	4h	The contraptions can pour the drinks.

### Fertilizer Analyst

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, TH, F	5.5	485	100	Mood, Handiness Skill

LEVEL 4												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Analyze ordinary fertilizer concepts	20							5		Yes	1h	Analyze ordinary fertilizer concepts.
Go hit on the test subjects	30					Logic		5	5	Yes	1h	They're so messed up, they don't even notice the smell.
Analyze unique fertilizer concepts	20							20	-5	Yes	1h	Elephant and blue whale droppings are all the rage this year.
Visit a local farm	20		10					-10	30	Yes	1h	No better place to learn about fertilizers.
Use full body sanitizer	-20		-10					40	-30	Yes	2h	We run a squeaky clean operation.
Recover colleague's dropped trinket	60	-10							20	Yes	2h	It had to drop right in the middle of the pile.
New formula	80	-10						20	20	No	3h	With this new formula, farmers can grow double that of the previous formula.
Invest in a bat cave	140							-20	-20	No	4h	Guano is premium fertilizer, and the cave can double as a hideout.

### Carnivorous Plant Tender

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, TH, F	5	582	120	Mood, Handiness Skill

LEVEL 5												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Feed the plants	20							5	10	Yes	1h	Use bits of ground beef.
Have a BBQ	10								5	Yes	1h	Don't let that leftover beef go to waste.
Catch live flies	15					Logic		15		Yes	1h	They like their prey still struggling.
Visit botanical expert	40								20	Yes	1h	After an in-depth conversation, your brain is overflowing with knowledge.
Fix the water system	-20							-10		Yes	2h	No need to hire a repairman.
Replant the crocodile plants	50					Logic		30		Yes	1h	People have been known to lose a finger or an arm.
Cross breed new snapping banana	80									No	3h	They take care of any pest problems you might have and have a light strawberry flavor when ripe.
Visit the little shop of horrors	100							20	20	No	4h	You never know what new species you'll find.

### Aquatic Ecosystem Tweaker

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, TH, F	5	699	140	Mood, Handiness Skill, Fishing Skill

LEVEL 6												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Test the water's pH	20					Logic		10		Yes	1h	The water fauna's life depends on its stability.
Swim with the manatee	0			-10				15	15	Yes	1h	You can ride them too.
Clean up the watershed	20							5		Yes	1h	It must all be as pristine as possible.
Research frogs	30			-20				10	25	Yes	2h	Frogs are a great indicator of an ecosystem's health.
Fish farm	-20							-10	20	Yes	2h	Salmon prices are on the rise.
Interact research with the dolphins	40							30	-40	Yes	2h	Bring the kids, it'll be a blast.





Pearl farm	100							30		No	3h	They'll be worth a pretty penny.
Feed the piranhas	120							20	20	No	4h	They'll eat anything... So got any evidence you need to dispose of?

### Genetic Resequencer

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, TH, F	4.5	839	160	Mood, Handiness Skill, Fishing Skill

LEVEL 7												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Sequence useful mutations	20					Logic		5	5	Yes	1h	This is what you do, make things better.
Stare at the wall	30								10	Yes	1h	There are worse things you could be doing.
Full genetic modification	-10							-5	-5	Yes	1h	Helps release stress, now provided with minty flavor freshness for each employee.
Go talk to the mad scientist	10							30	-10	Yes	1h	They always have something new and amazing to discuss.
Sequence company employee genes	20							5	30	Yes	2h	It's good to have a legit reason to fire someone.
Counterfeit gene sequences	50				10					Yes	2h	Your colleagues will all become perfect employees in the system overnight.
Patent life gene	100		-10					20	20	No	3h	With this patent, everyone will have to pay.
Develop psychic powers	120							30		No	4h	Think of the world as your playground.

### Top Secret Researcher

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, TH, F	4.5	1,007	200	Mood, Handiness Skill, Fishing Skill

LEVEL 8												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Create fancy new weapon	20							5	5	Yes	1h	You've got piles of these lying around in boxes.
Play ping pong	20									Yes	1h	It's supposed to improve your reflexes...for stuff.
Alien autopsy	20							20		Yes	1h	Let's hope your suit is tight. You don't want to catch anything otherworldly.
Test one of your inventions	10								40	Yes	1h	The best way to improve something is to see it in action and watch it fail.
Devise mandatory screening procedure	0							10	15	Yes	2h	We can even analyze what someone ate the night before.
Lend a co-worker your pass	60							30		Yes	2h	So he forgot his at home, right? What could possibly go wrong?
Create new weapon of mass destruction	100							10	10	No	3h	Your boss and the government will love you. Not so much the little people.
Alien flying artifact research	120							30		No	4h	You've got your very own UFO to play with.

### Creature-Robot Cross Breeder

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, F	4.5	1,209	180	Mood, Handiness Skill, Fishing Skill

LEVEL 9												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Robotic transplants	20				-10			5	15	Yes	1h	These extensions will make any creature twice as cool.
Hoverpod races	10							-10	0	Yes	1h	A leftover invention from your secret research days.
Bioengineered skeletal structure	30							15	5	Yes	1h	You're building/breeding a creature straight from scratch.
Watch sci-fi movies	10	-10		-10		Athletic		5		Yes	1h	They have some of the best ideas.

Bionic secretary	40	-10						20		Yes	2h	They take care of "all" the boss's needs.
Automated process	50	-20						20	20	Yes	2h	This process lets you relax with your colleagues while all the work gets done on its own.
The ultimate cyborg	80							20	20	No	3h	It cooks, it cleans, it fires an automatic firearm, and it has feelings.
Breed a bionic chimera	120							20	-30	No	4h	They make the coolest pets.

## Mad Scientist

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
M, T, F	4	1,814	260	Mood, Handiness Skill, Fishing Skill

LEVEL 10												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Create yet another failed experiment					10					Yes	1h	So much to do and so little time.
Laugh maniacally					10					Yes	1h	Muha muha muhahahaHaHaHAHAHA!
Cause a city wide power outage					10					Yes	1h	You simply must have more POWER!
Transplant brain					20					Yes	1h	Run out of space in your genius mind? No worries there are brains to spare.
Self-aware AI surveillance system					20					Yes	2h	The boss's favorite pet system yet.
Cross-breed Money Tree					10					Yes	2h	Free cash for all: Why would they continue working?
Send Igor for fresh corpses					10					No	3h	Whatever you need to advance your experiments.
Build a doomsday device					20					No	4h	Now with optional coffee grinder and letter opener included.

### Benefits and Rewards

The benefits of the Science career are plentiful, but you must be attentive to skills to receive the promotions that award them: Handiness and Fishing. Upon reaching level 4 of this career, your Sim occasionally brings home a randomly selected fish. At levels 8 and 9, though, Sims receive a special plant with the promotion: Flame Fruit, Life, Money Tree, or Omni Plant.

Upon reaching the height of the career, the Sim receives a new interaction to perform on household objects: Perform Experiment On. This interaction works on seats, beds, electronics, and appliances. It acts like an upgrade. Once the interaction is complete, the Sim stands back to have a look at what was accomplished. If the upgrade goes well, the following may happen:

- ◆ Object gets environmental boost.
- ◆ Object broadcasts music, giving all Sims in the area the Enjoying Music moodlet.
- ◆ Object earns random upgrade from Handiness upgrade list.

- ◆ Object starts broadcasting random moodlets that affect Sims in the room: Attractive, Beautiful Vista, Cheered Up, Comforted, Feeling Lucky, New Car Smell, New Stuff, Oddly Powerful, Tranquil, or Warmed.

Conversely, this interaction can have negative effects, too. These things can go wrong:

- ◆ Object catches fire and is burned until useless.
- ◆ Object randomly electrocutes Sims who try to use it later.
- ◆ Object disappears—forever.
- ◆ Object breaks and must be repaired.
- ◆ Object starts broadcasting random negative moodlets that affect Sims in the room: Upset, Tastes Like Fridge, Stir Crazy, Offended, Buzz Crash, Horrified, or Disgusted.



Practice the Handiness skill by tinkering around the house whenever you have a free moment.

### Tourism

Vista Beach is a real tourist trap for Sims. The sun, the sand—they're just irresistible to Sims. Enroll in this career to take the reins of the bustling industry and put Vista Beach on the map.

- ◆ **Work Location:** Seagull Suites Hotel
- ◆ **Necessary Skills:** Charisma, Logic



## TOURISM CAREER PROMOTIONS & ACTIONS

### Towel Cleaner

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
T, W, TH, F, S	6	160	40	Mood, Relationship with Boss

LEVEL 1												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Bus the coffee tables	20	-5						5	5	Yes	1h	It's so easy, you're the luckiest guy in the world.
Broom cleaner	20							10	0	Yes	1h	Remove the dirty fluffs from all the brooms' bristles.
Play with the lights	20							-10	10	Yes	1h	They turn on, they turn off, on, off, on, off...on.....off.
Read up on etiquette	5							30	-10	Yes	1h	If you're going to get ahead, you'll need to get smarter.
Sand filtering	0							0	30	Yes	1h	Your co-worker is allergic to sand. Run the filtering machine to leave the beach shiny and looking new.
Wipe the phones	-20	-10				Athletic		-10	20	Yes	1h	You're really gunning for that raise.
Room service	100							30	0	No	3h	Makes your boss happy, but this is no break. Get ready for the craziest requests EVER!
Elevator operator	60							10	25	No	2h	Chat it up with your co-workers now that they'll never have to take the stairs.

### Information Counselor

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
T, W, TH, F, S	6	208	52	Mood, Relationship with Boss

LEVEL 2												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Fold brochures	20					-10	Logic	5		Yes	1h	Folding the brochures well is where your job begins.
Answer the phone	30								5	Yes	1h	It simply does not stop ringing.
Flick paper clips	-20								-5	Yes	1h	Leave the answering machine on to deal with people while you focus on more relaxing tasks.
Hospitality training	20		10					30	-10	Yes	1h	Learning to smile and understand people's needs is not as easy as it seems.
Write flashy reports	20		-10					-10	30	Yes	1h	Spending hours on your report's presentation will bring you closer to a job with responsibilities.
Casino night	50	-10							20	Yes	1h	Organize a casino event for the employees and clients where the bets and money are the real deal.
Web agency selection	80	-10						30		No	3h	Image is key to success, so you'd better pick the right agency.
Sandwich man	100							30		No	4h	Bring snacks for your co-workers so they don't have to buy the expensive resort food.

### Concierge

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
T, W, TH, F, S	6	270	68	Mood, Relationship with Boss, Relationships with Co-Workers

LEVEL 3												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Map circling	-20		5		20			-20	20	Yes	1h	Draw funny pictures on the tourist maps to pass the time.
Desk information	5							10		Yes	1h	Say yes and give your best shot to understand what they REALLY want.
Review resort facts	20							5		Yes	1h	Learn to become the ultimate source of resort information to really earn your pay.
Problem solving	30							30	-10	Yes	2h	Pull a MacGyver by solving issues quickly and with as little cost as possible! Only the results count!
Employee rebates	50							-20	30	Yes	2h	Except for the boss, all the employees will be grinning with pleasure thanks to you.

VIP night planning	80								0	20	Yes	2h	Here's your chance to improve your reputation by making the VIP very happy.
Calling for rebates	80								20	20	No	3h	Tourist attractions have to trust that you'll increase their clientele.
MC	120								30	0	No	4h	It's your moment to shine; the guests' happiness is in your hands.

### Tour Guide

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
T, W, TH, F, S	6	352	88	Mood, Relationship with Boss, Relationships with Co-Workers

LEVEL 4												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Greet and register	20							5		Yes	1h	Say hello countless times a day while maintaining a sparkling smile.
Vista Beach history	30					Logic		5	5	Yes	1h	Sit down and learn the town's history from A to Z.
Funny speech	20							20	-5	Yes	1h	Amuse the boss with funny stories of the other employees.
Stingy customers	20		10					-10	30	Yes	1h	Someone has to go and deal with those surly clients who don't wish to pay; take one for the team.
Handle Insane group	-20		-10					40	-30	Yes	2h	From weird old ladies to groups of monks sworn to silence, you gotta take care of them all...good luck!
Co-worker sympathy	60	-10							20	Yes	2h	Keep your co-workers' mistakes to yourself. No need for the boss to get wind of what's really going on.
Pretend you're a customer	80	-10						20	20	No	3h	Someone has to find the most comfortable locations around and test them out, and that someone should be you.
Escort VIP groups	140							-20	-20	No	4h	Somebody up there most certainly likes you.

### Executive Housekeeper

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
T, W, TH, F, S	7	457	114	Mood, Relationship with Boss, Relationships w Co-Workers

LEVEL 5												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Staff scheduling	20							5	10	Yes	1h	Efficiently schedule the staff for each day.
Towel fabric research	10								5	Yes	1h	Gather knowledge on better, softer fabrics for your resort's towels and sheets.
Clean the manager's office	15					Logic		15		Yes	1h	Return to the roots of your knowledge before climbing new heights.
Free towels	40								20	Yes	1h	Let the employees take home extra complimentary towels.
Broom closet nap	-20	20						-10		Yes	2h	Take a nap in the broom closet on the second floor. If they can't find you, they probably won't miss you.
Employee training	50					Logic		30		Yes	1h	Teach the new employees as much as you can as quickly as possible. It ain't going to be easy.
Order extra supplies	80									No	3h	Make the staff's life easier by ordering extra supplies.
Penthouse cleaning	100							20	20	No	4h	You have only a couple of hours to make sure the rock star's room is as good as new before he comes back.

### Front Office Manager

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
T, W, TH, F, S	7	594	149	Mood, Relationships with Co-Workers, Meetings Held

LEVEL 6												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Supervise the staff	20					Logic		10		Yes	1h	It's what you do every day, and hopefully you do it well.
Cost management	0			-10				15	15	Yes	1h	Look at the figures, analyze the tables, master the calculator, and cut anywhere you can to reduce expenses.
Long coffee breaks	-20							-10	20	Yes	2h	Give your co-workers a break by letting them relax longer.





Sick replacement	30			-20				10	25	Yes	2h	Work two people's shift at the same time. You'll hopefully get rewarded for your dedication and efficiency.
Emergency rescue	20							5		Yes	1h	Unlock the sauna your boss was accidentally locked in.
Deal with complaints	40							30	-40	Yes	2h	It's time to work your magic and transform any disgruntled client into a happy smiling customer.
Delegate everything	100							30		No	3h	Kick back and enjoy the view while everyone else is hard at work doing their share as well as yours.
Guest monitoring	120							20		No	4h	Keep a sharp eye on shady guests so that your employees don't take the blame for missing items.

### Beach Sand Manager

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
T, W, TH, F, S	6	891	223	Mood, Relationships with Co-Workers, Meetings Held

LEVEL 7												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Tanning schedules	20					Logic		5	5	Yes	1h	It's your job to keep the guests tanning happily throughout the day.
Midnight golf run	30								10	Yes	1h	Let your co-workers onto the resort after hours to enjoy the golf course and the nighttime water sprinklers.
Get a free massage	-10							-5	-5	Yes	1h	You might as well take advantage of the services offered.
Import exotic sand	10							30	-10	Yes	1h	Oversee the new sand's delivery and implementation.
Waterfall research	20							5	30	Yes	2h	Your boss thinks it might be the next big step in improving the resort.
Parasol rotations	50				10					Yes	2h	Coordinate parasol rotations while keeping all the guests happy.
Photo shoot spectators	100		-10					20	20	No	3h	Let your co-workers check out and gawk at the hot models and the luxurious photo shoot spots scattered around the resort.
Rich widow's handling	120							30		No	4h	A great place to practice your charm and learn to impress and flatter.

### General Manager

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
W, TH, F, S	5	1,337	334	Mood, Relationship with Boss, Relationships with Co-Workers, Customer Satisfaction

LEVEL 8												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
General management	20							5	5	Yes	1h	It's what you do, it's also your title, so go manage stuff.
Chat up cute guests	20									Yes	1h	You're a force to be reckoned with at the resort. Your wealth and power make for pretty good pick up lines too.
Employee background check	20							20		Yes	1h	It's time to weed out the weak employees.
New business opportunities	10								40	Yes	1h	Meet up with some of the influential guests to schmooze with them and see if you can't interest them in a joint venture.
Monitor guest registration	0							10	15	Yes	2h	It makes the guests feel extra pampered when you slave away to take care of their check in personally.
Payment collection	60							30		Yes	2h	Your co-workers will be very happy when you get to deal with the rich eccentric who's late on his payments.
Fire unwanted staff	100							10	10	No	3h	It's an unpleasant job and it won't make you popular, but someone has to do it.
Revise hotel rules	120							30		No	4h	Revise the hotel rules to provide extra benefits for co-workers and employees. They earned it after all.

### Resort CEO

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
W, TH, F, S	5	2,005	501	Mood, Relationship with Boss, Relationships with Co-Workers, Customer Satisfaction

LEVEL 9												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Oversee customer flow	20				-10			5	15	Yes	1h	It's your main job to keep the resort filled with paying guests.
Play golf	10							-10	0	Yes	1h	You're almost at the top. Might as well act like it and let everyone else worry about the work.
Staff meetings	30							15	5	Yes	1h	It's time to break out that honeyed tongue to woo the employees in order to get them all to work harder for less.
Staff accommodations	10	-10		-10		Athletic		5		Yes	1h	Make the staff happy by implementing higher quality meals and a good working environment for all.
Financial planning	40	-10						20		Yes	2h	Plan for all possible future complications to make sure that the resort keeps making money.
Host an investment seminar	50	-20							20	Yes	2h	It's a fantastic way to use the resort to make some money and to attract future high-profile customers.
How to smile conference	80							20	20	No	3h	Learn advanced techniques in deception and flattery.
Employee resort pass	120							20	-30	No	4h	You actually have it in your power to be a pretty nice guy to your employees and co-workers, when you feel like it.

### Corporation Shareholder

Work Days	Hours	Average Daily Pay	Pension Pay	Metrics for Promotion
TH, F, S	3	3,007	752	Mood, Relationship with Boss, Relationships with Co-Workers, Customer Satisfaction

LEVEL 10												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Stock decisions					10					Yes	1h	Every day you must decide the best way to make more money.
Improve your tan					10					Yes	1h	It takes dedication and commitment to have that million-dollar tan.
Golf cart driving competition					10					Yes	1h	Who's going to make it to the 18th hole and back first?
Overseeing your empire					20					Yes	1h	Control your assets from your luxury yacht via your trusty binoculars and strategically placed spies.
Governor's dinner					20					Yes	2h	Mingle with your peers and pick up a few more excellent skills.
Takeover party					10					Yes	2h	Thanks to your clever maneuverings, it's another victory for your financial empire. Great for you, not so for the other guy.
Boardroom chairman					10					No	3h	The power to sit and scare others with your outrageous decisions is now yours to command.
Share the wealth					20					No	4h	As a bonus, give stock options to your co-workers and employees.

### Benefits and Rewards

Tourism has the potential to be one of the most lucrative careers in Vista Beach. It doesn't necessarily start off too glamorous. Your first benefit doesn't come until level 4, Tour Guide. When you achieve this promotion, you unlock the ability to find a random treasure around town. When you hit the next promotion level, you unlock free maid service for your lot. That not only saves money, but also time—an arguably more valuable commodity around Vista Beach.

Upon reaching the General Manager promotion, the carpool that picks you up every morning is replaced by a limo. That limo is also at your disposal for driving around town, running errands, etc.

Once you reach the General Manager promotion, you can start holding meetings. Making these meetings becomes a critical metric for getting additional promotions. Here, the career starts to consume a lot of time and attention.

### TIP

Don't worry about missing scheduled work hours to attend meetings. Meetings supersede scheduled work at the hotel.

When you reach the top of the Tourism career, Corporation Shareholder, you unlock the Corporate Kickbacks benefit. Now, you have complete control over working hours by choosing to hold meetings at your whim. You are paid kickbacks when attending these meetings, too, so you have control over how much money is made during that specific day. A day full of kickback meetings is very lucrative. This flexibility allows the Corporation Shareholder to pursue different skills or attend to a household without worrying about a heavy work schedule.



## School



Children and teens have a different set of obligations from adult Sims—they must regularly attend school. Just showing up isn't enough, though. Students must complete homework to improve grades. Good grades are more than just a point of pride, too. Good grades lead to improved mood and the chance to select a new trait when the student ages up.

**School Schedule:** Always Monday through Friday, but hours vary slightly depending on age. Children are in elementary school from 9 a.m. to 3 p.m. Teens are in high school from 9 a.m. to 2 p.m.

## SCHOOL PROMOTIONS & ACTIONS

### First Grade

Work Days	Hours	Metrics for Promotion
M, T, W, Th, F	6	Mood, Grades

LEVEL 1												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Pay attention in class	20	-5						5	5	Yes	1h	When the teacher talks, listen and learn.
Nap at your desk	20							10	0	Yes	1h	Maybe it won't hurt to have a little midday shut-eye.
Play in little league	20							-10	10	Yes	1h	Throw the ball, make the plays, and score to win!
Little league practice	5				-10		Athletic	30	-10	Yes	1h	Athletic drills will give you the edge you need during play.
Bake the teacher a cupcake	0				-10			30	0	Yes	1h	Everyone has a soft spot for frosting.
Chat about your favorite toy	-20	-10				Athletic		-10	20	Yes	1h	Find other fans and also talk about the cartoon and movie versions.
Run a teacher errand	100							30	0	No	3h	Run a teacher errand.
Trade collectible cards	60							10	25	No	2h	Collect them all before the new series come out!

### Second Grade

Work Days	Hours	Metrics for Promotion
M, T, W, Th, F	6	Mood, Grades

LEVEL 2												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Follow instructions	20				-10	Logic		5		Yes	1h	Form straight lines, get to your desks on time, and open up the right text.
Stare out the window	30								5	Yes	1h	Life seems more colorful and dynamic outside.
Draw a poster for class	20							20	-5	Yes	1h	Visualizing subjects on a large canvas is more work but rewarding.
Play chess during recess	20		10				Logic	30	-10	Yes	1h	Experience the exhilaration of strategy and logical thinking.
Raise your hand	-20		-10					-10	30	Yes	1h	You are paying attention and know the answers.
Make a drawing for your friend	50	-10							20	Yes	1h	Whether it's a cartoon character or a team logo, they appreciate it!
Help clean up	80	-10						30		No	3h	You can get ahead by being helpful.
Lead the sports team	100							30		No	4h	Your teammates respect you.

### Third Grade

Work Days	Hours	Metrics for Promotion
M, T, W, Th, F	7	Mood, Grades

LEVEL 3												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Solve equations	20							5		Yes	1h	Do the assignments given out in class.
Look at the clock	5							10		Yes	1h	When will class be over? Why is time passing so slowly?
Craft a poem	-20		5		20			-20	20	Yes	1h	If you give me enough time, I will write you a shorter verse.
Gym practice	30					Athletic		30	-10	Yes	2h	You can work up a sweat, but you feel your muscles growing.
Compliment the teacher	50				-20			0	30	Yes	2h	New hairstyle? Love the clothes.
Fight the bully	80							0	20	Yes	2h	Stand up to him even if it means getting hurt in the process.
Strategize with the coach	80							20	20	No	3h	Help build up the plays for the next game.
Forge friend's report card	120							30	0	No	4h	A little number fudging never hurt anyone.

### Fourth Grade

Work Days	Hours	Metrics for Promotion
M, T, W, Th, F	7	Mood, Grades

LEVEL 4												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Take notes	20							5		Yes	1h	How will you remember all this stuff later if you don't write it down?
Sleep at your desk	30					Logic		5	5	Yes	1h	If you are exhausted and you can't leave class, there is only one option.
Science fair project	20							20	-5	Yes	1h	It's coming up and you shouldn't wait until the last minute.
Present a "show and tell"	20		10					-10	30	Yes	1h	Bring something from home and talk about it in front of the class.
Show off project progress	-20		-10					40	-30	Yes	2h	You like your hypothesis, and the test results so far are promising.
Pass a note during class	60	-10							20	Yes	2h	How else will everyone know who likes whom?
Hall monitor	80	-10						20	20	No	3h	You are a paragon of law, order, and justice.
Hang out with the jocks	140							-20	-20	No	4h	Do you have the physical conditioning simply to stand next to them?

### Fifth Grade

Work Days	Hours	Metrics for Promotion
M, T, W, Th, F	8	Mood, Grades

LEVEL 5												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Listen to lecture	20							5	10	Yes	1h	There's a lot to say about this particular subject, it seems.
Skip class	10								5	Yes	1h	It is definitely less stressful on the outside.
Join the school fundraiser	15					Logic		15		Yes	1h	Tracking the funds of bake sales and car washes is mentally taxing.
Sports practice	40								20	Yes	1h	Time to do some crunches and sprints.
Present your study plan	-20					Logic		10		Yes	2h	Teachers love educational initiative.
Point out the weird kid	50							30		Yes	1h	What's up with that weird kid? He's just so...weird.
Hand out quizzes	80									No	3h	What makes taking quizzes more fun? Distributing them!
Hang out with the cool kids	100							20	20	No	4h	They're trendy and always seem so relaxed.





## Sixth Grade

Work Days		Hours				Metrics for Promotion						
M, T, F, S		7				Mood, Grades						
LEVEL 6	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Simlish Class	20					Logic		10		Yes	1h	Learn the language correctly to not sound like you're speaking gibberish.
Listen to headphones	0			-10				15	15	Yes	1h	It's your favorite band, just don't get caught.
Research at the library	20							5		Yes	1h	It's a real effort to track down additional sources and references.
Learn programming	30			-20		Logic		10	25	Yes	2h	The Edith computer language is not so bad once you really try to use it.
Fix any wobbly desks	-20							-10	20	Yes	2h	The squeaking disrupts the class. Give them a tune-up and balancing.
Class clown	40							30	-40	Yes	2h	Everyone enjoys a witty observation to break up routine.
Set up the science lab	100							30		No	3h	Science goes more smoothly in a well-organized environment.
Form a friend clique	120							20	20	No	4h	Decide who you want in and who you want out.

## Seventh Grade

Work Days		Hours				Metrics for Promotion						
M, T, F, S		7				Mood, Grades						
LEVEL 7	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Solve word problems	20					Logic		5	5	Yes	1h	You doubt you will ever be in these situations in real life.
Hum a tune in your head	30								10	Yes	1h	If the humming is loud enough it helps drown out the teacher's voice.
Organize all of your notes	-10							-5	-5	Yes	1h	It's not easy to cross index and cross reference across subjects.
Attend chess club	10							30	-10	Yes	1h	Squaring-off against better players only makes your game stronger.
Ask for extra assignment	20							5	30	Yes	2h	You can't get enough of learning and pleasing your teachers.
Tutor a classmate	0				10				50	Yes	2h	If you understand the subject, it will help them do better in class.
Enforce the dress code	100		-10					20	20	No	3h	You don't make the laws but you respect the laws.
Trade to get a better lunch	120							30		No	4h	What do you feel like eating today?

## Eighth Grade

Work Days		Hours				Metrics for Promotion						
M, T, F, S		5				Mood, Grades						
LEVEL 8	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Attend class	20							5	5	Yes	1h	Walk to class, study, hear the bell, go to hallway, repeat.
Clog the school toilets	20									Yes	1h	Yeah! Take that, authority figures and establishment!

Work in the school shop	20							20		Yes	1h	Be careful and don't hurt yourself while learning some practical skills.
Attend yearbook club	10							40		Yes	1h	What is the best page layout for this year?
Read out loud to the class	0						10	15		Yes	2h	You're not afraid to share what you've learned with the class.
Text friends during class	60							30		Yes	2h	How else will everyone know where to meet after class?
Teacher's assistant	100						10	10		No	3h	Do all the planning and paperwork the teacher doesn't want to do!
Plan the student dance	120						30			No	4h	It needs a theme, decorations, and an awesome band!

## Ninth Grade

Work Days	Hours	Metrics for Promotion
M, T, F, S	4	Mood, Grades

LEVEL 9												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Attend study hall	20				-10			5	15	Yes	1h	It's mostly quiet and a decent place to do assignments.
Slack off in class	10							-10	0	Yes	1h	Going through the motions is easier than actual work.
Write an essay	30							15	5	Yes	1h	Decide on a thesis and write to the required length. No double spaces!
Attend debate club	10	-10		-10		Athletic		5		Yes	1h	"I would describe it differently. The critical issue is that..."
Silence rowdy classmates	40	-10						20		Yes	2h	How is the class supposed to hear the teacher over all the talking?
Sneak snacks into class	50	-20							20	Yes	2h	Pass them around to friends but don't get caught.
Receive personal tutoring	80							20	20	No	3h	You can get ahead of the class faster.
Run the student council	120							20	-30	No	4h	Your decisions won't change much but you feel important.

## Tenth Grade

Work Days	Hours	Metrics for Promotion
M, T, F, S	3	Mood, Grades

LEVEL 10												
Action Name	Performance Score	Energy	Social	Hygiene	Fun	Skill Bonus	Skill Progress	Boss Score	Co-Worker Score	Repeat	Time taken	Description
Read and study					10					Yes	1h	Flip to the current chapter and start highlighting.
Roam the halls					10					Yes	1h	This is what doing jail time must feel like.
Participate in school play					10					Yes	1h	The production is large but you can have a part if you work hard.
Work in the science lab					20					Yes	1h	Don't mix up your bases and your acids.
Form a study ring					20					Yes	2h	What's a good way to maximize learning? Group learning!
Hack the class intercom					10					Yes	2h	Skipping class is easier if the teacher thinks it's for official business.
Help grade papers					10					No	3h	Help grade papers.
Show up in yearbook					20					No	4h	Show up in yearbook.



## Homework



The first time students go to school, they receive a small homework booklet. This booklet is placed in the student's personal inventory and can be used via the new Do Homework interaction. Completing homework is essential for raising grades at school, so make sure to allot extra time in the afternoons and evenings for homework.

Doing homework raises the Fun need and can sometimes cause the Stressed Out moodlet.

When you choose to Do Homework, the student finds a seat somewhere on the lot and starts scribbling in the booklet. A meter appears over the student's head, just like a Sim trying to complete any task.

The Logic skill helps the student complete homework faster. Using the Ask for Help with

Homework interaction also increases the speed of doing homework as long as the Sim invited to help is in a good mood.

If the student finishes their homework before the next school day, their performance level goes up. Coupled with being in a good mood, this can raise a grade. If the homework is only partially done, the performance boost is only modest. If the student does no homework and does not work on it at all in school the next day, their performance takes a significant hit and grades can potentially fall.

## Detention

A student caught sleeping in class or copying homework is punished with detention. Detention keeps the student after school for a few hours, which can interfere with a part-time job. While staying late, the student cannot choose their Action and they will not see any improvement in grades or performance. When detention is over, the school bus takes the student home.

Detention also results in a mood hit from the Detention moodlet.

## Grades

All students start school the first day with a C. Doing well in school raises that to a B and then to an A. Doing poorly drops it down to an F. Grades are the culmination of mood and

homework completion. If you keep reporting to school with a good mood and complete homework, you will get an A. Keep that A up for three days in a row to get the Honor Roll moodlet. Every day after getting the Honor Roll moodlet that you maintain the A, you keep the moodlet. If you drop back down to a C, though, you must maintain an A for three straight days to get the Honor Roll award back.

If you do not do homework or go to school in a poor mood, your grade will slip down to an F. The first time you get an F, you are warned that unless measures are taken, there will be consequences. The next F results in the Failing moodlet.

Grades are very important during age transitions, so pay attention to the age of the student and try to have an A when the student moves into the next phase of life. If you have an A when the child becomes a teen or the teen becomes a young adult, then you get to select the trait awarded during the age transition. If the student has a F, then the student is assigned a bad trait. If the student has a C at the time of transition, then the trait is random—could be positive, could be negative.



# Object Catalog

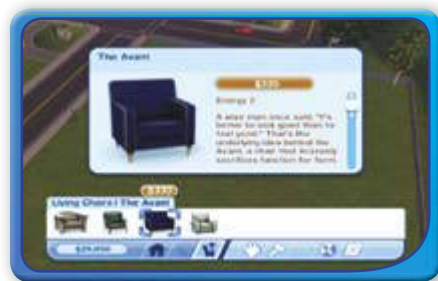


"Wealth consists not in having great possessions, but in having few wants."

-Epictetus, Greek philosopher

## The Catalog

You've built a house in Vista Beach. Now what? You fill it with stuff! Sims absolutely love objects. And it's not because they are hoarders, but because objects serve so many functions in Vista Beach. Sure, some are basic decorations that hang on the wall and beautify a room. But many objects have a real purpose, like chess tables for improving the Logic skill.



This catalog contains every object you can purchase and personalize in Buy Mode. (Things like wallpaper and carpet have been excluded.) But everything else? It's detailed here with relevant properties such as effects on skill development or the comfort level of your Sim. When an object has properties that help with things like this, it is noted in a column for the specific skills or needs. In numbered columns, the higher the number, the more the object satisfies that need or helps with personal development.

### NOTE

Most objects have different patterns and colors in addition to the default settings. You should experiment, too, and come up with your own home decor ideas.

## Objects

The objects in this catalog are listed with prices, their possible depreciation, and any effect the object may have on your Sim (skill development, need satisfaction, etc.), as well as the environmental rating of a room.

### CAUTION

Heed the rules of depreciation when purchasing objects. As long as you sledgehammer the object before leaving Buy Mode, you get the full Simoleon value of the object back in your account. As soon as you click out of Buy Mode, though, the object starts depreciating. Each day, the object depreciates 10 percent. The bottom value is 40 percent of the original price. The value of an object can never drop below 40 percent unless the object is broken or ruined.

## COMFORT

Object	Price	Daily Depreciation	Fully Depreciation Value	Environment	Energy
<b>BEDS</b>					
Small Brass Bed	425	42.5	170		4
B.R.A.S.S. Double Bed	450	45	180		4
The Slumber Saddle of Sleepnir	560	56	224		7
The Four Post Bed from McKraken Industries	650	65	260		4
The Emoti-Cot	700	70	280		8
The Lullaby Bed	950	95	380	2	9
The Legendary Bedscalibur by Dulac Industries	1,100	110	440		9
Double Sleep Raft	1,500	150	600	2	8
Sleep-Slave Double Bed	3,500	350	1,400	5	10
<b>CHAIRS</b>					
Simmer Down Chair	75	7.5	30		
Rafkin's Dining Chair	50	5	20		2
Mount of Comfort Dining Chair	90	9	36		1
Final Contribution Dining Chair from Mike's Garage	115	11.5	46		
Yankee Doodle Dining Chair	225	22.5	90		1
The Muga Sitzer	325	32.5	130	1	2

Object	Price	Daily Depreciation	Fully Depreciation Value	Environment	Energy
Old Sam's Dining Chair	900	90	360	2	3
Overworked Office Chair	195	19.5	78		2
<b>LIVING CHAIRS</b>					
The Avant	115	11.5	46		2
Passable Mission Chair	660	66	264	2	3
The Lazy Lounger	225	22.5	90	2	1
Bracken Living Room Chair	900	90	360	2	4
<b>SOFAS &amp; LOVESEATS</b>					
The Prim and Proper	895	89.5	358		3
Sofa LE	985	98.5	394		5
El Sol Sofa	750	75	300	2	1
Patata del Sofa	915	91.5	366	2	3
Power of Loveseat	350	35	140	2	1
Super Sunshine Happy Sofa	880	88	352	3	2
The Dromedary	1,200	120	480	4	4
Sticky Bench	650	65	260		2
<b>LOUNGE CHAIRS</b>					
Comtempto Outdoor Living Lounge	200	20	80		3
Tomorrow Lounger	120	12	48	1	2





## DECOR

Object	Price	Daily Depreciation	Fully Depreciation Value	Environment	Charisma
<b>PLANTS</b>					
Small Ivy	5	0.5	2	1	
Medium Plant	35	3.5	14	1	
Sphere of Ivy	35	3.5	14	2	
Ring-O-Posies Commercial Planter	45	4.5	18	2	
Hanging Basket	15	1.5	6	2	
Mixed Flowers Planter by BowerFlox	65	6.5	26	2	
Orchid Vase	45	4.5	18	2	
Obelisk Vine	230	23	92	3	
Big Ol' Tree	500	50	200	4	
<b>PAINTINGS &amp; POSTERS</b>					
Anabolic Champ	9	0.9	3.6	1	
Pool Rules Sign	13	1.3	5.2	1	
Bethany and Miranda	15	1.5	6	1	
Edgy, Edgy Bill	25	2.5	10	1	
Detention Hall Poster	30	3	12	2	
Heinrich Stubbman and the Gypsies	45	4.5	18	2	
Grandma Wholesome's Folk-Art Thingy	50	5	20	2	
Diva Doll Poster	55	5.5	22	2	
Giraffe Family Portrait	80	8	32	2	
Dancing Bunny	100	10	40	2	
My Little House	110	11	44	3	
Two-lips	150	15	60	3	
Obscure Film Poster	160	16	64	3	
Speedinator Marketing Poster	175	17.5	70	3	
Village No. 7	250	25	100	3	
Fishing Scene	300	30	120	4	
Misty Lighthouse	300	30	120	4	
The Prince of Pickleburp	380	38	152	4	
Photo Series: Hipster Edition	440	44	176	4	
Bouquet in Repose	500	50	200	5	
Saturday Morning Fun Kids!	620	62	248	5	
Insouciance No. 12	750	75	300	5	
McBob Landscape #47	800	80	320	6	
Still-Life Harvest	930	93	372	6	
Smooth Jam in Three Parts	1,100	110	440	7	
Capital City Skyline	2,300	230	920	8	
Mission at Noon, Lance Ng	3,900	390	1,560	9	
Puck's Soliloquy	7,300	730	2,920	10	
<b>MIRRORS</b>					
Mirror of Variance	50	5	20	2	1
The Outhouse Mirror	100	10	40	2	2

Object	Price	Daily Depreciation	Fully Depreciation Value	Environment	Charisma
Feel Good Mirror	200	20	80	3	3
Hi-Def Mirror	300	30	120	3	4
Rustic Glass	645	64.5	258	5	5
<b>CURTAINS &amp; BLINDS</b>					
Cortinas Festivas!	50	5	20	1	
Eyes Aside Curtains by Fancy Drapes	80	8	32	1	
Vickleberry County Curtains	95	9.5	38	1	
Shout Out Shutters	130	13	52	1	
Lofty Curtains	155	15.5	62	1	
Cute Lil' Curtain	170	17	68	2	
Flattery Curtains	195	19.5	78	2	
Static Blinds	260	26	104	2	
Curtains de Mish	285	28.5	114	2	
Three Bean Bay Curtain	315	31.5	126	2	
<b>RUGS</b>					
L7 Rug	50	5	20	2	
Modern Oval Rug	50	5	20	2	
Welcome, Matt	65	6.5	26	2	
Aristocratic First Oval Rug	80	8	32	2	
Purrfect Rug	95	9.5	38	2	
Flying Carpet	100	10	40	2	
Marathon Carpet Runner	165	16.5	66	3	
Chandelier Rug	400	40	160	4	
<b>COLUMNS</b>					
Colonial Columns	280	28	112	2	
Column Contempo	70	7	28	1	
Ye Olde Column	240	24	96	2	
ModCol	95	9.5	38	1	
The Original Column	450	45	180	3	
<b>FIREPLACES</b>					
Portable Fire Pit	295	29.5	110		
<b>CLOCKS</b>					
Quick Tick Wall Clock	40	4	16		
No Snooze! Alarm Clock	60	6	24		
4258g Alarm Clock from Landgraab Industries	150	15	60		
Town Clock	1,200	120	480		
<b>MISC.</b>					
Wish-You Tissues	4	0.4	1.6	1	
Plain Pad & Pen Set	12	1.2	4.8	1	
Rooster Utensil Holder	18	1.8	7.2	1	
Super-Absorbent Super Towels	20	2	8	1	
Forest-Fresh Corkboard	25	2.5	10	1	

Object	Price	Daily Depreciation	Fully Depreciation Value	Environment	Charisma
Orchid Vase	45	4.5	18	2	
Life Preserver	55	5.5	22	2	
Firefighter of the Year Trophy	60	6	24	2	
Mood-Lite Candle	65	6.5	26	2	
The MediCabi	75	7.5	30	1	
Main Attraction Puzzle Shelf	85	8.5	34	2	
Wall-Mounted Fish	85	8.5	34	2	
Already Retro CD Display Shelving	120	12	48	2	

Object	Price	Daily Depreciation	Fully Depreciation Value	Environment	Charisma
Globe Sculpture	195	19.5	78	3	
Real Pretty Butterflies	265	26.5	106		
Peekabo Partition	410	41	164	4	
Sun Disk	1,500	150	600	7	
Medusa Victim	1,650	165	660	8	
Atlas' Burden	4,800	480	1,920	9	
The Stately Statue by Big Yard Dudes	10,000	1,000	4,000	10	
Ambiguity Itself Sculpture	12,225	1,222.5	4,890	10	

## COMFORT

Object	Price	Daily Depreciation	Fully Depreciation Value	Fun	Logic
<b>TVS</b>					
Old Timey Tele	200	20	80	2	
Channel Trowler 27" Deluxe TV	500	50	200	3	
UberVision Panoramic from Landgraab Industries	1,200	120	480	4	
36" HiFi Plasmondo TV from Landgraab Industries	3,500	350	1,400	5	
<b>COMPUTERS</b>					
oTron 200 Thinking Computer from Landgraab Industries	2,150	215	860	2	3
XS 4258p Laptop from Landgraab Industries	4,000	400	1,600	4	4
<b>AUDIO</b>					
Audio Lite by LoFi Audio	150	15	60	2	
85g Audio Explosion from Landgraab Industries	1,800	180	720	8	

## ENTERTAINMENT

Object	Price	Daily Depreciation	Fully Depreciation Value	Environment	Energy	Fun	Logic	Athletic
<b>SPORTING GOODS</b>								
Yoga Mat	20	2	8			5		2
Windshark Kitesurfing Kit	80	8	32			1		3
Beach Towel	10	1	4		1	1		
The Exercise Queen	1,500	150	600					4
<b>HOBBIES</b>								
Artsy Easel	300	30	120			2		
Epic 10th Anniversary Chess Set	350	35	140			2	2	
Sonaflex Guitar	600	60	240			2		
<b>PARTIES</b>								
Party Balloons	15	1.5	6	1		1		
Birthday Cake	30	3	12			3		

## KIDS

Object	Price	Daily Depreciation	Fully Depreciation Value	Environment	Energy	Fun	Logic	Cooking
<b>TOYS</b>								
Sand Box	115	11.5	46	2				2
Toy Rabbit	200	20	80					3
Wugglesworth Schnuggles Bear	50	5	20	1				
Toy Car	200	20	80					
Toy Pony	200	20	80					
Roy Rock's Toy Box	75	7.5	30	2				
Rip Co. Little Baker Oven	100	10	40	1		1		
Genesis Building Blocks	200	20	80	1	1			
Toy Rocket	200	20	80					

## LIGHTING

Object	Price	Daily Depreciation	Fully Depreciation Value	Environment	Logic
<b>TVS</b>					
TABLE LAMPS					
The Bloomington Lamp	50	5	20		
Lamp Revere	65	6.5	26		
Lodge Lamp	75	7.5	30		
Luz Lenta	285	28.5	114	2	
The Baronian Table Lamp	300	30	120	2	
Volcano Table Torch	35	3.5	14		
<b>FLOOR LAMPS</b>					
Step Lights	75	7.5	30		



## LIGHTING CONT.

Object	Price	Daily Depreciation	Fully Depreciation Value	Environment	Logic
Stoic Bollard	100	10	40		
Pele's Postlight from Nothing Atoll	125	12.5	50		
Flora's Funky Floor Lamp	225	22.5	90		
Bunker Hill Floor Lights	300	30	120	2	
Moderne-Torchiere Floor Lamp	385	38.5	154	2	
<b>WALL LAMPS</b>					
Light Freshner	65	6.5	26		
Far Out Wall Sconce	95	9.5	38		
The Candle Cradler	125	12.5	50		
"The Snake Lamp"	130	13	52		
Old's Kool Lighting	165	16.5	66	1	
<b>CEILING LIGHTS</b>					
Lodge Lights	45	4.5	18		
Luz del Sol	180	18	72	1	
Greaves' Ceiling Lights	225	22.5	90	2	
The Revita-Lite	350	35	140	2	
<b>OUTDOOR LIGHTS</b>					
Limelights	30	3	12		
Volcano Table Torch	35	3.5	14		
Burb-Light	45	4.5	18		
Mason Lamp	50	5	20		
Hard Knocks Streetlight	500	50	200		

## TRANSPORTATION

Object	Price	Daily Depreciation	Fully Depreciation Value	Environment	Logic
<b>CARS</b>					
Car-Spot Parking Space	150	15	60		
Wornado Triage	4,500	450	1,800		
4-Everything Van	6,100	610	2,440		
Yomoshoto Evasion	9,800	980	3,920		
Bwan Speedster YL	32,000	3,200	12,800		

## PLUMBING

Object	Price	Daily Depreciation	Fully Depreciation Value	Environment	Energy	Environment	Hygiene	Bladder
<b>SINKS</b>								
Plain Basin	120	12	48		1			3
Squatter's Sink	150	15	60		1			
Rinky Dinky Kitchen Sink	290	29	116		1			
Volcanor Sulphorous Sink	315	31.5	126		2			
Fontainebleu Fountain Sink	390	39	156	2	2			
<b>TOILETS</b>								
Bargain John	250	25	100				1	
Odor-Free Toilet	575	57.5	230				4	
The Porcelain Throne	1,800	180	720	2			10	
<b>BATHS &amp; SHOWERS</b>								
JustaTub	500	50	200		2			
Bath Today from Plumbrite	1,400	140	560		3			
Tub Nouveau	2,100	210	840	4	4			

## STORAGE

Object	Price	Daily Depreciation	Fully Depreciation Value	Environment	Logic
<b>BOOKSHELVES</b>					
Classically Tasteful Literature Shelving	175	17.5	70		
Back2School Bookshelf	250	25	100		
The Book Corral	430	43	172	2	
Penningway Bookshelf	710	71	284	4	
The Constitutional Bookshelf	980	98	392	5	
Sturdy Shelf	865	86.5	346	6	
<b>DRESSERS</b>					
The Evrityme Dresser	450	45	180	2	
Homestead Dresser from McKraken Industries	600	60	240	3	
Smooth Slides Luxury Dresser	725	72.5	290	4	
DeForester Dresser by William DeForester	850	85	340	5	

## SURFACES

Object	Price	Daily Depreciation	Fully Depreciation Value	Environment	Logic
<b>COUNTERS</b>					
Country Fried Counter	140	14	56		
The Impossible Mission Counter	480	48	192	1	
Real Flat Counter	800	80	320	2	
<b>CABINETS</b>					
Country Fried Overhead Cabinet	100	10	40	1	
The Impossible Mission Overhead Cabinet	230	23	92	1	
The Impossible Mission Overhead Cabinet (Double-Sided)	235	23.5	94	1	
Real Flat Overhead Cabinet	310	31	124	2	
Real Flat Overhead Cabinet (Double-Sided)	315	31.5	126	2	
<b>DINING TABLES</b>					
Table-Licious	60	6	24		
Another Era Dining Table	200	20	80		
Picnic Table	225	22.5	90		
Sunup Breakfast Table	225	22.5	90		
Style Town Dining Table	250	25	100		
The Upscale Dining Table	285	28.5	114	1	
Phobic Dining Table	450	45	180	3	
Xtra Long Dining Table	900	90	360	5	
<b>END TABLES</b>					
Syntactic End Table	45	4.5	18		
Double-Double End Table	125	12.5	50		
MetaTable	195	19.5	78	1	
Royal Francois End Table from XIV Antiquities	315	31.5	126	2	
<b>COFFEE TABLES</b>					
Old Timer's Coffee Table	125	12.5	50		
The Mission Coffee Table by Lulu Designs	150	15	60		
The Larger Mission Coffee Table by Lulu Designs	245	24.5	98		
Isometric Table	265	26.5	106	1	
Case Closed Coffee Table	285	28.5	114	1	
Decaf Coffee Table	325	32.5	130	2	
<b>DESKS</b>					
Drawtop Worksurface	150	15	60		
Desk Moderne from Gorog Designs	325	32.5	130		
The Rollin' Secretary from McKraken Industries	450	45	180		
Desk Historia from XIV Antiquities	900	90	360	3	

## BREAKABLE OBJECTS

Some objects just break down over time or with multiple uses. If an electrical, mechanical, or plumbing object breaks, you can attempt to fix the object yourself; this is easier if you have the Handiness skill. The higher the Handiness skill of the Sim trying to repair the object, the greater chance it will succeed.

When an object breaks for the first time, the chance of it breaking again increases. The more it breaks, the more likely it is to break again. At a certain point, the object may completely break down and need to be replaced. If an object breaks beyond repair or is destroyed in a fire, you get a slight insurance payment to help offset the cost of replacing the object.

Occasionally, objects will spill water on the floor around it. To sop up the water, choose the Mop interaction on the puddle. Mopping up a puddle right away is important, especially if you are going to be tinkering with an electrical object nearby.

Some objects can be upgraded so they do not break or catch fire. See the Handiness skill section in the Simology chapter to learn more about upgrading objects so they don't break, don't catch fire, and even clean themselves when not in use.

## Object Interactions

If you have played *The Sims* games before, you know that most objects can be used (and abused) by Sims—in fact, that's usually the point of putting an object on your lot. It should serve a function. Some objects have no function beyond boosting a room's environmental score and giving Sims the Decorated or Nicely Decorated moodlets. Other objects have interactions that provide learning or entertainment or satisfy a need. These objects and their interactions are detailed in this section of the object catalog.

To see what interactions are available on an object, just left-click on it. A radial menu appears. Click on an interaction to add it to the action queue in the screen's upper-left corner. (If you ever need to cancel an interaction, just click on it in the action queue.)

## NOTE

Objects here are designated by category. If a specific object in that category has a unique interaction, it will be called out separately.

## Alarm Clock

The alarm clocks are useful for getting specific Sims out of bed at designated times. You can always set a Sim to sleep until they are fully rested, but an alarm is good for making sure a Sim never oversleeps for work or school.

## Bathtubs

There are several bathtubs you can choose from, but this general rule applies: the more expensive the bathtub, the greater the chance of it breaking and the less time it takes to take a bath. (This last part is particularly useful because as you get busier in life, you can save a lot of time with quicker baths and showers.) Bathtubs remove the Grungy and Smelly moodlets.





- ◆ **Take Bath:** This is the most common interaction with the bathtub. This fills the tub with water and directs your Sim to bathe. Normally, the Sim bathes until he or she is clean, but you can cancel the action early.
- ◆ **Clean Bathtub:** When the bath is dirty, you should clean it with this interaction. Sims don't like dirty surroundings (in fact, it's a negative moodlet), so keep the tub clean.
- ◆ **Repair Tub:** If the tub is broken, your Sim can attempt to repair it instead of calling a repair technician. The chance of this succeeding increases with a higher Handiness skill.
- ◆ **Upgrade:** There are two upgrades for the bathtub—Self-Cleaning and Unbreakable. This interaction initiates the upgrade process. If interrupted, it can be resumed later.

## Bed

The bed is a critical part of each house. Sims need a bed so they can sleep for an extended period and charge their Energy need. If a Sim does not sleep, they become exhausted and can eventually pass out.

### CAUTION

A cheap bed sometimes gives you the negative Bad Night's Sleep moodlet.

- ◆ **Sleep:** All Sims need to sleep. Use this interaction to get the Sim in bed for an extended period of time. This will negative moodlets like Tired, Sleepy, and Exhausted if you sleep for longer than a few hours. Drag the action in the queue to the right to direct the Sim to Sleep Until Rested.
- ◆ **Nap:** Napping is a great way to rest up without spending too much time. A nap can result in the Had a Nice Nap as well as dispel negative moodlets like Sleepy, Tired, and Exhausted. If the Sim is Buzzed, they cannot take a nap.
- ◆ **Relax:** This interaction directs a Sim to the bed. They lay on top of the cover and just unwind with a book or watch a nearby TV. If another Sim is relaxing on the same bed, they can chat. Relaxing is a good way to lower stress.
- ◆ **Daydream:** While Sims are on the bed relaxing, they can daydream. This interaction lets the Sim really unwind with daydreams of Sims they know and places they have been. Ambitious Sims like to daydream more than other Sims.

- ◆ **Make Bed:** This interaction directs the Sim to make the bed. An unmade bed lowers the environmental rating of a room.
- ◆ **Cuddle:** If two Sims are on the bed and have an amorous LTR, this interaction gets them to snuggle up close. In this interaction, a number of romantic socials are available, such as kiss, make out, and WooHoo.

## Book

Books are one of the most cherished and most useful objects in *The Sims 3*. Books provide great entertainment for Sims, giving them Fun. Books are a good way for some Sims to relieve stress. The higher the quality of the book, the more Fun it provides. If you direct a Sim to read a skill book, they will also learn the skill associated with the book while reading.

### TIP

Bookworms read faster than other Sims.

The first time you read a Masterpiece-rated book in any genre, you get the Read a Masterpiece moodlet.

- ◆ **Read Book:** This interaction directs a Sim to sit down and read a book. Sometimes, Sims will flip through a book while standing.
- ◆ **Get Book:** This interaction grabs a book from a bookshelf.
- ◆ **Put Away Book:** This interaction shelves a book on the nearest bookshelf.

## Bookshelf

Bookshelves are convenient places to store all of your household books so they do not clutter up your rooms—or your personal inventory.

- ◆ **Open Bookshelf:** To see what books are on a shelf, use this interaction.
- ◆ **Read/Read Something:** To read a book from the bookshelf, select this interaction. You can either be specific with the Read interaction or more general with the Read Something interaction.
- ◆ **Put Away Books:** This interaction puts all books not on the shelf away. This is a good way to get all books out of your personal inventory and clear up clutter.

## Car

- ◆ There are several automobiles you can purchase in Buy Mode. The more expensive the vehicle, the faster it goes. However, to place a car on your lot, you need to also buy a parking space bar and designate a parking spot for the vehicle.

### NOTE

Vehicles are expensive luxury items, but they are fun to customize with different paint jobs.

### TIP

If you advance in the Law Enforcement career, you get your very own police cruiser.

- ◆ **Go to:** Use this interaction to designate a particular spot in town you want the Sim to drive to.
- ◆ **Go Shopping:** Use this interaction to set up a shopping trip.
- ◆ **Go to Community Lot:** Send the Sim off to a known community lot, like the library or museum.

## Chair: Lounge

There are indoor and outdoor lounge chairs that do not have the same properties as a regular chair or seat. The lounge chair is in a permanently reclined position and offers a high amount of comfort.

- ◆ **Relax:** Relaxing in a lounge chair reduces stress.
- ◆ **Nap:** Napping in a lounge chair is like napping in bed. It reduces stress, and if you get enough of a snooze, you earn the Had a Nice Nap moodlet.

## Chess Table

- ◆ The chess table is an excellent way to improve your Sims' Logic skill. The more a Sim plays chess, the better they get at the game. Playing chess with other Sims is a good way to socialize and raise LTRs.
- ◆ **Challenge Sim to a Game:** This interaction directs your Sim and a designated Sim to an open chess table. While playing, your Sim increases the Logic skill. When the game is over, both Sims stand up and leave the table. If you won, the game is logged in the Logic Skill Journal.
- ◆ **Play Chess With:** Play Chess is a good way just to enjoy a leisurely game with a nearby Sim. While playing, the Sim increases his or her Logic skill. You can also adjust this interaction in the action queue to play until the skill level improves.
- ◆ **Practice Chess:** This is a single Sim interaction with the chess table. The Sim sits down and pores over the pieces, improving Logic skill. This interaction can be adjusted in the action queue to play until the skill level improves.

- ◆ **Watch Chess:** Watching other Sims play chess provides Fun.

## Computer

The computer is one of the most important objects in the house because it has so many functions. The computer is a communication tool, it can be used to move, it is used to have fun and relax, and it is applicable to certain skills. Having a computer on your lot is a good investment. The better the computer, the less of a chance it has to break and the more Fun it provides when playing games. The more expensive computers also help do homework faster.

- ◆ **Chat:** Chatting on the computer is fun and it improves LTRs with other Sims.
- ◆ **Check for Responses:** If your Sims left a forum post, you can check for a response with this interaction. This can result in different moodlets, depending on the answer.
- ◆ **Find Coupons:** Frugal Sims can use the computer to seek out deals around town.
- ◆ **Find Job:** Every day, five new career options become available via the computer. Use this interaction to see who's hiring.
- ◆ **Hack:** Computer Whiz Sims can hack away on the computer to earn a little extra money on the side.

### TIP

The more you hack, the better you get at it. Hacking is a hidden skill.

- ◆ **Join/Leave Book Club:** Use this interaction to sign up for a book club that delivers new books every week. You can also cancel the service.
- ◆ **Make Inappropriate Forum Post:** Inappropriate Sims can exercise this trait online and leave nasty posts in message boards.
- ◆ **Move Out:** When it comes time to move or kick a Sim out of the house, use this interaction to bring up the Moving interface.
- ◆ **Overclock:** Computer Whiz Sims can attempt to overclock the computer. If successful, they get an upgrade.
- ◆ **Play Chess:** Logic-minded Sims can play chess against the computer to improve the skill.
- ◆ **Play Computer Games:** Sitting down and playing computer game is a good way to have easy, harmless fun. (Games are harmless, right?)
- ◆ **Repair Computer:** If the computer breaks, the Sim can attempt to repair

it. Handy Sims have a better chance at actually fixing the machine.

- ◆ **Resolve Work Issues:** Workaholic Sims get this interaction for checking in on the office while away from work. This increases work performance.
- ◆ **Run Forensic Analysis:** Level 10 Law Enforcement Sims in the Forensics track can use this interaction to make money from home.
- ◆ **Solve the Unsolvable:** Genius Sims can attempt to run some hardcore formulas at home to make extra cash.
- ◆ **Upgrade:** Handiness skill Sims can upgrade with either Improve Graphics (makes playing games more fun) or Make Unbreakable (computer no longer breaks).
- ◆ **Work from Home:** Workaholic Sims can work from home to improve work performance, but it will add stress and decrease Fun.

## Door

Almost every house must have at least one door on it. Sims automatically move through doors when directed inside or outside. However, you can designate one door on your house as the "front door," which all other Sims will use to enter the house. Left-click on the door and choose the Set as Front Door interaction. If you want to designate a different door, just Unset Front Door on the previous front door and pick a different one on the house.

## Dresser

Some dressers are nice enough to improve the environment of a room, but all of them let Sims interact with their clothing collections.

- ◆ **Create Outfit:** This interaction takes the Sim into Create a Sim where a new outfit can be picked out to replace older duds.

## Easel

The easel is how Sims improve the Painting skill. When Sims interact with the easel, they slowly raise their Painting skill. There are different interactions the Sim can perform with the easel depending on their Painting skill, as well as different sizes of canvases to paint. However, there are two main painting interactions:

- ◆ **Paint:** When a Sim is above level 3, they get the Paint interaction.
- ◆ **Practice Paint:** Sims below level 4 in the Painting skill can only choose Practice Paint from the interaction menu.

## Food Processor

The food processor is a useful small appliance that speeds your cooking process if you have a recipe that requires chopping, mixing, or doing anything with the cutting board. Your Sim

will instead take the food from the fridge and go directly to the food processor. Once the food processor is done, the cooking process continues normally.

- ◆ **Have/Serve:** Left-clicking on the food processor brings up the Have/Serve interaction, but it leads only to recipes that would use the food processor.

## Fire

Fire is a dangerous thing. If an object catches fire, such as a fireplace or a stove, it has the potential to spread to surrounding surfaces and objects. It can also catch Sims on fire, too, and that has the potential to kill them. If a fire breaks out, you must take care of as soon as possible.

- ◆ **Extinguish:** Use this interaction to put out the flames. Your Sim automatically pulls out a fire extinguishers and starts hosing down the flames, putting it out in a moment or two.

## Fire Pit

The outdoor fire pit is a good place for multiple Sims to gather, warm themselves, and be social.

- ◆ **Light Fire:** This interaction lights the fire pit. This is required to do any of the other interactions.
- ◆ **Sit at Fire:** This interaction sits your Sim down at the fire where they can be social and have Fun.
- ◆ **Warm Self:** Warm Self gives Sims the Cozy Fire moodlet.
- ◆ **Poke Fire:** Poking the fire keeps it going and gives the Sim a little bit of Fun.
- ◆ **Roast:** If Sims have food items in their personal inventory, they can roast them over the fire and fill some Hunger.
- ◆ **Roast Marshmallow:** If the Sim has no food items in their personal inventory, then Roast Marshmallow is the default interaction. Also satisfies some Hunger.

## Flamingo

The flamingo is a yard ornament that is just fun to have around. It improves the environment of an area.

- ◆ **Kick:** Evil and Mean-Spirited Sims can kick over flamingos. If the Sim is on a neighbor's lot and is seen abusing the pink, plastic feathered friend, they lose LTR.
- ◆ **Stand Up:** Stand a kicked flamingo back up so it can again contribute to the environment of a room/area.

## Food

Food is any prepared recipe or dish that comes from the kitchen, is stored in the fridge, or is delivered to the lot by pizza delivery. Food satisfies Hunger and, if the food is



high quality, gives Sims good Meal-related moodlets.

- ◆ **Serve:** Prepare a recipe for the family on the lot. After cooking, the food will remain on the counter until put away.
- ◆ **Clean Up:** Clean up food on the counter so it does not spoil. Throwing away perfectly good food gives a negative moodlet.
- ◆ **Put Away Leftovers:** Store unfinished portions in the fridge for later consumption.

### NOTE

For more about food interaction, see the Cooking skill section of the Simology chapter.

## Fridge

The fridge is a crucial object for your house -- like a toilet or a bed, it is not complete without one. The fridge is where you store all of your ingredients for cooking so you can just left-click on it and select a recipe to prepare.

### TIP

The higher quality your fridge, the less of a chance your leftovers will taste bad, thus giving you the Tastes Like Fridge negative moodlet.

- ◆ **Have/Serve:** This interaction leads to a list of possible recipes. If the recipe requires ingredients not in the fridge, the price of making the dish is listed next to it. The funds are automatically deducted when choosing the recipe to have or serve. Serving a recipe creates a larger set of portions. This takes longer, but results in leftovers which can be eaten later.
- ◆ **Have Quick Meal:** Grab a quick meal for free from the fridge. These meals do not boost cooking skills, but do sate hunger.
- ◆ **Eat Leftovers:** Eat a serving of leftover dishes in the fridge.
- ◆ **Clean Out Bad Food:** After a few days, leftovers go bad. The fridge starts to stink, which makes Sims Disgusted to be around it. Use this interaction to take the food to the trash.

## Grill

Whether you are using the grill at home or at a community lot like the beach, the grill is great place to gather up friends and have a communal meal. Sims make grill-ready foods on them, like hot dogs and hamburgers.

- ◆ **Grill/Serve:** This interaction directs a Sim to the grill and has them start whipping

up some grilled delicacies for other Sims to enjoy.

## Guitar

- ◆ **Play:** This is the common interaction with the guitar and is a good way to start the Guitar skill development cycle. When you get good, the music that comes out of the guitar is quite pleasant and cheers up Sims in the immediate area.
- ◆ **Serenade:** This is a romantic interaction for wooing a would-be partner.
- ◆ **Play for Tips:** When a Sim takes a guitar off the lot, they can play for tips. Passing Sims may kick in a few Simoleons depending on the skill of the player.

## Lights

Sims need light sources in every room so they can see what they are doing. Whether you place a ceiling lamp on the ceiling or a regular lamp on a table, you need to make sure rooms have plenty of light.

## Mailbox

Every household lot has a mailbox out front. Use the mailbox to send and receive mail, including gems and metals that you send away for processing. Don't forget to check the mailbox for bills and pay them regularly.

- ◆ **Get Mail:** Get mail sends a Sim to the mailbox to collect whatever the mail carrier brought that day.
- ◆ **Pay Bills:** Pay bills to keep the repo man at bay.
- ◆ **Donate:** Good Sims can donate to charities and get the Charitable moodlet. Evil Sims can give money to nasty causes and enjoy the Evil moodlet.

## Microwave

Like the food processor, the microwave is an optional piece of kitchen equipment that increases the speed of cooking a meal. However, using the microwave does decrease the quality of the food. Having the microwave adds the frozen meal to the quick meal menu at the fridge.

- ◆ **Have/Serve:** Use this interaction on the microwave to make dishes and recipes that can be sped up by using the microwave.
- ◆ **Upgrade:** Upgrade the microwave with Faster Cooking to make the object work even faster.

## Mirror

The mirror is a common household object with multiple uses, such as working on the Charisma skill. Some mirrors add environmental bonuses to rooms and give the Sim a bit of Fun.

- ◆ **Change Appearance:** Use this interaction to change the Sim's outfit.

- ◆ **Check Self Out:** Snob Sims love this interaction, but all Sims get a little fun out of checking themselves out.

- ◆ **Gussy Up:** Sims who love to check themselves out will walk up to the mirror and start posing. They get the I Am Beautiful moodlet.

- ◆ **Play with Mirror:** Young Sims love to play in front of mirrors. They have a lot of fun doing so.

- ◆ **Practice Speech:** This interaction practices public speaking and increases the Charisma skill.

## Newspaper

Unless directed otherwise, the Newspaper Delivery Service Sim delivers a newspaper every morning. Newspapers can stack up and be a real eyesore, so don't let them accumulate outside the house. Over time, old newspapers darken and look gross. Fresh papers are always bright.

- ◆ **Read Newspaper:** Sims will pick up the paper and find a place to sit, if possible. They scan the paper for news and events, including discount skill classes.
- ◆ **Find Job:** Use this interaction to spot a job listing in the paper. Several job openings are displayed. You can select any of them -- or none if you so choose. Different jobs are offered every day.
- ◆ **Recycle:** Use this interaction to direct your Sim to place the newspaper in the trash.

## Phone

The phone which you can buy and install in your house behaves exactly like the cellphone in your personal inventory. From the phone, you can call for services, chat with friends and acquaintances, start the moving process, and arrange a party.

## Pool

Pools are wonderful things to have on your lot, but you can also get the same benefits by visiting one of the community pools in town. Swimming in the pool increases the Athletic skill, but does lead to the Fatigued moodlet if you swim for a very long time. Sims no longer need a ladder to get in and out of the pool. They can get out anywhere if directed.

## Seat

There are a variety of seats you can buy and install on your lot, such as barstools, dining chairs, couches, sofas, loveseats, and desk chairs. Each chair has its own comfort rating, which in turn can give Sims a Comfy moodlet. Sims instinctively use seats when eating or reading.



- ◆ **Sit:** Direct a Sim to sit down in a chair, sofa, or some sort of seat.
- ◆ **Cuddle:** Two Sims can cuddle up on a loveseat.
- ◆ **Nap:** Sims can take naps on couches and loveseats and enjoy the same benefits as napping on a bed or lounge chair.
- ◆ **Chat:** Sims can sit down on a sofa or couch and chat with other Sims also sitting on the couch.

## Shower

Showers satisfy Hygiene requirements faster than baths and depending on the quality of the shower, give a variety of moodlets. Showers also remove negative Hygiene moodlets, like Grungy and Smelly. Cheap showers occasionally give the Cold Shower moodlet, while expensive showers result in Exhilarating Shower.

- ◆ **Take Shower:** Use this interaction to take a shower. Sometimes, you receive the Squeaky Clean moodlet.
- ◆ **Clean:** When a shower is dirty, clean it out.
- ◆ **Repair Shower:** If the shower is broken, you can attempt to repair it instead of calling a repair technician to take care of it.
- ◆ **Put Out Self in Shower:** If a Sim is on fire, use this interaction to extinguish the flames in the shower.
- ◆ **Upgrade:** Handy Sims can upgrade this shower so it is Unbreakable or Self-Cleaning.

### NOTE

The Shower Tub combo combines the best of the shower and bathtub. Sims can take both showers and baths and enjoy all the different benefits/moodlets.

## Sink

Sinks function quite as you might expect. These objects are good for taking care of Hygiene needs. In the kitchen, sinks are used to wash dishes. In the bathroom, they are used to wash up and brush teeth.

- ◆ **Brush Teeth:** This interaction makes Sims brush their teeth, which in turn gives the Minty Breath moodlet.
- ◆ **Wash Hands:** After using the toilet, your Sim should use the Wash Hands interaction to regain some lost Hygiene.
- ◆ **Clean:** Dirty sinks need to be cleaned regularly or else they become disgusting.

- ◆ **Repair:** Broken sinks squirt water everywhere and can lead to puddles. If a Handy Sim is on the lot, they can repair the sink. Otherwise, phone a repair technician.
- ◆ **Upgrade:** Handy Sims can upgrade sinks so they do not break.

## Stereo

The stereo is a fun object that offers entertainment to Sims within listening distance, especially if the stereo is tuned to a station playing the same kind of music that is the Sim's favorite. Sims around a stereo get the Enjoying Music moodlet. If the music favorite is a match, that moodlet gives a greater mood boost. The stereo is also used to work on the Athletic skill via workouts.

- ◆ **Turn On/Off:** This interaction turns the stereo on and off.
- ◆ **Change Station:** Use this interaction to change the station on the stereo. The stereo stations match the different kinds of music Sims can pick as favorites in Create a Sim.
- ◆ **Change Volume:** Adjust the volume of the stereo in case others are sleeping.
- ◆ **Workout:** Start working out with the stereo to boost the Athletic skill.
- ◆ **Dance:** Dancing to the music coming out of a stereo meets the Fun need. Sims can dance with each other, which improves the current STC.
- ◆ **Repair:** If the stereo breaks, a Sim can try to fix it.
- ◆ **Upgrade:** There are three stereo upgrades—Make Unbreakable, Soup Up Speakers, and Wire House with Speakers. Make Unbreakable guarantees the stereo will not break down anymore. The Soup Up Speakers increases the Enjoying Music moodlet. Wire House with Speakers lets every room in the house listen to music from a stereo. This can amplify the range of the Enjoying Music moodlet. (It can also wake up sleeping Sims if you aren't mindful.)

## Stove

The stove is a critical component of the kitchen if you plan on cooking meals. Without it, making food is almost impossible. The stove is key to boosting the Cooking skill. As the Sim cooks over the stove, the blue skill meter fills. Cheap stoves have a tendency to burn food and catch on fire. The nicer the stove, the better the food, the quicker the food cooks, and the fewer times you need to worry about fire damage.

- ◆ **Have/Serve:** This interaction starts cooking a selected recipe.

- ◆ **Clean:** Stoves get dirty, so clean them regularly to make sure you serve only the best food.
- ◆ **Upgrade:** There are a few upgrades for the stove. The Self-Cleaning upgrade eliminates the need to ever clean the stove again. Improve Cooking Quality is a good way to help a cheap stove make food like an expensive one. Fireproof a stove so it never catches your kitchen on fire.

## Toilet

- ◆ **Use:** To relieve the Bladder need, use the toilet. The Sim sits down and takes care of business without any further assistance.
- ◆ **Flush:** Once the Sim has finished going to the toilet, flush. Please. Sometimes, flushes result in clogged toilets and puddles.
- ◆ **Clean:** When the toilet gets dirty—which is often, especially on cheap toilets—Sims must clean it. Otherwise, they get Disgusted when they see it.
- ◆ **Unclog:** When a toilet gets clogged up, Sims can try to unclog it on their own. Handy Sim have a better shot at success.
- ◆ **Upgrade:** Make Self-Cleaning fixes up a toilet so Sims no longer have to clean it. Make Uncloggable eliminates the need to ever have to repair the toilet again.

## Tombstone/Marker/Urn

When Sims die and the grim reaper takes them away, they leave behind a grave marker or urn for their remains. Sims can carve an epitaph on it or mourn over it. Sims can also pick up the marker and keep it with them or take it to another lot (such the graveyard).

- ◆ **Engrave:** Chisel a nice epitaph to a Sim who now sees the shadows behind the skies.
- ◆ **Pick Up:** Pick up the marker and place it in personal inventory.
- ◆ **Mourn:** Weep and wail over the death of a loved one.

## Toys

Children and toddlers have a variety of toys they can play with to keep busy and satisfy Fun. The stuffed bear can be carried around for Fun or remove the Lonely moodlet. If Sims sleep with the bear, they get the Cuddle Time moodlet. The toy xylophone is fun to play with. Baking with the toy oven actually gives kids a head-start on the Cooking skill. Cakes cooked in the toy oven give the Good Meal moodlet. Up to four Children can play with the activity table.

## Trash

Trash bags are real eye sores and they can lead to negative moodlets. Be sure to get rid of trash bags by dragging them into trashcans,





either inside your house or to the trashcan near the curb outside.

Every household lot has a trashcan outside of the house. Sims in the Journalism career can sift through the trash to get the necessary dirt to write a report. There are interior trashcans and compactors for taking care of garbage inside the house.

- ◆ **Empty:** When the interior trashcan gets smelly, empty it into the trashcan outside.

## TV

The television is, as they say, a necessary evil. With the exception of the Technophobe, Sims love to watch TV. They enjoy vegging out with their favorite shows, flipping channels to find something that tickles their fancy. There are a few education channels on the TV that increase skills, such as Cooking and Gardening. But a number of different traits are also well served by the TV, depending on whether or not it has a lot of channels. Cheap TVs only have a few channels. Expensive TVs have all of the possible channels. Here is the channel break down by the level of television:

- ◆ **1: Romantic Rendezvous:** Over-Emotional and Hopeless Romantic Sims get a boost out of this channel.

◆ **1: KidZ Zone:** Children love to watch this station—as do Childish adult Sims.

◆ **1: Action World:** Excitable, Daredevil, and Party Animal Sims like this channel.

◆ **1: Sports Universe:** Athletic Sims like this station.

◆ **2: Cookin' Cable:** The Cooking skill is boosted by this channel. Natural Cook and Couch Potato Sims like this channel, too.

◆ **2: Terror TV:** Neurotic, Coward, and Over-Emotional Sims actually get Scared by this channel.

◆ **3: Fishing Fracas:** The Fishing skill is boosted by this channel. Angler Sims and Loves the Outdoors Sims enjoy this channel.

◆ **4: Super Shopping:** This is the top channel you can get on TV. It provides a lot of fun.

Here are the TV interactions:

- ◆ **Turn On/Off:** This interaction turns the TV on and off. Turning the TV off when somebody else is watching it is considered rude.
- ◆ **Watch TV:** Plop down in front of the TV and just start watching.

◆ **Change Channel:** Pick a channel from the selection your TV gets.

◆ **Workout with TV:** Watch an workout show and exercise along with it to boost your Athletic skill.

◆ **Repair TV:** If the TV breaks, you can try to fix it. If you don't have a high Handiness skill, you may fail and get a nasty shock.

◆ **Sabotage:** Technophobe Sims can purposefully break a TV.

◆ **Upgrade:** The Make Unbreakable upgrade prevents the TV from breaking. The Boost Channels upgrade raises the TV up to the next tier of channels. This only works once per TV. You cannot take the cheapest TV all the way up to HD.



Watching the top TVs in high-def gives the Pristine Picture moodlet.

## Window

Houses need windows to let in natural light and just look attractive. There is just one interaction Sims can have with windows.

# Multiplayer Game

## The Great Game of Life

Following the life of a Sim from toddler to elder is no short journey in *The Sims 3*. But that's a good thing. After all, if there's one thing we all wish we had more of on this planet, it's time. However, sometimes you just want to sit down to a breezier take on life in Vista Beach and you want to enjoy it with friends. *The Sims 3* includes a multiplayer game designed specifically to be played with up to three friends. Over the course of the multiplayer game, you and your friends guide Sims through every stage of life, making decisions, dealing with consequences, and accepting that—while chance plays a major part in every success—a little risk and hard work never hurt either.

The goal of the multiplayer game is to lead the Best Life possible among your quartet of Sims. Happiness is measured in every stage of life by winning minigames, out-guessing your friends, and possibly colluding with former rivals.

## Getting Started



Once you select Multiplayer and pass out the Wii Remotes, it's time to dig in. When you get started, each player selects an avatar for his or her Sim. There are several screens of male and female Sims. Because you start out as a child, all of the Sims are very young. You keep this Sim through the four stages of life, though. Your avatar does not change each time you move on to a new stage of life, it just ages up.

In addition to picking a Sim avatar, you also select a single trait. This trait helps define your Sim's personality. No two Sims can have the same trait; everybody must pick a different

trait. These traits affect the game. Many of the actions (which we'll explain in a moment) are geared toward different traits. If you go for actions aligned with your traits, you have a chance at a much greater happiness payout.

The five traits are:

- ◆ **Creative:** You love to paint, write, play music—anything that uses the right side of the brain.
- ◆ **Charismatic:** Other Sims like you. And they like to like you. You have natural leadership qualities.
- ◆ **Athletic:** You know your way around a sports field. You're muscular. You're in shape. You want to be a superstar.
- ◆ **Industrious:** You know that buckling down and getting the job done pays off. And you want to be paid off with big-time Simoleons.
- ◆ **Studious:** You're the smartypants of the group. Math equations tremble before your mental prowess. Science bends to your will.

◆ **Evil:** You have a taste of the dark side inside you. You delight at the misfortune of others. And one day, they will all bow before you.



There is a trick to selecting traits, though. Every player rushes to pick at the same time. After selecting avatars, you go to a screen with up to four numbers—one number per player. The first player to point at and select the number “1,” gets first shot at the traits. Every number after that determines the position in the trait-picking pecking order.

Once you have selected traits, the game begins at the first stage of life—childhood. As mentioned, there are four stages of life, but you can unlock a fifth stage (Afterlife) by completing a special action within the main *The Sims 3* game.

### TIP

Want to spoil the secret action? Alright, here goes—die. Yes, when one of your Sims takes their final bow, the Afterlife stage of life is unlocked in the multiplayer game.

## Life Stages

The multiplayer game is divided into stages. Each stage is based on a segment of life—childhood, teen, young adult, and adult. Each of these stages has a specific scenario. Maybe during childhood, you have to determine how to deal with a bully. During the adult years, you must make some career decisions that possibly affect how you live out the rest of your life. There are multiple scenarios for each stage of life, and they change every time you play.

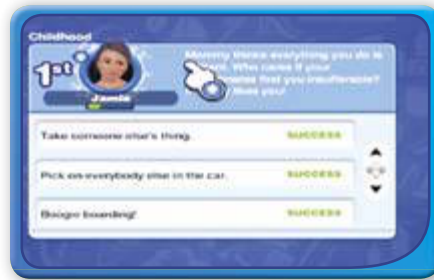


Each stage is broken down into a handful of turns. The goal of each turn is to earn Happiness Points. Happiness Points are awarded when you successfully complete

an action. There are multiple types of actions, such as challenges, cooperation, and chances. (More on these in a moment.) During each turn of the scenario, you are presented with a handful of action cards.



These cards determine how your Sim will act or react to a situation. Once all players have picked their actions, it is determined which players were successful in their actions and which failed. Depending on the outcome, you will win or lose Happiness Points. The Happiness Points awarded or subtracted in a turn are tallied up at the end of the stage and a winner of that life stage is declared.



Depending on the outcome of a life stage scenario, players may unlock “memories.” These memories are cool collectibles, but they also can have an effect on later life stages. It is possible that a memory will trigger a special action card during a future scenario.

## Actions

Decisions in each turn are represented by action cards. There are four kinds of action cards—challenge, cooperative, chance, and free. You will not be presented with all four actions each turn. You only see three possible actions. Each action card shows what kind of action it is, what the action will do, the Happiness Points you stand to win or lose, and a d-pad symbol.



The d-pad symbol is a way for the other players to interact while waiting for you to

take your turns. While the active player is considering which action to choose, other players may wager on your action. By pressing the d-pad on their Wii Remote in the direction noted on the action cards, they lock in a wager. If they are correct, they win two Happiness Points. If wrong, they lose one Happiness Point. The active player cannot see how the other players are wagering.

### TIP

Use the d-pad when selecting your choice to keep it a secret from the other players.

### TIP

If you select an Action aligned with your trait, you have a greater chance to win more Happiness Points.

## Challenge Card

If two or more players select a Challenge card from their list of actions, a minigame begins. The winner of the minigame banks the promised Happiness Points. Participants who lose receive no reward. Now, if only one player selects the Challenge card, no minigame is played and that player ends the turn with no reward. To avoid cases like this, it is sometimes worth it to negotiate with other players to make sure you are not left hanging as the only player to select the Challenge. However, a public negotiation can affect how other players wager on selections, which gives them a good chance to earn a few extra Happiness Points.

### NOTE

The three minigames associated with the Challenge cards are detailed in the next section.

## Cooperative Card

Cooperative cards are the opposite of Challenges. Here, if multiple players select the Cooperative action—and this often requires some form of collusion—the participants win Happiness Points. The only way this works, though, is if the number of players required to activate the Cooperative card actually select it. There are slots next to the Cooperative symbol that denote how many participants are needed.

### TIP

If you are an ornery player, this is a great opportunity to really put the screws to your friends and deny them the last needed player to get the Happiness Points.





Cooperative actions have additional payouts. Not only do participants earn Happiness Points, but they also affect the course of the scenario. The scenario may have a different ending if players are cooperative more often than not, which in turn can lead to unique memories.

### Chance Card

Chance cards are risky propositions. These cards do not lean on the participation of other players. Instead, they only affect the player who selects them. The chance of success is noted right on the card. The higher the percentage, the greater the chance of being successful and winning the Happiness Points along the bottom of the action card. However, there is nothing you can do to affect the outcome. It's chance. There is a possibility that even with an 80 percent chance of success, you can still fail and lose Happiness Points.

### Free Card

Free cards are the safest choices. These have no element of chance or collusion. You just select the Free action and benefit from the Happiness Points along the bottom of the card. The payout is never very much. However, if you are maintaining the lead in happiness over the other players, playing it safe has its advantages. But do not expect to win by relying on Free actions over and over... unless your competitors tear each other to pieces, of course.

## Challenges

Alright, at least one other player chose a Challenge action, too. Now it's time to pick up the Wii Remote and engage in one of three different events to determine a victor. The selected minigame is random, but the way you play each game remains the same. The number of players does not affect the rules of the minigames, either, but it does make it a lot harder to win.

### Stay on Topic



Stay on Topic is a shooting gallery minigame. Before the minigame begins, a topic such as "sports" or "transportation" flashes onscreen. Players must then shoot targets that bear pictures of objects that fall under the topic. For

transportation, for example, you want to point and shoot at buses, trucks, and cars—not washing machines. Only one player can shoot a target. When a target is shot, it disappears. The smaller the target, the more points it is worth.



This minigame is split into five rounds. At the end of the fifth round, all the points are tallied. The winner gets a sweet payout of Happiness Points.

### What's the Price?



In this minigame, you are challenged to correctly guess the price of an object found in the catalog. Several prices are projected around the object. The player who guesses the closest price without going over the actual price wins the Happiness Points. All the players choose their prices at the same time, so hurry. Don't let another player beat you to the right price!

### Tangrams



Tangrams are puzzle games. You must fill in the silhouette of an object with a collection of shapes. The shapes, though, are just basic squares, diamonds, and triangles. You must point and drag them on to the silhouette. When you release the piece over the correct spot, it "snaps" into place. The first player to complete his or her tangram puzzle wins.



A good strategy for tangrams: Slot the big pieces first. Then you can judge how the medium and small pieces fit around them.

## End Game



At the conclusion of the last life stage, all Happiness Points from the entire multiplayer game are tallied up and a winner is declared. The player with the most Happiness Points is determined to have had the Best Life. The winner is shown how their life eventually turned out. This special ending is usually associated with the selected trait, but it is not impossible to have a life spiral into a completely different direction—after all, that's often how life works out on this side of the screen, too. soon as you click out of Buy Mode, though, the object starts depreciating. Each day, the object depreciates 10 percent. The bottom value is 40 percent of the original price. The value of an object can never drop below 40 percent unless the object is broken or ruined.





## PRIMA OFFICIAL GAME GUIDE

Written by Catherine Browne



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