

Simology



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

—Alfred Adler, founder of Individual Psychology

Your Sims are not puppets or clockwork toys. Instead they are shards of your own soul, alternate avatars that let you explore new situations and stimulæ without the constraints of this world's consequences. When you view life in Sunset Valley through that prism, it is liberating—and very exciting. It's an adventure that could spin out into a million different possibilities.

What you put into these digital beings is what you get out of them. If you just check in once in a while and haphazardly pick traits or careers, you'll see an interesting story. But you want an engaging one, don't you? After all, that's why you're holding this guide.



This chapter explains all of the different factors that go into the development of a Sim's personality. That personality evolves. Sometimes the changes are subtle. Sometimes they are drastic. Use Simology to help guide your Sims through their lives. But, life is random and Sunset Valley is full of surprises. Just like your life.

Traits

Traits are the building blocks of a Sim's personality. When you fashion a Sim, the last thing you do is imbue them with a set of traits. Traits determine Lifetime Wishes, career tracks, skill development talents, social graces, and more. Almost every facet of the Sim's life is affected by the choices you make assigning traits, so choose wisely.

Trait List

Use this list of traits to determine the best modifiers for your Sims. This list explains the

strengths and weaknesses of each trait as well as the unique features that having the trait brings into a Sim's life.

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

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

Athletic



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

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

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

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

Bookworm



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

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

Shortcomings: None

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

Brave

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

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

Shortcomings: None

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

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

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

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

Clumsy

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

Benefits: None

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

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

Commitment Issues

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

Benefits: None

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

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

Computer Whiz

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

Benefits: If the Sim has the Handiness skill, they almost instantly repair computers without fail. Unlocks the Hack interaction, which offers a new revenue stream. Sim gets greater pleasure out of Play Computer Games interaction.

Shortcomings: None

Unique Features: Unlocks Talk About Computers social.

Couch Potato

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

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

Shortcomings: Couch Potatoes need to sleep longer.

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

Coward

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

Benefits: None

Shortcomings: Gets the Scared moodlet when seeing any of the following—Burglar, ghost, fire, Grim Reaper. Runs from these things most times, but will occasionally faint.

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

Daredevil

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

Benefits: Quickly puts out fire when on the same lot. Daredevils never burn to death if on fire.

Shortcomings:

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

Dislikes Children

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

Benefits: None

again. The journal takes the guesswork out of each challenge because the requirements are expressly detailed.

TIP

Use the Skill Journal to track your progress and complete the challenges. The journal is full of excellent information that will help you shape each Sim's story.

EARLY START



Toddlers cannot develop skills quite like grown Sims, but playing with toys gives them a head start. When a toddler starts playing with the toy xylophone, the Skill meter appears. What's going on? The toddler is getting a hidden skill boost to the Guitar skill. Now, if that Sim picks up the guitar as a teen or beyond, they will be extra talented.

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, Read Athletic Book, Workout with TV, Workout with Stereo

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

Available Ages: Teen, Young Adult, Adult, Elder

Development Benefits

Developing the Athletic skill is essential for the Professional Sports career, but is also useful for the Law Enforcement career. If Sims want to excel at work, they must honing 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.

TIP



Use the free equipment at 28 Hour Wellness Gym to save some money when you first move into Sunset Valley.

NOTE

Athletic Sims are more likely to win fights, so if you have a real sporty Sim on your lot, Burglars beware!



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 give you faster skill gains.

CAUTION

Use Quick Burst to push your Sim into the next level of the skill, but hit the showers before engaging in any social activity or going to bed. Quick Burst increases the Hygiene decay.

TIP

Push Self induces the Sore moodlet, but a massage dispels the negative moodlet.



Work out with the TV at home to improve your Athletic skill.

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.

NOTE

Earning the Body Builder title unlocks the Flex social, which impresses romantic interests in conversations.

Charisma

Everybody knows someone who can breeze into a room, seamlessly enter any conversation, and suddenly become the

focus point of attention. 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.

NOTE

If you enjoy socializing with other Sims, make sure to develop this skill.

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

Development tools: Books, Socials, Mirror, Parties

Available ages: Teen, Young Adult, Adult, Elder

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 relationship 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 your practice that wolfish grin in the mirror.

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

CHARISMA – DEVELOPMENT

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

NOTE

Those relationships must be non-familial. Your mother's *supposed* to love you.

TIP

Sims who develop the Charisma skill increase the effectiveness of social interactions at work, such as Meet Co-Workers or Suck Up to Boss. Whenever you use a positive social, the Charisma skill gets a little boost.



Practice your Charisma skill by working on your speech in the mirror.

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

CHARISMA – GREETINGS

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

Industries Science Facility, playing chess at a chess board (at home or in a public location), or reading a logic-related book. This skill has many benefits beyond the ability to win chess matches. For example, this skill unlocks the Solve the Unsolvable interaction with the computer, which gives the logic-minded Sim a chance to earn some Simoleons at home. (This interaction is not a guaranteed success.)

As this skill is developed, it shortens the time it takes to develop other skills, with the exception of Athletic and Charisma. Teen and child Sims also get a homework speed boost as this skill is developed. The higher the level, the faster homework is completed. (This is a tremendous benefit with grades.) This skill also increases the chance of winning all varieties of games. Winning games gives Sims a mood boost.

A good measuring stick for the chance a logic Sim will beat another Sim is to compare Logic skill ranks. A Sim with level 5 will likely beat one at level 4—but upsets can occur.



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

TIP

Playing chess against other Sims not only increases the Logic skill, but it also gives LTR a little boost.

Want to really impress somebody? Name a star after them.

At level 5, Sims unlock the ability to Tutor other young Sims: children and teens. Tutoring not only develops the Logic skill, but it helps the student and can provide a mood bump.

Tutored Sims always do better in school, so if a child suffers from lagging grades, interacting with a logic Sim is a great remedy. If the mentored student has the Logic skill, too, they develop the skill while being tutored, but at a slower pace.

TIP

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

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

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

Skill Challenges

- ◆ **Grand Master:** Chess Grand Masters have reached the coveted fifth level of the competitive chess circuit. Those who engage Grand Masters in chess improve their abilities in Logic and Chess twice as quickly.
- ◆ **Celestial Explorer:** Celestial Explorers have discovered 20 celestial bodies through their telescope. Their extensive knowledge of the heavens allows them to discuss the stars with their friends and neighbors.
- ◆ **Teacher Extraordinaire:** Teachers Extraordinaire have spent at least 20 hours tutoring other Sims. Because of this, they are twice as effective when tutoring others.
- ◆ **Skill Professor:** Skill Professors have spent at least 30 hours tutoring other Sims in skills. Because of this, they are twice as effective when teaching skills to others.

Painting



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

Acquire by: Take Painting Class, Practice at Easel

Development tools: Easel

Available Ages: Children, Teen, Young Adult, Adult, Elder

Development Benefits

The painting skill is actually fairly easy to acquire, but it is not exactly cheap. You must either pay for a painting class at the community school or spring for an easel. With an easel, use the Dabble interaction on the easel to pick up a brush and just mess around. After a considerable amount of time, the skill is acquired. Once level 1 of the painting skill has been acquired, though, the development path is pretty clear: practice, practice, practice.

The Dabble interaction is replaced by Practice and you can choose the size of the canvas you want the Sim to practice on. The smaller the canvas, the faster the painting is completed. The size of the canvas also factors into the price a painting fetches, but more on that in a moment. The Practice interaction disappears when there is a canvas on the easel—then you can only continue practicing unless you chose to Scrap the Painting and start all over with a new one.

Once a Painting is completed, a Sim can either Sell it and earn a few Simoleons or Take it, and then pull it out of personal inventory to hang on a wall.



At level 5 of the skill, Paint replaces Practice as the interaction with the easel. Now the Sim can start earning money with this skill. As soon as the Sim unlocks skill level 6, they can paint a Brilliant painting, which is worth a decent number of Simoleons and can add environmental bonuses to rooms and inspire the Decorated moodlet. At level 9, the Sim has the chance to create a Masterpiece painting, which is even more valuable than a Brilliant painting.

Value

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

TIP

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

BROWNIE BITES

This is a little sinister, but it's a great trick. If you have an elder Sim in the house, make them a painter. Concentrate on that skill. Make them painting factories. Get them to produce as many quality works as possible before they die. Then, once they do pass, all of their paintings are worth more!



Painting from Inspirations



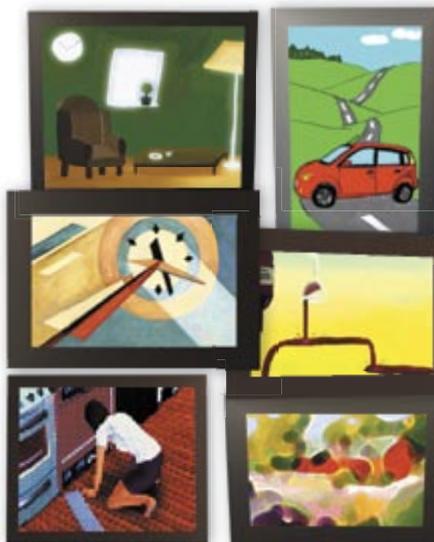
In addition to the chances of painting Brilliant paintings or Masterpieces during the development of the skill, painters also unlock a handful of interactions that deal directly with the inspiration of a painting. Here are the interactions and their corresponding skill levels:

Paint Still Life (Level 5): When this interaction is chosen, you can direct what you want the Sim to paint from the immediate area around the Sim. Use a small frame to select the subject of the painting and then left-click to direct the Sim to start painting away.

Paint Portrait (Level 7): This interaction directs the painter to create the portrait of a Sim on the lot. The painting frame zeroes in on the Sim subject and you can manipulate it to decide the angle. Portraits take longer to finish than Still Life paintings.

Paint Memorized Scene (Level 8): Use the cellphone to take a photo of a scene somewhere in Sunset Valley. This then becomes the Memorized Scene. The Sims will start painting the scene.

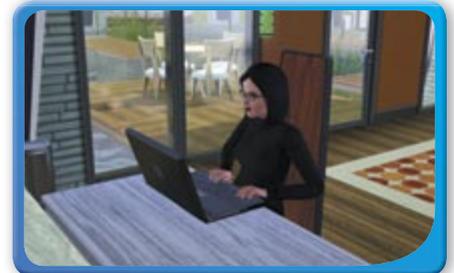
Here are some examples of different paintings and different painting styles:



Skill Challenges

- ◆ **Brushmaster:** Brushmasters have painted at least 35 paintings, and as a result paint much faster than normal painters.
- ◆ **Proficient Painter:** Proficient Painters have proven their worth by painting at least six Brilliant paintings. They then paint far more Brilliant paintings and Masterpieces than less proficient painters.
- ◆ **Master Painter:** Master Painters have painted at least five masterpieces. Every painting they sell is worth much more than normal paintings.

Writing



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

Acquire by: Attend Writing Class, Read Writing Book, Practice Writing at Computer

Development tools: Computer, Books

Available Ages: Teen, Young Adult, Adult, Elder

Development Benefits

Once the Writing skill has been acquired, Sims have several new interactions at the computer. The Refine Writing Skill is a good way to continue developing the skill. No novels come out of this activity—just skill development. Once a writer reaches level 2 of the skill, they can start writing novels. Write Novel is one of three interactions available once this level is reached. While writing a novel, a Sim continues to develop the Writing skill. When the Sim pushes back from the computer, the development is added to the Skill meter. Continue Writing Novel and Scrap Current Novel are two more interactions that affect a novel-in-progress. A scrapped novel



Relationships and Aging

However, they are nearing the end of the great arc of life. But they still deserve to live this final age with grace and poise. Keep elder Sims active even if they retire from work (and enjoy a nice pension) by continuing to develop skills and relationships. That way, when death finally does knock on your front door, there are zero regrets and the family that the elder Sim leaves behind has a wealth of memories, lessons, and Simoleons.

ADJUSTING LIFESPANS

The previous information is all relevant for a game with normal lifespans of about 90 days. However, you can make adjustments to the lifespan in the Game Options tab. Here, you can set the lifespan to the following settings:

Short: 25 days

Medium: 50 days

Normal: 90 days

Long: 190 days

Epic: 970 days

You can also shut off aging completely via the Enable Aging toggle. If you remove the check mark from this box, your Sims do not age. You can also toggle Enable Story Progression, which turns off life outside your house. Turning it off keeps neighbors and other citizens in their preset roles. They will not socialize, get married, and have families. If you want to freeze the town as it is, turn off this option.

Having a Family

As time marches on, it is important to keep a family going. There are two ways to have a child: pregnancy or adoption.

Adoption

To adopt a baby, all you need to do is pick up the phone and Call Services. Select Adoption Service from the menu and you start the adoption process. As long as there are fewer than eight Sims living on the lot, you can adopt a baby. In just a few hours, the



Social Worker Service Sim shows up at your front door. You are asked what age of youth you want to adopt (baby, toddler, child) and what gender. You then name the baby. After selecting all of these factors, the Social Worker hands over the bundle of joy and you can immediately start playing with it and feeding it.

CAUTION

Be sure to check the traits of your new baby. It only has two, but you don't get to choose either of them. You might be in for a surprise.

TIP

Family members who work get a couple days off when you adopt a baby, just as if the baby arrived through more...natural methods.

NOTE

When the baby first shows up, you are only acquaintances. However, through a little socializing, you and your new baby will become fast friends.

Pregnancy



"When two people love each other very much..." A zillion birds-and-bees talks have started out like this—and now it's going to be a zillion *and one*. In order to get pregnant,

two Sims of the opposite sex must enter a high amorous STC to unlock the Try for Baby social. When this social is selected, the two Sims report directly to the bedroom and jump between the sheets for a little WooHoo. Not every session of WooHoo results in a pregnancy. When Try for Baby is successful, you hear a musical chime directly after WooHoo. Congrats—the female Sim will be pregnant starting the very next day.



Pregnancy lasts just three days in Sunset Valley. The mood of the pregnant Sim is extremely important. Keeping the pregnant Sim happy is a benefit just for general LTR, but if you really work on keeping spirits high, it will have a positive effect on the baby when it is born.

Day One



When your Sim first becomes pregnant, her body shape changes only a little. What makes the pregnancy far more notable on this day is the Nauseous moodlet and the constant need to go to the bathroom, coupled with throwing up in the toilet. The Nauseous moodlet does not occur until eight hours after the start of the pregnancy and will occur intermittently throughout the day.

During the first day of pregnancy, not only will more time be spent in the bathroom, but more time will also be spent with your head inside the fridge. Being pregnant increases Hunger, so be sure to keep the pregnant Sim fed.

Day Two



On the second day of the pregnancy, you can see signs of the baby growing inside the Sim. The pregnant Sim's belly sticks on a little bit and she walks a bit differently to compensate for the extra weight in the front. The Nauseous moodlet is now replaced by the Pregnant moodlet, which is a net positive. We say net positive, because carrying the baby puts strain on the mother's back and initiates the Aching Back moodlet, which is a negative.



A trip to the day spa will take care for that Aching Back moodlet for a little while.



A massage from a husband does the trick, too. The Aching Back moodlet can be dealt with in two ways. The pregnant Sim's partner can use the Massage social to relieve the moodlet or the pregnant Sim can report to the day spa for a little pampering. Getting a massage at the day spa will remove the Aching Back moodlet, but it will return over the course of the day.

TIP

While pregnant, a Sim gets paid days off! Use this timely wisely.

The second day of pregnancy starts to affect the parents' wishes. The father will have wishes the involve buying toys and Kids Room objects for the baby. The mother will have these wishes, too, but she will also get food-related wishes, such as wanting to eat a grilled cheese sandwich. Fulfill these wishes to keep the mother happy.

TIP

Want to increase everybody's happiness? Use the Feel Tummy and Talk to Tummy social on the mother.

Day Three

The final day of the pregnancy unfolds much like the second day with continued backaches from carrying around the baby and more wishes that involve kids' objects and cravings. However, late in this day, the baby will be born. Look for the The Baby Is Coming moodlet two hours before it is time to give birth. When you get this signal, cancel everything. Clear the action queue. Go to the hospital and use the Have Baby interaction. Any family member who takes the pregnant Sim to the hospital will go inside with her and not come out until the baby has been born.



The baby is almost here! Better make a special room in your house for the little one.

The baby will have a mixture of its parents' physical traits, like hair color, eye color, and skin tone. There is always a slight chance for a physical trait that does not match either parent. Don't take it personally—and don't start looking at the physical make-up of the Mail Carrier.

BABY INFLUENCING

There is a degree of randomness to your baby. The chance for twins and triplets is sort of up to chance. The gender of the baby is sort of up to fate. The traits of the baby are sort of beyond your control.

Why "sort of?"

Because in *The Sims 3*, there are little things you can do during the pregnancy that have a small influence on the development of the unborn child. Here are the things you can affect and how:

Number of Babies: Want twins or triplets? Then watch the kids channel on the TV or listen to the children's music station on the stereo. Doing either activity slightly increases the chance for twins or triplets. Doing both *at the same time* really improves your chances of having twins or triplets.

Gender: Want a boy? Eat three apples during pregnancy to increase the chance of having a little baby boy. If you eat three servings of watermelon, you increase the chances of having a girl.

Traits: Mood is the best way to get the chance to select your baby traits. The happier the mother is, the better. Massage away those backaches. Indulge those food cravings. Pamper her at every chance. If the mother was very happy during the pregnancy, you get to pick both traits for the baby. If she was pretty happy, you get to pick one trait and the other trait is assigned randomly. If she was in an okay mood for the majority of the pregnancy, both traits are assigned randomly. If the mother was a bit unhappy, then one trait is chosen randomly and the second trait is randomly pulled from the pool of negative traits. If the pregnancy is a disaster of sickness, cravings, and backaches, then both traits are negative.

There is one more things you can do to affect the pregnancy and increase

the chances of getting to pick those two traits: read the two pregnancy books from the bookstore. Head down to Divisadero's and buy *Totally Preggers: An Expectant Mother's Tale* and *Baby Incoming: Preparing with Vigilance*. Read them both if you can.



The bottom level demonstrates how the small footprint doesn't necessarily sacrifice living space. The upstairs is dedicated to bathroom and sleeping, while the downstairs has a nice entry that doubles as a living room and a side area for a kitchen. Returning to the communal idea, you could break down the walls between two of these rooms to create a large kitchen for everyone to use.

The Courtyard



Check out the detail and symmetry in this courtyard. It's natural to take chaos and put it in order, which is why a symmetrical courtyard like this is so inviting. The equal proportions on the shrubs is nice. However, the most grabbing feature is the central pond with the large cherry tree in the middle. The low shrubbery that surrounds the pond is a nice touch, and notice the flowerbeds built from shrubs. The shrub border extends onto the concrete, giving the pond an added element of composition, rather than just serving as a containment field for the pond.



The island in the center of the pond with the tree has a nice border on it. It's built out of the small Stream of Consciousness fence.

Each piece of the fence has a post. However, if you stretch it all the way along a border, you only get two posts: one at the start and the other at the end. To create multiple posts as seen here, stretch the fence along one segment at a time. Let off the left mouse button and the fence piece drops into place with the post at the end of it.

The Playground



If you place your Sims in multiple smaller units on a single lot, you need a place for them to get together and relax. Children will love a playground, seen here constructed out of a swing set and slide. Grown-ups enjoy sitting around the fire pit, getting the Cozy Fire moodlet and roasting meats or marshmallows to sate hunger.

TIP

When creating lots, think about where your Sims will spend time together. Being social is an important part of the Sim experience, so building specific places where it is natural for Sims to socialize is important for getting the most out of the game.



Use **Alt** while placing objects so you can adjust their placement in smaller increments than 45-degree rotational clicks.



Drag the colors from one object to the next in Create a Style to match up all of the outdoor pieces.

Richmond Manor



Created by: Estatica

The Richmond Manor sidesteps the McMansion look by appearing on a thoughtful lot that includes the always desirable feature of a moat. Sure, this moat does not go all the way around the house, but such a prominent feature affects your first impression. The house itself is a smart collection of rooms that organically feed into each other. Inside the manor, the areas make sense in the context of each other.

The Moat



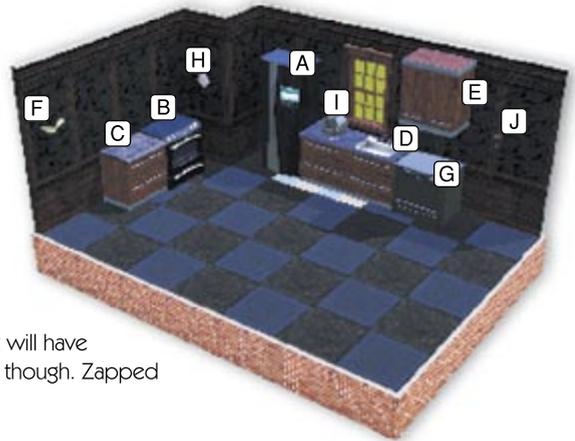
After creating the base of the house, sinking a moat is actually pretty simple with the Water tool. Hold down the left mouse button and simply trace the main line of the moat, and then go back over it, sinking the earth where desired and watching it fill back up with water. After completing a pass or two, switch to the Smoothing tool and sand down any rough edges. When you have nice, smooth declines into the water, you can start on the bridge.

Kitchen

Since no Sim can properly function in society without a full stomach, the kitchen is another critical part of the house. Stock the kitchen with the things necessary to create at least simple meals, such as a stove, sink, and refrigerator. Counter space is also important, as your Sim will need someplace to prepare meals more complex than a bowl of cereal.

Posh Kitchen

Top of the line appliances highlight this cavernous kitchen. Sims skilled in the art of cooking will have a fine time developing their latest dishes in this kitchen. Note the absence of a microwave, though. Zapped meals? How gauche.



A The Fresher Refrigerator
\$1,800
Hunger: 8, Environment: 1

B Festus 44
\$1,000
Hunger: 9, + Cooking

C Real Flat Counter
\$800
Environment: 2

D Volcanor Sulphurous Sink
\$415
Hygiene: 4, Environment: 1

E Real Flat Overhead Cabinet
\$310
Environment: 2

F Far Out Wall Sconce
\$95

G Crazy Grady's Trash Compactor
\$400

H Panic Rouser Fire Alarm
\$100

I Excellent Anson Hot Beverage Maker
\$1,100
Energy: 3

J Immobile Phone
\$50

REFRIDGERATORS

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	
 Chillgood Fridge	375	37.5	150			5																	
 2-Door Galore Refrigerator	650	65	260			6																	
 Icebox Drawer	1200	120	480			7																	
 The Fresher Refrigerator	1800	180	720	1		8																	

STOVES

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	
 SimmerChar Dual-State Stove	400	40	160			4						x											
 Cowpoke Stove	550	55	220			5						x											
 Tri-Forge Stove	800	80	320			7						x											
 Festus 44	1000	100	400			9						x											

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Written by Catherine Browne



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Product Manager: Todd Manning

Associate Product Manager: Sean Scheuble

Copyeditor: Asha Johnson

Editorial Intern: Jenkey Hu

Design & Layout: In Color Design

Manufacturing: Stephanie Sanchez

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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