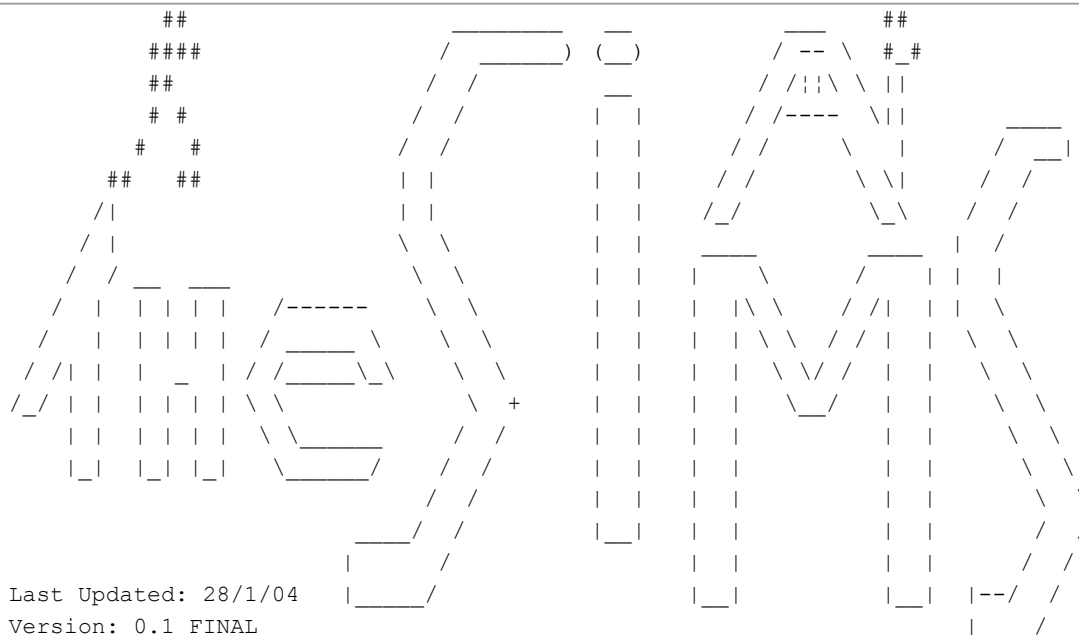


The Sims Bustin' Out Guide

by batgba

Updated to vFinal on Feb 28, 2004

This walkthrough was originally written for The Sims Bustin' Out on the GBA, but the walkthrough is still applicable to the PS2 version of the game.



Last Updated: 28/1/04

Version: 0.1 FINAL

ASCII Art by: ßATGßâ

Written by: ßATGßâ

Email: Email CLOSED to ALL questions & suggestions.

+++++ BUSTIN' OUT +++++

****THE COMPLETE GUIDE****

This FAQ was first started on 8/12/03 at 6:50 PM :)

This FAQ was last updated on 28/1/04 at 7:35 PM

IMPORTANT!!

Since this is the FINAL release of this guide ALL emails relating to the game will be deleted - this includes any questions and suggestions also. Mainly because I have high school starting once again real soon - However, if you find this FAQ on a site that is NOT legitimately on the allowed list of sites you are allowed to email me about it or I'll reply to a few questions if I have the time and I can be bothered.

* DISCLAIMER*

You must NOT use this guide without MY prior permission, and that means modifying the contents and using any parts of my guide and claiming as if its your work. By using MY guide you agree not to take ANY parts in it such as the city maps that I've worked very hard on to be as accurate as possible and claim as if it was all your work or put them in your FAQ or your website without my prior permission OR not crediting me properly either please report it to me. You are allowed to print this FAQ and use it for your own personal use for the gameplay but you must not edit, modify and/or upload the guide and claim it is your work - this is known as plagiarism and it is a serious offense of copyright. If this FAQ is found on ANY other site besides the sites that are listed as the official sites to view this guide (they are listed below) then please contact me on: pureofhearts@yahoo.com

Then there will be a little issue to deal with the perpetrator.

Thanks. :)

* DISCLAIMER*

NOTE:

This guide should ONLY be found on Gamefaqs.com, Cheatcc.com, NeoSeeker.com, IGN.com, Cheats.de and cheathappens.com if you find this guide anywhere else please let me know by emailing me on pureofhearts@yahoo.com

Thanks :)

////////////////////////////////// TOP SITES TO VISIT //////////////////////////////////
//////////////////////////////////

The official site for The Sims: Bustin Out for the Gameboy Advance is:

http://thesims.ea.com/us/about/bustinout/gba_index.html

GameFAQs! Where would we go to and what will we ever do without you? ;)

<http://www.gamefaqs.com/>

Cheat Code Central: One of the largest video and computer game sites in the world - with over 250,000+ unique visitors a day.

<http://www.cheatcc.com/>

NeoSeeker:

<https://www.neoseeker.com/>

IGN.com:

<http://www.ign.com/>

Cheats.de:

<http://www.cheats.de/>

Cheat Happens: The net's #1 source of game (and movie) cheats

<http://www.cheathappens.com/>

*** THE SITES LISTED ABOVE ARE ALLOWED TO HAVE THIS FAQ ON THEIR SERVERS ***

The HOME of CodeBreaker:

<http://www.cmgsgcc.com/>

The HOME of GameShark:

<http://www.gameshark.com/>

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HARDWARE: Gameboy Advance (R)

GENRE: Simulation / RPG

DIFFERENCES TO PC VERSION: Can't marry / Can't construct. You can connect to GameCube and you can also access the secret level, 'Paradise Island' but you need two GBA consoles. GameCube connection is used to transfer the characters stats, items and unlock some stuff.

DEVELOPED BY: MAXIS; Published by Electronic Arts; Licensed by Nintendo

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* VIEWING INFORMATION *

Recommended FONT: Lucida Console

Recommended SIZE: 10

Style: Regular

Word wrap: Yes

NOTE: This FAQ is best viewed with screen FULLY maximized. And also PLEASE use Word wrap and square the margins of to 80 characters per line only otherwise it WILL screw up all the ASCII pictures and maps I drew to assist in me explaining to the reader how to accomplish the goals in the game.

You can use any text editor of your choice! But I recommended you use Ultra Edit! Its the best there is.

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GAME DESCRIPTION, AS WRITTEN ON THE OFFICIAL SITE:

Never Part With Your Sim Again!

Now you can take your Sims on the go! The Sims™ The Sims Bustin' Out on Game Boy® Advance lets you control your Sim directly, to freely move around and interact with the environment. You can also connect to the Nintendo Gamecube™ version of The Sims Bustin' Out to unlock objects and mini-games, or even play with your Gamecube Sim on the GBA. New social interaction screens let you have close-up conversations to make friends or enemies, accomplish goals, and experience the trademark Sims humor. So hop on your scooter and explore the town of SimValley in your quest to advance to Paradise Island!

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VERSION HISTORY & CHANGES LIST:

- Version 0.1 Final - This is the FINAL release, therefore all emails I receive related to the game (questions, suggestions etc) will be deleted, except ONLY if its for reporting illegal use of this FAQ's data or hosting the FAQ on sites not on the allowed list.

NOTE:

I will NOT accept anymore requests for this FAQ to be on your site so please stop trying. But IF you put my FAQ on your site even after this notice expect to be reported on.

PS: Thanks to all the people out there who've helped me make what this FAQ is right now (see credits...)! :D

Updated the news section.
Updated the crystal ball information.
Updated question 70 of the FAQ <-- Important!
The items catalogue has been updated! Thanks to Marril05 once again! :P
Updated Monkey Butler info.
Removed the 'needs list' and the 'what's next' section
Updated the FAQ with question 69 <-- This is a "universal" question and answer.

- Version 0.1 Alpha - Updated the FAQ.
Updated question 68 of the FAQ. <-- Important!
Updated the DISCLAIMER. See above.
(20/1/04)

NOTE: This is the second last release before the FINAL gets released.

- Version 0.09g - This will be one of the last remaining releases left before the FINAL version gets released.

Did some work on the item catalogue - items contributed by dhsshinigami. Thanks.
Added an extra ladder in the sewage map that leads to Howe's Retail - thanks to Rising2Fenix of the Gamefaq's Sims Bustin Out gba message boards for pointing that out! Its L3 on the map.
Created a new section, know as the Tips & Hints - come here for some helpful insight in doing a few things faster.
Updated the miscellaneous section with a new topic regarding the Country Cafe.
Updated the SimValley Memorial Park map a little.
NOTE: This version was never released.
(17/1/04)

- Version 0.09f - The CORRECT stats for the gemini recliner has been posted in. The FAQ has been updated with more questions (pets etc). THE FAQ's LAST question has been updated <-- Important. The Heidi Shadows section has been updated with the money trick! ;)

The miscellaneous section has been updated with a new topic known as 'Item Turnovers'!

The hidden/mission items section has been updated with the rocket info!

The glitches section has been updated with an auctioning glitch...well not a glitch but a mistake the developer's forgot to fix.

The glitches section has been updated with the rocket glitch and with the possible solutions on how to fix it.

(15/1/04)

- Version 0.09e - Since I've been getting alot of emails by people who don't know how to apply the cheat codes - the FAQ has been updated with question 54 on how to use them.
The FAQ has been updated with more questions and answers.
The news section has been updated.
Added an extra tip in the mission 'Take over the Town!' on how to raise 10,000 simoleans easily within the walkthrough.
Updated the information for 'Art for Art's Sake' in the FAQ.
Added LOTS more info for the catalogue - nearly finished! :D
Added Saggitarius recliner info! Finally finished.
(9/1/04)
- Version 0.09d - Updated the walkthrough and the FAQ on acquiring the guitar - has more detailed explanation than before.
Updated the astrological recliners section with Libra, thanks to Kelly Bealer for this!
(7/1/04)
- Version 0.09c - Updated the FAQ with some common questions.
Updated a few answers in the FAQ.
Updated the 'Read. Important!' section. It can be found above.
Added <http://www.cheathappens.com> to the allowed list.
(3/1/04)
- Version 0.09b - Updated the astrological recliners section.
Updated the news section.
Updated the locked/hidden items section.
Updated the locations section on store's auctioning times.
(2/1/04)
- Version 0.09a - A quick but important update. The 2nd location of Heidi Shadows has been found! Thank you Emily who contributed that one! ;)
Updated the locations list.
Updated the SimValley Gardens map with Heidi's 2nd location.
(31/12/03)
- Version 0.09 - BIG thanks to Emi T who contributed alot of the missing items for the item catalogue! ;)
Updated the item list with more items.
In the 'Getting Started' section, added a 'refer to' on how to auction for items.
The 'Food Menu' is now 100% complete!
The 'Locations / Descriptions' section is now 100% complete!
Added extra information to the walkthrough - has a nice intro!
Started some work on the 'Work / Occupations' section.
Updated the items list with the VirtuChem purchasible items.
Updated the miscellaneous section with several new topics.
Updated the FAQ with more questions.
Updated the astrological recliners section.
(30/12/03)
- Version 0.08 - Price of fishing rod found, 120 simoleans. Thanks to

BlessedBe227 for contributing this one!
Updated the hidden items section.
Added a astrological items section with prices, info etc.
Updated the needs list with some new things. (27/12/03)

- Version 0.07 R2 - Updated the FAQ.
Some spelling errors fixed.
Disclaimer / Important section updated.
- Version 0.07 - Added a NEEDS LIST section so you know what I need for this FAQ at the moment, its just below this history list.
Updated FAQ with more common questions.
Updated the getting started section - popularity formula
Fixed a few spelling errors.
Updated: The info on the fishing rod with the correct one.
Added a contents table to the REAL guide for your convenience.
Improved layout for THIS list.
Updated the city map with the addition of Misty Waters & the fisherman to the locations list and also added the main shore addition to the main city map - named it Extended Beach.
Updated the NEWS section.
Updated the CodeBreaker section with the new codes.
Added <http://www.cheats.de> to the allowed list of sites.
(22/12/03)
- Version 0.06 - Added 'extra' information for the general gameplay of the game.
Updated THIS list with real bullets.
Added a 'news' section. Added a food menus section. (19/12/03)
- Version 0.05 - The FAQ has been updated with some common questions.
Added a 3rd glitch - thanks to SDSakuragi for this one! ;)
Did some work on the items list. (14/12/03)
- Version 0.04 - Added Heidi Shadows Ninja to the miscellaneous information section and how to find her!
Updated hidden item list with ALL items Heidi sells with descriptions.
Updated the character profiles - added Heidi Shadows.
Added 2 'glitches' information.
Updated the maps with 1 of Heidi's locations (out of 2).
The FAQ has been updated with more questions. (13/12/03)
- Version 0.03 - Added NeoSeeker.com & IGN.com to the allowed list.
On 17in monitors the tables for the game menu & options menu wern't displaying correctly - fixed.
Updated FAQ. (12/12/03)
- Version 0.02a - Several grammatical and spelling errors have been fixed.
The ENTIRE walkthrough is now complete! :)
The Underground sewage and the Memorial maps have been updated.
The FAQ has been updated with more questions.
The Item list has been updated.
Added Cheatcc.com to the allowed list. Size is now 108kb
(11/12/03)
- Version 0.02 - This release has significant improvements over 0.01B:
I felt like updating the ASCII title. lousy update. I know.
FAQ is updated with more questions, Level 3 & 4 - for the Walkthrough are complete.
The maps have been updated with more features.
Some corrections to the walkthrough and the FAQ have been made.
Started some work on the item list. Finished the character list and profile. Size is now 90.3kb (10/12/03)
- Version 0.01b - Initial Release.

Fixed margin problem.
Improved the contents table.
Updated the FAQ and typed up the map of SimValley. ;)
Finished work on Level 2. Started Level 3.
Added some CodeBreaker codes.
Also added the 'What's Next' section so you all know what to expect for the next release!
Size increased to 62.9kb! Now that's what Im talking about! ;)
I finished tonight at 11:15PM. too much typing. (9/12/03)

- Version 0.01a - Not released.
Started the Walkthrough, finished Level 1.
Updated FAQ. (8/12/03) Size increased to about 20kb
- Version 0.01 - Everything is new!
Never released because the margin was too wide to be accepted by GameFAQs.
Size was about 8.7kb (8/12/03)

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.`~`. NEWS .`~`.  
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- A BIG "F YOU!" to all the spammers out there sending me crap by email filled with viruses (even though I never open its obvious). If your stupid enough to try to send me one expect to be reported on! Period.
- I know the guide is not 100% complete, (about 95% done) but Inamed this the FINAL release because I dropped playing this game altogether. So enjoy the latest updates as there will be NO more.
- For the latest release of this guide, \*always\* check gamefaqs.com and gamespot.com because they will \*always\* have the latest release of this guide. Since I've been recieving suggestions by people which obviously already have been reported because they are using older versions of this guide. Thanks.
- According to Yahoo! News Bill Gates says that spam senders will be made to pay for their inappropriate conduct! Cool, about time someone came up with a solution to put away with the junk! Heh.
- The FINAL version of this guide has been released! About time...
- For the person who keeps on emailing me "Microsoft: Important security updates - download now!" virus mails using spoofing, get a life.
- Happy 2004!
- Merry Christmas and a happy & safe new year!
- Totally unrelated to the game, but for the World Idol which is happening in London pretty soon on boxing day I believe. I would like to say, go Guy!!  
19/12/03

~~~~~  
For this FAQ, I have made special codes, so instead of struggling to find what your looking for, simply just type the codes in the search function of your text editor to go directly to them! ;)

TABLE OF CONTENTS:

CODE	TITLE	DESCRIPTION
01A	PREFACE	About me! and why I made this guide ;)
02A	GETTING STARTED	Information helpful to you before you play the game...

03A	WALKTHROUGH	The *real* guide on completing the entire game ;)
04A	FAQ	Questions and Answers about the game, how to get stuff, complete stuff etc.
05A	MAP OF CITY	The map of the city so its easy for you to move around SimValley! ;)
06A	CHEATS	Codebreaker / Gameshark codes & VBA Address Modifiers The 'Real Working' code List
07A	MISC. INFO	Miscellaneous information that you might like to read.
08A	TIPS & HINTS	General Tips and Hints on things in the game.
09A	WORK	How to earn money, the different jobs you can do and how to get them and tips and advise on how to complete the jobs to get the highest possible wages!
01B	ITEM PRICES	The different items you can purchase and how much they sell for. Including the rare items Heidi sells!
02B	FOOD MENUS	The ENTIRE food menu list with prices and locations.
03B	LOCKED ITEMS	The different items you can unlock in the game and how to get them.
04B	CHARACTER LIST	List of the various characters in the game and their descriptions.
05B	LOCATIONS LIST	The different locations, where to find them and their descriptions.
06B	CREDITS	People who deserve to be on this list! ;)

01A - PREFACE:

Hi!
My name is Krishna, I love games like Street Fighter, Mafia, Medal of Honor, Warcraft, Age of Mythology and the list goes on...This is not my first time I've written FAQs for, I've written the complete guide to Street Fighter Alpha series and X-Men vs Street Fighter as one guide (which went up to about 90-100kb) but I wasn't a member of GameFAQS back then and also didn't really know how to post the FAQs. So I couldn't be bothered pursuing it further and now I write about this game here. I love to play Counter-Strike and I enjoy playing on Yahoo! games sometimes. I have The Sims game on my pc and I've got this game on the GBA, oh and I also have Sim City on gba too not to mention the game on pc too :P I finished the whole game with a cash surplus up to around 2000 :P plus I didn't have to try hard to get soo much money to, You will learn that trick and many more soon enough. Basically I made this guide because I like to write and I like sharing my ideas/advice so making this guide was the way to go! And also because there were *lots* of people asking the kind of questions that were so easy to complete so hopefully this will solve all their problems and another main thing was that the message board posts in the game have exceeded over 20 pages which makes it a very active board, there were no FAQs when I began this guide which meant my game guide had a good potential for success. Anyway enough with me chit chatting lol. On with the guide...

02A - GETTING STARTED

Once ya start the game you see the logos, here's what you can do:

CHANGE THE LANGUAGE:

Go in options --> Language --> Select your the language of your choice

HOOK UP WITH YOUR GAMECUBE:

Once your GBA and Gamecube are connected, launch this to transfer the different characters, items, stats etc.

Now choice you stats, personally I made my Sim quite neat, not much of outgoing but acceptable, 50% active, a little playful and alot of niceness. While these don't affect how you can play the game I would suspect that choosing to be more nice will allow your Sim to speak more 'nice' things to his fellow SimValleyians and choosing to be bad or having no bars for the 'nice' option makes the Sim have more bad and insulting comments than good ones.

Before you can play the game you must customize you sim, once that's over your now heading of to your uncle Hayseed's farm.

NOTES:

Now before we dive into the big world of SimValley, take this time to familiarize yourself with what the Icon boxes when your in control actually mean.

* By pressing button L, this will trigger whether these Icons appear or not.

Here are the descriptions of the Icons:

- Fork & Spoon: How hungry your character is, if he becomes too hungry, he will collapse and go to hospital. Better fix him something to eat fast!
- Shower: How clean your character is, better have a shower two times per day, morning and night is the way to go.
- Bed: How tired and sleepy he is, if he's too tired he refuses to talk to anyone, better find a large sofa or bed so he can get a good nights shut eye.
- Boy & Girl: This shows how social you are, if you are not social enough then your popularity goes down. This also shows how much relationship 'healthy' you are to your room mate.
- Sofa: How tired your legs are, standing too much is bad for you and you should sit sometime, better yet, just go to sleep if time and the location permits.
- Toilet: Whether your character needs to go to the toilet or not, if the bar is fully red, after a while your character will automatically urinate on the floor regardless of the location! ;) This is actually a good way to avoid going to the toilet, if its inside a building your okay (you can clean up your mess, its a little dirty but...hey? What can you do.) but if its in the gardens the police officer might charge you 100 simoleans and you will go to jail.
- TV: This is how much entertainment you have: watching TV, dancing to music, driving your scooter around, playing video games and also having some good caring time with your roommate increases your entertainment.
- House: This is how much you miss your home, when this bar is fully red your character will become homesick and will refuse to talk to anyone until he goes inside his home again. Here's some friendly insight...it doesn't matter if your not living in your Uncle's barn, simply just by visiting your Uncle's house rebuilds this bar up.

THE IN-GAME MENU:

Simply pressing on START pops this menu up, to take advantage of this feature you use the buttons L & R to navigate around and the arrow keys + the A button to move around and to select the various options. The screens are as follows:

Name	Description
GOALS	This shows all the descriptions of the goals you have done and it's also like a todo list, with complete information on what you need to do.


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|-----|-----|
|PROFILE | This screen has all your personal qualities, the people you've |
|         | met - thei descriptions and your relationship level with them. |
|-----|-----|
|POCKET  |Shows how much money you have, what miscellaneous items your |
|         |currently holding onto. Maximum you can hold at any one time is 8. |
|-----|-----|

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THE IN-GAME OPTIONS MENU:

When your character is playable, pressing on the SELECT button pops up this menu, you are displayed these features to choose from:

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|-----|-----|
|  MENU  |-----|
|-----|-----|
|Show Map | Shows the player the city map. |
|-----|-----|
|Catalog  | descriptions and prices. |
|-----|-----|
|Jobs     | Shows you the job descriptions and what qualities you need for |
|         | the next promotion. |
|-----|-----|
|Options  | Set Music Volume; SFX Volume; Languages and view Credits. |
|-----|-----|
|Save Game| Saves the game. |
|-----|-----|
|Quit Game| Exits your current session, restarts the game. |
|-----|-----|

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•.....•
|  The Controls  |
•.....•

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- A = To talk with people, if its the shop := purchase items. For selection & interaction with items / pets / people.
- B = To run while using the arrow keys. To exit the menus.
- L = Show on or not the info boxes. Flip page to the left in menus.
- R = Flight page to the right in menus.
- Arrow Keys = Pertaining to your selections and the movement while playing.
- START = To show in game menu to view your pocket, missions and statistics.
- SELECT = Pause game / view extra options such as the map, catalogue etc, save game etc.

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Calculating your Popularity
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Your total popularity is calculated by ALL your relationship levels with the characters you have met so far in the game divided by 24 (since there are a total of 24 NPC characters in the game).

Example:
LEVEL 1

- Uncle Hayseed = 60 relationship
- Dusty Hogg = 34 relationship
- Vera Vex = 79 relationship
- Nora Zeal-Ott = 100 relationship

Therefore your total popularity would be:

$$60+34+79+100 = 263 / 24 = 10.96 \text{ or rounded off, a } 11.$$

FORMULA is: $P = IP / 24$ <-- Where IP equals to individual person relationship level.

The results are not accurate but are a close average.

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Auctioning for Items: The complete guide with tips on how to save money!
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Please refer to the questions 25 and 26 in the FAQ section of this guide.

- Type in "How do I auction for items in the game" to go to Q.25 for usage.
- Type in "Nice strategies for auctioning" to go to Q.26 for auctioning tips.

You must type in the phrases in the search function of your text editor without the quotes!

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*** SPOILERS WARNING ***

You are now about to view the gameguide, if you can't be bothered finishing the game of by yourself or are just curious on what happens in the game scroll down but if not then don't scroll down any further. If this is the case, type in the code 04A in the search function to skip the walkthrough part and just head to the FAQ section.

*** /SPOILERS WARNING ***

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03A - THE *REAL* WALKTHROUGH YOU NEED

With this Walkthrough, you'll have no problems whatsoever completing the entire game. Yeah right, you might say but I'm serious, I've tried to make this Walkthrough as clean and easy to understand as possible.

Look below for the contents, to INSTANTLY go to any section of the walkthrough simply just type in the sub mission's name in the search function of your text editor - they are listed after the ... in the table.

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.....  
TABLE OF CONTENTS FOR THE REAL GUIDE  
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• WELCOME!!

• LEVEL 1:

- ... Meet Uncle Hayseed
- ... Welcome to SimValley
- ... Inherit the Barn
- ... Farmhand Blues
- ... Earn some Simonleans

• LEVEL 2:

- ... Escape of the Chickens
- ... Shopping Time
- ... Serve the Public
- ... Clear the Roadblock
- ... Get some Wheels!
- ... Moving Out - 1

• LEVEL 3:

- ... At the Waterfront
- ... The Raging Chicken Competition
- ... Library Card
- ... The Rise of Club Rubb
- ... Deep Dark Secrets
- ... Moving Out - 2

- LEVEL 4:
- ... Experience the Paranormal
- ... Art for Art's Sake
- ... Rock Star!
- ... Pizza Pandemonium
- ... Champion of the Simverse
- ... Moving Out - 3

- LEVEL 5:
- ... A Monumental Accomplishment
- ... The Loony Lemmings
- ... Take over the Town!
- ... Mystery of the Cosmos!
- ... Apprehend the Van Man
- ... Summer's End

- THE FINALE
- FINAL THOUGHT

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WELCOME!!
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|
| Welcome to SimValley,
| *YOUR NAME*, I am so excited to
| have you here for the summer.
| We may not be as big as SimCity,
| but we've got twice the character!
| Come see me as soon as you arrive!
| - Uncle Hayseed.
|

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A truck then drops you off in front of Uncle Hayseed's farm...

You then walk inside the farm and you stand in front of Uncle Hayseed.

So now, let's begin the game!

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LEVEL 1:
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Once your inside the front of the barn...

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GOAL 1: Meet Uncle Hayseed

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- 1) Talk to Uncle Hayseed, be nice! ;) Uncle will explain to you the basic controls if you choose to view them. Make sure your friendship level with him is 30 and above.
- 2) From the chat window, choose 'I have something to give to you' (from now on I won't repeat myself on how to go to the inventory so remember it!). Then using the arrows choose the Family Photo Album and press A to give to Uncle Hayseed.

NOTES:

By now your character will complain that he's hungry or needs to go to the toilet.

- 1) Go inside, walk up to where the stove is. Press A to cook breakfast. You see that blue fridge to the left of you? Pressing A while the arrow is pointing at it will make your character fix himself up a quick snack, when I say quick I mean he gets his food quick!
- 2) If your character needs to go to the toilet, go near the toilet and press A. If he says when your chatting to someone that 'whoa I reak', go to the shower and press A to have a shower.
- 3) If your character is tired of standing, pressing A on any character near a sofa or seat will give him the option to sit down.
- 4) You can sleep on a bed or a double pillowed sofa by pressing A on it when the arrow is on top of it.

Remember the notes above because I won't repeat them again!

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GOAL 2: Welcome to SimValley

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- 1) Go to the toilet, have a shower, have breakfast and go to bed. You can do all these things by going to the item, and pressing the function button A.

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Goal 3: Inherit the Barn

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- 1) Talk to your Uncle after your all cleaned up. He will tell you to move all items to the barn in the room which is upstairs.
- 2) Go to the backyard, which is through the door in the kitchen.
- 3) Go to the wooden chicken, press A to 'put in pocket', do the same for the bed, heading east & now do the same for the old sofa, heading a little south now select the fridge that has electric sparks through it and choose repair then select the fridge and choose 'put in pocket'. Repair the TV and do the same.
- 4) Go to the barn which the entrance can be found in the front yard, go upstairs, press the select button, navigate to the inventory using L & R, by pressing A on an item choose the location (red means you cannot place it and yellow means you can). Place all the items in the barn whichever way you like, since it will be your home now for some time. Now talk to Hayseed.

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Goal 4: Farmhand Blues

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- 1) Go to the tractor, select it by pressing A, tune the tractor two times so it no longer needs any further tuning. You now should have gained two extra bars for your mechanical skills. Now talk to Uncle Hayseed.

Goal 5: Earn some Simoleans

- 1) Near the steps to your left, there will be a blue board with a sign on it, press A on it to mow the lawn. This is your first job and you will get paid around 150 simoleans, you can only mow the law once per day and don't mow over the flowers because you will then lose 20 simoleans and the rocks can help you - they make you spin towards a different direction when you go over them which sometimes can be very helpful expecially if your about to mow over a flower.
- 2) Wait till its the next day, mow the lawn again to get a promotion, (your salary should be around 250 simoleans by now since your on promotion level 2). Now wait till the next day again and mow the lawn once more time to get a promotion of level 3, so that by now if you mow it correctly from now on your wages will be anywhere from 380 to 420 simoleans but only if you mow all the weeds and avoid all the flowers (get used to it, because this will be your #1 job for some time. Now talk to Uncle Hayseed.

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Level 2

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Goal 1: Escape of the Chickens
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- 1) In this mission you have to find 8 chickens & hand them back to Uncle Hayseed, refer to the FAQ on how to find ALL the chickens. Type this code in your text editors search function to go there now: chkqa
Simply just go to Uncle Hayseed, press A when facing directly next to him, choose 'I have something for you', choose a chicken, it will tell you that you have 8 chickens in your inventory so choose that you want to give them all to Uncle Hayseed. Job Finished.
- 2) Now you have to find detective Dan to complete this segment. Have breakfast, sleep, have a shower and go to the toilet if need be and head out of the farm. Look inside and near the Biker bar, and look inside and near the item shop. If you can't find him call him to find out where he is, he'll show up soon. Once you find him he'll say that the Veloci Rooster is responsible for the chickens being kidnapped and apparently you'll also find out later in the game that Nora Zeal-Ott's mother was killed by it. Now go back to the farm and speak with Uncle Hayseed.

While this next goal does not appear in the 'to do' checklist it is required to be completed.

.....
Goal 2: Shopping Time
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- 1) Go to the barn and go upstairs where you kept all your furniture, put the ruffled up brown sofa in your pocket --> Go to the Spoke Biker Bar and talk with the bartender guy, give him the sofa and he'll pay you some cash for it. To hand the sofa over, choose the sofa and press A.
- 2) Wait till there's a shower to buy at the item shop, purchase the shower at the shop for \$130. Now that you have the shower go inside the barn, through the door that's just right to the parked car and place the shower somewhere there.

.....
Goal 3: Serve the Public
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- 1) Become friends with Nora, read the notes below!
- 2) Find & talk with Detective Dan, he'll tell you that there might be some cheating going around in the item shop auctions that happen between 5-7PM everyday. Go visit the auction and choose an item, remember you don't have to bid - he only wants you to go there and see if anything happens. Nothing happens. So visit the detective again to report back.

NOTES:

- 1) During Level 1 and early Level 2 you WILL see Nora Zeal-Ott, I'd suggest you become *good* friends with her right now (relationship level 50+)!
In goal 3 you have to become friends with her anyhow so why not start now? You can have her as your roommate if you wish too.

So where do you find her? She's the girl who has orange hair, wears a cyan shirt, has 2 small pony tails on the back of her head and *always* says 'Hi!' to you no matter what your relationship with her is as long as you've spoken to her before. She hangs out alot outside of Uncle Hayseed's farm and down the road to the west a little, you see her hanging out here alot during Level 2. Also she will hang out near the Spoke Biker bar and sometimes inside there too.

A good way to be friends with her, here are the do's and dont's of what you should and shouldn't say:

DO'S:

- * Any 'did you know' questions is okay, but nothing that insults her.
- * Since her dream is to be a politician, the phrase 'it looks like everyone in town supports you!' is good.
- * Use the phrase 'I know alot of history about SimValley'
- * Use the phrase 'There's nothing to be done.'
- * Use 'sorry for my poor taste'
- * Use 'Politicians never return my phone calls.'
- * Use 'If you get elected, what's in it for me?'
- * Use 'You have more energy than Niagra falls'
- * Use 'Is there anything I can do for you.' She always tells you to hand out campaign buttons to people, if you deliver them on time you get paid for it. Nice.
- * Use 'Psst. I just registered to vote.'
- * Use 'Want to move in with me?' Use only if your good friends with her, and even if your not friends with her nothing happens but she says its not a good idea.
- * Use 'I'd vote for you in any election'

DONT'S:

- * Don't use 'I'll bet your ticklish'. Use it after your friends with her.
- * NEVER use 'You look and act like a robot.'
- * Don't use 'Let's create some headlines, Nora Kiss me!' use this one only when your relationship with her is 80 and above.
- * NEVER use 'Dirty Politician'
- * NEVER use 'Voting is so boring'
- * In short, don't use any of the ticklish, kissing and hugging stuff. Wait till your a good friend (Relationship level 60) or a boyfriend (relationship level 80+).

Well you get the idea.

- 2) The 2nd point I would like to make is after you finish Goal 2, you'll most likely see the fisherman Olde Salty, you will keep some social contact with him later on in the game so build up the relationship level with him, though its not required.

.....
 Goal 4: Clear the Roadblock

Your Uncle says that there are some hooligans with bikes racing across SimValley and especially near his farm. Pay Dusty Hogg a visit.

- 1) He'll tell you that he and his pals were racing really fast but his bike fell down and is now broken. Build relationship with Dusty Hogg (the guy always wearing a black shirt and a bandana) to level 25. I'd suggest you instead become friends with him because you'll keep some ties with him later on.
- 2) Speak with Dusty Hogg, he'll tell you he lost his helmet. Go east of the Burning Spoke Biker bar, now your facing a corner go completely south --> now head west through the opening in the fence and head north past the two trees to see a red coloured helmet. Pick it up and give it back to Dusty Hogg.
- 3) He'll apreciate your help but his bikes broken. Tell him you'll fix it and he will bag you a little that a little punk like you can't fix his grand bike. You'll show him. Press A when the arrow is above the bike, choose repair and wait till the bike is repaired. Now talk with Dusty Hogg.

.....
 Goal 5: Get some Wheels!

- 1) Talk with Dusty Hogg, he'll say that he'll tell his friend to let you in to play the mini game that was inaccessible before! Tend bar at the Spoke Biker

bar, this game is known as Smoothie Slider, go to the place in the bar near where the bartender is. Press A while facing face front on the blue sign to play. In this game your job is to pass the beer over to the person who needs it.

- 2) Talk to Dusty Hogg. He'll tell you that his bikes paint came off, but you'll fix that! Press A on the bike and choose repaint. You can paint is bike as many times as you wish but it doesn't make a difference. Now talk with Dusty Hogg. He will be very happy with you, when you talk with him choose the option that will say something like 'I wish I was a biker like you!', Dusty will get impressed and will tell you to pick up his old scooter first thing tomorrow morning at your Uncles farm.
- 3) Talk to your Uncle. You should now collect 5 cans, you an find these cans all over the ground. Just press A to pick them up, you can also pick up clogs, radioactive rods for some good amount of cash and even 3 eared mice that will bring in lots of money to you!
- 4) Wait till next morning, pick up the scooter and from your the farm's entrance head east, at the bend head south and at the fork turn right and you'll see a building, that's VirtuChem Labs. Give them your cans, clogs and even a radioactive rod if you've picked that up for some well deserved cash! :)

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Goal 6: Moving Out - 1
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- 1) Talk with your Uncle, he'll say that you've grown and that you should get a place of your own. Find and talk with Giuseppi Mezzoalto (refer to the FAQ on how to find him) He'll tell you if you want to move out or not. Either way you'll have to say yes so agree with him. Now is the right time to be friends with this guy, he'll help you ALOT in the near future so be friends with him. Your now in front of a building, it is the Clocktower! Go inside, press A on the crate to view inventory, now just select the items you want to get out and place them in your NEW house whichever way you like. :) Now is a good time to really have a roommate, not required but for some fun!
- 2) If you did what I told you before you should have 4 friends by now, your Uncle, Giuseppi Mezzoalto, Dusty Hogg and Zora Zeal-Ott. This goal requires you to have 1 friend, but you have several friends now so this goal is satisfied.
- 3) Talk to Uncle Hayseed at the farm. You must now pay him 500 simoleans because he let you stay in his barn for such a time. What kind of Uncle is he??
- 4) Now you have to earn a 2nd job promotion. If you did what I told you before your status should be level 3 in the Mowing Madness game in the farm. Visit the Spoke Biker Bar, play the Smoothie Slider minigame and gain the promotion of Level 2. It won't harm to be promoted to Level 3 either, so work away till your on level 3 if you wish.

That's it! You have now completely finished levels 1 & 2. Welcome to Level 3 now! That wasn't so hard! Now...was it?

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Level 3
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Goal 1: At the Waterfront
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- 1) You'll have to impress the fisherman for this one, and NO...the fisherman is not Olde Salty, it's O. Phil McClean who's the guy wearing the yellow coat and who has the fishing rod. To impress him, get your relationship level with him to level 40. To find him, he usually *always* hangs near the docks fishing, visit the docks early morning to almost certainly meet him.
- 2) Earn the mechanical skill level to 2, if you did what I told you to back in the farm about tuning the tractor TWICE and not just once this would be satisfied. To level up on your mechanical skills simply just go to the library and read the books that are in the top left hand corner on ground floor.
- 3) Buy the fishing rod from ANY item shop and not Bric 'a' Brac. If its not

there visit the place the next business day.

- 4) Apparently O. Phil McClean has a brother who wrote a book on how to fish, by the fishing book at Bric 'a' Brac. If it's not there look into the place another time.

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Goal 2: The Raging Chicken Competition
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By this time, if you don't yet have 200 simoleans, then I'd advise you to save up for it. Don't forget to save up a little extra for food and the bills you have to pay. If you never knew you had to pay bills check your mailbox every now and then by pressing A on it when the arrow is over it.

- 1) Earn a body strength level of 2. Since you *might* not be a member of the gym yet, just punch your all on a boxing bag twice. If you don't have one you can purchase it at any item shop for \$575 (\$ = simoleans).
- 2) Look for a guy named Eddie Renalin, he's the guy who has dark skin, a heavy body mass and usually hangs around outside the gym. Speak with him and gain the relationship level with him to 40, to 'impress' him. Just do not keep him out of your sight just yet!
- 3) He'll say that you have to pay him 200 simoleans so he can get you the gym membership. Pay him 200 simoleans.

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Goal 3: Library Card
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First talk with Hester Primm, she is the librarian in SimValley. She can be found near the library, near the sand dunes that's just beneath the sea food restaurant and sometimes also near the clocktower-gym area. She has orange hair and a green coloured shirt (you know! the green colour like in the apples.lol).

- 1) Go to the library, the building is east up the road from the VirtuChem Labs and just west right next to the Country Cafe. Press A to squash all 15 of them, in the 1st and 2nd floors.
- 2) Talk to the people around the city who have the '!' sign in red, find three of them who have the library books (you'll know once you chat with them) and they will give you the library books. Actually there are five people in total who have the books but finding and giving just three books to the librarian is enough to reopen it.

The five people who have the books are:

- * Mad Willy Hurtzya
- * Claire Clutterbell
- * Misty Waters
- * Daddy Bigbucks
- * Nicki Knack

Just find three of the above people, ask for their books and you'll be fine, although its better to find all 5 of the above people and give the books to her so they don't pester you when you go see them to hand their books in.

- 3) Give the three books to Hester Primm who can be found near the library, near the sand dunes that's just beneath the sea food restaurant and sometimes also near the clocktower-gym area. She'll thank you for the help and allow you to go to the library. She will also give you the cookbook she wrote, she says her book hasn't been sold yet and she kinda forces you to take it and read it.
- 4) Learn cooking. Go to the library, up the stairs, head to the eastern area of the room and read the cooking book there. You only have to read the book once, just enough to learn cooking at level 1.

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Goal 4: The Rise of Club Rubb
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- 1) Find & talk to Maximillian Moore (the afro dude), who is the owner of Club Rubb. I found him nearby the hospital, he'll agree for your assistance.
- 2) Find Det. Dan D. Mann, he sometimes hangs around inside the jail, around the Burning Spoke Biker bar and in the item shop that's south of the Biker bar. The best way to find him is to call him and ask him where he is. Once you see him build your relationship level with him to level 30.
- 3) Pay the detective 1000 simoleans, read above for some tips on how to find him. Check out the FAQ as well for some more help.
- 4) Go to Bric 'a' Brac (Nicki Knack rings a bell?) and purchase 10 Flyers from the store for only 2 simoleans each.

Then find any 10 people and for each one hand them a flyer, then go see the detective and he'll agree to re-open the closed club.

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Goal 5: Deep Dark Secrets
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- 1) Acquire a Crowbar: To get this go to Uncle Hayseed's farm and ask him nicely for one. :)
- 2) Find the City Blueprints: Once your living in the Clocktower, you will see a hidden trapdoor just right of the stairs, press A to open it and you will see the blue prints just below. Then give the blue prints to Giuseppe Mezzoalto.
- 3) To lower the maintenance ladders go to the sewers via the manhole near north of the library, just press A to go down, the button you must push is just a little east from where you are. Then the screen will show that all the ladders have been lowered.

Now you can access the sewers using ANY manhole you see, using the sewers is a really good way to travel fast around SimValley.

Now you've finished this mission! Easy, wasn't it? I said that because there were a few people totally confused with this mission and basically just level 3 in general.

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Goal 6: Moving Out - 2
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Visit Nicki Knack, she's usually hanging near the fish store and her shop, Bric 'a' Brac. She'll start saying that she's not making any good business because no one has moved into her 'Waterfront Villa' yet. Agree with her that you'll move into it.

- 1) Make 4 friends. You should have 4 friends already by now if you don't already have.
- 2) Earn 3000 simoleans to pay for the initial rent to Nicki Knack, but don't give her the money just yet.
- 3) Gain a level 3 promotion at either Bait Flinger (fishing hotspots near the docks) or Power Lifter (weight lifting at the gym). Personally, I'd go for the fishing because it IS easier. Read the job list & descriptions section for helpful advice on how to tackle these occupations head on.

Now you can go see Nicki Knack and give her the 3000 simoleans. After that's over talk with Giuseppe Mezzoalto to arrange your moving out to the Waterfront Villa. Totally unrelated, but the bills you get in the mail for rent at this place is 400 simoleans. So the jobs I would be doing right now to keep up with the bills and money savings is the Level 3 Mower Madness and the Level 3 fishing. For details on the locations for the fishing hotspots refer to the city map which can be found on *this* very guide. ;)

You've moved into the Waterfront Villa and have advanced to level 4.

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Level 4
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Level 4 is basically a freelancer type level, you can do whichever goal you want to do first and it doesn't really matter.

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Goal 1: Experience the Paranormal
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NOTES:

- 1) Before you go inside the house and confront the ghost you *must* have logic skills up to level 4, you can learn logic in the library in the 2nd floor or you can gain logic by playing chess, buy the chessboard at any item shop.
- 2) For this mission make sure your mechanical skills are at level 3! You can get more mechanical skills by reading the books at the library. When you first enter the library the books you need can be found on the top left hand corner of the room.

Ok! Before we start this ghostly experience, let's head out to the sewers, just press A on any manhole you see to climb down into the underground sewage system. What are we doing here you might ask? Before we start this mission we need to get one important item belonging to the ghost, its ashes. Now depending on where you climbed down at, the directions leading to the ashes is different so look at the detailed SimValley Underground Sewage map I wrote that's in this guide, for the directions.

Found the golden coloured urn with the ashes? Good, now you must climb the ladder that leads to the haunted shack which is Ladder 10 - you can locate it using the Underground Sewage map. Now let's begin the real mission:

Go near the fence leading to the haunted shack, if you don't have the mechanical skill level of 3 you can try as might to open it, it won't, but since you do (assuming you do because you should have it by now) read on!

- 1) Firstly we need to 'pick' the rusty lock, since you have the mechanical skill of 3 it can be done and the gate will open. To 'pick' the lock, face it and press A, then choose pick lock.
- 2) Since you have logic skills up to level 4 you'll be fine when your talking to the ghost. Enter the house on the 1st level, you'll see the ghost so talk to it. After a while the ghost will lay out the 5 riddles on you, so if you get them all correct you'll be able to keep his furniture for free but if you get them wrong he makes you unconcious and you end up in the hospital, here are the solutions:

Order	Question	Answer
1	*How many sides does a circle have?	2
2	*Which does not belong in this group? apple, grape, bannana or pear?	bannana
3	*How many letters are in the alphabet?	11
4	*What other letter fits in the following: B C D E I K O X?	H
5	*When I am filled I can point the way. When I am empty, nothing moves me. I have two skins - One without & one within. What am I?	A glove

After that's over he will congratulate you for being smarter than he gave you credit for. Once the chat window appears again, choose 'I have something for you.' And give the ghost the golden urn that contained in it has the ashes that belongs to his body.

He'll thank you and promises to be peaceful and not scare the wits out of

anyone who walks near his shack. Because he's happy he got his ashes back he says to you that he will allow you to take any one item you like from his secret cellar. Then exit the house and down via the steps.

While your still in the vicinity of the shack, head east past the several graves and press A on the brown trap door that was not there before (TIP: near the trap door you might also see the 3 eared mouse - pick it up and sell it at VirtuChem for cash!) your now inside the ghost's secret cellar.

Sure, the ghost only wants you to take just one item, but we'll take more than that! ;) You can take as many items as you want, after that's over head back up the ladder and down the manhole to get outta this creepy place!

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Goal 2: Art for Art's Sake
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- 1) Finally here's your chance to be a true artist! Talk with Daschell Swank and he'll tell you that SimValley needs an art exhibition, and a masterpiece created right here in SimValley can sway the mayors thoughts to host one. Follow the map of the gardens I wrote which can be found after the FAQ (you can look at it right now by inputting the code 'svmp' without the quotes of course in the search function of your text editor!).

Press A on the painting board to start the *long* work, after the masterpiece has been painted frame it and then hand it to Daschell Swank for 5000 simoleans! That covers all of Goal 2.

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Goal 3: Rock Star!
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- 1) After talking with Mel Odious about how he wants to be part of Vera Vex's rock band and how he didn't make it. Our first job is to find a place we could jam. Talk with Uncle Hayseed at the farm and he'll let you jam there.
- 2) For this one, your popularity with the entire city in general has to be 25. If you've helped everyone up until now and have several friends by now (you should have 4 by now) then this demand will be satisfied.
- 3) Develop a look: To gain a creativity level of 3 just paint a few portraits (did you buy the painting kit?) and go to the north western part of the gym near the mirror and the door. Press A on the mirror and your character will stare at it for quite a while (sounds like he's lost it), but this actually builds Charisma. Stare once again and your charisma will be level 2. Which satisfies this demand.
- 4) Acquire one cool guitar: Talk with your mate Giuseppe Mezzoalto and he'll give you one - purchase it from his van.
- 5) Impress the Local band Leader: Easy one! Talk to Vera Vex and make your friendship level 50 with her and she'll let you join the band.

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Goal 4: Pizza Pandemonium
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Find and talk with Lottie Cash before you start this mission. She's usually on the same road that you use when you leave the farm by heading east, mostly around midday.

- 1) For this one go to the seafood restaurant, refer to the map if you don't know where it is. The chef is the guy who's in white, a little fat and has a hat on. Make friends with him, get the relationship level with him up to 60.
- 2) Prove your worth! Here you have to get your cooking skills up to level 5. So visit the library, go upstairs and there on the east side there are cooking books that you can read. Read them until your cooking skills ar at level 5.
- 3) Pay the Show entry fee: For this one talk with Lottie Cash. She'll say that she's thinking about purchasing the sea food restaurant and the cooking TV show that gets filmed over there. Pay her 2500 simoleans and from now on you can access the pizza making minigame found in the sea food restaurant by

pressing A on the blue board.

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Goal 5: Champion of the Simverse
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Find & talk with Daddy Bigbucks, I found him at Knick Knacks. He'll say that this town needs a triathlon, so he wants you to complete the three challenges so that it might impress the mayor and in doing so he will open up the 1st annual SimValley Extreme Games.

- 1) Catch the Veloci Rooster, this mad chicken runs fast everywhere but he's not hard to catch, make your body level 6, my body level was 8 so maybe it was easy for me. TIP: If you watch closely at the movement paterrens of this chicken it sometimes goes in the same direction when its running, knowing this you can catch it, that's how I did it.
- 2) Visit Country Cafe, since your body level is at 6 you'll have no problem doing this. If its not you better train for it. Press A on any of the two bulls that are presented to you and ride any one of them till you satisfy this challenge.
- 3) Since your on body level 6, go to the gym and the boxing ring. Press A on the boxer to knock out Mad Willy Hurtzya (he doens't hurt ya anymore!).

NOTE:
Check out the FAQ, the questions 9 and 47 will help you on beating the boxer up if your having trouble with him.

After that's over go see Daddy Bigbucks, I found him during auction time in the item shop that's near the jail. He'll be happy to see that you did all the events and he'll pay you 1000 simoleans. But do not leave Daddy Bigbuck's sight just yet!

NOTE:
1) You can build body strength by going to the gym since you now have paid the membership fee of 200 simoleans, and start lifting weights. Also, boxing builds up the body strength as well.

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Goal 6: Moving Out - 3
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Talk with Daddy Bigbucks and he will agree by saying that's a 'fine' idea, he will let you rent his summer mansion. Now let's finish up this mission so we can move to a bigger and better home! ;)

- 1) For this one you have to make 8 friends, by this time you shouldn't have to make anymore friends because by now you should have eight friends.
- 2) Now you'll have to pay Daddy Bigbucks 10,000 simoleans so you can rent out his summer mansion. Once you have the 10,000 by working hard of course, hand the money in to him and he'll tell you to find Guiseppi Mezzoalto who will pack your stuff up. Forget about Guiseppi for now.
- 3) Now you'll need to gain a level 4 promotion from one of these occupations: Jam session or Pizza chef.

Personally I would go with the Jam Session and not the Pizza Chef because its alot easier to level up and do.

If you want to do Jam Session follow this simple guide:
Go to Club Rubb, since Jam session starts at 7PM you better hurry up if the club is about to close!

Make sure though that your creativity level is 6 and your charisma level is 3 otherwise you can't get promoted to level 4. And your aiming to earn 400 simoleans.

On the right shows the notes you have to play, when they go over the target that's on the scroll if you don't key in the notes when the notes go on the highlighted cyan coloured target exactly then you don't get paid for it and you lose the points you gain on the left side of the red bar, once the bar is full then you get promoted.. But if your synched with the scroller then you get paid for it and the bar fills up.

Or if you want, you can try to get Level 4 at being a Pizza Chef, the mini-game is located at the sea food restaurant.

Now, after you've been promoted to Level 4 on one of the jobs listed above, find and talk with Guiseppi Mezzoalto.

Agree with him to move your stuff in his crate to Imperial Estates, unpack all your stuff - hand the crate back to Guiseppi and now get ready for Level 5, the last level! ;)

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Level 5
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This level is not hard to complete but it takes some time to finish it, luckily you have this guide so you don't need to wait or search for answers! :)

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Goal 1: A Monumental Accomplishment
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Before you start Goal 1, talk with Det. Dan D.Mann to unlock this mission.

- 1) Find and talk with Daschell Swank and he will give you the phone number for the sculptor who happens to live in SimCity. The number can be accesible from *only* your home phone under 'services'.
- 2) Now before we can call and hire the sculptor, if you don't already have a phone in your house - buy one otherwise you won't be able to call him. Also before you can call you need to find and collect 30 cans that are scattered across the streets of SimValley (just press A to pick them up) and please... don't sell them at VirtuChem until this entire mission is complete. After you've collected the 30 cans this sub goal would be complete.
- 3) For this one you need to be quite popular in SimValley, get a popularity rating of 50 to complete this one, this takes some time but talk to every single person you can see and try to gain relationship levels higher than 50 for all of them. You'll be popular in no time! ;)
- 4) Now its time to call the sculptor, go to where your home phone is, press A, choose services --> Sculptor. That's it!

Now go and talk to Det. Dan D.Mann.

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Goal 2: The Looney Lemmings
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To unlock this mission talk with Duane Doldrem who'll tell you that he's been looking for this 'elite' club for a long time but he can't find it.

Also, this sub mission has its order in reverse, what I mean is that you can't go to the cliffs until you make the lifeguard annoyed and mad like hell. Also, make your popularity up to 60 otherwise she'll ignore you. To increase your popularity the easy way, be *BEST* friends with lots of people except Misty Waters, and this means getting a high relationship level 80+.

- 1) Pester the Lifeguard: Find Misty Waters, check first around near the sand dunes during daytime and also check the sea food restaurant. Once you find her ANNOY her bad, and get the relationship level down to -50. You might have some difficulties here, why? Because once you annoy her down to -18 she stops talking to you, that's why use this method to overcome that: annoy her twice, be nice once, annoy her twice and so on till it drops to 50.
- 2) Visit the cliffs. There used to be a gate blocking your path just right of Country Cafe but now its gone, so pass through the area where the gate once was and this sub mission will be satisfied. Although you can't go up the stairs just yet.

Talk with Misty Waters and say 'Hey! I'm an official Looney Lemming now!'. She'll get angry and say to you she doesn't want to talk with you any more.

Finally, now you can pass through the place where the gate once was, climb up the stairs and play the mini-game, Cliff Diver X!

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Goal 3: Take over the Town!
.....

To unlock this mission, find and talk with Nora Zeal-Ott. Apparently she is now the Assistant Treasurer, she will also say that *YOU* could have applied to become a mayor, since the current mayor doesn't do anything and also she tells you that anyone can apply to become the mayor of SimValley at any time of the year. But she says that you can't apply now because O. Phil McClean (the fisherman in the yellow coat) has already applied for the position. We'll see about that! ;)

- 1) Nora says to you that she can help you become the next mayor of SimValley if you pay her 10,000 simoleans, once you have the money go see Nora and pay her.

TIP: If you want to finish the entire game and not be bothered playing it any further then selling your own personal property that you bought with alot of money can really help raise the 10,000 simoleans! Just do not get rid of the essential items such as the shower, bed, toilet and stove.

TIP 2: Remember the furniture that was available to us in the secret cellar back in Level 4 in the ghost mission? If you haven't got your hands on those yet do so now and sell them, in total they will add over 2000 simoleans to your count to pay off the 10,000 liability.

TIP 3: I recommend that you the jobs Mower Madness, Bait Flinger and Smoothie Slider. I've found these jobs bring you the HIGHEST payouts.

- 2) Gain a popularity of 60 if you haven't already, for some tips on how to gain the extra popularity, re-read Goal 1 point 3.
- 3) Now you have to annoy O. Phil McClean (the fisherman in yellow) real bad so he will drop out as a possible candidate for mayor. If he's ignoring you when he's about -20 give him some time and he will talk with you again, then give him round 2. :) After the relationship level becomes -50, talk with him once more time and he will chicken out of the election to become the next SimValley Mayor.

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Goal 4: Mystery of the Cosmos
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IMPORTANT!!
SKIP GOAL 1 OF THIS MISSION IF YOU WISH TO PLAY THE GAME FOREVER.

Talk with Maximilian Moore (the afro dude) to unlock this sub mission.

- 1) Go to Uncle Hayseed's farm, you'll notice that that the tractor is not blocking the barn anymore, now go inside the door that's just to the right of the parked car. Then you'll notice that the hay stack was kind of like a hologram and it disappears but reveals a hidden trapdoor. Go inside and you'll see a rocket there! Now go towards it, press A on it and choose repair. Now put the rocket in your pocket..that rymes! When you get out of the barn, you'll notice that tractor is again blocking the entrance to the barn which is no calls for concern.
- 2) Become friends with Daddy Bigbucks. Make the relationship up to level 80. At around auction time you can usually find him at the item shop that's north west of the jail. Then ask him to give you grant money for your science experiment.
- 3) Earn the logic of level 7. To earn logic read the relative books in the library on the 2nd floor.

Now go and visit Maximilian Moore, he'll thank you and he'll tell you that now you have become part of the VirtuChem Elite club! Now, whenever you visit VirtuChem Labs, you can access the mini-game Petri Dish!

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 Goal 5: Apprehend the Van Man

To unlock this mission talk with Vera Vex, she'll start complaining that Giuseppi has stolen her guitar.

- 1) Become friends with Det. Dan D.Mann, make the relationship level up to 60.
- 2) Purchase the camera at Bric'a'Brac, if it's not there visit the store some other time.
- 3) Now that you have the camera visit Uncle Hayseed's farm and go inside the house, enjoy the movie scene! ;) After that's over go up to Giuseppi and talk to him. Your character will then take a picture of Giuseppi and at that momment Det. Dan D.Mann will come in and arrest him.

 NOTE:
 It might seem that most of Uncle Hayseed's furniture is gone, but you get them back. Simply exit the house and re-enter it. Voila! Their all back.

Since Giuseppi is now in jail, go find and talk to Vera Vex to let her know that he's in jail now. Also, since you've now finished Goal 5 access to Uncle Hayseed's house is not possible anymore, but you can still access the Mad Mower for the money.

.....
 Goal 6: Summer's End

- 1) For this one you need to make 13 friends. If you've done exactly what I've told you before about talking and making friends with anyone you see in the attempt to increase your popularity, then this sub misison would have been complete. If not, then find the 13 people needed and make your relationship level with them to 50.
- 2) Now you will need to get a Level 3 promotion for either the Mad Scientist (Petri Dish mini-game) or Cliff Diver X. Personally I think both of them were quite easy.

For the Pertri Dish, make sure you focus on one colour group at a time, like all orange first, then all yellow and finally blue.

The Cliff Diver X was easy too, this was the occupation I completed this sub mission with. Just use the control keys to do some tricks while in mid

air, fall down vertically and press the top arrow button just before he hits the floor.

Read the job list for detailed descriptions on how to complete them!

- 3) For this one you will have to repair the rocket, if you did what I told you to do back in Goal 4 then this one would have already been done. Anyway, to repair the rocket just go towards it, press A while the arrow is over it and choose repair from the list.
- 4) Last mission! This one requires you to place the rocket that you've found before on the launch pad that is located directly west of the kitchen, past the living room and through the door on the west.

Now talk to Uncle Hayseed.

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THE FINALE:
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Uncle Hayseed will actually be inside the Imperial Estate, the moment you come back in the house he's waiting. Here's the entire story script exactly how it happens:

YOU: Uncle Hayseed, what are you doing away from the farm?

UNCLE: Well, *YOU*, summer's over. Sure went pretty fast, didn't it?

YOU: As fast as the Veloci-Rooster.

UNCLE: And you, on the ballot for Mayor of SimValley! You made me proud, kid.

YOU: Thanks Uncle Hayseed!

UNCLE: And this rocket you restored. You're one of a kind, *YOU*. But it's time for you to leave SimValley.

YOU: But...I don't want to leave! I love it here! It's my home.

UNCLE: No, *YOU*, it's not. Not anymore. It never was...Your mother never told you how I how I found you in that cornfield all those years ago. You repairing this rocket isn't coincidence. It's time for you to really go home, kid.

YOU: But...

UNCLE: If that rocket leaves the ground and you're not with it, you'll regret it. Maybe not today. Maybe not tomorrow, but soon and for the rest of your life. Goodbye, *YOU*. Perhaps I'll see you again someday.

YOU: I understand.

UNCLE: ...

Then Uncle Hayseed will head outside through the door. You will to, and you will meet all your friends and contacts you've made this summer. And as you head for the rocket, waving goodbye at everyone - you take one last look at Uncle Hayseed and you leave earth...Then the rocket crashes for some reason and you crash back to earth.

The credits now roll...

*** THE END ***

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Final Thought
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rumour is that you can have kids IF you play as a girl and have friendship with a guy with relationship level of 100. In short, there is no evidence so far saying that you can't have kids - actually Im starting believe that you can't, but there's no proof of this yet.

8) Q: Where is the game set, what is the storyline and what are you trying to achieve?

A: The game is set in SimValley, the Storyline is The Sims and your eventual goal in this game is to own the mansion which is on top of the hill. After that...well, you'll find out! :P

9) Q: How do you beat up the boxer (Mad Willy Hurtzya) ?

A: You can't at the start, but once you speak with Daddy Bigbucks on Level 4, he will speak about hosting a SimVally triatholon, that's when you can beat the boxer up. But make sure you body level is on the 5th bar and over otherwise you will get your butt kicked, you gain more body strength by boxing and lifting weights, you can purchase a boxing set and you can lift weights at the gym if you are a member, also you can lift weights while your in jail.

10) Q: How do you get the electric guitar on level 4?

A: Talk with your mate Guiseppi Mezzoalto, and he'll hook you up with the 'Offender' Guitar. But you'll still need to buy it at his van, read the answer to question 40 for more info about this.

11) Q: How do you make friends in the game?

A: Talk to them, friendship happens at relationship level 50, and relationship heats up at level 80 and above, if they are a girl well you can kiss and hug them. Same if they are male as well.

12) Q: How do you repair electrical items?

A: Press A to select the sub menu for the item and choose repair. Sometimes you get electrocuted and you go to hospital so its best to save your game and retry, otherwise if you have plenty of money and a phone in the house, select the phone, choose services and choose repairman.

13) Q: How do you put out fires?

A: So you have a fire on your stove eyy?? Press A on the appliance and choose put out fire. Or if you have the money choose services --> fireman on your phone if you have on. Leaving the fire go on for a period of time will disintegrate your appliance so you better act fast.

14) Q: I keep getting into jail, but I don't know why I go to jail? Any advise?

A: Check your mailbox to pay your bills. Pay your bills regularly because the bail money you have to pay when you go to jail is much HIGHER than the bills you pay. Also, you don't have to worry about paying bills in your uncles farm. ALso, if you urinated in the gardens or even inside the hospital there is a 50/50 chance you get fined 100 simoleans and go to jail for it so save the game before you burst out. Also, even if you go to jail with a bail fine for example, of 500, you can still get out by paying less that amount.

15) Q: How to get the burglar alarm?

A: Check any store that sells items and you can purchase it but you must check every now and then, and YES your house can get items stolen by burglars in this game. If I can remember it correctly I'd say the alarm is 650 simoleans.

16) Q: Where do I get the city blue prints?

A: Once your living in the Clocktower, you will see a hiddin door just right of the stairs, press A to open it and you will see the blue prints just below. You must then give the blueprints to Giuseppi.

17) Q: The rise of Club Rubb, where is the owner!?

A: He's the afro guy, just talk with Maximillian Moore, you must pay 1000 simoleans to the Det. Dan D. Mann guy.

- 18) Q: Where do I get the flyers that I have to hand out to people?
A: Go to the Knick Knack shop that's east of the pet shop and the Waterfront Villa, they are 2 simoleans for one flyer. You need to purchase 10.
- 19) Q: Where are the bookworms!?
A: In the library, the building is east up the road from the VirtuChem Labs and just west right next to the Country Cafe. Press A to squash them all of them, in the 1st and 2nd floors.
- 20) Q: Where is Club Rubb!? I can't find it!
A: It is just south on the other side of the street of the library and the Country Cafe. It is a square shaped building and the windows have a orange glow to them.
- 21) Q: Where are the 8 chickens? (Quick Access code: chkqa)
A: They are scattered across the town. Here's the location list:
1. One chicken is on the stairs in the barn.
 2. Enter the barn, you should hear a chicken noise, see where the car is? To the right side of the car there's a door. Enter it to find a loose chicken.
 3. In front of the barn near the bushes on the other side of the road, when you first leave the barn.
 4. Head south from where you first leave the farm, then head west to see your 4th chicken.
 5. Inside Burning Spoke Biker bar, near where the toilet is.
 6. Head west from the Burning Spoke Biker bar down the road, till you get to the carpark, there's a chicken running loose here.
 7. From the carpark, head south through the opening in the fence, head a little north past the two trees to find another chicken.
 8. Head a little east from the Burning Spoke Biker Bar towards the phone booth, head north a little through this small alleyway and pick up the chicken.
- 22) Q: Where can I find Giuseppe Mezzoalto?
A: In several locations, try the alleyway just right of the Burning Spoke Bar at NIGHT, when he says that he is at the docks check near the docks and in the upper level up the stairs you'll see him there as well with his large van (you can buy items from this van to!). Whenever he says he's at Imperial Estates he means he is located near the mansion that's directly south of the Burning Spoke Biker bar. Call him and he will tell you where he is, you always have better luck finding him at night time -he even tells you so! Don't forget to check the Burning Spoke Biker Bar. Also, it is a good idea to keep a close relationship with this guy because he helps you alot so make sure the relationship level with this guy is always above 90.
- 23) Q: Im supposed to find person 'xxx'but I can't find him/her, where are they?
A: * If its Dusty Hogg check the area near the Burning Spoke Bar and the jail which is just to the west of the pet shop and just north of the sea food restaurant.
* If its Giuseppe Mezzoalto read question 21.
* If its Uncle Hayseed check the farm.
* If its Mad Willy Hurtza (the boxer) check the gym in the boxing ring and the area that's just outside the gym. Also check the sea food restaurant near the docks but he only starts hanging out in the sea food restaurant after you beat him in boxing.
* If its Bucki Brock check the Country Cafe, the area around the Burning Spokes Biker Bar and the road between the biker bar and the farm.
* If its Misty Waters then check the docks and the sea food restaurant.
* If its the fisherman Olde Salty check the docks in the morning and at night check near the open space leading to the gardens that's just left of the VirtuChem Labs.
* If its Knicki Knack check the gardens, the area near the pet shop and don't forget to look in the Knick Knack shop.
* If its Daschell Swank check around the docks, around the Rubb Club and

go up the stairs near the docks and check the area there.

If its Claire Cutterball, check the area near the items shop and the Burning Spoke Biker bar and the road in between the Biker bar and the farm.

- * If its Nora Zeal-Ott check around the Burning Biker Bar and the road thats between the Biker Bar and the farm.
- * If its Vera Vex the lady rockstar wannabe, check the Burning Spoke Biker Bar and the Rubb Club.
- * If its Hester Primm then check the road near the Gym, the Library and the small sand dune area which is just south of the sea food restarant.
- * If its Lottie Cash then check the Burning Spoke Biker Bar and check the road that goes east from the farm area, alot of the time she hangs around here usually around morning.
- *If its Eddie Renalin then look in the area that's just outside the gym and the area that's around the VirtuChem Labs. This is the same guy you have to pay 200 simoleans to in Level 3 to gain full membership to the gym.
- *If its Maximillian Moore (the afro guy), then look outside of the gym near the road,try the Rubb Club and from the club head south and then a little east towards the lake, he can be around here too. This guy is the owner of the Rubb club.
- * If its Mel Odious look around the docks, the library, the sea food restaurant and the beach shores.
- * If its Vernon Peeve look near the area where the gym and clocktower are, also check the area around the docks and don't forget the Burning Spoke Biker bar.
- * If its Ephram Earl look in the haunted shack. Use the sewers to get there, he is the ghost. The funny thing is, he also comes to some of the auctions to bid for items. Wierd.

If you still can't find the person, then just go to any phone, choose ring a friend and just select the person from the list. They usually will reply to you and tell you their location. If its Giuseppi Mezzoalto and he doesn't reply wait till its night or early dawn,that's when he comes out from hiding.

NOTE: Check out the 'SimValley City Map' I've written which is in this FAQ for a list of a few item and character locations pinpointed on the map.

24) Q: Where can I get the fishing book and the fishing rod?

A: Buy the fishing book at Knick Knacks and get the fishing rod at any goods seller (item shop), then impress the Fisherman (Relationship level 40) and then you can fish whenever you like.

25) Q: Where do I get the promotions for Bait Flinger / Powerlifting?

A: Once you gain membership to the gym, head a little north past the mirror through the doors, head south to see all the weights and the entrance to powerlifting. To access Bait flinger, read question 23 to gain access to fishing and then head a little east from the sea food restarant, then to access fishing spot #1 head south and to access fishng spot #2 don't head south but instead continue going west and head south when you reach a banner fixtured to the poles towards Olde Salty's fishing boat past the Fish 'n' Chip shop - while your down here you can also grab the '3 eared mouse' which might be a little hard to see at first but is just a little north to where the fishing boat is.

You can check out the map of the city I've typed up, I know its not perfect but it will give you all the general directions you have to go to reach the various locations so you don't get lost or confused in the vast world of SimValley!

26) Q: How do I auction for items in the game and how can I get the best deals?

A: You can auction for items at ANY item store between 5-7 PM. To auction for an item you need the item must be listed, then press A to begin auctioning, you can use the up and down arrows to decrease or increase your bid, usually if you have the money you could get items for a cheaper

price than they were before the auction so in that case auctioning is good and gives value for money, but sometimes the store owners could get the better end of the deal, what I mean is you could end up paying more than what you could have paid before the auction started - in this case it is better to save the game anytime before 5PM and if this happens just buy your item before auction begins. To get the best deals take this example:

I want to buy some item for 1000 simoleans, I have 1050 simoleans. Once auctioning begins one guy increases his bid to 950 simoleans so now he is in the path of getting the item, but if I purposely increase my bid to 955 or even 960 simoleans and then quickly bring it back down to 950 simoleans which equals that of my competitor I would win the item because my LAST bid was higher than 950 and his LAST bid was NOT higher than 960.

But, if I decreased my bid to 940 or even 930 and brought it back up to 950 which equals my bid to that of my competitor I will NOT get the item because my LAST bid was UNDER 950 and his LAST bid was 950 constant. So there you have it, the way to get the best deals whenever you go to auction! ;)

27) Q: Nice strategies for auctioning, any more tips for me?

A: Yes. This strategy is called intimidation because you intimidate your opponent so the bidding plays out in favour for you. For example, say Im bidding for an item worth 1000 simoleans and my competitor did the bid for 800 simoleans the highest, I can intimidate him by increasein my bid to 810 and he will try to over-bid me (it seems the AI can't be this smart, but believe me it is!) by going to 820, I will finally increase my bid to 1050 which is higher than the original value price, and he will try to do the same to overbid me, once there are only a few more seconds left over I would just lower my bid to 950 and he will lower his bid to something like 960 because he doesn't want to spend so much money on a single item, now I would quickly bump up my bid to 970 and therefore the time is up, I would when the item at the discount of 30 simoleans. Or I could have just bumped it up to 970 then lowered it back to 950 which equals to that of my opponent and if he doesn't make a move I would get the item at a lovely discount of 50 simoleans.

These auctioning strategies just clicked to me as I was bidding for alot of items, such as my \$2000 stove I bid and got about 2-300 simoleans discount.

28) Q: What does the '\$' sign stand for?

A: When playing, at the top right hand corner you will see this sign, its like the dollar \$ sign but in simolean currency.

29) Q: I moved out of my uncles barn, but now I can't get back in!

A: Once you moved it it was expected that you stay out. lol.

30) Q: I've got the crate in my house, I unpacked but its still there!

A: Press A on the crate and choose the opion to hand it back to Giuseppe Mezzoalto.

CAUTION: If you still had items in the crate, and you gave it back to him. You've lost them for good.

31) Q: Is there any map in the game that I can refer to?

A: Yes the game has a map you can refer to, when your in control and you can see your character, press the SELECT button to view options --> then choose show map.

32) Q: Can you run in this game?

A: Yes you can, press the B button while walking to run.

33) Q: Can friendship between you and person 'xxx' degrade after some time?

A: If you don't keep contact with them, yes, the relationship level will degrade. Just like in real life. So keep contact with them from time to time. Once the relationship level degrades below 50 they are not officialy your friend anymore.

- 34) Q: How come my character doesn't eat? I choose the stove but it still doesn't work!
A: Make sure you have enough money to pay for the food first. At the start of the game, the food's free but after you do Mower Madness and get paid for it you have to work for your food.
- 35) Q: Help! How come my character doesn't sleep? I direct him to sleep on the bed / sofa but he just nods his head.
A: Make sure he isn't hungry, get him some food and then he will go to sleep. Also, don't forget to go to the toilet, if your character urgently needs to go to the bathroom he won't go to sleep.
- 36) Q: Im directing my character to the shower but he just nods his head and he doesn't have the shower. What's wrong with him?
A: Nothing. There's no room to go into the shower, make sure you have no roommates blocking the path to the shower or even whatever it may be. Wait some time for them to leave and then try again.
- 37) Q: I've got lots of those paintings with me, how do I get rid of them?
A: If those paintings are from 'Lover's Retreat', just hand them in to Daschell Swank. If those paintings are personally made - like from your own painting kit then you can sell them at Bric 'a' Brac.
- 38) Q: Is it possible to play this game forever?
A: If you already did the rocket mission then no - the game will end. However, IF you SKIP Goal 4 of Level 5 (Mystery of the Cosmos) or you NEVER go inside the room which contains the rocket then you can play the game for as long as you wish! :) You must skip GOING to the room that has the rocket (which is inside Uncle Hayseed's barn), otherwise access to Uncle Hayseed's farm house will not be possible therefore you can't access his furniture; shower etc & talking with him won't be possible either.
- 39) Q: Is Heidi Shadows a cheat?
A: It's NOT a cheat, but it's a thing the developers put in as a secret character who can be very advantageous to you. Read the misc. section for information on how to find her in two different locations!
- 40) Q: Help, I can't find Giuseppe's van...where is it?
A: On the 1st map, it's displayed as a copyright sign (©) just right of the docks. Make sure you go there ONLY at night, his van doesn't park there until then.
- Also, if Giuseppe's van is out and you walk near its area, then you'll hear classical music because it's the van's theme song. When required purchase the offender guitar at this place.
- TIP: Press SELECT, choose 'Show Map'. If Giuseppe's van is out then you'll see its icon just near Howe's retail.
- 41) Q: I can't find the ghost's ashes.
A: It's displayed on the sewage map as a hash (#) sign, you will then need to go to the ladder labelled L10 to reach the mansion.
- 42) Q: Does the game use a realtime clock or a predefined programmed clock?
A: I don't know why you would want to know this but Im not the developer so I wouldn't have the slightest thought what the answer might be. You can email the developer 'Griptonite Games' if you still want to know.
- 43) Q: Where's Paradise Island?
A: This is a secret level which can be *only* played with if you connect the Gameboy Advance to the GameCube.
- 44) Q: Where's the ghost? I can't find it.
A: Visit the haunted shack at around 11-12pm at night, he'll be inside the shack on first floor. BTW you need a mechanical skill of 3 to open

the gate leading to the house.

45) Q: My character keeps passing out, what's wrong with him?

A: Follow this checklist to find out what's wrong with him:

- Is he too hungry? -> You can end up in hospital if he's too hungry
This is the 1st bar.
- Is he too sleepy? -> Your character will fall asleep on the spot.
This is the 3rd bar.
- Is he too tired from standing? --> Sit on a chair or sofa for awhile.
This is the 5th bar.

Make sure that all the above is resolved and you'll find that your character doesn't collapse on the spot anymore! :P

46) Q: I finished the mission 'Deep Dark Secrets', so do I still need the crowbar? If not how do I get rid of it?

A: After you finish the mission then the crowbar is not required anymore, simply return it back to Uncle Hayseed at the farm.

47) Q: How do I beat up the boxer (Mad Willy Hurtzya)? He keeps on knocking me out!

A: Follow this checklist:

- Is your body level at 6 or above?
- Are you doing the correct mission and are you on the correct level?
You should be on level 4 & goal 5 which is, Champion of the Simverse.
- Are you too tired, sleepy or is your home bar at 100% red?
If you are then make sure that these bars are at 100% green.
- Are you a member of the gym? --> Pay Eddie Renalin 200 simoleans if you haven't already.

Also if he's still a pain then try running up to him and punching him when he's got his back to you. Press B while walking to run.

48) Q: I picked up the urn and when I go to the haunted shack the ghost is not there! Where is he?

A: Read answer for question 43 above!

49) Q: Where is the Veloci Rooster?

A: It appears in random places, so make sure your body is on Level 6+ before you try to catch it - your timing is everything because this little bugger runs quite fast. I found him just outside VirtuChem at night.

50) Q: What does game score mean?

A: Its how much points you have scored in a game, if you know what the word 'score' means its the same for games aswell.

51) Q: How long did you take to complete the whole game?

A: 155 days.

52) Q: How do you find out what day of the week it is?

A: 1) Press "Select" and save your game.
2) Press "Select" and choose "Save Game" from the menu (but dont save again).
3) Look at the game file; it states the time and day of the last save.
Unfortunately, the day is a number, not a day of the week.

Refer to the Heidi Shadows section of this guide for more info on this.

53) Q: How do I save my game?

A: Read the answer to the question above!

- 54) Q: How do I move furniture?
A: 1) Press A on the furniture and put it in your pocket.
2) Goto your inventory, select the furniture by pressing A.
3) Using the control pad move the furniture the way you need to and use the buttons L and R to turn the furniture to the side thats needed.
4) Once the locations been decided, press A to place the item.
- If the selection is yellow then the item can be placed in the area.
 - If the selection is red then the item cannot be placed in the area, if this is the case then simply move the furniture to a different place or change the way its facing.
- 55) Q: How do I enter the cheat codes?
A: Refer to the manual of the hardware you use, for the instructions. If you happen to be using an emulator use google.
- 56) Q: The slip of paper that Heidi Shadow's sells has the word "BUCKET" on it, what is it for?
A: Rumours have it around the boards that it could be a secret password for something in a sequel of the game OR my guess is that does it have something to do with Paradise Island?
- 57) Q: My pet 'xxx' is lost, I can't find it! Where is it?
A: Here are a few things you could do:
- Wait till you move to your new house and it will appear on the front steps. Once you find it award it frequently.
 - Forget about it.
- 58) Q: My pet keeps on urinating on the floor! How do I make it stop?
A: Here are a few things you could try:
- Just keep on cleaning up the animal's mess.
 - Make it feel noticed frequently. Eg, pet it frequently or play with it.
 - Sell it at the animal shelter to get rid of it, though you will not get paid for the sale.
- 59) Q: My pet tries to avoid me, what should I do?
A: Try these:
- Make it feel noticed frequently. Eg, pet it frequently or play with it.
 - Get rid of it by selling it and buy a new pet. :P
- 60) Q: When I unpack my belongings from the crate when I move into my new house I get a "Sorry! Fire code prohibits any more objects!" message, - what should I do?
A: It means that you cannot place any more items on that level, try placing the extra items on another floor. It's maximum 25 items per floor.
- 61) Q: I didn't repair the rocket while it was in the barn, but when I tried to repair it while it was on the pad there was no option to repair it. What should I do now?
A: Nothing much you can do, this is a glitch in the game so now you cannot finish the game. Also there's no point in trying to use the codebreaker codes because they do NOT work on level 5.
- 62) Q: I heard that there was a way to make 1000's of money REAL fast but it involves Heidi Shadows. Could you explain how it works to me?
A: Check out the Heidi Shadows's section of this guide for more information on this trick.
- 63) Q: I went to jail, but when I came back out I can't find my scooter! Where is it?
A: There are two things you can do to retrieve it:
- Press SELECT and go to view map. The map will show where your scooter

is, then its just a matter of navigating to it.

- Wait till you move to your next house, then you'll find that your scooter is right in front of your house.
- Forget about it, use the sewer to travel around because it is alot faster. You can use the sewers map found within this guide to help show you where ALL the ladders lead to in the world of SimValley.

64) Q: I want to write a FAQ on this game, where should I start?

- Look at other faq's for ideas.
- Check out <http://faqs.ign.com/> they have a guide on writing faqs.
- Check out <http://www.gamefaqs.com/features/contribute/> they have a guide on writing guides too.

65) Q: Can I use parts of your faq (info, layout) to use on my guide?

A: No.

66) Q: Even if I give you credit? (continues from above...)

A: No.

67) Q: Im going to modify your faq to put up on my site! (A real email I got)

A: Unless you comply with the law to remove copyrighted material which is plagiarism you will be reported to your host provider.

68) Q: Hi, am I allow to print your FAQ for myself and use it for later viewing away from the computer?

A: Yes, but you must NOT edit, modify, copy parts of the FAQ and/or upload it and claim it is your own work.

69) Q: I did what you told me to do but I still can't get "xxx"/I still can't do "xxx". (NOTE: replace xxx with the object your trying to get or related to a mission your completing.)

A: Follow this:

- Make sure your on the correct level!
- Make sure you completed all the prerequisites before you can complete the one your trying to do!
- Talk to the character again (when required for certain missions...) and not just once.
- Read the FAQ once more to see if you didn't skip important things.

70) Q: My question is not answered in this guide, what should I do now?

A: Follow these steps to conjure up a solution to your problem... ;)

STEP 1: Read it again. Its very likely that you didn't look properly. I know because 95% of all emails I recieve are the same questions that are already answered in this guide!! The other 5% btw is suggestions.

STEP 2: If its mission related read the walkthrough properly, if you follow it carefully you'll know what to do so DO NOT email me a dumb question such as 'Who do I give the \$1000 to?'

STEP 3: If its question related read through the FAQ thoroughly this section contains ALL the questions I got asked and on the boards so (example...) do NOT email me a question like 'Where do I get the guitar from?'

STEP 4: Are you sure you have the latest version of this guide? I recommend that you check gamefaqs.com because that site is ALWAYS guaranteed to have the latest version of this guide.

STEP 5: Use common sense and some patience!! That's how most of us did it.

STEP 6: Look for your question on the game's message boards.

STEP 7: Post your question on the boards if it isn't there. The boards

are ALL located on the allowed list of sites for this guide - most notably are the gamefaqs's and IGN's message boards.

Since this is the FINAL release of this FAQ, please do not email me ANY questions or suggestions about the game unless it's a report about a site using this FAQ without my permission (found on the allowed list of sites at the top of this page). I might reply to some emails if I can be bothered - however don't count on it because mostly I probably won't have the time or once again...can't be bothered. Thanks.

If you send me junk email (junk that are like 120-500k or 1mb that take up my inbox space) then I'll have to report it to your email provider or ISP for inappropriate conduct. I have recieved these kinds of email so it's very annoying.

+++++
05A - The MAP OF SIMVALLEY

One thing, I know that looking at the maps below may seem awkward and confusing, not all items have been listed but all the ones I've noticed or could fit in are, if you want to find something please refer to the legend (listed below) for a detailed explanation of what the character represents.

No game guide will be complete without maps, and I've done them in good detail too, check out the Legend below for what certain characters mean. I know it ain't perfect, but it will give you the 'general' idea of where everything is.

Since ASCII is not perfect, I will use special characters to represent certain hotspots and locations so everything can be fitted in.

NOTE: Since its not possible to fit the ENTIRE map in under 80 characters per line I made links to the different maps that in whole make up the entire map of SimValley when put together.

LEGEND:

Items / Characters:

° = 3 eared mouse / Recyclable items / Radioactive rod
^ = Dusty Hogg's lost helmet
-W- = Misty Waters
-F- = O. Phil McClean (The Fisherman)
æ = Giuseppe Mezzoalto location
× = Dusty Hogg location
? = Lottie Cash Location
ER = Eddie Renalin Location
¶ = Olde Salty Location
ß = Bucki Brock
± = Maximillian Moore
Ð = Mel Odious
¹ = Beach Volleyball (found on the sea shore)

Infrastructure:

@ = toilet / Barbecue hotspots
(P) = Pavilion
\$ = Phone Booth
%% = Stairs
= Fishing / Work Hotspots
"===" = Road
//// = Docks, the pier.
||| = Bridge
:: = Buildings / Construction
!! = District identifiers
*** = Car Park
X = Void
[/] = Fence
(####) = Lake

M = Manhole
T = Trees

Special Locations:

KK = Knick Knack shop
© = Giuseppe Mezzoalto's Item Shop Van
(LR) = Lover's Retreat
H = Heidi Shadow's location

Map Links:

|# = Connection followed by a number
eg. SimCity== |1 connects to |1 == Simvalley

SIMVALLEY OUTSKIRTS...

```

                                     |---|
                                     | ° |
                                     ::The Biker Bar::| x | _
T                                     |=====| |===
                                     | |         | - - | | |
:.....: T | ^ ] | |         | |         | |
:Haunted Shack: | ° ] | |         | |         | |
:.....: T | ] | | :Item Shop: | |         | |
Inaccessible by | ° == | |=====| |         | ° ::Uncle's Farm::
walk, use the sewers |-----] | |*****| |         | |-----| |-----
T                                     |M|         | |-----°-----M-----/|1
T :.....:-----] | |         |
:Imperial Estates: ° _] | |         |
:.....: |M | | °
T H = |=====| |         |
T T T |M|         | /|\
| |         | NORTH
Olde Salty's Boat | |X
/ @ | |X
/\-----| |%%| |X
|| ° | Sea Food Restaurant||$ ° | |X
|| %%//////////°//////////| | |X
|| | | | |X ::Item Shop:: M ° |2
\|#|--| !!THE DOCKS!! | | | |=====|=====
Fishing spot 2 | | | \ | | : :
| |%%|æ @| | | :
//%//////////| |---| | | :
% | |@ Barbecue | | :
#//% | | ° | | :Jail:
Fishing spot #1 | | : :
| | :Sea Food restaurant: | |$ ==
| | : : | | Waterfront
° | |,////////// | | :Pet Shop: | | Villa
| |Sand Dunes | | : : M | | °
| |,//// ° ,////////// | |=====|=====|
| |=====| | KK
| |
|3

```

SIMVALLEY CITY...

```

:: Uncles Farm ::
----- |1 ----?-----°
-----| |-----|M| ] --> going up here goes to the
| | : : | | :GYM: ] |4 memorial gardens.
| | :Clocktower: | |ER ]
| |_ : : | | ] : : *] : :

```


them up for you at Level 3 in the mission 'Deep Dark Secrets.'

You can start using the underground sewage has a fast way of getting around places, instead of seeing when ladder goes to where you want to go just use this complete map of the SimValley underground sewage and you'll reach the place you need to go in a flash. Also, all items that can be found in the sewage are pinpointed on the map as well! ;)

Legend:

- ° = 3 eared mouse / Recyclable items / Radioactive rod
- # = Ghost's Ashes
- x = Teleport

What I meant by teleport is that depending on what 'star sign' your character is entering this teleport will take you to a different room that allows you to get special items. For example, my character is a Scorpio so he can get two recliner sofas to keep for free! You can only access the teleport once per session, so if you missed it just go up any ladder, climb back down and enter it.

The ladder numbers are ordered in the fashion from the bottom most ladder to the top most ladder, going right to left.

```

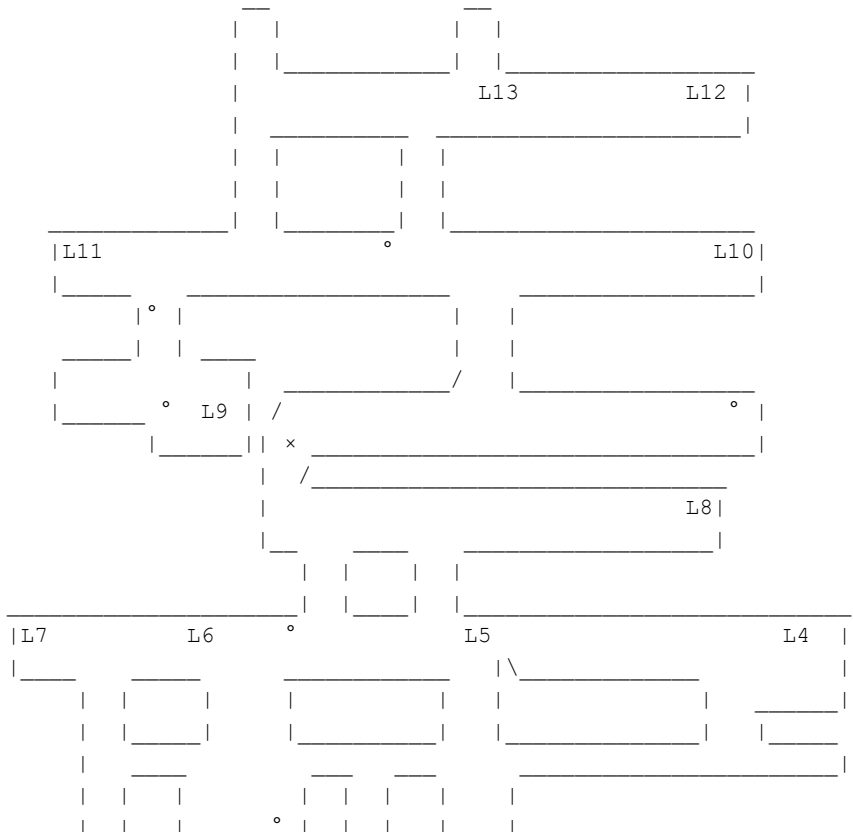
=====
Ladder Number & the location the ladder leads to
=====

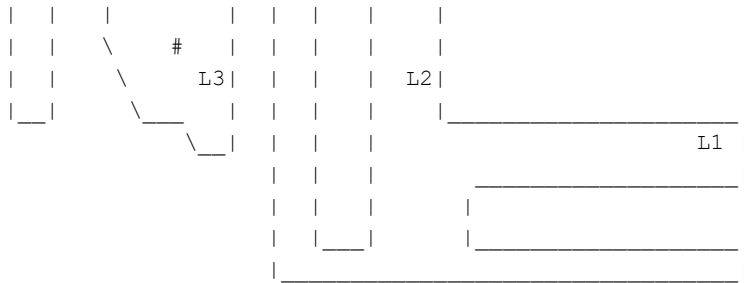
```

- ```

Ladder number ::: Location it leads to
L1 | Just north of the beach shore.
L2 | To the right of the Pet Shop and west of the Knick Knack shop.
L3 | Just north of the jail, and a little east from Howe's Retail.
L4 | Right in front of Country Cafe and the Rubb Club.
L5 | Just to the left of the hospital.
L6 | 2nd floor, go east to meet Giuseppe Mezzoalto's Item Shop Van.
L7 | 2nd floor, just go down the stairs to enter the docks.
L8 | In the gardens, just south of the pavilion.
L9 | Just south of the mansion, the place that you'll own on day.
L10 | East of the farm, at the corner of the bend to the gym.
L11 | Right next to a graveyard, near the haunted house.
L12 | Just outside Uncle Hayseed's farm.
L13 | Outside item shop in parking lot near Biker Bar.

```





Finally! Finished, I can take a break now... ;)

While the map is obviously not to scale, its general alignment of all the walls and the locations of the different objects found within it and the layout is perfectly correct. :)

=====  
 06A - CHEAT CODES (CODEBREAKER/GAMESHARK AND VBA RAM ADDRESS MODIFIERS)

\*\*\*\*\*  
 NOTE:  
 Refer to question 54 of the FAQ section for help on using the codes listed below.  
 \*\*\*\*\*

So you can't be bothered working hard and want to cheat do you? That's Cool! ;) I've tested some of the cheats below and PLEASE save the game before using any of the codes I've listed below just in case the game freezes.

Im not responsible for any harm done to the game when your using the codes, your responsible for it, don't say I didn't warn you. :P

Since Im not the one who discovered or made these codes if you feel like complaining to someone complain to the board and see if anyone answers to you. Again, be careful when using these codes as they never were meant to be and using them \*might\* stuff up your game so save before you begin.

\*\*\*CODEBREAKER CODES\*\*\*

If you don't have the Codebreaker hardware then I'd suggest you skip this part.

For the codes provided by LurkDefender don't worry about the Mastercode. Its not needed. I can make this assumption because the codes below I never used any Mastercodes and they work fine.

=====

BIG thanks to LurkDefender from The Sims: Bustin Out GameFAQs message boards for these ones listed below:

100 Friendship with:  
 Uncle Hayseed  
 8300395B 0064

Dusty Hogg:  
 83003989 0064

Max Neat, Outgoing, Active, Playful, Nice respectively:  
 3300397A 000A  
 3300397B 000A  
 3300397C 000A  
 3300397D 000A  
 3300397E 000A (Fixed version: won't freeze)

Freeze Time:

8300395B 0000

Improved Freeze Time Code:

3300395B 0000

NOTE: This one can continue when code is off.

=====

UPDATED codes:

BIG thanks to Wimby from The Sims Bustin Out GameFAQs message boards for the ones listed below:

.....

\*\*\* The Mastercode \*\*\*

[M]Code

0000D897 000A

1001F266 0007

.....

999,999 Money:

83003954 423F

83003956 000F

100 Popularity:

83003982 0064

-----

Max All Personal Traits

43003A02 6400

00000008 0004

-----

Max Hunger: (Never gets hungry)

83003A02 6400

Max Hygiene

83003A06 6400

Max Rest (Never gets sleepy)

83003A0A 6400

Max Social

83003A0E 6400

Max Comfort (Never gets tired legs)

83003A12 6400

MaxBathroom (Never have to go to the toilet)

83003A16 6400

MaxEntertainment

83003A1a 6400

Max Cozy House (Never gets homesick)

83003A1E 6400

\*\*\*\*\*

Max all Personality Traits:

4300397A 0A0A

00000004 0001

3300397E 000A

Skill Levels - Instant up when you read a book, workout, ect.

\*Cooking

330039EA 00FF

\*Mechanical

330039EE 00FF

\*Creativity

330039F2 00FF

\*Body

330039F6 00FF  
\*Logic  
330039FA 00FF  
\*Charisma  
330039FE 00FF

ALL Maximum Skills:

Max Skill Levels (Seperated) - No need to even read book, workout, etc.  
just have the skill already

Cooking  
330039EB 000A

Mechanical  
330039EF 000A

Creativity  
330039F3 000A

Body  
330039F7 000A

Logic  
330039FB 000A

Charisma  
330039FF 000A

\*\*\*\*\*

ITEMS CODES:

250 Aluminum Cans:  
33003A30 00FA  
250 Old Glass Jars:  
33003A31 00FA  
250 Mechanical Cogs:  
33003A32 00FA  
250 Nuclear Fuel Rods:  
33003A33 00FA  
250 3-Eared Mice:  
33003A34 00FA

250 All Items:  
43003A30 FAFA  
00000004 0001  
33003A34 00FA

\*\*\*\*\*

Max Relationship all Characters(have all bar at 100 and love)  
43003988 640C  
00000024 0004

NOTE: The two below are for Misty Waters and O.Phil McClean because later on in the game you have to become enemies with them. The codes below will make these characters hate you at level -50.

830039A8 CF02 - Misty Waters  
830039A0 CF02 - O.Phil McClean

=====

07A - Miscellaneous Information

This section is devoted to everything about the game that hasn't been covered in any of the other topics.

\*\*\*\*\*

KNOWN GLITCHES IN THE GAME

\*\*\*\*\*

And their solutions if they exist at all...



Tractor Glitch:

In level 5, Goal 4.

When you enter the farm you'll notice that the tractor is not blocking the barn's entrance no more. Once you see the rocket and assuming that you NEVER did put it in your pocket before leaving the main entrance to the barn - it will be blocked once again by the tractor and it will be impossible to revert the circumstances! The only way to fix this situation is to use any working codebreaker or gameshark codes to get the rocket.

Sprites Glitch:

If you are not familiar with the computer term, 'Sprites' then don't worry. But if you are aware you might notice that sometimes when you try to go around some objects, also sometimes in tight spaces your character's Sprite will be partially hidden behind the object that you are passing. As a fact, Sprites is an older technology in making objects look like their animated.

Improper ending Glitch: Contributed by SDSakuragi! Thank you :)

For the final mission I talked to Uncle Hayseed at the farm instead of at Imperial Estates. (This was due to my finishing the Mayor mission last and so I talked to Nora outside the farm.) When I did go to Imperial Estates and entered, the camera cuts to Hayseed and then back to my character, but I am unable to talk to him using the A button. He does not go out the door nor can I exit to another area. And the icing on the cake is the fact that saved my game after talking to Uncle at the farm. So now I can play forever as long as I live at the Farm.

Floating Items Glitch:

It seems that some items float in mid air! Such as when you put a microwave on the bench, put the bench in your pocket and the microwave floats in the air. This glitch does NOT happen all the time. Odd one.

Ephram Earl in auctions:

This guy's a ghost, and sometimes when you go to the auctions you see his character face at the bottom. Funny, I didn't think a ghost would be interested in auctioning! This is something that the developer's didn't take the time to see and fix. :P

Rocket Glitch:

When this one takes place there is NO way that you can complete the game...yup not even when you use cheat codes. To trigger this glitch it is very simple, on level 5 once your at the barn simply do NOT repair the rocket...but instead put it in your pocket and leave the barn so that you can't come back in because the tractor blocks the path. Now once you try to repair the rocket once you place it on the launch pad near Imperial Estates the option to do so will not be there. Therefore now there is no way to finish the game, hence we now know that the rocket glitch has occured.

SOLUTIONS:

While I don't know of any working solutions, if this does happen to you make sure that you have 'admired' the rocket about two times, or try placing the rocket in another place on the pad and finally try this last one by placing the rocket in your pocket and then placing it on the pad again. I don't know if these possible solutions will work or not - above all to avoid this glitch in the first place remember that you MUST repair the rocket and put it in your pocket before leaving the barn, its as simple as that.

NOTE: For the rocket glitch above, this might be a possible working solution.

Place the rocket on the launch pad. Using your home phone call the mechanic and he might just fix your rocket up for you aswell!

\*\*\*\*\*

HEIDI SHADOWS, THE NINJA

\*\*\*\*\*

.....

Thanks to SillyBoy of the board, for providing this information.

For two hours a week you can purchase cheats from Heidi Shadows, The Cheat Ninja

(Secret Character). You must be in the right place at the right time, and thats no easy feat. Heidi appears at the following times and places:

- \*Southwest of Imperial Estates, Mondays 11:00pm-midnight
- \*Park Maze (Top right hand corner), Fridays 3:00am-4:00am

The hard part is knowing what day of the week it is. To find out what day of the week it is:

- 1) Press "Select" and save your game.
- 2) Press "Select" and choose "Save Game" from the menu (but dont save again).
- 3) Look at the game file; it states the time and day of the last save.  
Unfortunately, the day is a number, not a day of the week.

It's confusing but not impossible. The game starts on a monday, so that's day 1.

Therefore Mondays are days 1, 8, 15, 22, 29, 36, 43, 50, 57, 64, 71, 78, 85, 92, 99, 106, 113, 120, 127, 134, 141, 148, 155, etc...

Fridays are 5, 12, 19, 26, 33, 40, 47, 54, 61, 68, 75, 82, 89, 96, 103, 110, 117, 124, 131, 138, 145, 152, 159, etc...

You can buy cheats from Heidi Shadows like any other shop, she sells:

- \* Rosebud: adds \$5,000
- \* Slip of Paper: contains a password, "Bucket", that might come in handy in, say, a sequel of some kind ;)
- \* Silver Tongue Berry - adds 1 charisma skill point
- \* Gourmet Berry - adds 1 cooking skill point
- \* Clock Berry - adds 1 mechanical point
- \* Buff Berry - adds 1 Body point
- \* Mind Berry - adds 1 logic point
- \* DaVinci Berry - adds 1 creativity point

You can also check out the hidden items list for descriptions and prices for the items Heidi sells.

~~~~~  
HELPFUL NOTE:

If you need MORE help finding Heidi Shadows refer to the maps I drew above! She is represented on the map as a 'H', you can navigate to the location yourself.

~~~~~  
TIP ON MAKING LOTS OF MONEY FROM HEIDI SHADOWS REAL FAST:

Before you start make sure that you are actually in the screen that Heidi is on! Here is the procedure step by step:

- 1) Purchase a rosebud from Hedi Shadows for \$100 and use it to earn \$5000!! ;)
- 2) Wait till its the next day, (eg. if its 5:40PM, wait till its 12AM).
- 3) Now you'll notice that Heidi's stock is now replenished, repeat step 1 and 2 till the desired amount of money you want is achieved.

\*\*\*\*\*  
NOTE:

Make sure that you do NOT leave the sceen once its the next day, if you do then Heidi Shadow's will disappear!

\*\*\*\*\*  
~~~~~

.....  
\*\*\*\*\*

Your FREE Astrological recliner!!  
\*\*\*\*\*

Go into the sewers, and you will see the screen cut across to a button on the ground, if it does not happen climb any other ladder down here and climb back down.

Go over the button and it will take you to a special room, there will be two

FREE astrological recliners for you to keep!

TIP: Selling these recliners can give you \$2000 each!

Please let me know by emailing me what star sign you were and the colours of the recliners and the stars on them because the colours of the recliners are decided when you choose your star sign (Eg.I choose scorpio so I get dark blue recliners).

\*\*\*\*\*

A toilet and a basin in Howe's retail store!

\*\*\*\*\*

Now not many of you might have noticed this yet but if you have entered Howe's retail store (the store that's a little north west from the jail) and you go a little east you will find that he has a toilet and a basin for you to use! They are kind of like hidden in a way but they are really handy when you need to use them.

\*\*\*\*\*

Toilets in Country Cafe and the Slot machines!

\*\*\*\*\*

Once you enter the Country Cafe, go up and just to the right of the food bar you'll see two doors - enter either one to go to the toilet. Now, head a little west and walk up the stairs, you'll notice several slot machines. Press A on either one to begin placing your bets and hopefully when some cash! ;)

.....

\*\*\*\*\*

NPC Introductions

\*\*\*\*\*

This section is when you first talk to a person, what that character is going to say to you.

Claire Cluntterbell:

Is it? That's such a wonderful name! So expressive and colorful and fitting, just like my name: Claire Clutterbell. A lovely name for a poet, don't you think?

Bucki Brock:

Howdy, \*your name\*. I'm Bucki Brock, the only sim in SimValley to last longer than 8 seconds on the dreaded mechanical bull. Impressive, yeah?

Mel Odious:

Hey dude. My name's Mel Odious. I'm usually pretty chilled out, but don't mind me if I get a little ANGRY...I'm still working through some issues.

Nora Zeal-Ott:

Pleased to meet you, \*your name\*. I'm Nora Zeal-Ott Miss SimValley three years running and candidate for the Assistant Associate Treasurer position in this year's election. I hope I can count on your vote.

Vera Vex:

And I'm Vera Vex, so what's the big deal? Your not another tone-deaf singer hoping to join my band, are you?

Vernon Peeve:

I'm Vernon Peeve, OK? Are you making fun of me or something? Arg! I should probably be at work instead of talking to YOU! My boss is going to KILL me!

Mad Willy Hurtzya:

Hey \*your name\*. My boxing coach calls me 'Mad' Willy Hurtzya. Not because I'm angry, but because I'm fearless.

Dusty Hogg:

And I'm Dusty Hogg, the meanest mean on two wheels from here to SimCity. So why are you bugging me kid?

Det. Dan D. Mann:

Detective Dan D. Mann at your service, \*your name\*. If you're ever in need of a police officer, I'm your Mann!

Lottie Cash:

Hey there. I'm Lottie Cash. I don't do much apart from spending my enormous inheritance and talking about the experience. Which reminds me, I just saw the most awesome pair of boots...

Giuseppi Mezzoalto:

Hey hey. I'm Giuseppi Mezzoalto, business man and family guy. You need something, anything at all, I can get it...even if it belongs to someone else.

\*\*\* TO BE COMPLETED \*\*\*

.....

\*\*\*\*\*

ITEM TURNOVERS

\*\*\*\*\*

This is when you see certain items for sale on a day, and once midnight pasts and its the new day the store has NEW items for sale and not the old ones. A great way to get alot of items in a short period of time - a similar strategy is used to make 1000's using Heidi Shadows (this tip is discussed in the Heidi Shadows section which can be found above).

=====

08A - TIPS AND HINTS

Here you will find helpful tips and hints on stuff in the game.

- All appliances in Uncle Hayseed's house is free, except for the stove. If you are hungry do not buy food from Uncle Hayseed's house because it costs twice as much - \$20 each time to fill you up. This only applies after you have done 'work' for the first time.
- If you are running really low on the personal hygiene bar and the home bar then take a dip in any swimming pool you see (there's one in the gym and one at Imperial Estates). Swimming helps to build these to bars up really fast.
- Pressing B while swimming makes you swim faster.
- If you can't find a particular person, call them and they'll let you know where they are.
- After you find the rocket on level 5, you'll notice that the entry to the farm house will be locked. But there's another way to talk with Uncle Hayseed. Call him up, and he'll tell you where he is.
- If you have a roommate of the opposite sex, and they are sitting down in a sofa you should sit down with them too! This will reduce your sleep, increase social interaction, decrease tiredness and it increases entertainment. This will work with any character who is eligible to be a room mate to you and you are GOOD friends with them (relationship 80+) - though they don't have to be your roommate for this to work.

=====

09A - WORK / OCCUPATION

So you want to become the next richest man in SimValley after Daddy BigBucks, huh? Here you'll find the various career options you have at SimValley with tips and advise on how to properly tackle them head on so you get the highest possible wages and the characteristics you need to get a promotion!

There are a total of 8 real jobs, what I mean by 'real' is that you can also

earn money by doing errands for people - obviously this can never be considered a job. Enough with that, let's begin! :)

First, here is the COMPLETE list of all the jobs that SimValley offers you:

- Mower Madness (lawn mowing)
- Smoothie Slider (Beer boy)
- Powerlifter (Weight lifting)
- Bait Flinger (Fishing)
- Jam Session (Rock 'n' Roll)
- Pizza Pandemonium (Cook up a Pizza)
- Cliff Diver X (Cliff diving)
- Petri Dish

.....  
\*\*\* Mower Madness \*\*\* To Unlock: Do Lv.1 Goal 5: Earn some Simoleans

/ DIRECTIONS:\

```

|-----|
|Mow the weeds! Press the A Button to accelerate the mower, and LEFT and RIGHT |
|on the Control Pad to steer it. Avoid the rocks and your uncle's precious |
flowers!

```

How to get promoted:

| Level                                                         | Mechanical Skill | Body Skill | Game Score | Hours      | Flower / Weed |
|---------------------------------------------------------------|------------------|------------|------------|------------|---------------|
| Lawn Dude                                                     |                  |            |            |            | -\$5 / +\$1   |
| 1                                                             | 1                | 0          | 50         | 5am to 7pm |               |
| Grass Gobbler                                                 |                  |            |            |            | -\$10 / +\$2  |
| 2                                                             | 2                | 0          | 150        | All same   |               |
| Green Thumb                                                   |                  |            |            |            | -\$20 / +\$4  |
| 3                                                             | 3                | 2          | 300        |            |               |
| Lord of the Lawn                                              |                  |            |            |            | -\$35 / +\$7  |
| 4                                                             | 4                | 3          | 600        |            |               |
| Master Mower at Lv.5                                          |                  |            |            |            | -\$50 / +\$10 |
| This is the final level therefore nothing has to be achieved! |                  |            |            |            |               |

Also, when your in Level 5 of Mower Madness you will also notice Uncle Hayseed's chickens running lose, you can mow over them which will squash them if you so please but it won't affect your score so no worries!

STRATEGY: Do not mow the flowers because they can reduce your total, also you should try to use the rocks to your advantage, it will waste about 2 seconds of what you have if you bump into them but they can be helpful at times. Refer to below:

/  
O

| <-- This means that if you bump the rock from the south side your tractor will end up where the top arrow is pointing.

The above works ONLY for the first rock you see when you first enter the field, I havn't tested the others but after a while fiddling around you will see a pattern and you can use it to your advantage when needed. It is hard to figure out but its NOT required to know this - the idea just popped to my head when I saw the same thing happening over and over again.

.....  
\*\*\* Smoothie Slider \*\*\*

/ DIRECTIONS:\

```
-----|
|Slide the drinks on to the coasters! Press the A Button to stop the direction |
|meter, and again to control the power of your slide. Don't break too many |
mugs!
```

How to get promoted:

\*\*\* TO BE COMPLETED \*\*\*

\*\*\* Powerlifter \*\*\*

\*\*\* TO BE COMPLETED \*\*\*

\*\*\* Bait Flinger \*\*\* To Unlock: Do Lv.3 Goal 1: At the Waterfront

/ DIRECTIONS:\

```
-----|
|Fish for Simoleans! Select your lure and press the A Button to cast. Once |
|you've hooked a fish, press DOWN to fling him out of the water, and the A |
Button repeatedly to reel him in!
```

How to get promoted:

| Level                                                         | Mechanical Skill | Body Skill | Game Score | Hours      |
|---------------------------------------------------------------|------------------|------------|------------|------------|
| Bait King                                                     |                  |            |            |            |
| 1                                                             | 1                | 0          | 70         | 3am to 3pm |
| Fisher                                                        |                  |            |            |            |
| 2                                                             | 2                | 1          | 150        | All same   |
| Salty Jr.                                                     |                  |            |            |            |
| 3                                                             | 4                | 2          | 300        |            |
| Fisher King                                                   |                  |            |            |            |
| 4                                                             | 6                | 3          | 500        |            |
| Cappy at Lv.5                                                 |                  |            |            |            |
| This is the final level therefore nothing has to be achieved! |                  |            |            |            |

STRATEGY:

There are certain baits that attract certain types of fish only, here are the facts about this:

- ||/| 3 = This bait attracts ONLY the blue coloured fish.
- ||/| 3 = This bait attracts ONLY the green coloured fish.
- ||/| 2 = This bait attracts ONLY the dark coloured fish.

So there's no point using the 2nd type of bait on a blue fish and so on. Also it seems that you get more money for your pocket if you go for the fish that are

farther away.

HINTS:

When you press A to get the strength of the throw indicator going press A again to let it go - depending how much filled the strength bar was this will vary for you.

Once a fish falls for the bair press the A button repeatedly to catch it, if its too strong for you then press the DOWN button to flip it to slow down the fish.

Also the black fish are worth the highest.

The green fish are worth the 2nd highest and... <-- This one and the last one  
The blue fish are worth the least. sometimes yield opposite results.

Try different combinations in catching the fish, such as not only blue or black all the time but vary it a little.

Generally, if the fish are FATTER but are closer to you then go for them instead because the fish that weigh more also cost more!

TIP:

- Always remember to SAVE right before you play so that you can always revert to the saved one incase you want to experiment to get the highest payout!

ADVISE:

- On your first shot go for the blue fish than the dark fish if they are there because they yield more money. I got 46 simoleans on my blue and 30 on the dark ones for my first shot.

But this can change always.

.....  
 \*\*\* Jam Session \*\*\*

\*\*\* TO BE COMPLETED \*\*\*  
 .....

\*\*\* Pizza Pandemonium \*\*\*

\*\*\* TO BE COMPLETED \*\*\*  
 .....

\*\*\* Cliff Diver X \*\*\*

\*\*\* TO BE COMPLETED \*\*\*  
 .....

\*\*\* Petri Dish \*\*\*

\*\*\* TO BE COMPLETED \*\*\*  
 .....

=====  
 01B - ITEM LIST AND PRICES

Who doesn't like a good whole day dedicated to shopping? This list will show ALL the items you can buy at the item shops in SimValley with their corresponding prices. Also, the money you will recieve when you sell an item is here too.

.....  
 Bric 'a' Brac:

\*\*\*\*\*

NOTE:

You can sell certain items to Bric'a'Brac for a price, but the items you purchase at the store can be sold back to them, heh, seems like no refunds are accepted.

\*\*\*\*\*

| Item                     | Price |
|--------------------------|-------|
| Gold Ring                | \$ 55 |
| Comic Book               | \$ 8  |
| Olde Salty Action Figure | \$ 15 |
| Jailhouse Teddy          | \$ 32 |
| Book of Poetry           | \$ 19 |
| Red Rose                 | \$ 12 |
| Box of Chocolates        | \$ 22 |
| Flower Bouquet           | \$ 25 |

\*\*\* TO BE COMPLETED \*\*\*

VirtuChem Labs:

They sell only one item, it works instantly and you cannot carry it in your pocket.

| Item                                                                         | Price | Description                                                                                                                                    |
|------------------------------------------------------------------------------|-------|------------------------------------------------------------------------------------------------------------------------------------------------|
| Potion                                                                       | \$59  | One of the many concoctions from the wonderous labs of VirtuChem. Go ahead, have a taste! It woudn't be available if it could hurt ya, right?! |
| Effect of Usage                                                              |       |                                                                                                                                                |
| Increases Social Interaction bar   Increases Hunger bar   Increases Home bar |       |                                                                                                                                                |

TIP: If you have lots of money, its worth buying and drinking several of these!

Marril05: The potion at VirtuChem Labs can increase the toilet bar too.

Item Shops:

\*\*\*\*\*

FACT:

In ALL item shops, auctions are held between 5-7PM.

\*\*\*\*\*

CATEGORY: Appliances

| Item                      | Price   | Description                                |
|---------------------------|---------|--------------------------------------------|
| Gagma Simore Espresso     | \$350   | An espresso coffee machine. Reduces sleep  |
| P. Potential Microwave    | \$250   | A microwave! Cooks food just like a stove. |
| Sno-Time Refrigerator     | \$525   | A fridge! Serves snacks *really* quickly.  |
| Dialectic Range & Stove   | \$440   | A stove. Cooks all kinds of food.          |
| Expicurious Gourmet Stove | \$1,730 | No difference to the 1st one, looks better |



|                           |        |                                   |  |
|---------------------------|--------|-----------------------------------|--|
| Junk genie trsh compacter | \$750  | Does nothing.                     |  |
| -----                     | -----  | -----                             |  |
| PyroInferno Atom Burner   | \$4000 | A variation of the stove.         |  |
| Oven                      |        |                                   |  |
| -----                     | -----  | -----                             |  |
| Arctechology 2-Door       | \$1650 | More storage space for less room. |  |
| Refrigerator              |        |                                   |  |
| -----                     | -----  | -----                             |  |
| DishDuster Deluxe         | \$1200 | Dust those dishes with DishDuster |  |
| Dishwasher                |        |                                   |  |
| -----                     | -----  | -----                             |  |

STATUS: Complete

CATEGORY: Decorative

| Item                      | Price   | Description                                                                                                  |  |
|---------------------------|---------|--------------------------------------------------------------------------------------------------------------|--|
| -----                     | -----   | -----                                                                                                        |  |
| Family Sized Crystal Ball | \$2,500 | Increases entertainment & increases the<br>  sleep bar too! Faster than the traditional<br>  sofa/bed sleep. |  |
| -----                     | -----   | -----                                                                                                        |  |
| Potted Jade Houseplant    | \$160   | Nothing. Just for fun.                                                                                       |  |
| -----                     | -----   | -----                                                                                                        |  |
| Venus Fly Trap            | \$1,190 | This plant also eats humans.                                                                                 |  |
| -----                     | -----   | -----                                                                                                        |  |
| Mummy Sarcophagus         | \$717   | Decoration.                                                                                                  |  |
| -----                     | -----   | -----                                                                                                        |  |
| Zen Fountain              | \$700   | Nature goodness, a nice decoration.                                                                          |  |
| -----                     | -----   | -----                                                                                                        |  |
| Suit of Armour            | \$915   | A replica of a real knight statue                                                                            |  |
| -----                     | -----   | -----                                                                                                        |  |
| Chainsaw Chicken          | \$180   | Available for free at Hayseed's farm                                                                         |  |
| -----                     | -----   | -----                                                                                                        |  |
| Trophy Case               | \$750   | Nothing.                                                                                                     |  |
| -----                     | -----   | -----                                                                                                        |  |
| Potted rubber house plant | \$120   | At least you don't have to water it.                                                                         |  |
| -----                     | -----   | -----                                                                                                        |  |
| Baroque mirror            | \$450   | Staring at this builds up your charisma.                                                                     |  |
| -----                     | -----   | -----                                                                                                        |  |
| Tropical Birdcage         | \$650   | Some exotic birds.                                                                                           |  |
| -----                     | -----   | -----                                                                                                        |  |
| Shaker Floor Mirror       | \$650   | Increases charisma when you use it.                                                                          |  |
| -----                     | -----   | -----                                                                                                        |  |
| Roman Statue              | \$500   | Increases the home bar.                                                                                      |  |
| -----                     | -----   | -----                                                                                                        |  |
| Modern Sculpture          | \$1095  | Increases the home bar.                                                                                      |  |
| -----                     | -----   | -----                                                                                                        |  |
| Mannequin                 | \$399   | Increases the home bar.                                                                                      |  |
| -----                     | -----   | -----                                                                                                        |  |
| Lifesize Alien Prop       | \$799   | N/A                                                                                                          |  |
| -----                     | -----   | -----                                                                                                        |  |
| Guillotine                | \$950   | A replica of the reign-of-terror. Does<br>  nothing really.                                                  |  |
| -----                     | -----   | -----                                                                                                        |  |

MISSING ITEMS: 3

CATEGORY: Electronics

| Item                      | Price | Description                         |  |
|---------------------------|-------|-------------------------------------|--|
| -----                     | ----- | -----                               |  |
| Zimantz Unity Stereo      | \$650 | A stereo. Increases entertainment.  |  |
| -----                     | ----- | -----                               |  |
| Jesse James Burglar Alarm | \$650 | Prevents burglars from breaking in. |  |
| -----                     | ----- | -----                               |  |

|                         |        |                                            |
|-------------------------|--------|--------------------------------------------|
| Monochrome Television   | \$150  | Black & White TV. Increases Entertainment. |
| -----                   | -----  | -----                                      |
| Scrath 'n' Spin DJ Pack | \$650  | Mix music etc. Increases Entertainment.    |
| -----                   | -----  | -----                                      |
| Doomvox Boom Box stereo | \$650  | Sound system. Increases entertainment.     |
| -----                   | -----  | -----                                      |
| Robot monkey butler     | \$3990 | Does jobs around the house, on that floor  |
|                         |        | only. It cleans, makes the bed etc.        |
| -----                   | -----  | -----                                      |
| Firesmart fire detector | \$450  | Calls firemen incase a fire erupts.        |
| -----                   | -----  | -----                                      |
| Trocotto RGB ultra TV   | \$500  | Colour TV. Increases entertainment.        |
| -----                   | -----  | -----                                      |
| Brahma 5000 Behemoth PC | \$2500 | A fast pc. Increases entertainment.        |
| -----                   | -----  | -----                                      |
| Soma Electronics Plasma | \$2500 | Featuring nano-pixel technology!           |
| Television              |        |                                            |
| -----                   | -----  | -----                                      |
| Viva Lost Wages Home    | \$899  | Its \$5 for each bet you make.             |
| Casino                  |        | The payouts from the winnings is variable. |
| -----                   | -----  | -----                                      |
| Newton's Apple Pinball  | \$1800 | Increases entertainment.                   |
| Machine                 |        |                                            |
| -----                   | -----  | -----                                      |
| Electrix Technics Tesla | \$1400 | Increases your mechanical level.           |
| Coils                   |        |                                            |
| -----                   | -----  | -----                                      |
| Video Arcade Machine    | \$1250 | Increases entertainment.                   |
| -----                   | -----  | -----                                      |
| Plunkett Home Casino    | \$499  | The payouts from the winnings is variable. |
| -----                   | -----  | -----                                      |
| Moneywell BSC-100       | \$550  | A computer, increases entertainment.       |
| Computer                |        |                                            |
| -----                   | -----  | -----                                      |

STATUS: Complete

CATEGORY: Furniture

| Item                      | Price  | Description                                 |
|---------------------------|--------|---------------------------------------------|
| -----                     | -----  | -----                                       |
| Spartan Special Bed       | \$275  | Your average bed, you get this for free.    |
| -----                     | -----  | -----                                       |
| TykeNyte Bed              | \$550  | The cozy bed for a good nights sleep!       |
| -----                     | -----  | -----                                       |
| W.Bunst All Purpose Chair | \$80   | Decreases tiredness from walking.           |
| -----                     | -----  | -----                                       |
| Biker Sofa                | \$50   | Old, wrecked but hey! It does the job.      |
| -----                     | -----  | -----                                       |
| Cheap Eazzze Sofa         | \$180  | Decreases tiredness and gives a good sleep. |
| -----                     | -----  | -----                                       |
| SteriLife Bathroom C.Top  | \$50   | A counter top used in the bathroom.         |
| -----                     | -----  | -----                                       |
| Tiled C.Top with Sink     | \$180  | For use in the kitchen perhaps? To wash.    |
| -----                     | -----  | -----                                       |
| DTS Wood Counter Top      | \$100  | C.Top for the microwave or coffee machine.  |
| -----                     | -----  | -----                                       |
| Pinegulcher Dresser       | \$175  | You can change your clothes or colour here! |
| -----                     | -----  | -----                                       |
| Aluminium Card Table      | \$115  | Just a table, you can add seats to it also. |
| -----                     | -----  | -----                                       |
| Comfy Recliner            | \$295  | A recliner sofa - that's comfortable. :)    |
| -----                     | -----  | -----                                       |
| Astrological Recliner     | \$2000 | A secret recliner found in the sewers.      |
| -----                     | -----  | -----                                       |
| Manilla 100 marine        | \$355  | Holds less than other one.                  |
| aquarium                  |        |                                             |

|                                     |        |                                           |
|-------------------------------------|--------|-------------------------------------------|
| Poseidons adventure<br>aquarium     | \$950  | A fish tank.                              |
| Country class couch                 | \$450  | Decreases tiredness.                      |
| Tiled countertop W/O sink           | \$800  | Nothing.                                  |
| Anywhere end table                  | \$45   | Nothing.                                  |
| Ambersons magnificent<br>sleigh bed | \$750  | A nice bed! :)                            |
| Back slack recliner chair           | \$250  | Decreases tiredness.                      |
| Dts wood C.top With sink            | \$200  | A dts C.top with sink                     |
| Amorous Inc. Love Seat              | \$620  | A love seat with a modern twist.          |
| London Mesa Dining                  | \$350  | A dining table.                           |
| Zebra Recliner                      | \$610  | A recliner. Decreases tiredness.          |
| Plaid Recliner                      | \$700  | Decreases tiredness.                      |
| The Wally Whitman Repose<br>Sofa    | \$1100 | Decreases tiredness and increases energy. |
| Giant Leather Recliner              | \$595  | Decreases tiredness.                      |

MISSING ITEMS: 5

CATEGORY: Recreation

| Item                              | Price  | Description                                 |
|-----------------------------------|--------|---------------------------------------------|
| Pro Chess Board                   | \$375  | Play a game of chess. Also improves logic.  |
| Portable Easle Kit                | \$290  | Your own painting kit! Improves creativity. |
| Offender Guitar W/Amp.            | \$600  | Create some good music with this.           |
| Canvas Punching Bag               | \$575  | Improves body strength.                     |
| Pottery Wheel                     | \$380  | Increases entertainment.                    |
| Newton's Apple Pinball<br>Machine | \$1800 | A pinball machine! Increases entertainment. |
| GalleLayman Backyard<br>Telescope | \$999  | Increases entertainment or the home bar?    |

STATUS: Complete

CATEGORY: Utilities

| Item                     | Price   | Description                             |
|--------------------------|---------|-----------------------------------------|
| Dishduster D. Dishwasher | \$1,200 | For decoration only.                    |
| Heavenly Halogen F. Lamp | \$65    | A halogen floor lamp, this can be used. |
| Torchesterone Floor Lamp | \$75    | A floor lamp, this also can be used.    |

|                          |        |                                             |  |
|--------------------------|--------|---------------------------------------------|--|
| The Savvy Shower         | \$130  | A shower.                                   |  |
| -----                    | -----  | -----                                       |  |
| SaniQueen Luxery Shower  | \$1500 | The better looking, luxurious shower.       |  |
| -----                    | -----  | -----                                       |  |
| Mr. Andersonville Sink   | \$105  | A sink.                                     |  |
| -----                    | -----  | -----                                       |  |
| Hanging Telephone        | \$75   | Your own home phone.                        |  |
| -----                    | -----  | -----                                       |  |
| HygeiaOmatic Toilet      | \$120  | A toilet, this is available free to you.    |  |
| -----                    | -----  | -----                                       |  |
| Pee-K-Boo Mfc Toilet     | \$380  | Hygiene is supposedly better with this.     |  |
| -----                    | -----  | -----                                       |  |
| Garbage Bin              | \$30   | We all know what this is,increases hygiene. |  |
| -----                    | -----  | -----                                       |  |
| Spartan Space Table Lamp | \$40   | A table lamp.                               |  |
| -----                    | -----  | -----                                       |  |

STATUS: Complete

\*\*\* TO BE COMPLETED \*\*\*

=====  
02B - FOOD MENU

Expect to find here the ENTIRE restaurant list plus the food menus and prices, this list also includes ALL the menus and prices of the lone food barbecue stalls.

The terminology here is easy to understand.

- = Reduces
- + = Increases

So if it says -Hunger it means it reduces hunger and if it says + Toilet the urgency to go to the toilet increases. Got that? Good.

You wanna know the locations for these restaurants? Check the MAP.

.....  
Food / Drink Vending machine: Located at the gym and the hospital.

| Item  | ::: Prices ::: | Effect            |  |
|-------|----------------|-------------------|--|
| Drink | \$10           | -Hunger, + Toilet |  |
| Snack | \$10           | -Hunger           |  |

Lone Barbecue Stalls: Various locations.

| Item            | ::: Prices ::: | Effect           |  |
|-----------------|----------------|------------------|--|
| Grilled Burgers | \$20           | -Hunger 100% use |  |
| Grilled Fish    | \$20           | -Hunger 100% use |  |

.....  
Burning Spoke Biker Bar: North of the Item shop, North west of the farm.

| Item | ::: Prices ::: | Effect |  |
|------|----------------|--------|--|
|------|----------------|--------|--|

|                      |       |                   |  |
|----------------------|-------|-------------------|--|
| Root Beer McCloskey  | \$5   | -Hunger, + Toilet |  |
| Grease Burger Deluxe | \$25  | -Hunger           |  |
| Biker Brat           | \$15  | -Hunger           |  |
| Fruit Smoothie       | \$10  | -Hunger, + Toilet |  |
| -----                | ----- | -----             |  |

.....

Club Rubb: South of the library.

|                       |            |                   |  |
|-----------------------|------------|-------------------|--|
| -----                 | -----      | -----             |  |
| Item                  | ::: Prices | ::: Effect        |  |
| -----                 | -----      | -----             |  |
| Cocomonkey Banana     | \$30       | -Hunger, + Toilet |  |
| -----                 | -----      | -----             |  |
| SimCity Cosmomixer    | \$35       | -Hunger, + Toilet |  |
| -----                 | -----      | -----             |  |
| Kangaroo Surprise     | \$25       | -Hunger, + Toilet |  |
| -----                 | -----      | -----             |  |
| Three Umbrella Juicer | \$35       | -Hunger, + Toilet |  |
| -----                 | -----      | -----             |  |

.....

Soggy Sol (Fish 'n' Chips): The docks, adjacent to the 2nd pier down ways.

|                                |            |                  |  |
|--------------------------------|------------|------------------|--|
| -----                          | -----      | -----            |  |
| Item                           | ::: Prices | ::: Effect       |  |
| -----                          | -----      | -----            |  |
| Fish n' Chips                  | \$15       | -Hunger          |  |
| -----                          | -----      | -----            |  |
| Olde Salty's Salty<br> Special | \$20       | -Hunger          |  |
| -----                          | -----      | -----            |  |
| Ocean-Flavored Water           | \$5        | -Hunger, +Toilet |  |
| -----                          | -----      | -----            |  |
| Dolphin Pop                    | \$15       | -Hunger          |  |
| -----                          | -----      | -----            |  |

.....

Dockside Diner (AKA - Seafood Restaurant): Near the docks, adjacent to road.

|                             |            |                  |  |
|-----------------------------|------------|------------------|--|
| -----                       | -----      | -----            |  |
| Item                        | ::: Prices | ::: Effect       |  |
| -----                       | -----      | -----            |  |
| Cheese Pizza                | \$10       | -Hunger          |  |
| -----                       | -----      | -----            |  |
| The Omerta Pizza<br> Deluxe | \$25       | -Hunger          |  |
| -----                       | -----      | -----            |  |
| Italian Soda                | \$5        | -Hunger, +Toilet |  |
| -----                       | -----      | -----            |  |
| Lemon Ice                   | \$10       | -Hunger, +Toilet |  |
| -----                       | -----      | -----            |  |

.....

Country Café: Just east of the library

|                                  |            |                  |  |
|----------------------------------|------------|------------------|--|
| -----                            | -----      | -----            |  |
| Item                             | ::: Prices | ::: Effect       |  |
| -----                            | -----      | -----            |  |
| Grits                            | \$15       | -Hunger          |  |
| -----                            | -----      | -----            |  |
| The Man's Fiery BBQ<br> Sandwich | \$25       | -Hunger          |  |
| -----                            | -----      | -----            |  |
| Robert E. Tea                    | \$10       | -Hunger, +Toilet |  |
| -----                            | -----      | -----            |  |
| Southern Lemonade                | \$10       | -Hunger, +Toilet |  |
| -----                            | -----      | -----            |  |

02B - LOCKED / HIDDEN ITEMS

The different items that can be unlocked in the game and how to get them, plus information on how to get the 'special' item your character will get in relation to their star sign.

Heidi Shadow's Catalogue:

| Item                | Price  | Description                                                                                                                      |
|---------------------|--------|----------------------------------------------------------------------------------------------------------------------------------|
| Rosebud             | \$ 100 | A simple rosebud. The original residents of SimValley thought such rosebuds inspired great fortune.                              |
| Slip of Paper       | \$ 813 | A slip of paper. Odd. Isn't it? If you look at it closely, in scratchy handwriting it reads, BUCKET                              |
| Silver Tongue Berry | \$ 500 | This rare berry grows on the rarer Silver Tongue tree, which once sprouted on the beach after the Great Starfish Attack of 1997. |
| Gourmet Berry       | \$ 500 | This berry is said to contain the most delicious, most exquisite juice known to mankind.                                         |
| Clock Berry         | \$ 500 | If you stick this berry in your ear, you can hear the tick-tock of a clock.                                                      |
| Buff Berry          | \$ 500 | This berrie contains more protein and vitamins than a field of cows.                                                             |
| Mind Berry          | \$ 500 | This berrie was genetically engineered by VirtuChem Labs before the government found out and shut down the program.              |
| DaVinci Berry       | \$ 500 | It is said that famous artists use the juice from these berries to paint masterpieces.                                           |

Special mission / find items:

| Item        | Price  | Description                                                                                                                                                                                                                                                 |
|-------------|--------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Fishing rod | \$ 120 | The fishing rod you use to do the bait flinger fishing missions.<br>WHERE: You can purchase it at any item shop. This does not include Bric 'a' Brac.                                                                                                       |
| Rocket Ship | N/A    | This fine rocket ship, crafted from Space Age materials, is roomy enough to fit one human, or two ray-gun wielding xenomorphic invaders.<br>WHERE: Find it at level 5 at Uncle Hayseed's barn. Remember to REPAIR it first before leaving the barn with it! |

Astrological items:

Search: arig

\*\*\*\*\*

NOTE:

There's no purchase price because these items are found and can be kept for free!

\*\*\*\*\*

| Item        | ::: Sell Price             | ::: Description                                                                                                                                                                                  |
|-------------|----------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Recliner    | \$ 2000                    | Practical comfort for the weary space traveller.<br>WHERE: Can be found in the sewers after you have stepped on the push button. The sewers map has the visual instructions on how to get there. |
| =====       |                            |                                                                                                                                                                                                  |
| Star Sign   | ::: Colour of the recliner | ::: Colour of the stars                                                                                                                                                                          |
| Scorpio     | Dark Blue                  | White                                                                                                                                                                                            |
| Capricorn   | Dark Green                 | White                                                                                                                                                                                            |
| Aquarius    | Light Blue                 | White                                                                                                                                                                                            |
| Virgo       | Dark Redish Brown          | White                                                                                                                                                                                            |
| Leo         | Bronze                     | Red                                                                                                                                                                                              |
| Aries       | Red                        | Grey                                                                                                                                                                                             |
| Gemini      | Brown                      | Cyan                                                                                                                                                                                             |
| Pisces      | Light Blue                 | Grey                                                                                                                                                                                             |
| Taurus      | Dark Green                 | White                                                                                                                                                                                            |
| Cancer      | Black                      | White                                                                                                                                                                                            |
| Libra       | Black                      | Blue                                                                                                                                                                                             |
| Saggitarius | Brownish Orange            | Pink                                                                                                                                                                                             |

STATUS: Complete

=====

03B - CHARACTER LIST / PROFILES

A good list of ALL the characters you could possibly find in the game and descriptions about them, information taken from the game and displayed to you in a user friendly table:

| Name          | ::: Description                                                                                                                                                  |
|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Nora Zeal-Ott | Everyday seems like election day with bubbly bright-eyed Nora Around, but this is just a depressing illusion because of her mom's death with the Veloci Rooster. |
| Vernon Peeve  | Vernon has been working for the same company, at the same desk for the same pay for 30 years...Yes he's angry.                                                   |
| Uncle Hayseed | A warm and friendly man. Uncle hayseed is your dad's...or is it your mom's...well.He's someone's older brother!                                                  |

|                                       |                                                                                                                                                                                           |
|---------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Maximilian Moore <br> (the afro dude) | Dr.Moore is the proud, courageous and rather<br>  annoying head-surgeon at SimValley General<br>  Hospital. He's also the sole owner of Club Rubb.                                        |
| Lottie Cash                           | Lottie Cash, the daughter of late oil tycoon<br>  Doyle Cash. She lives fast, plays hard and<br>  works...never.                                                                          |
| Duane Doldrum                         | Duane Doldrum is an arrogant yet occasionally<br>  charming slacker with 100 ideas & 100 excuses.                                                                                         |
| Giuseppi<br> Mezzoalto                | If he didn't sell such cool things Giuseppi<br>  Mezzoalto would be someone to steer clear of, but<br>  what deals!                                                                       |
| Misty Waters                          | When not attending college classes, Misty spends<br>  earns her keep as SimValley's best and strongest<br>  and not to mention the only lifeguard.                                        |
| Det.Dan D.Mann                        | Detective Mann is a no-nonsense cop with a nose<br>  for facts and figures. He's kind but a little<br>  humorless.                                                                        |
| Mad Willy<br> Hurtzya<br> (the boxer) | Willy has been wallowing in obscurity for years.<br>  This has made him a little bitter, but you don't<br>  have to take it! Apparently this loser lives<br>  underneath the boxing ring. |
| Dusty Hogg                            | Dusty has a mean streak much longer than his<br>  patience, but if you can prove you're tough he<br>  just might like you.                                                                |
| Mel Odious                            | One part hippoe and one part road-rage. Mel<br>  Odious is an angry man trying to kick (or punch)<br>  his inner demons.                                                                  |
| Vera Vex                              | Vera is the lead singer of local band<br>  'The Germinators' (currently disbanded until she<br>  can find other musicians).                                                               |
| Bucki Brock                           | Bucki is a friendly and dedicated athlete<br>  determined to take mechanical-bull riding to its<br>  absolute limit.                                                                      |
| Chet R. Chase                         | Chet is an eccentric chef from SimCity. He's<br>  currently in Simvalley touring with his televised<br>  Cooking Contest.                                                                 |
| Claire<br> Clutterbell                | Claire Clutterbell is best known as SimValley's<br>  official poet laureate...a title she generously<br>  gave herself.                                                                   |
| Daschell Swank                        | Professor Swank is visiting professor of art<br>  history at the University of SimValley. (sorry,<br>  no classes this quarter).                                                          |
| Olde Salty                            | Sunshine, open ocean, and saltwater have all but<br>  turned Olde Salty into a confused and crazy<br>  ex-captain.                                                                        |
| O. Phil McClean<br> (the fisherman)   | McClean might stand taller if it weren't for that<br>  chip on his shoulder. Be careful around this<br>  grumpy character.                                                                |
| Nicki Knack                           | Nicki Knack has been running SimValley's trinket<br>  store for over 30 years, so keep the marble jokes                                                                                   |



|                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|----------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                | to yourself.                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| Daddy Bigbucks | Old-money patriarch of SimValley, he owns half the town. He also quite enjoys conversations about himself.                                                                                                                                                                                                                                                                                                                                                     |
| Hester Primm   | Hester Primm is SimValley's only librarian and self-appointed manner and etiquette guru. Be nice!                                                                                                                                                                                                                                                                                                                                                              |
| Ephram Earl    | Driven to near madness by almost two centuries of lonely wanderings. Ephram is a ghost looking for some rest.                                                                                                                                                                                                                                                                                                                                                  |
| Eddie Renalin  | Vain but good-natured Eddie Renalin is here to help you achieve the body you never dreamed of having.                                                                                                                                                                                                                                                                                                                                                          |
| Heidi Shadows  | The secret character in the game, read the misc section on how to see her. Wearing a black ninja garb, a white shirt, a white coloured belt, a pair of white thongs and holding a rod that has a poster of some sort on it enchanted by a spell to keep ghosts away. (remember those chinese movies which have ghosts and a priest, such as the movie Pink Squad II.) If you can find her she is willing to sell rare items, oh by the way she has brown hair! |

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04B - LOCATIONS LIST / DESCRIPTIONS

The COMPLETE list of all the places you can visit in SimValley, how to find them and descriptions about them

| Location            | ::: Directions                                                                      | ::: Important Info                                    |
|---------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------|
| Hayseed Farm        | You start of here!                                                                  | N/A                                                   |
| The Barn            | A little east of Hayseed's house.                                                   | N/A                                                   |
| The Barn's Basement | Enter the door that's to the right of the vehicle in the barn, enter the trap door. | The rocket can be found here.                         |
| The Biker Bar       | Follow the path north of the farm, enter the 1st building you see.                  | Smoothie Slider.                                      |
| General Store       | The building just south of the Biker Bar.                                           | Auctions between 5-7PM.                               |
| Imperial Estates    | South of General Store, its the mansion.                                            | Heidi Shadows<br>Ninja - outside.                     |
| Flex-Dome Gym       | Follow the path east of the farm, the building with the large windows.              | Powerlifter.                                          |
| Clocktower          | A little south of the gym on the left side of the south.                            | City Blueprints found here.                           |
| Hospital            | South of the gym, near the red phone booth.                                         | N/A                                                   |
| VirtuChem Labs      | Just right of the hospital, its adjacent to the carpark.                            | Petri Dish. Sell any metal garbage found, mice, rods. |

|                                 |                                                                                                                                                                                                                                                                                              |                                                    |
|---------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------|
| Memorial Park                   | Head north up the path that's adjacent to the hospital on the right.                                                                                                                                                                                                                         | N/A                                                |
| Labyrinth                       | Within the Memorial Park, its the farthest right island.                                                                                                                                                                                                                                     | Heidi Shadows & mission portrait.                  |
| Public Library                  | Follow the road that's heading kinda upwards like // from VirtuChem, the 1st building you is up there is it!                                                                                                                                                                                 | Squash worms.<br>Study for skills.                 |
| Club Rubb                       | Directly south of the library.                                                                                                                                                                                                                                                               | Jam Session.                                       |
| Country Cafe                    | Directly right of the library.                                                                                                                                                                                                                                                               | Ride the bulls.                                    |
| The Cliffs                      | Go through the roadblock that's near the Country Cafe. More info on how to do this in the walktthrough section.                                                                                                                                                                              | Cliff Diver X.                                     |
| Bric 'a' Brac                   | Follow the path south of Club Rubb, all the way around and north. The 1st building you see is it! Alternativly, just go right of the Waterfront Villa.                                                                                                                                       | Sell any useless junk you might have.              |
| Howe's Retail                   | Directly north west of the Jail, or go west of ALL the way from VirtuChem.                                                                                                                                                                                                                   | Auctions between 5-7PM - Toilet.                   |
| Jail                            | Directly south east of Howe's Retail, or just go north from the pet shop.                                                                                                                                                                                                                    | N/A                                                |
| Animal Shelter (Pet shop)       | Go directly south of the Jail, or go directly west from the Waterfront Villa.                                                                                                                                                                                                                | N/A                                                |
| Dockside Diner (seafood rest..) | Directly west from the Jail, its just a little north from the sand dunes.                                                                                                                                                                                                                    | Pizza<br>Pandemonium.                              |
| The Docks                       | Directly UP the path from the Dockside diner, or go south down the stairs from Giuseppe's 'chilling out' area.                                                                                                                                                                               | Bait Flinger.                                      |
| Giuseppe's chilling out area.   | Go directly down the path from Imperial Estates, keep going till you reach the end.                                                                                                                                                                                                          | Giuseppe's Van.                                    |
| Someshine Sands Beach           | There are two parts to this, they are both located in the southern entry ways, near the bridge that's around the winding road. One of them will have a beach ball and is short, the other one is quite big and this is where the characters will be whenever they say they are at the beach. | N/A                                                |
| Haunted Shack                   | Its located north west from Imperial Estates. But to reach it you must take the underground sewage. Follow the sewage map I drew for the visual guide, you must climb the ladder labelled L10 which is on the map, to reach the shack.                                                       | The ghost, also a hidden trapdoor with FREE items. |
| Paradise Island                 | This is located far north east from the Labyrinth. To reach it you will need two GBA consoles - hopefully a codebreaker code will be out to visit it without the need for a second gameboy advance!                                                                                          | N/A                                                |
| Underground Sewage              | Enter ANY manhole you see.                                                                                                                                                                                                                                                                   | FREE astroligcal recliners here.                   |

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05B - CREDITS

The people who DESERVE to be on this list!

| Name               | Information / Reason                                                             |
|--------------------|----------------------------------------------------------------------------------|
| GameFAQs           | Its an honor to have my FAQ at GameFAQs! Thanks!                                 |
| Cheat Code Central | Thanks for having my FAQ on your site!                                           |
| NeoSeeker.com      | Thanks for having my FAQ on your site!                                           |
| IGN.com            | Thanks for having my FAQ on your site!                                           |
| Cheats.de          | Thanks for having my FAQ on your site!                                           |
| Cheathappens.com   | Thanks for having my FAQ on your site!                                           |
| MAXIS/EA           | The developers! Thanks for a such a fun game!                                    |
| LurkDefender       | Thanks a bunch for the codes listed at the message boards!                       |
| Wimbly             | Thanks alot for the codes listed at the message boards!                          |
| SillyBoy           | Thanks for the Heidi Shadows information                                         |
| SDSakuragi         | Contributed the 3rd glitch, thank you! :)                                        |
| BlessedBe227       | Contributed the fishing rod price, thank you! :)                                 |
| Emi T              | Sent a LARGE list of the missing items. Many thanks! :)                          |
| ingrid marc        | Sent info for the virgo astrological recliner! Thanks! :)                        |
| Ace891             | Sent info for the leo astrological recliner! Thanks! :)                          |
| Karey Scott        | Sent info for the aries astrological recliner! Thanks! :)                        |
| AliasEpsilon       | Sent info for aries recliner, 2nd, but the stars were<br>  clarified. Thanks! :) |
| Emily              | Sent Heidi Shadow's 2nd location. Thanks! :D                                     |
| Lauren             | Sent info for the pisces astrological recliner! Thanks! :)                       |
| Gijs Wijnholds     | Sent info for the taurus astrological recliner! Thanks! :)                       |
| Alys Brangwin      | Sent info for the cancer astrological recliner! Thanks! :)                       |
| Kelly Bealer       | Thank you for the libra stats of the recliner! ;)                                |
| Marril05           | Many thanks for providing LOTS of info for the catalogue!                        |
| Kairi Heart        | Thanks for the saggitarius recliner stats! ;)                                    |
| sephiroth7778      | Sent in the CORRECT info for the gemini recliner! Thanks!                        |
| dhsshinigami       | Sent in a few items for the catalogue section, thanks.                           |
| Rising2Fenix       | Thanks for that extra ladder I missed in the sewage map!                         |
| Marleen Lopez      | Thanks for the crystal ball information.                                         |
| kingclucker911     | Thanks for the Monkey Butler info.                                               |

NOTE: Wanna be on the list? Heh...It's the FINAL release so don't bother...

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\* DISCLAIMER\*

You must NOT use this guide without MY prior permission, and that means modifying the contents and using any parts of my guide and claiming as if its your work. By using MY guide you agree not to take ANY parts in it such as the city maps that I've worked very hard on to be as accurate as possible and claim as if it was all your work or put them in your FAQ or your website without my prior permission OR not crediting me properly either please report it to me. You are allowed to print this FAQ and use it for your own personal use for the gameplay but you must not edit, modify and/or upload the guide and claim it is your work - this is known as plagarium and it is a serious breach of copyright. If this FAQ is found on ANY other site besides the sites that are listed as the official sites to view this guide (they are listed below) then please contact me on: pureofhearts@yahoo.com

Then there will be a little issue to deal with the perpetrator.

Thanks. :)

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NOTE:

This guide should ONLY be found on Gamefaqs.com, Cheatcc.com, NeoSeeker.com, IGN.com, Cheats.de and CheatHappens.com if you find this guide anywhere else

please let me know by emailing me on pureofhearts@yahoo.com  
Thanks :)

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\*\*\* NOTE \*\*\*

ANY emails I recieve that are rude they WILL be deleted!!  
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Well... If you've made it this far I would like to say thank you very much for reading my FAQ! I hope it was useful to you and you enjoyed reading it! :)

Cheers!  
BATGBâ