

PRIMA[®] ESSENTIAL GUIDE
THE SIMS[®] 3 AMBITIONS

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The Sims 3 Primer



Is this your first time diving into *The Sims 3*? If you are entirely new to the bestselling series of games (well over 100 million *The Sims* games have been sold around the world), then everything in *The Sims 3* is brand new. But if you are just checking into the game after experiencing *The Sims* or *The Sims 2*, then you will be surprised at how much the game has changed. Yes, you still control your Sims as they embark on individual narratives created from the houses you build, the relationships you forge, and the dreams you pursue.

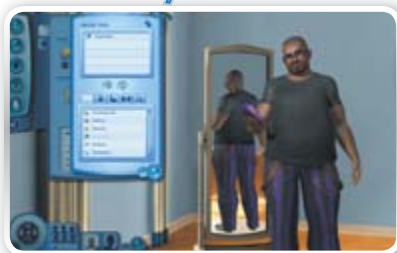
However, *The Sims 3* gives you even greater control over your Sims' destinies—even though life does tend to hurl a curveball (or five) while you play. There are more enhanced options for creating new Sims—both on the inside and outside. A new mood system uses hundreds of little moodlets to help you steer Sims toward happiness by letting you know exactly what the Sim is feeling at that second. New social interactions help you guide matters of the heart. And finally, a new Lifetime Wish system gives your Sims overarching dreams to achieve, giving their lives a sense of structure.

Not everything you do with your Sims has to be in pursuit of this big dream. No contract says you must be 100 percent benevolent. No enforcement mechanism prevents you from charting a new course. The whole point of the changes in *The Sims 3* is to give you a new level of interaction and control to make your game experience—the life experiences of your Sims—as unique as a snowflake.

Leading a New Life

When you dive into Create a Sim, you have complete control over the physical appearance of your Sim and can deck him or her out in any number of outfits. Frumpy? Flashy? The choice is yours. But there is so much more to a Sim than the clothes, the number of wrinkles, or the hairdo. What makes a truly lasting impact on your new Sim is how you designate and develop their personality. Before exiting Create a Sim, you give your Sim up to five traits that are the building blocks of their personality. But it doesn't end there. Traits lead to wants and desires. How you indulge these wishes also affects your Sim's well-being, measured by their current mood. Use this section to learn all about shaping personalities, weighing wishes, and managing mood. The happier you make your Sim, the more rewarding life is on both sides of the screen.

Personality



The fifth tab 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 five traits that define their personality. There are more than 60 traits to choose from in the Create a Sim tool—and not all of them are positive. For every Ambitious trait, there is the Loser trait.

Traits affect your Sim's lifelong wishes and goals as well as their core 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.

NOTE

Selecting certain traits removes others from the available list. For example, if you select **Technophobe**, then the **Computer Whiz** trait is no longer available.

Your trait choices also affect your Sim's Lifetime Wish. The Lifetime Wish is the big dream your Sim hopes to grab.

Depending on the combination of your traits, you have five different Lifetime Wishes to choose from. There is no obvious mathematical formula for determining which traits combinations result in which Lifetime Wishes you are offered, but common sense plays into it. Selecting the Bookworm trait makes it more likely your Sim will be offered the Illustrious Author Lifetime Wish.

NOTE

Look for full definitions of the 31 Lifetime Wishes after the trait list.

We have compiled a list of all of the available traits in the *The Sims 3* here so you can make informed decisions when determining your Sim's personality.

Traits



There are 63 possible traits to choose from in *The Sims 3*. Traits include personality triggers such as Brave, Frugal, Loner, and Unlucky. They range from positive to negative with a handful of relatively neutral traits somewhere in the middle. Because these five traits not only make up the core of your Sims' personality 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*.

This is a full list of all of the currently 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: None

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: 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 also gain the Writing and Guitar skills faster, too, but not as fast as the Painting skill.

Shortcomings: None

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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. (Brave Sims also won't be scared by bugs in *World Adventures*.)

Shortcomings: None

Unique Features: Brave Sims can sometimes demand a raise from their boss with success. Brave Sims are not scared by ghosts. 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.

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!



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 5 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.

A Day in the Life

Once you create a Sim and a place for them to call home, it is finally time to venture into the world and start living it up. The journey will not always be easy, but it will be full of fun and surprises. However, before taking on that first brave day, you need to be familiar with a handful of terms that will not only appear throughout this entire guide, but also be critical to succeeding within the game.

Mood



There are a handful of ways to measure your Sim's life progress, such as Simoleons or the current career promotion, but mood is how you measure your Sim's immediate condition. Your Sim's happiness and/or misery is displayed right there on the Mood meter—shaped like an upside-down exclamation point—which turns green when the Sim is pleased and bright red when something is seriously amiss. There is a yellow point in the middle of the Mood meter that gives you a warning. Inject something fun or enjoyable into your Sim's day or mood will continue to plummet.

To succeed in life, you must keep your Sim happy. Pushing the Mood meter in to 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 drops out of the bubble, even if the Sim is still shown to be happy by a largely green meter.

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.



To combat these, rectify any conditions causing a negative moodlet and seek out activities that cause positive moodlets.

Moodlets are timed—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. There is no state of decay. As soon as the timer on a moodlet expires, that moodlet's effect on the overall mood vanishes.

Here is a list of all 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
Minty Breath	5	4	Sims love to be around those with Minty Breath. It sure beats the alternative.
Feeling Lucky	5	23	Today is Sim's lucky day. Who knows what good will happen?
Heard Theater Music	10	Variable	The music pulsing from the inside of the theater sounds awesome. Perhaps tickets are still available!
Educated	10	Variable	Exploring the local halls of culture and learning may teach even the most studious individual a thing or two.
Impressed	10	0	Touring public place sometimes reveals unexpected and impressive sights.
Let Off Steam	10	Variable	Having a friendly ear to complain to helps when you need to vent.
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!
Brightened Day	10	3	Good Sims know exactly what to say to make someone's day better.
Had a Nice Nap	10	5	Having a great, refreshing nap may be just enough to hold back the onset of sleep.
I Am Beautiful	10	4	Recognizing beauty, even one's own, is just a benefit of vanity.
New Car Smell	10	2	Ah, that new car smell is so factory fresh!
Fascinated	10	2	Some Sims take joy in things ordinary Sims might otherwise overlook.
Got a Good Deal	10	8	Saving a few Simoleons is pure satisfaction!
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.
Flattered	10	Variable	Compliments are quite flattering!
Intrigued	10	Variable	Juicy gossip satisfies eager ears!
Attractive	10	Variable	When a Sim looks this good, it's difficult for others not to notice. Wowza!
Hilarious Conversation	10	Variable	Some Sims should be stand-up comedians with the humor they're dishing out.
Tranquil	10	8	Nothing can stress or anger Sims who have reached their happy place.
Squeaky Clean	10	7	Experience the clean sensation of practicing personal hygiene!
Cheered Up	15	3	Gobs of sobs are stopped by the kind words of others.
Duck Time	15	5	Rubber duckies make hygienic cleansing fun!
Calmed Down	15	3	Sometimes all an Angry Sim needs is an understanding voice to help them get through a bad mood.
Enjoying Solitude	15	Variable	Introverted Sims like it best at times when others completely and utterly stay away.
Buzzed	30	3	Caffeine can really wake a Sim. Use this time wisely, because after the high comes the low...



of skills, from writing to gardening to learning how to play the guitar. Learning a skill is a good way to 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 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 time 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.

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 panel, and an entry in the Sim's Skill Journal tracks the development of the skill. The journal 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. The Skill Journal also details Skill Challenges, which are specific titles bestowed on a Sim who completes a set of requirements.

Athletic



Want to 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 career. 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 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.

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 Challenges

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 as well as 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:

Tattoos

The biggest Create a Sim addition is the arrival of tattoos. You may add tattoos right in Create a Sim. The Create a Sim tattoo applicator is also the same set-up used when your Sim either applies tattoos themselves or seeks them out from a trained tattoo artist at the local salon.



To add a tattoo to your Sim, choose the Looks tab. When you select the new Tattoo tab (at the bottom of the menu, directly under Make-Up), your Sim appears in front of the mirror with not much on. This gives you a near-full view of your Sim's body so you can apply the tattoo exactly where you want. You may apply a tattoo to four places on your Sim: back, arm, chest, and ankle. Within each body location, you can choose from a few different spots. For example, on the back, you can pick the shoulders, small of the back, or right in the center.



Below the body part selector, browser through the field of available tattoos. There are many choices, from tribal art to a magic gnome.



Once you select the tattoo, you can adjust its colors. Some tattoos have just a single color, while others have multiple fields to alter.



You can mix-and-match tattoos through the Advanced button. Here, you can also adjust the opacity of the tattoo as well as its size.

Relationships

Ambitions also offers new relationships to give your Sims before leaving the Create a Sim tool. The new relationships are: girlfriend, boyfriend, and fiancé. These new relationships are available between young adult, adult, and elder Sims, but not children. Once this relationship has been set, Sims will already be in these arrangements right when you move in. This is a good way to set up a budding family or shortcut Elder Sims into happy relationships without spending precious days in courtship.

Traits

When you create a Sim (or when a Sim not yet an adult ages up) you assign up to five traits. Traits affect so much, so choose carefully. Six new traits are added to Create a Sim with *Ambitions*. Not all of these new traits are directly related to new skills or careers that are part of *Ambitions*. Some, such as Eco-Friendly and Dramatic, are designed to further flesh out personalities. Savvy Sculptor, as you can imagine, is definitely tied to the Sculpting skill.

TIP

The Stylist career is not necessarily reliant on a specific skill, but it definitely helps to have a drafting table at home where your Sim can study fashion and style.

Monster Maker



Create 3 monsters

For some Sims, the ultimate pastime is the unending search for new types of life. Whether crafted through mystical, laborical, or convergent methods, occult creations are wondrous achievements for Sims who prefer to dabble in the unknown. Some may call them "monsters," but to their creators they are just another member of the family.

TIP

Only Sims with advanced Inventing skills can create artificial Sims, known as SimBots, so zero in on that skill early. However, creating mummies from objects found in the *World Adventures* expansion pack also count toward the goal of three monsters.

Possession is Nine-Tenths of the Law



Possess \$50,000 worth of stolen goods

While other Sims were learning that hard work over long hours can be turned into Simoleons, your Sim learned that borrowing without asking leads to the same result without the sweat and tears. Whether objects were snatched accidentally while visiting the park, or borrowed when an acquaintance wasn't looking, their value is in the eye of the beholder. One Sim's trash is another Sim's treasure. And if your Sim happens to klepto real treasure, well, all the better...

TIP

Dive into the Criminal career to pursue this Lifetime Wish. Your greatest threat is being caught, so be sure to be social around the neighborhood and identify any Sims in the Law Enforcement or Investigator careers.

Wishes

When your Sims experience all the new things *Ambitions* offers, they come up with wishes directly related to them. A Sim who's trying out the Sculpting skill, for example, is likely to wish to work in stone. A Firefighter will desire to improve the fire engine down at the station. As these wishes occur to your Sims, you may either promise or dismiss them. Wishes are a good way to advance your Sim at work or at home. Pursuing a wish related to the Inventing skill will likely help develop that skill.

NOTE

Dismissing a wish does not negatively impact your relationship with your Sim. But you may discover that a wish that looked too far out of reach isn't so demanding to fulfill after a day or two.

The new wishes of *Ambitions* are split across three different categories: career, skill, and object. Career wishes are most likely to spring from a Sim in that specific job path. Skill-related wishes are likely to occur to Sims in the process of developing that particular skill. Some of the new objects in *Ambitions* inspire new wishes as well, such as the desire to play some Gnubb (a backyard game). These new wishes mingle with the existing wishes from *The Sims 3*.

CAREER WISHES

EDUCATOR

Give a lecture

Give X lectures

FIREFIGHTER

Save X Sims from death

Handle X emergencies

Handle an emergency

Put out X fires

Save [Sim name] from death

Improve Fire Engine

Upgrade fire extinguisher

Upgrade fire alarm system

Handle an emergency perfectly

Meet fellow firefighter (Sim)

See [Sim name] in danger

Maintain Fire Engine



Tour of Twinbrook



"A great city is not to be confounded with a populous one."

—Aristotle

Welcome to Twinbrook, a new city joining bustling Sunset Valley and bucolic Riverview. Hosting all of the essentials any Sim needs for a full life—good food, good people, and good opportunity—Twinbrook is where many Sims come to try their hands at all-new careers such as Firefighter and Investigator. Sure, these careers are now available in the other two cities, but if you are about to embark on an new adventure, why not do it in a new neighborhood? Use this city guide to learn all you need to know about the sights and sounds of Twinbrook before heading off for that first day of work or the first minute at the sculptor's workstation.

City Living

Taken from the Twinbrook Chamber of Commerce brochure: "In its heyday, Twinbrook was a small industrial town at the mouth of the Simislaus creeks. Years later, the dam was built and it changed everything for the town. Now, with an influx of professionals, artists, and inventors living around the Sim-made lake, Twinbrook is experiencing a rebirth. How will life in this eclectic community turn out?"

Places of Employment

Many of the places you visit to land a career (both the new professions and the traditional careers) also offer special events or classes. The areas around these facilities are interesting to explore, too, because you can meet new Sims and collect cool objects such as seeds and butterflies. When opportunities arise, many of these locations will get new interactions specific to the corresponding opportunity, such as attending an athletic event or donating something to science.

Bachelor Stadium

Interactions



- Join Professional Sports Career
- Attend Athletic Class (§400)

Attend Game (§60)

Attend Concert (§60)

Bachelor Stadium is the go-to place in Twinbrook for Sims pursuing the Professional Sports career. As Sims work their way up from a towel holder to a superstar, they report to this waterfront stadium on a near-daily basis. However, the stadium hosts more than the Professional Sports career. Sims who want to pursue the Athletic skill can get off to rocking start by taking the Athletic class here. Professional sporting events also unfold at the stadium, which result in big mood boosts for Sims. Concerts at the stadium also boost mood, especially if the attending Sims like music.

NOTE

If a concert or game is grayed out, the event is in session and cannot be attended.

TIP

Keep an eye on the morning paper to see which classes at any venue are discounted that day. Save those Simoleons!

Burton's Boxcar Diner



Interactions

- Join Culinary Career
- Attend Cooking Class (\$400)
- Eat Here (prices vary)
- Get Drinks (prices vary)

Not every dining experience has to be formal. Sometimes, Sims just want to elbow up to the counter and dig into some good ol' diner grub. Burton's Boxcar Diner is just the spot for cheaper eats than those found at the Little Corsican Bistro. And eating at Burton's still gives your Sims a nice mood boost. Burton's is also where food-minded Sims can take a Cooking class or dive into the Culinary career. There is no difference between Burton's and the Little Corsican Bistro for the class or career structure.

City Hall



Interactions

- Join Political Career
- Attend Charisma Class (\$400)
- Tour City Hall

City Hall is a huge feature in Twinbrook. Here, Sims can begin career in politics and also seek out the Charisma class, which will make them more effective at socialization. City Hall tours are a source of fun for Sims, too, and help satisfy the Social need. Sims earning medals for career achievements (more on this in the Careers chapter) go to City Hall for their accolades.

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 socialization. Charisma unlocks a few new socials, which help with important relationship-building (and saving!).

Drea's Salon and Tattoo



Interactions

- Join Stylist Career
- Get Makeover
- Makeover Self
- Get Tattoo

Twinbrook's local salon is Drea's. Here, Sims interested in cosmetics and fashion come to try the new Stylist career. The salon is equipped with styling stations and tattoo chairs so any Sim can dive into Create a Sim again to adjust physical appearances. For more on this location, check out the New Venues and Real Estate chapter and the Careers chapter.

Fire Department



Interactions

- Join Firefighter Career
- Maintain Equipment

The Fire Department is where Sims go to apply for the all-new Firefighter career. The local fire house is a busy site, as many Sims are employed by the Fire Department to address the growing concern of fire outbreaks in Twinbrook. Though the Firefighter career takes Sims away from the actual Fire Department when attending to an emergency, Firefighters still spend a decent amount of time here. Maintaining equipment like alarms and the fire engine are big parts of the job. But there is much more on-site, too, such as Sims to socialize with, exercise equipment for getting buff, a kitchen for

Careers



Professions

The central new feature of *Ambitions* is the profession system. The new careers are much more interactive than previous professions. Before, when your Sims went to work, they slipped into a venue and did not come out until the shift had ended. You had a degree of control over work behavior through the use of "tones," but the progression of a career was more about managing tones, skill development, co-worker relationships, and a handful of activities, such as writing articles or rummaging through trash.



The professions change all of that. These new professions require the same attention you would give your Sims during non-work hours. You must direct them to the tasks required of them for each career (such as banishing angry spirits as a Ghost Hunter or putting out a blaze as a Firefighter). Many of the new work tasks require traveling around the neighborhood and interacting with people or objects.

NOTE

One of the original careers in *The Sims 3* has been updated for *Ambitions*: **Medical**. The remaining careers play out the same. In fact, a new career following the original model has been added to *Ambitions*. The **Educator** career takes place at the school. The Educator and all original careers are detailed at the end of this chapter.

Working Around Town

All of the new professions require you to work outside of your home or a venue. You will crisscross the neighborhood

to locate trouble spots or new tasks during your shift. Not every new career has a venue you must report to, though. The Firefighter career may have you working out of the new fire station venue, but the Architectural Designer career is not at all anchored to a specific location. When not working for a client, you can be at home, if you like.



When you need to go on an assignment for an profession, you may do so from map view. In map view, icons for an assignment appear over relevant locations. If your Sim is a Ghost Hunter, for example, small ghost buttons appear over one or two homes per shift to alert you of an assignment. Click on the button to go to that location and attend to the assignment. Mousing over the button also reveals what type of assignment it is, and this may help you prioritize them. Because assignments usually must be completed before the end of a shift, it's very important to prioritize.



The requirements of an assignment appear in a blue tab on the screen's left so you always know what you need to be doing. This is called the **Current Job box**.

hours. As soon as you can afford one, place it in your house and then use the Research Fashion interaction when you have spare time. (Be sure to address your needs first!) As you research fashion, your Sim sketches new outfits and looks. Completed sketches go into your portfolio, which helps build it so you can easily convince potential clients to let you work your cosmetic magic. Researching style also results in gained XP.

TIP

Researching Fashion also develops the Painting skill, but does so a little slower than if you were at the easel.

Medical Career



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. Especially the final reward for becoming a World Renowned Surgeon...

NOTE

The revamped Medical career is a hybrid between the new professions system and the original career track where you disappear inside a venue for several hours. You use tones to direct work while at the hospital, but also must go around town and attend to off-site activities, like free clinics and vaccinations. This career does not use XP to give promotions.

Work Location: Hospital, various locations

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 TONES

Tones	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

Career Progression

Original Activity



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 tone helps out with this) and have an activity that lowers tension, such as reading, exercise, or socializing.

TIP

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. 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.

NOTE

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.

Community Activities



Upon reaching level 3 of the Medical career, Sims can now perform activities around the community just like the Ghost Hunter or Firefighter. Events like free clinics and vaccinations pop out on map view. When you report to the community lot where these events are to take place, your Sim is typically swarmed by neighbors. Now, you must perform as many of the necessary interactions on these Sims as possible before the time limit of the event expires. The more Sims you get to, the better your do at the activity.

If there is time in the work day following the activity, return to the hospital to complete your shift, manage tones to meet promotion metrics, and get paid.

NOTE

Community events do not have Current Job boxes to track activities and requirements. You just need to get to as many Sims as possible.



Use map view to identify and travel to medical events in the community.

CAUTION

Sims who do not receive treatment in a timely manner or are not gotten to by the end of the event leave dejected and you may suffer a reduced LTR with them.

Opportunities

Medical Sims are offered opportunities during the course of the career that result in payouts and increased relationships. Some of these opportunities are single events while others are chained together. Upon completing the chain, your Sim is rewarded.

MEDICAL OPPORTUNITIES

EMERGENCY TESTING

Hint

"Test for Disease" at community location to help with the outbreak.

"Assist with Emergency" at the hospital to help with the crisis.

EQUIPMENT ARRIVAL

Hint

"Discuss Medical Equipment" at City Hall.

"Discuss Vote" with Sim X to gain support for issue.

"Convince to Vote" to 3 Sims to aid the council member.

"Report In" to Sim X.

Go to work to report in and receive a relationship boost with co-workers and the boss, and a large performance boost.

HOSPITAL MYSTERY

Hint

"Investigate Scene" at the hospital after work to find clues.

Question the three Sims to see if they have alibis or information about the crime.

"Search for Card" at the bistro to see if Sim X can track down the missing security card.

"Question About Card" with Sim X to see if any information about the lost card can be found.

Return to work to announce your success.

BAD MEDICAL CLIQUES

Hint

"Discuss Conflict" with Sim X to see what the issues are.

"Discuss Lab Issue" with Sim X to see if there is any way to better distribute the lab assignment time.

Throw a party and invite Sim X to get cooperation.

"Report In" to Sim X to see if everything will be fixed.

EQUIPMENT NEEDS

Hint

"Check on the Order" at community location to determine the hang up.

"Discuss Certification Process" with Sim X. Be sure to be on a solid relationship standing first.

"Check Public Records" at City Hall to find out more about the problem.

Go to work to report in and receive relationship with the boss, money, and a performance boost.

Medical Outreach





Throughout the Medical career, your Sim is presented with events at local venues (those where you disappear) to confer about medical issues, discuss hospital business, or perform clinics. To complete these operations, you only need to click on the venue and choose to take on the Medical Outreach activity. Your Sim then travels to the location and, after several hours, emerges to positive results.

Vaccinations



Vaccination clinics occur at community lots. When you choose to fulfill this activity, your Sim travels to the designated lot and sets up shop. Within minutes, Sims start crowding around you to get their shots. Click on waiting Sims and choose the Vaccinate interaction to “stack” them into your action queue. Your Sim then goes down the list, giving shots to each Sim until time is up.

Free Clinics



Free clinics are very similar to vaccination jobs. When you go to the community lot where the hospital is sponsoring a free clinic, Sims gather around. Click on waiting Sims and choose Diagnose to add them to the queue. During the hours of the clinic, your Sim attends to as many patients as possible. Your Sim holds up diagnostic equipment like a portable x-ray machine and deduces the potential problem. After a few minutes, the diagnosis is made and a treatment is administered. The target of the treatment is happy, boosting your LTR.

NOTE

Be sure to use the Follow Up with Patient social on Sims you’ve treated, for LTR boosts.

Local Emergencies

When Medical Sims are at a community lot (not a venue where they disappear for hours), there is a slight chance they may encounter a Sim having an emergency, such as choking. You receive a message stating that a Sim is having an emergency. You now have a Medical Attention interaction on the suffering Sim. Your Sim performs whatever is needed to save the impromptu patient. Onlookers at this point cheer, giving the Medical Sim increased relationships with all who watched.

NOTE

If a local emergency happens at a venue where you do vanish, the save happens automatically without any of the cheers.

Skill-Based Careers

Ambitions allows Sims who choose to focus on creative endeavors to participate in a career-like system. Skill-based careers are similar to professions in that you can seek promotions and advance, but instead of having specific responsibilities or metrics to manage, promotions are awarded based on the overall sold value of the objects created. For example, if a Writer scribes a romance novel worth \$6,700 of royalties, those Simoleons are placed in an overall pot (no matter whether or not they are spent on anything). When the Sim crosses a value threshold, a promotion is awarded.

TIP

Some promotions come with cash rewards!



Outdoor Activities

Ambitions offers a couple of new outdoor activities: Gnubb and a trampoline. These objects are perfect for blowing off steam, increasing Fun, and building up hidden skills for each object. (For more on the hidden skills associated with these objects, see the New Simology chapter.)

Portable Gnubb Set



The Portable Gnubb Set is typically set up in the yard on a lot, although it can be placed or found on a community lot. The game is very simple. Sims attempt to knock down pins by throwing wooden batons. The Practice interaction is a good way to get your Sim acquainted with the game and begin building the hidden skill. Soon, Sims can choose Play Gnubb, ask others to play, or attempt to join an active Gnubb match. While playing Gnubb, all Sims are gaining Social, Fun, Friendly STC, and relationship with each other. Keep these things in mind:

- ◆ Mood is affected by Gnubb performance. Winning raises mood while losing lowers it.
- ◆ Loser or Unlucky Sims have a greater chance of losing a Gnubb match or missing pins.
- ◆ Lucky Sims or Sims with higher Athletic or Martial Arts (*World Adventures*) skills have increased chances of winning matches.
- ◆ Evil or Mean Sims boo other players for fun.
- ◆ Party Animals or Excitable Sims cheer and have extra Fun.
- ◆ Due to the hidden Gnubb skill, regardless of the above modifiers, the more your Sim plays Gnubb, the better he or she gets at the game.

Blast-Off Trampoline



The trampoline is another fun activity, perfect for letting loose. Sims can jump on a trampoline alone or with a friend, either by joining them as they jump or inviting them when the trampoline is nearby. Jumping alone or with a friend increases Fun and advances the hidden Trampoline skill, which eventually results in better jumps and fewer falls. (Falls result in a mood hit.)

While bouncing with another Sim, though, there are no falls. As the two Sims jump and play, their relationship improves thanks to the inherent Friendly STC of bouncing together.

















Object Catalog

The objects in this catalog are listed with prices, important depreciation values, and any effect the object may have on your Sim as well as the environmental rating of a room.

CAUTION

Remember the rules of depreciation when buying these objects in Buy Mode. As long as you sledgehammer the object before leaving Buy Mode, you get the full value of the object back. 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.

NEW OBJECTS

	OBJECT	Price	Daily Depreciation	Fully Deprec. Value	Environment	Hygiene	Hunger	Bladder	Energy	Fun	Charisma	Painting	Athletic	Sculpting	Inventing	Handiness	Stress Relief	Group Activity	Comfort
CABINETS																			
	The Stowaway Cabinet	75	7.50	30															
COUNTERS																			
	Cozy Counter	740	74	296															
	Cozy Counter Island	745	74.5	298															
DISPOSALS																			
	Recycle Me!	25	2.5	10															
	Hefty Recycle Me!	50	5	20															
LAUNDRY																			
	Cleanesque Brand Dryer Sheets	15	1.5	6															
	Cleanesque Brand Detergent	18	1.8	7.2															
	Cleanesque Detergent Bottle	18	1.8	7.2															
	Folded Clothing	20	2	8															
	Pizzazz Laundry Detergent	25	2.5	10															
	The Clothing Hamper by Full Load Inc.	40	4	16															
	The Clothing Bouquet	80	8	32															
	Flappin' in the Wind Clothesline	155	15.5	62															
	The Swashbuckler Washing Machine	450	45	180															
	Le Dryer du Clunk	550	55	220															
	The Clothing Dehydrator Dryer	1375	137.5	550															



PRIMA OFFICIAL GAME GUIDE

Written by Catherine Browne

* Requires *The Sims 3* to play
The Sims 3 Ambitions.



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Catherine grew up in a small town, loving the proverbial "great outdoors."

While she still enjoys hiking, camping, and just getting out under the big sky, Catherine also

appreciates the fine art of blasting the Covenant in *Halo* as well as arranging a perfect little village in *Animal Crossing*. (Seriously, you cannot just plant apple trees all willy-nilly. Neat rows, people!)

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