



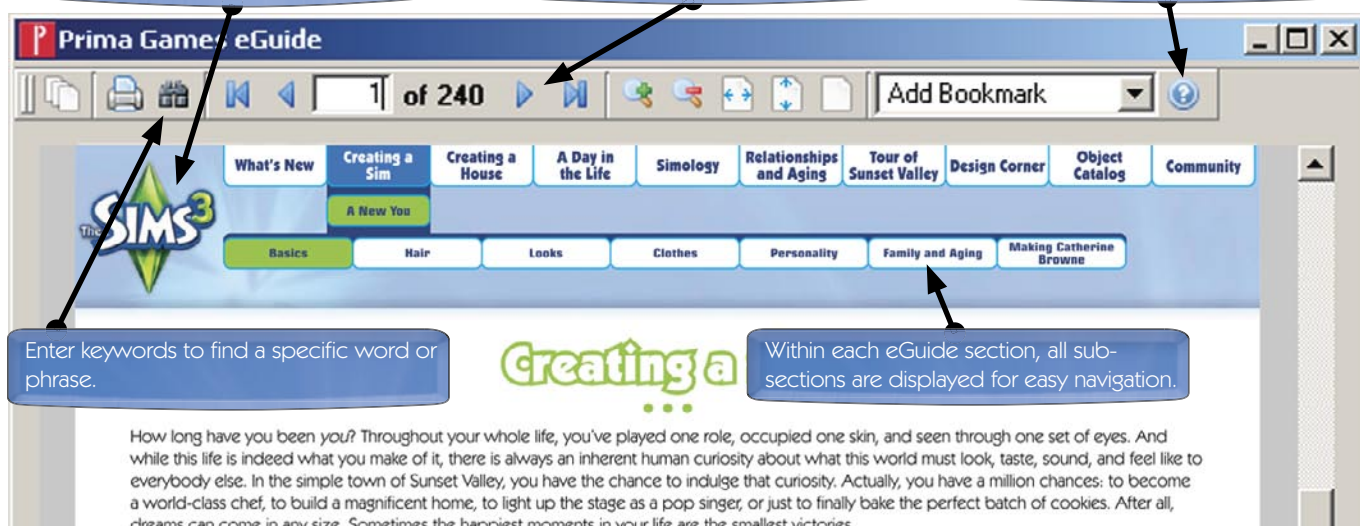
# How to Use This Guide

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 click on the Sims 3 logo 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.



*The Sims™ 3* is a huge playground loaded with options, tools, and tricks for maximizing the happiness (or misery, if you have a touch of the dark side in you) of your Sims. Our guide will explain the essentials of moving into your new neighborhood such as furnishing a house, creating unique Sims, and developing skills or career. Here's how we've organized all of the information in this guide for easy reference:



**Chapter 1: What's New** explains all of the revolutionary and evolutionary features in *The Sims 3*. The newest chapter in *The Sims™* franchise offers improved tools for Sim creation, home building, and more.



**Chapter 2: Creating a Sim** helps you understand all of the new tools for fashioning Sims out of digital clay. Learn how to make physical changes to your new Sims and discover how assigning traits shapes their personalities.

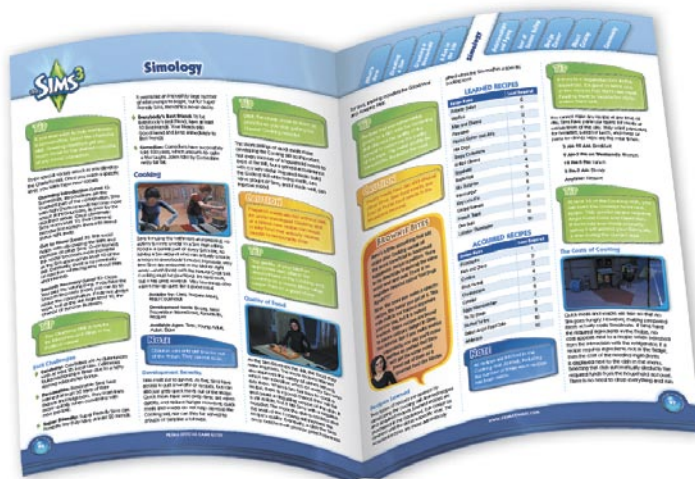




**Chapter 3: Creating a House** digs into the building process. We show you how to use Build Mode and Buy Mode to erect your new house then build on to it when the Simoleons start rolling in. We also detail all of the existing lots you can move into if you want to jump into a pre-made life.



**Chapter 4: A Day in the Life** is all about the unfolding life of your new Sim. This chapter talks about getting settled in your house, meeting neighbors, and starting a job. Developing useful skills and exploring the town of Sunset Valley is also explained.



**Chapter 5: Simology** drills down into what makes your Sims tick. Every trait is detailed here and the effects they have not only on personality, but on jobs and relationships. Moods and moodlets are elaborated here, too, so you can keep your Sim happy. Goals and wishes are also detailed here.



**Chapter 6: Relationships and Aging** talks about friends, romance, and families in Sunset Valley. Learn how social interactions affect your Sim's life. Plus, we offer tips for getting your groove on with a potential significant other.





You may choose from the following traits:

Absent-Minded	Dislikes Children	Heavy Sleeper	Neurotic
Ambitious	Easily Impressed	Hopeless Romantic	Never-Nude
Angler	Evil	Hot-Headed	No Sense of Humor
Artistic	Excitable	Hydrophobic	Over-Emotional
Athletic	Family Oriented	Inappropriate	Party Animal
Bookworm	Flirty	Insane	Perfectionist
Brave	Friendly	Kleptomaniac	Schmoozer
Can't Stand Art	Frugal	Light Sleeper	Slob
Charismatic	Genius	Loner	Snob
Childish	Good	Loser	Technophobe
Clumsy	Good Sense of Humor	Loves the Outdoors	Unflirty
Commitment Issues	Great Kisser	Lucky	Unlucky
Computer Whiz	Green Thumb	Mean-Spirited	Vegetarian
Couch Potato	Grumpy	Mooch	Virtuoso
Coward	Handy	Natural Cook	Workaholic
Daredevil	Hates the Outdoors	Neat	

As you can see, not every trait on this list is positive—but that's only human. We are not wholly virtuous beings and so you should consider not making your Sim a total white knight. Drop one nasty or questionable trait in the mix. Not only will it keep you from being a goody-two-shoes, but it will also open up Lifetime Wish avenues that you may find more rewarding than something attainable only by a straight arrow. Be honest with yourself. You probably have a little Grumpy, Snob, or Mooch in there, don't you? So why not transfer these traits to a Sim and see how they play out in a world where you don't necessarily have to control them as much as you do in this one.

## TIP

Your traits are not entirely permanent. In fact, you can change an entire set of traits if you buy the Mid-Life Crisis with the Lifetime Happiness points you accumulate by meeting your Sim's goals and fulfilling their small wishes.





The Natural Cook trait aids your Sim's ability to make food. Most Sims can cook to a certain degree—at least, they can make quick meals like cereal—but the Natural Cook trait means your Sim will pick up on culinary nuances at a quicker pace. Expect them to perfect cooking talents faster and never botch a recipe.

## NOTE

Some traits cancel each other out, such as Artistic and Can't Stand Art. If you select one of these two, you cannot select the other. Some ages also eliminate possible traits. For example, a toddler cannot be Flirty. For a full explanation of each trait and Lifetime Wish, please see the Simology chapter.

## Lifetime Wishes

Traits also affect your Sim's Lifetime Wish. The Lifetime Wish is the overall goal for your Sim. There will be plenty of smaller goals along the way, but the Lifetime Goal is the overarching goal of your Sim's virtual life. Lifetime Wishes can include reaching the top spot in a specific career or mastering a craft, such as gardening.

Depending on the traits you select, you have up to five Lifetime Wishes to choose from. Different combinations or specific single traits result in specific Lifetime Wishes. Install the Angler trait in your Sim and the Presenting the Perfect Private Aquarium wish becomes available. The requirement for this wish is to have at least 10 perfect fish in fishbowls. Because the Angler trait makes your Sim especially adept at the rod and reel, you have a much greater chance of achieving this Lifetime Wish before the inevitable conclusion of your Sim's life.

## NOTE

Young Sims—toddlers, children, and teens—do not have Lifetime Wishes. Instead, they have a litany of short-term goals (like get a Play Table). When they grow into young adults, they can select Lifetime Wishes.

## Favorites



In addition to selecting traits and a Lifetime Wish, you can assign your Sim personal favorites that become topics of conversation when socializing with other Sims. Having favorites in common with another Sim is a useful tool for connecting on a deeper level. You can assign your Sim a favorite food, favorite music, and favorite color. Here are some of the possible favorite foods:

- Belgian Waffles
- French Toast
- Pancakes
- Fruit Parfait
- Autumn Salad
- Grilled Cheese
- Veggie Burger
- Tofu Dog
- Mac and Cheese

- Peanut Butter and Jelly
- Ratatouille
- Spaghetti with Veggie Sauce
- Stu Surprise
- Cobbler
- Cookies
- Key Lime Pie

There are seven possible favorite music styles for your Sim:

- Electronica
- Indie
- Pop
- Classical
- Latin
- Kids
- Custom Music (you pick!)

These are the available favorite colors for your Sim:

- Blue
- Spiceberry
- Aqua
- Violet
- Turquoise
- Lilac
- Spice Brown
- Pink
- Green
- Hot Pink
- Irish Green
- Red
- Lime
- White
- Gray
- Sea Foam
- Orange
- Yellow
- Purple
- Black



And, finally, you can adjust your Sim's voice. There are three choices for your Sim.

Click on each to hear a sample of their Simlish. Once you make your selection, use the slider bar to alter the pitch and tenor of the voice to your personal liking.



*Greener & Greener*

**Difficulty:** 3  
**Budget:** \$3,100

**Scenario:** The Bachelors are a tightly knit household and Simis sees to it that everything—and everyone—is in its place. Now if only the other neighborhood kids were as well behaved as Michael and Bella.

**House Name:** Greener & Greener  
**Address:** 12 Sim Lane  
**Lot Size:** 40 x 30  
**Rooms:** 3br, 3ba

**Unfurnished Cost:** \$68,020  
**Furnished Cost:** \$104,507



*Plus Plus*

**Difficulty:** 3  
**Budget:** \$2,550

**Scenario:** Yumi Sekemoto has recently moved in with her son, Leighton, to help him raise his toddler, Sam.

**House Name:** Plus Plus  
**Address:** 24 Sim Lane  
**Lot Size:** 30 x 30  
**Rooms:** 3br, 3ba

**Unfurnished Cost:** \$30,509  
**Furnished Cost:** \$44,349



*Victor's Abode*

**Difficulty:** 2  
**Budget:** \$2,800

**Scenario:** Xander Clavell is a party animal still living in his parents' house. Buster is tired of Xander's mooching and wants him out. Will Bessie have to choose between her son and her husband?

**House Name:** Victor's Abode  
**Address:** 306 Skyborough Blvd.  
**Lot Size:** 30 x 20  
**Rooms:** 2br, 2.5ba

**Unfurnished Cost:** \$62,485  
**Furnished Cost:** \$95,070



*Stalwart Mission*

**Difficulty:** 2  
**Budget:** \$1,400

**Scenario:** Beau Andrews is an inventive slob who spends most of his time watching television. Victoria is an artistic bookworm who spends most of her time reading. How is it that these two seem to be living happily ever after?

**House Name:** Stalwart Mission  
**Address:** 378 Skyborough Blvd.  
**Lot Size:** 20 x 30  
**Rooms:** 1br, 1.5ba

**Unfurnished Cost:** \$42,301  
**Furnished Cost:** \$57,471



*Primrose*

**Difficulty:** 3  
**Budget:** \$2,400

**Scenario:** Bebe Hart has a hard time as the only responsible person in the entire Hart lineage. It's no secret in the neighborhood that both of her parents are slightly insane, so Bebe feels that the neighbors' eyes have been scrutinizing her for ages, just waiting to see if she'll crack too.

**House Name:** Primrose  
**Address:** 303 Skyborough Blvd.  
**Lot Size:** 30 x 40  
**Rooms:** 2br, 2ba

**Unfurnished Cost:** \$35,624  
**Furnished Cost:** \$65,291



*Garden Cottage*

**Difficulty:** 1  
**Budget:** \$1,000

**Scenario:** Christopher Steel is lucky by nature. Things have always come easily for him, which is starting to get boring. Now that he's in a brand new town with no friends, how will he fare?

**House Name:** Garden Cottage  
**Address:** 373 Skyborough Blvd.  
**Lot Size:** 30 x 40  
**Rooms:** 2br, 1ba

**Unfurnished Cost:** \$24,784  
**Furnished Cost:** \$32,111



Each member of the Sunset Valley households you can play as has their very own unique personality that helps shape their wishes and behaviors. Use this table to check out each household member before diving in and living out their lives:

## HOUSEHOLDS

Sim Name	Age	Trait 1	Trait 2	Trait 3	Trait 4	Trait 5
Nick Alto	Adult	Mean-Spirited	Family Oriented	Hydrophobic	Workaholic	Ambitious
Vita Alto	Adult	Evil	Charismatic	Snob	Schmooser	Ambitious
Holly Alto	Teen	Good	Artistic	Vegetarian	Easily Impressed	
Iqbal Alvi	Adult	Couch Potato	Neurotic	No Sense of Humor	Angler	Absent-Minded
VJ Alvi	Teen	Evil	Childish	Inappropriate	Snob	
Miraj Alvi	Child	Family Oriented	Neat	Good		
Beau Andrews	Adult	Couch Potato	Can't Stand Art	Slob	Inappropriate	Good Sense of Humor
Victoria Andrews	Adult	Good	Hopeless Romantic	Artistic	Ambitious	Bookworm
Simis Bachelor	Adult	Family Oriented	Handy	Inappropriate	Neurotic	Frugal
Jocasta Bachelor	Adult	Coward	Loner	Over-Emotional	Green Thumb	Angler
Michael Bachelor	Teen	Athletic	Loves the Outdoors	Schmooser	Friendly	
Bella Bachelor	Child	Lucky	Brave	Good		
Arlo Bunch	Child	Excitable	Athletic	Loves the Outdoors		
Ethan Bunch	Teen	Bookworm	Genius	Charismatic	Good	
Jack Bunch	Adult	Schmooser	Perfectionist	Loves the Outdoors	Green Thumb	Good Sense of Humor
Judy Bunch	Adult	Neat	Light Sleeper	Perfectionist	Over-Emotional	Family Oriented
Lisa Bunch	Teen	Kleptomaniac	Inappropriate	Snob		
Darlene Bunch	Child	Brave	Daredevil	Unlucky		
Bessie Clavell	Elder	Family Oriented	Artistic	Neat	No Sense of Humor	Good
Buster Clavell	Elder	Grumpy	Family Oriented	Heavy Sleeper	Loner	Frugal
Xander Clavell	Young Adult	Party Animal	Inappropriate	Commitment Issues	Mooch	Hot-Headed
Agnes Crumplebottom	Young Adult	Grumpy	Loner	Hopeless Romantic	Bookworm	Frugal
Connor Frio	Young Adult	Absent-Minded	Bookworm	Unflirty	Loner	Good
Jared Frio	Young Adult	Natural Cook	Heavy Sleeper	Mean-Spirited	Inappropriate	Party Animal
Corneila Goth	Adult	Charismatic	Grumpy	Neat	Perfectionist	Unflirty
Gunther Goth	Adult	Frugal	Grumpy	Charismatic	Workaholic	Brave
Mortimer Goth	Child	Artistic	Grumpy	Ambitious		
Bebe Hart	Teen	Bookworm	Frugal	Good	Technophobe	
Gus Hart	Adult	Easily Impressed	Family Oriented	Charismatic	Childish	Insane
Dorie Hart	Adult	Loser	Absent-Minded	Childish	Insane	Over-Emotional
Jamie Jolina	Young Adult	Flirty	Virtuoso	Party Animal	Genius	Bookworm
Justine Keaton	Young Adult	Loner	Perfectionist	Good	Neat	Hot-Headed
Marty Keaton	Young Adult	Athletic	Loves the Outdoors	Friendly	Neurotic	Great Kisser
Erin Kennedy	Adult	Brave	Can't Stand Art	Technophobe	Unflirty	Athletic





# 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 Sunset Valley, 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 Sunset Valley, 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.

## REQUIRED READING

Before starting your new story, you need to know these terms, as you will see them a lot in this chapter as well as those that follow. This chapter is a general overview of how the game unfolds. Deeper explanations of these concepts follow in the next three chapters.

- ◆ **Wishes:** Every Sims has desires, both immediate and long-term. When you created a Sim, you gave 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.
- ◆ **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:** In order to maintain their households, Sims must have a constant source of income. Careers provide that. There are a multitude of career tracks in Sunset Valley, from athlete to journalist. Sims can also seek out part-time jobs or turn their skills in moneymaking 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 Sunset Valley and talking to people. 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, 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' life better and earn more Lifetime Happiness points, adjust your Sims' life so they experience more positive moodlets.
- ◆ **Needs:** As in *The Sims™ 2*, 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.

## The Essentials

While *The Sims 2* revolved a lot around time management, *The Sims 3* is primarily a happiness factory. There are many roads to happiness (and a few highways to misery, too) and you'll get the most out of the game by finding the best ways to get your Sims to feel good about themselves. To do this, you need to understand the best and easiest ways to deliver your Sims' dreams, such as helping them build careers, develop skills, or seek out exciting opportunities. Use this chapter to get a firm grip on all the basic tools for creating happiness so that when you move into Sunset Valley, you minimize the frowns that are bound to happen when exploring a whole new life.



## BROWNIE BITES

Because there is no linear Point A to Point B structure in *The Sims 3*, you have an unprecedented degree of freedom with your Sims. You can focus on a career with one Sim and focus on a family with another. You can put an entire clan under one roof with a zillion different interests pulling the household in multiple directions or design a power couple with a singular purpose.

I played the game with several different families and was consistently amazed at how the smallest decision-making tweaks would result in a whole new life trajectory for my Sims. For example, I had one Sim who seemed happy as a clam when painting, but after meeting somebody in downtown Sunset Valley who loved fishing, the Sim told me she wanted to take a fishing class. By developing the Fishing skill, I banked a ton of Lifetime Happiness points because I had a whole new avenue to make my Sim happy. Whether out at the pond or in front of easel, this Sim was just high on life.



## Wishes



The Wish panel

As soon as your Sims arrive at their new lot, they start expressing wishes to you via the Wish panel at the bottom of the screen. In addition to their Lifetime Wish, Sims can have up to four active wishes awaiting fulfillment. When a Sim has a new wish, it appears in the arched bubble on top of the Wish panel. To promise a wish and add it to your Sims active wishes, left-click on the wish. To deny a wish, right-click on it. There is no punishment for denying a wish. Your Sim will just forget

about it. That doesn't necessarily mean a new wish will take its place right away. You may have to wait a while before your Sim conceives of a new wish.

## CAUTION

You cannot undo a wish denial, so think before you right-click on that little dream.



Incoming wishes can stack up without penalty. Use arrows to cycle through your Sim's wishes before committing to them or denying them.

## TIP

Exploring Sunset Valley and talking to other Sims often results in your Sim coming up with new wishes.

To learn more about a wish, just move the cursor on top of it. The full details of the wish appear in a box. The box explains what the wish is, what needs to happen to fulfill the wish (you can sometimes get hints here), and how many Lifetime Happiness points the wish is worth once fulfilled. Wishes with loftier or more time consuming goals are worth more Lifetime Happiness points. For example, with the Chat With Sim wish is worth 150 points, the slightly more time-consuming Read 3 Books wish is worth 900 points. The monumental Have First Child wish banks 6,000 Lifetime Happiness points, but that wish sends your life on an entirely new course.

Wishes include activities such as:

- ◆ Chatting with a specific Sim
- ◆ Kissing a Sim your Sim is interested in
- ◆ Taking a class
- ◆ Raising a skill level
- ◆ Buying a specific object
- ◆ Starting a new career
- ◆ Getting a promotion at a current career
- ◆ Banking a specific amount of Simoleons
- ◆ Throwing a party

- ◆ Going to a community location
- ◆ Going to an event at a location

Once you have added a wish to the Wish panel, it stays there until you either fulfill it or throw it away. You throw a wish away with a quick right-click, and there is zero penalty.



Some wishes are directly related to your Lifetime Wish. These wishes appear with a starburst behind them, indicating that you should definitely consider prioritizing them once promised. Fulfilling these wishes will get you closer to your Sim's overall goal in life.

Wishes are not universal across age groups. Sims of differing ages will want different things. A child will never have a desire to join a specific career track, but instead want to be talked to, played with, or receive a new object like a toy. Teen Sims start to mingle wishes with young adult and adult Sims, although you will see slight variations on wishes—many are socially-oriented, too. Because Sims can undergo personality changes as they age, some wishes do not survive the move between age groups. The desire to have a baby will disappear when your adult Sim moves into the elderly age bracket.

## Skills

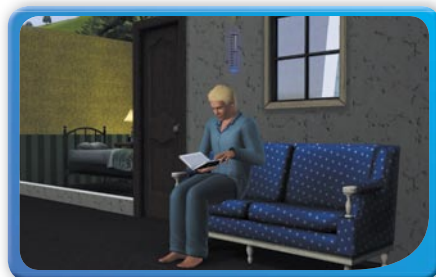


Sims are not mentally static creatures. Their minds are hungry for knowledge and new skills. Skills not only help unlock new wishes for you to promise your Sims, but skills also help Sims advance careers and money-making enterprises, result in new social interactions, and keep a positive mood so those Lifetime Happiness points keep rolling in. Skills are also a good way to cultivate a unique personality in each of your Sims. Why fill a house with a bunch of Sims who are great at the guitar when you can have a parade of talents, like logic, cooking, and painting, too? There are 10 different skills to develop in *The Sims 3*.

These skills can be initiated by several methods, such as taking classes at specific locations in Sunset Valley, by picking up a book that specializes in a skill, or by engaging in the activity related to the skill itself. Here are the 10 skills and where you need to go to learn them:

- ◆ **Athletic:** Llama Memorial Stadium
- ◆ **Charisma:** City Hall
- ◆ **Cooking:** Hogan's Deep-Fried Diner or Little Corsican Bistro
- ◆ **Fishing:** Everfresh Delights Supermarket
- ◆ **Gardening:** Landgraab Industries Science Facility
- ◆ **Guitar:** Wilsonoff Community Theater
- ◆ **Handiness:** Fort Gnome Military Base
- ◆ **Logic:** Landgraab Industries Science Facility
- ◆ **Painting:** Community School for the Gifted
- ◆ **Writing:** Doo Peas Corporate Towers

Taking a skill class is typically one of the first wishes your Sims dream up when they move to Sunset Valley, so don't deny them. Use their eagerness to jump-start their development. Classes cost \$400 to attend, but you acquire the first level of a skill faster at a class than if you pick up a beginner's level skill book at the local bookstore. Beginner-level books are cheaper, though. However, as you gain skill levels, you can buy more expensive books designed specifically for certain skill tiers that help advance your Sim to the next skill level.



Reading a book about a specific skill takes longer than a class, but it is a good way to advance a skill set during off-hours.

## TIP



In the market for a skill class? Be sure to read the paper every morning to see which skill-building classes are discounted that day. You can find some real bargains by just giving a few minutes to the local newspaper. Take advantage of the savings!



Some skills are directly related to a Sim's traits. An athletic Sim will naturally be predisposed to the Athletic skill. The Sim will excel at the skill that matches up with their respective trait. Here are the traits that match up with skills, so you can see what your Sim potentially has a leg up on when they first move into Sunset Valley:

- ◆ **Athletic:** Athletic
- ◆ **Charisma:** Charismatic
- ◆ **Cooking:** Natural Cook
- ◆ **Fishing:** Loves the Outdoors, Angler
- ◆ **Gardening:** Loves the Outdoors, Green Thumb
- ◆ **Guitar:** Artistic, Virtuoso
- ◆ **Handiness:** Handy
- ◆ **Logic:** Genius
- ◆ **Painting:** Artistic
- ◆ **Writing:** Bookworm, Artistic

## CAUTION

Don't try to take on too many skills. Developing skills takes time and if you try to master too many, you'll likely end up mastering none. Pick a couple and get really good at those. If you want to explore another skill, why not add a new Sim to the household by making a special friend?

Each skill is split into 10 different levels of mastery. As a Sim masters a skill, they learn new things, like talents and socials. New opportunities can also result from advancing a skill. Each skill level takes longer to learn than the last. You will likely tear through the first two levels of a skill. However, as you climb the rungs of the skill, the time needed to develop the skill increases. (You can speed up the process by maintaining a high mood, too. Happy Sims learn things faster.) By the time you reach levels 8, 9, and 10, plan on devoting dozens of game hours (not real world hours) to the pursuit of skill mastery.

## TIP

To speed the skill development process, spend your Lifetime Happiness points on the Fast Learner Lifetime Reward. This kicks up the rate at which new skills are acquired for the remainder of the Sim's life.



**Benefits:** None

**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:** None

**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 Schmoozer 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.

## Schmoozer

**Description:** Schmoozers 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:** Schmoozer Sims more effectively socialize/suck-up with co-workers and bosses.

**Shortcomings:** None

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

## 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:** None

**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:** None

**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.

## HIDDEN TRAIT

There is a hidden trait that can only be earned through genetics: Pyromaniac. The Pyromaniac trait is sometimes given to children of Firefighters. Pyromaniacs can set objects on fire and get a positive moodlet from doing so. Of course, this ruins the object. Pyromaniacs can also take a fruit and turn it into a Flame Fruit, which Pyromaniacs have fun eating.

# Mood

A Sim's mood of is the ultimate real-time determination of your success. A happy Sim means you are doing a good job on the big things, like fulfilling wishes and advancing careers, and also on the small stuff, like potty breaks.

Keeping your Sim's mood up is critical for banking Lifetime Happiness Points. Use the information in this chapter—the list of moodlets below as well as tip and tricks for advancing skills, fulfilling wishes, and advancing careers—to keep your Sims' moods high. By doing so, you can grab some awesome Lifetime Rewards that make life in Sunset Valley sweeter than honey.



## BROWNIE BITES

If you're like me, you reacted to negative moodlets with horror at first. What am I doing wrong?!? Relax. You are not causing permanent damage to your Sims. In fact, negative moodlets are excellent teaching tools. Whenever I spotted a negative moodlet, I made a mental note to avoid the activity in the future that caused the downer.

Besides, pain is part of life. Without it, you're missing discovery opportunities. If you've ever had your heart broken, you know that once you get past the awful first week, you are already a better person because you learned about love's fragility. You can apply that lesson to the next relationship—and if you're smart, the next partner will benefit from your previous hurt.

Use that in *The Sims 3*. Let your darlings stumble. (But don't push them.) And when they do fall down, pick them up, dust them off, and send them back out into Sunset Valley all the wiser.



## Moodlets

The mood system in *The Sims 3* uses an easy-to-read system of moodlets that instantly show all of the contributing factors to your Sim's overall mood. Use these moodlets to direct your household and make adjustments to behaviors, activities, or objects. If a Sim is Disgusted, look around for something unpleasant like dirty dishes or rotten leftovers. However, if you note that your Sims are happy about getting a compliment from a smooth Sim (the Flattered moodlet), then make sure they talk to that Sim more often for a good ego-stroke.

Here are three lists of all of the moodlets your Sims might experience during their lives. Each moodlet entry lists the effect on the overall mood and the duration of the effect. Most moodlets are self-explanatory. As you explore the careers, skills, socials, relationships, and objects sections of this guide, you'll find examples of how to generate these moodlets—and how to potentially avoid the bad ones.

## Positive Moodlets

Aim for these moodlets in your daily activities. They all have a positive effect on your mood. Don't ignore the small ones in pursuit of the big scores. A simple moodlet like Minty Breath could be the 100 Lifetime Happiness Points you need for a coveted Lifetime Wish.





## 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	0	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	0	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...
The Life of the Party	15	3	Not only do party animals love to party, but other Sims love to party with them. Wooo!
Excited	15	3	Excitable Sims tend to get, well, excited.
Great Kiss	15	3	Great kissers give amazing smooches.
Inspired	15	4	A genuine and original work of art can inspire and render viewers speechless upon experiencing.
Oddly Powerful	15	5	The feeling of power is...intense! Science has bestowed Super Sim capabilities!
Fiendishly Delighted	15	6	Sims of the Evil persuasion take pleasure in the misfortune of others.
Fulfilled	15	6	The satisfaction of having a wish come to fruition feels great!
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.
Fresh Start	15	24	Moving into a new location provides a clean slate many dream of!
Likes Work	10	0	Work isn't quite the daily grind for everyone. Bring on the overtime!
Out After Curfew!	15	Variable	Being out after curfew is totally radical.
Pristine Picture	15	Variable	The pixels are dancing daintily on the television, perfectly in harmony within the highest resolutions money can buy.
Cozy Fire	15	5	Sims enjoy the warm cheery glow of their fireplaces...poke them for extra warmth!



## WISHES, CONTINUED

Wish	Requirement
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.
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.
Practice Speech	Practice makes perfect, and your Sim will need a mirror for this kind of practice.
Help a Sim with Homework	Your Sim has been there before, and wants to ease another Sim's burden by helping with homework.
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.
Go Inside	Bugs and wide open spaces don't appeal to everyone. Your Sim wants to go inside the house.
Befriend All Co-workers	Your Sim hopes to improve the workday grind by befriending all co-workers. It's a good way to network, improve sanity, and find friends for after-work events.
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.
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.
Mop Puddle	Puddles are blights on otherwise sightly floors. Your Sim wants to mop up the offending moisture before it spreads!
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!
Compliment Appearance	Physical appearance is often noteworthy. Your Sim wants to compliment another on their appearance.
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.
Divorce	Enough is enough! Sometimes Sims wonder how their life might have been different if... Well, there's no time like the present.
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.
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!
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.
Buy Something	Your Sim thinks it's time to spice up the house just a touch with something new.
Be Mean	Sometimes it's fun to hurt someone else's feelings. Your Sim wants to try out a mean social on someone.
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!
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.
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!
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!
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.
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.
Fight!	Grrr! Your Sim wants to get in a fight! Provoke another Sim enough and that fight will happen soon enough!
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.
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.





## WISHES, CONTINUED

Wish	Requirement
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.
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.
Check Self Out in Mirror	Hey there, good-looking! Your Sim wants to Check Self Out in a mirror.
Steal Something	There's no better discount than the five-fingered kind! Your Sim wants to swipe something.
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!
Use an Object	Sims can be very object oriented, and right now, your Sim wants to use an object.
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.
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.
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!
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.
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...
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.
Talk About Great Outdoors	Ah, the great outdoors! It's just so great, some Sims just have to talk about it!
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.
Make Out	Sometimes, it's just time to make your move. Your Sim thinks now is that time.
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!
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!
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.
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.
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.
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!
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.
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.
Buy Something New	If you don't have something, that's why you need it! Your Sim wants to own something new.
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.
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!
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!

## Careers

While everybody would prefer a life of leisure, you must find a source of income if you want to succeed. There are multiple ways to rake in the Simoleons, including the advancement of certain skills as detailed earlier in this chapter. However, there are more traditional ways of finding an income: careers.

When you first move into town, it's likely that your Sims will wish for a specific career. You do not have to honor such requests, but those wishes are usually born out of the specific traits you assigned that Sim, and often directly connected to the Lifetime Wish.



To sign up for a career, you simply report to the building that headquarters the job, such as the military base or police station. Applying is as easy as left-clicking on the location and then choosing the offered career. When your Sim reports to the job location, the career is immediately offered and the starting position/salary flashed on-screen. If you accept, you are given a schedule and expected to show up at the designated times.

There are multiple ways to advance a career. Promotions are the most common benchmark of success and always comes with a one-time Simoleon bonus, but there are social aspects to each career that involve getting to know co-workers, which has the potential to widen your circle of friends. While at work, you can set the "tone" for your performance, which affects how you interact with co-workers or approach the job itself. As you advance, your schedule changes and your salary rises. Typically, there are perks or benefits for hitting certain promotions.

### NOTE



Many careers have specific outfits related to the job. Athletes will dress in team garb, for example, while business Sims will don a power suit.

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.

Use this chapter to check out all of the careers and see exactly what is expected and involved with each job. Each entry details the list of career ranks and promotion titles.

### TIP

Go to work in a good mood to get promotions easier. Mood is always a metric used to when bosses hand out promotions.

### TIP

Once you reach level 10 of a career, you can keep getting raises. Keep attending to your job and every time the performance meter fills, your Sim gets another raise.

## Retiring

Later in life, Sims can retire from a career and make a pension. This pension is smaller than the wages normally made at that promotion level, but it is a great way to pull in daily income for necessary food and objects while pursuing skills.

## 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:** Doo Peas Corporate Towers

**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	Weekly Average 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 TONES

Tones	Description
Hold Meetings	Available to schedule meetings, slows performance growth
Meet Co-Workers	Build relationship with co-workers
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

### 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 tone, 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 making 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 Doo Peas 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 in Sunset Valley 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:** Outstanding Citizen Warehouse Corp.

**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.

## CULINARY TONES

Tones	Description
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	Build relationship with co-workers
Hang with Co-Workers	Build relationship with co-workers
Suck Up to Boss	Build relationship with boss

### 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 offers the Practice Cooking tone, which lets you advance the Cooking skill while earning a paycheck. Using this tone 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, especially on dates, which can get pretty

expensive after a while. 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 Master Chef Fridge. 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 in Sunset Valley, 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:** Doo Peas 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.

## JOURNALISM CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average 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



What's New	Creating a Sim	Creating a House	A Day in the Life	Simology	Relationships and Aging	Tour of Sunset Valley	Design Corner	Object Catalog	Community		
Traits	Mood	Wishes	Skills	Careers	Opportunities (Tables)						
Athletic Skill	Charisma	Cooking Skill	Fishing Skill	Gardening Skill	Guitar Skill	Handiness	Logic Skill	Painting Skill	Writing Skill	Career Opportunities	Business Opportunities
Criminal Opportunities	Culinary Opportunities	Journalism Opportunities	Law Enforcement Opportunities	Medical Opportunities	Military Opportunities	Music Opportunities	Politics Opportunities	Professional Sports Opportunities	Science Opportunities	Special Opportunities	

## 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





Now, select a social from the category to add it to the action queue.

## TIP

Socials related to a trait are noted with the symbol of the trait you saw in the Create a Sim tool. Bookworm-related socials, such as Talk About Bookstore, have a small book icon next to them.

## NOTE

Social menus have a maximum of 12 options. If there are more than 12 available to a Sim, the friendly socials are the first to get cut from the menu of options.

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 positive 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 it again without another recharge, the social would be considered boring.

## NOTE

In our chart of socials, two columns that deal with boredom: # of Uses Before Boring and # of Uses If Recharged. Use these numbers to recognize a social that can be used and recharged without adversely affecting STC.

## Being Charismatic



The Charisma skill not only unlocks a series of socials, but it can also be developed by using specific socials. Socials that push the STC into

certain areas help develop the Charisma skill, so look at the commodity of socials to see if they will help instigate a beneficial STC. Once you have reached the STC, socials that prop up that STC or that are directly related to the skill will advance the Charisma skill.

## CHARISMA

Short Term Context (STC)	Commodity	How Much Charisma?
OK	Friendly	Small
Friendly	Friendly	Medium
Very Friendly	Friendly	High
Amusing	Funny	Small
Funny	Funny	Medium
Hilarious	Funny	High
Flirty	Amorous	Small
Seductive	Amorous	Medium
Hot	Amorous	High

## List of Socials

The follow chart details all of 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
- ◆ **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					

## Design Corner

### Truly Custom Content

Earlier this year, Electronic Arts invited some of the world's best *The Sims* players out to its Redwood City headquarters to participate in a special week-long event called Creators' Camp. At this event, these designers sat down and pored over Build Mode, Buy Mode, and Create a Style to erect elaborate lots, Sims, Machinima, furniture sets, and more. They were created to not only show off the power of the Create a Style tools, but to inspire players to really dig in and try new things when building their ideal lots in Sunset Valley.

We've had a chance to look at many of these lots. The artistry is astounding. With a little mouse-clicking and a lot of imagination, these designers created real estate that we wish we could own in the real world. Until that magic lottery ticket comes in, though, we'll have to be satisfied with the virtual paradises of Design Corner.



We picked five of the lots created at Creators' Camp to share with you. In addition to just showing off these incredible creations, we'll also show you how some sections of the houses were made. Hopefully, you will be just as inspired to fashion your own amazing lots and turn Sunset Valley into a metropolis buzzing not only with exciting Sims, but also houses that make you wish Sunset Valley existed on both sides of the screen.

#### Winsome Farmhouse



**Created by: Parsimoniuskate**

This lovely rustic home, parked in the idyll of cherry trees and lily-pad lined ponds, is pleasing to the eye—especially if you are fond of pink. The farmhouse is painted in similar tones and hues to the ever-blossoming cherry trees that surround the lot and cast leisurely shade on its grounds. Not all of the

farmhouse is living space, mind you. The upper stories of the farmhouse are actually empty, designed to give it imposing height over the trees and recall days of grander homes. (The days prior to the creation of garish McMansions, of course.)

Let's look at some of the most bracing features of the Winsome Farmhouse and see both how they were created and what they contribute to the character of the lot.

#### The First Floor



The first floor of the house has the most square footage, which is necessary for building multi-story homes with Build Mode. You cannot ignore basic laws of weight distribution. The ground floor has a nice great room just inside the front door, giving the household plenty of space for socializing. A lovely living room set would look nice in here, but the view demand less clutter so it can be truly enjoyed. As you move deeper into the house, you have spaces for a dining table and breakfast nook. There is easy access to the bathroom, which is just big enough for the essential functions. Next to the stairs is a nice small room that would be perfect for a home office.



Notice how everything matches in the kitchen. The Chillgood fridge normally comes in white, but with Create a Style, you can grab a color off the walls or counters and splash it on any object. Now the fridge matches the style of the room. There is ample counter space in this kitchen for multiple Sims. You want to avoid bottlenecks in your houses, and this kitchen does that.



Note that the downstairs bathroom also matches the kitchen. Use the drag-and-drop patterns in Create a Style to easily make objects match. In the bathroom, for example, the metals on the toilet, sink, and bathtub are all the same brassy color.



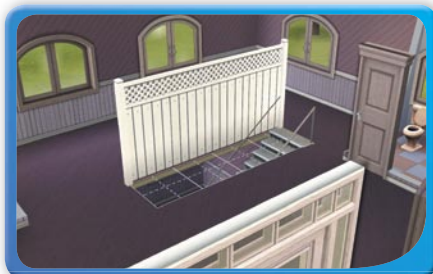


Once you have settled on colors and patterns for a window, use the Eyedropper tool to replicate it without having to dig back into Create a Style for each one.

## The Second Floor



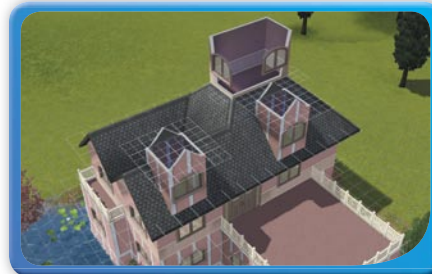
The second floor of the house matches the general appearance of the first floor, but the two bedrooms offer slightly different decor so the entire house doesn't blend together. The huge balcony overlooking the grounds in a nice touch. If you have a Sim who likes to paint, setting up an easel out there would be nice, especially once they reach level 5 and can paint still-life scenes picked out by you. The small bathroom upstairs lacks a bath or shower, so it can be smaller and give extra room to the social area at the top of the stairs.



A cool thing about the Winsome Farmhouse is that it challenges where objects can be placed. The fence around the stairs is pulled from the fence category in Build Mode, but there is no hard and fast rule that it needs to be outside. In fact, the lattice at the top of the fence adds to the rustic atmosphere of this

quaint farmhouse. However, leaving the fence white is a good choice because despite what you may think, there is such a thing as *too much pink*.

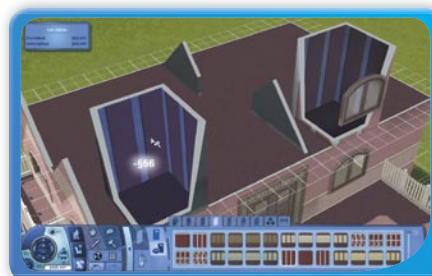
## The Gables



A striking feature of the Winsome Farmhouse is the gables. Creating gables actually isn't that difficult. It just takes a little patience to lay out your plan and then construct it.



After laying out the second floor, create a ceiling just above it. Then, use the Wall tool to make small "rooms." These will not be connected to any other room. There will be no doors.



However, because there will be windows, it's important to paint the inside of these small rooms that make the artful gables.

After making these rooms, go up one floor and place down a section of roof. Don't use auto-roof, because you want control over the height and positioning.

## The Grounds

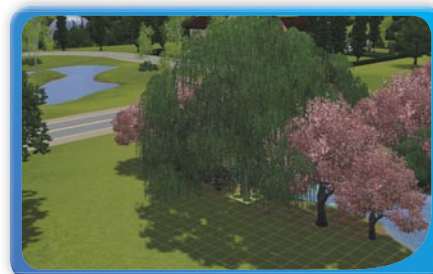
The grounds are just as critical to the beauty of the Winsome Farmhouse as the gabled house itself. The incredible amount of plant life on the grounds really makes the house



stand out. On this lot, the pink theme extends from the house to the cherry trees that highlight the grounds. There are shrubs everywhere, too, and the use of the terrain patterns lets you transform regular grass into pleasing patches of small flowers without spending Simoleons on vegetation.



To give the lot "texture," use different sizes of trees. There are two sizes of cherry trees, for example. Mixing them together ensures that the top view of your lot isn't all the same.



Mix up the trees, too. The cherry trees are beautiful, but adding a voluminous willow gives the grounds additional character.



Brambles, azaleas, and other flowers give the lot additional texture at a ground level.



What's New	Creating a Sim	Creating a House	A Day in the Life	Simology	Relationships and Aging	Tour of Sunset Valley	Design Corner	Object Catalog	Community
Living Room	Kitchen	Dining Room	Bedroom	Bathroom	Study	Kids' Room	Multi-Room Objects	Outdoors and Landscaping	Object Interactions
Social Setting	Sofas & Loveseats	Living Room Chairs	Alarms	Media Room	TVs	Video Games	The Parlor		
Coffee Tables	Audio	The Singleton	Rugs						

# Object Catalog

...

With the exception of your Sims' appearance, your home is the ultimate personal expression in *The Sims 3*. You may only start out with a little money, but once you settle into your new life and your family begins bringing in steady paychecks, you can really indulge that interior decorator that exists inside all of us. Will every room be a masterpiece? No, but your evolving home will eventually be paradise to you—and that's really all you can ask for.

This full catalog of objects inside *The Sims 3* lists everything you can purchase and customize for your homes. From stoves to stones, every item is detailed here with all relevant prices and properties, such as effects on skills or the well-being of your Sims. We've also assembled a few rooms to fire up your imagination so you can see how objects are sorted. Of course, you are not limited to putting sinks in bathrooms and couches in living rooms. This is your dream house. If you dream of having a bathtub in the kitchen, then so be it. It's just a click away.

## NOTE

Some objects in these rooms have been customized with different patterns and colors than the default settings. You should experiment, too, and come up with your own incredible home decor ideas.

## CAUTION

All objects you can buy in this catalog depreciate the moment you click out of Buy Mode. The first day's worth of depreciation is 10 percent. Each day thereafter strips another 10 percent of value from the object. The full depreciated value of the object, though, bottoms out at 40 percent of its original value. It can never be worth less than that unless the object is broken or severely damaged in a fire.

Ingredients, fish, harvestables, walls, floors, fences, and doors do not depreciate in value.

## USING THIS CATALOG

Each object has a price and the potential for additional values. Some objects meet needs, like Bladder and Hunger. Other objects contribute to skill development, such as Logic or Cooking. When an object has properties that fall into these categories, it is noted in the table. The numerical value is listed under the heading of the need or skill. The higher the number, the more the object satisfies that need or helps with that skill's development.

Additional columns in these tables rate the object's environmental rating, group activity, and comfort. The more objects with a good environmental rating that are in a room, the better Decorated moodlet your Sims will enjoy. Group activity (marked with an X when present) indicates that multiple Sims can either use the object or the object is designed to bring Sims together for entertainment. Finally, the comfort rating (rated in +s) notes how comfortable an object is, which can result in a nice Comfy moodlet.

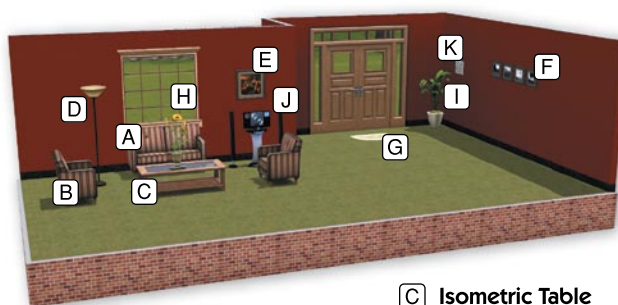
## Living Room

The living room is the central nervous system of your household. Sims do most of their socializing here. You can set up your living room in a variety of ways. You can feed directly into it from the front door or bury it deeper in your house. You are also not limited to making just one distinct living room. Try creating specialized or themed rooms such as a parlor for entertaining guests or a media room for a good night of vegging in front of the telly.

## Social Setting

Immediately welcome your guests into your home by fashioning a warm social area right inside the front door. Inviting chairs positioned so everybody faces each other are perfect for getting a good conversation going—which might do wonders for your social

life, especially if you are new in town. Just be sure you have something on-hand to fill any potential silences. A nice stereo is sure to fill those awkward conversational potholes.



- [A] **The Prim and Proper**  
\$400  
Comfort
- [B] **The Avant**  
\$375  
Environment: 2, Comfort

- [C] **Isometric Table**  
\$265  
Environment: 1
- [D] **Blushing Torchere**  
\$120
- [E] **Village No. 7**  
\$250  
Environment: 5





- [F] **Photo Series: Hipster Edition**  
\$440  
Environment: 6
- [G] **Poor Man's Half-Round Rug**  
\$30
- [H] **Blossoming Sunflower Vase**  
\$70  
Environment: 1
- [I] **Philodendron**  
\$95  
Environment: 1
- [J] **85g Audio Explosion from Landgraab Industries**  
\$1,800  
Fun: 3, + Athletic, Group Activity, Music
- [K] **Thief-Tech's Gotcha! Burglar Alarm**  
\$250





What's New	Creating a Sim	Creating a House	A Day in the Life	Simology	Relationships and Aging	Tour of Sunset Valley	Design Corner	Object Catalog	Community
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Coffee Tables	Audio	The Singleton	Rugs						

## SOFAS & LOVESEATS

	Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Hygiene	Hunger	Bladder	Energy	Fun	Logic	Charisma	Cooking	Athletic	Painting	Guitar	Handiness	Gardening	Writing	Fishing	Stress Relief	Group Activity	Comfort
	The Cuddler Loveseat	225	22.5	90																			1
	Big Sky County Couch	335	33.5	134																			1
	Power of Loveseat	350	35	140																			2
	The Prim and Proper	400	40	160																			2
	Super Sunshine Happy Sofa	450	45	180																			2
	The Plutonic Loveseat	695	69.5	278																			2
	El Sol Sofa by Gunter	750	75	300	2																		2
	The Matchmaker	795	79.5	318	2																		3
	Sofa LE	895	89.5	358																			2
	Catharti-Couch	900	90	360																			2
	Patata del Sofa	915	91.5	366																			2
	The Suitable Sofa	925	92.5	370																			2
	Sofa Souffle	985	98.5	394	3																		3
	Sofa Sonata	1,100	110	440	3																		2
	The Dromedary	1,200	120	480	3																		3

### NOTE

When creating a house, you must have these objects: bed, toilet, and refrigerator. These are essential for basic needs.





## LIVING ROOM CHAIRS

	Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Hygiene	Hunger	Bladder	Energy	Fun	Logic	Charisma	Cooking	Athletic	Painting	Guitar	Handiness	Gardening	Writing	Fishing	Stress Relief	Group Activity	Comfort
	The Savannah	115	11.5	46																			1
	Lazy Lounger	225	22.5	90																			2
	The Avant	375	37.5	150	2																		2
	Swank Living Room Chair	450	45	180	2																		2
	Passable Mission Chair	660	66	264	2																		3
	The Olafian	695	69.5	278	2																		3
	Bracken Living Room Chair	900	90	360	2																		3
	Pete's Living Room Chair	1,000	100	400	2																		3

## ALARMS

	Object	Price	Daily Depreciation	Fully Deprec. Value	Environment	Hygiene	Hunger	Bladder	Energy	Fun	Logic	Charisma	Cooking	Athletic	Painting	Guitar	Handiness	Gardening	Writing	Fishing	Stress Relief	Group Activity	Comfort
	Panic Rouser Fire Alarm	100	10	40																			
	Thief-Tech's Gotchal Burglar Alarm	250	25	100																			

## Media Room

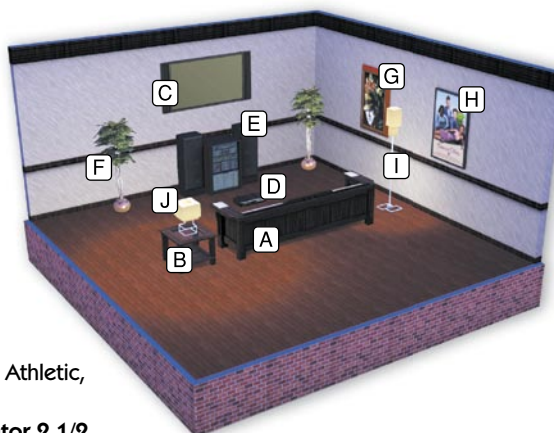
Before bedding down for the evening, why not retire to the media room to catch up on your favorite television series or movie. Kids can definitely keep themselves out of trouble in here with the videogame console hooked up to the television.

- A El Sol Sofa by Gunter**  
\$750  
Environment: 2, Comfort

- B Roman Coffee Table**  
\$185  
Environment: 1

- C WallVuu Standard TV**  
\$8,000  
Fun: 8, + Cooking, + Athletic, Group Activity

- D Maxoid Game Simulator 2 1/2**  
\$750  
Fun: 7



- E 18 Disc Stereo System from Albacore Audio**  
\$475  
Fun: 3, + Athletic, Group Activity, Music

- F Ficus Tree Shrub**  
\$230  
Environment: 2

- G Obscure Film Poster**  
\$415  
Environment: 2

- H Detention Hall Poster**  
\$30  
Environment: 2

- I Golden Glow Floor Lamp**  
\$415  
Environment: 2

- J Baronian Table Lamp**  
\$300  
Environment: 2

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## PRIMA OFFICIAL GAME GUIDE

Written by Catherine Browne



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### Catherine Browne



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!)

We want to hear from you! E-mail comments and feedback to

[cbrowne@primagames.com](mailto:cbrowne@primagames.com)