

The Urbz: Sims in the City Rep Groups Guide

by blahzer

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This walkthrough was originally written for The Urbz: Sims in the City on the GBA, but the walkthrough is still applicable to the PS2 version of the game.

The Urbz: Sims In The City Rep Groups guide

Version 3.3

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1. History

05/12/04 - Completed version 1.0

08/12/04 - Added Legal Information and information on where to find Daddy Bigbucks before the end of the game under the Streeties Rep group mission. Also took out the supposed point given regarding your room mates.

11/12/04 - Added another topic Daddy Bigbucks dislikes, and 2 more links under the authorized links section.

18/12/04 - Added more questions in the Frequently Asked Questions part. Check it out if you can't find trash reappearing. Also addressed other common problems. Included Gratis Baby as another Richies reward.

23/12/04 - Included more Xizzles and corrected a mistake.

03/01/05 - Added another location for finding Petrified Wood.

08/01/05 - Another location for the Wood, and updated the Frequently Asked Questions bit.

24/01/05 - Updated the section regarding missing trash. The trash glitch is a huge headache for me, took me awhile to attempt to fix the misinformation. Added another place to find D. Bigbucks and Petrified Wood.

16/02/05 - Moon Base Zeta information added. Refer to Frequently Asked Questions.

29/05/05 - I apologize for the lack of updates. Anyway, I added another way to get the Genie lamp.

01/06/05 - Updated on the green meteorite, and acknowledged an error in the Artsies rep group mission.

07/07/05 - Changed email address and added a "cheat" to earning money - refer to the Richies rep group mission.

09/07/05 - I've gotten so many theories on the mysterious "Pile of Trash"

glitch that I decided to make a section out of it. Just for fun.

10/07/05 - Corrected a minor error in the Richies Rep group mission that would've caused a lot of confusion.

04/10/05 - Added another way to earn lotsa cash and a way to make improve relationships with people - keep your contributions coming in, guys!

2. Introduction

Rep groups are one of the most interesting and important features in the game. I had lots of fun playing around with the different rep groups, and it is by far my favourite aspect of the game. In this guide, I hope to allow you to understand what they're all about, and ultimately how to get the maximum 10 rep points for each group. Hopefully, doubts about certain missions will be cleared and the game will be enjoyed more thoroughly after reading this guide. I sincerely hope that you'd enjoy reading this as much as I did writing it.

3. The rep groups

There are basically 4 rep groups in The Urbz. What you select as your answer to the first question when you Create-an-Urb will determine your rep group. The rest of the questions, though fun, play no part in determining your rep group.

a) Richies

The Richies are incredibly rich, and more often than not, arrogant. Some bask in the glitz and glamour of life, while others in this group remain spoilt and uncontented. Be prepared for a huge hole in your wallet if you want to gain a lot of rep points for this group. To get into the Richies at the beginning of the game, be sure to pick "Bright Lights, Big Wallets" for the first question. The group is made up of:

Leader - Luthor L. Bigbucks. Spoilt, unsatisfied son of Daddy Bigbucks. Very unapproving of his father's plans. He can be found outside the musuem in SimQuarter most of the time.

Members - Lily Gates. Busy attorney of Daddy Bigbucks who loves making lots of money. She can be found in King's Tower level 1, 2 and the wharves at SimQuarter most of the time.

- Lottie Cash. Spoilt and pretty much ignorant, she definitely knows how to enjoy life to the fullest by indulging in her riches. She can be found at the top-most street in Urbania most of the time.

- Misty Waters. Ex-life guard, now a gym trainer who still misses her old job. She can be found at Waters' Gym in King's Tower most of the time.

Rival gang - Streeties

b) Streeties

These people are mostly down-to-earth, frank and highly contented with their

lives. They're pretty much average, and gather around Urbania the most. They're at odds with the Richies because of contrasting ways of living. Be sure to pick "King of Miniopolis" for the first question if you want to get into the Streeties at the beginning of the game. The group consists of:

- Leader - Darius. He's cool, strangely materialistic, loves the neighbourhood a lot and simply chillin'. He can be found loitering Urbania and around the market most of the time.
- Members - Crystal. Trendy girl who seeks to have the hippest fashion sense and greatest fun around. She can be found walking around Urbania most of the time, and sometimes at the pizza bar and Megastore.
- Ewan Watahmee. A worker in the garage, he loves his job and is passionate about cars. He can be found in the garage or around Urbania most of the time.
 - Kris Thistle. Very street-smart and unmaterialistic, she dreams of getting a better job. She can be found around King's Tower most of the time.
- Rival gang - Richies

c) Nerdies

People in this group belong to the "high-collar" workforce or are academically outstanding. They're very intellectual and refined, choosing to spend their time learning something new. Pick "Computer Daze" for the first question if you want to be in the Nerdies at the beginning of the game. The group consists of:

- Leader - Polly Nomial. Bespectacled geek who spends her time burying herself in books and studying. She can be found at the University almost all the time.
- Members - Lincoln Broadsheet. A passionate and inquisitive journalist who loves his job lot. He can be found in the newspaper centre, or outside, almost all the time.
- Maximillian Moore. A doctor obsessed with good hygiene. He can be found inside the clinic in Urbania or on the streets of Urbania most of the time.
 - Sue Pirnova. She's your resident inventor, who's really into research and discovering new things. She can be found on the streets of SimQuarter, Urbania and the University most of the time.

Rival gang - Artsies

d) Artsies

Their members love the arts and are all very talented. Carnivals and the market are favourite hunts of theirs, and everyone has an artistic flair for performance arts. Pick "My Guitar Hero" to join the Artsies at the beginning of the game. The group is made up of:

- Leader - Roxanna Moxie. She loves performing at the carnival and the animals she work with, and also has eccentric tastes for things. She can be found at the carival and around the market most of the time.
- Members - Cannonball Coleman. Loves music and travels around the city playing his saxophone. He can be found outside the University

- or around Urbania usually.
- Pritchard Locksley. A struggling actor who still enjoys relishing his glory days. Now a waiter, his first love is still acting. He can be found on the streets of SimQuarter most of the time.
 - Theresa Bullhorn. She loves watching movies and is very into films, having directed some. She can be found outside the cinema and at the market most of the time.

Rival gang - Nerdies

A general tip from Leanne Ly on how to improve relationships with people:

If you have a sensory chamber, invite people over and if they like your house and give you a housewarming gift, go to your sensory chamber, use it, and then talk to the person you invited over again. You will get the housewarming gift again. Keep doing it until you're satisfied. :D The sensory chamber is also good for making friends because guests don't leave until you walk out of the house or go upstairs or something.

blahzer's note: How to get the sensory chamber? Scroll to part 6: Rep group rewards.

4. Rep group missions

Rep group missions, though optional, can be used to gain a rep point for that particular group once completed. They take a lot of effort and time to complete, so be patient. I recommend completing an entire mission at one go in-between entire chapters except for the Artsies mission which you'd have to complete as soon as possible. This is because they take up a lot of time and during the interim some of your present plot missions might be compromised, like your popularity falling, in which popularity is crucial in some of the missions. You can also take your time to complete them, finding the things required along the way as you go about finishing the actual missions. However, that takes a much longer while as many a time the things required in a rep group mission need you to actually hunt for them, instead of "being found along the way".

To activate a rep group mission, you must gain between 3 to 5 rep points. It took me 3 points to activate the Artsies one and 5 for the Streeties one. Talk to the leader and he or she will give you the mission. Note that to gain the maximum number of rep points, you MUST complete that group's mission.

a) Richies

The Richies mission took the longest time for me to complete, and is the most effort-consuming one. It requires a lot of time at hand to complete, and basically, lots, and lots of money.

The goals of the mission are:

- Get best promotion in Moogoo Monkey Minigame

Moogoo Monkey is a fairly easy game to play if you understand how to play it. Play it every night and be sure to increase your Charisma to 4 and Logic to 6 to get the highest promotion. Try to be the winner in every game you can. If you do all those, you should be promoted after every game and get to level 5 in no time.

- Own \$30,000 of items

This is the hard part. It takes a lot of errand-running and money-making in jobs to have the money needed to buy all the items. This is pretty much trial and error, and there is no specific list of items to buy. However, it is most logical and recommendable to buy the most expensive items in the stores, instead of buying many average-priced items since you have a limit in the number of items you can place in each floor of your house. I suggest buying online for some of the priciest goods, and the Megastore sells pretty expensive furniture and kitchenware too. Be sure to check the auctions at the Thrift Store and Megastore as they also have expensive goods sometimes. Try to also buy as many Robot Monkey Butlers as you can, as they're the one of the most, if not the most, expensive items at \$3,999. Other items include the Brahma 5000 Behemoth Computer, Miniature Llama and the Sky Diving Machine. Check your Catalog so you know what you should buy, and plan well.

Thanks to Tiffani and Nicole D. for the following tip:

A way to get items that you can not afford. You need another person with the items you want that has unlocked the cafe multiplayer. Both of you save your game and then connect and go to auction. The other person gives you the items and then you both exit. The person who gave you the items then shuts off the game or exits the game WITH OUT saving. When the other player returns you both have the items.

and also to Leanne Ly:

If you have no-one to link to, another way would be to just make items with the woodworking table (make sure you have a high mech skill.) and put them around your house. Also, upgrading things like the stove and the shower and the toilet makes it easier.

- Have \$10,000 in cash

No mean feat, but nonetheless possible with a lot of effort. Try to get the top promotion in many jobs, so that you'd get more money. A game I find rather easy and quick to earn money is Moogoo Monkey, which coincidentally (and luckily) is a required goal in this mission. Another game you might want to play regularly is Max's stat game. Also, be sure to run errands as much as you can, but don't try to overload yourself with them as you might not finish them all in time.

b) Streeties

The Streeties mission is more of a fun thing. You get to find Daddy Bigbucks

and annoy him like crazy, after all the hatred that you (or rather your character) would have built up for him throughout the game.

The goals of the mission are:

- Seriously annoy Daddy Bigbucks (Rel -50)

This is easy and fun. You can find him on that island where you found the dancing nutria for Roxanna Moxie in the early morning around 3-5am after the end of the game. You can also find him on the section of Paradise Island where the shop and hammock are, although he isn't there all the time.

Kudos to Braxton (Bkam4) for telling me how to contact Daddy Bigbucks during the game and an extra bit of information:

I know of a way to get to daddy bigbucks before the end. Just wait until his hatred towards you goes down just a little bit (Relationship:0) and get on your Hanging telephone and Invite him over! Off topic: He gives you a key to the city if he likes your house! Its not the key to Miniopolis, but it is the key to somewhere!!!

blahzer's note: It took me about 18 consecutive calls (including a couple which spoilt my phone) to finally persuade him to come over. Just keep trying.

He won't talk to you after you annoy him for quite a bit, so come back again the next day. Topics that he dislike talking about are (besides insults, intimidation and rude gestures):

Rep groups
Nature
Theatre
Your opinion
Sports
Carnival
Movies
Ninjas
Coffee shop
Aliens
Sleeping
Cosmos
Books
River
Museum
Bad pun
Dancing

- Convince someone to join the Streeties

Get Rel 50 or more with Ewen Watahmee and he'll join. You can find him at the garage. The topics he like to talk about include cars, books, river, lounge, simoleons and theatre.

- Get the highest promotion in Basketball

This is quite difficult in my opinion. At level 4, the ball and hoop scrolls pretty fast, and it's hard to line them up exactly. However, to get a minimum of 600, you need to score at least 3 or 4 bull's eye. You also need Body 9 to get the highest promotion. Play it every day and soon it'd be accomplished.

c) Nerdies

The Nerdies mission requires a lot of hunting, but it's rather easy and should be completed quickly with the appropriate amount of skill points.

The goals of the mission are:

- Get best promotion in Dr. Max Stat Minigame

Be sure to have logic 8 and cooking 5 and at least 600 salary to get the highest level of promotion. Something that made this game easier for me is to spot the first two symbols needed on the grid first, as this points out the possible patterns faster. As it gets more difficult, try to spot the first 3 symbols first. Play this every day and the goal shouldn't be much of a problem.

- Create a Petrified Wood Chess Piece

I had a tough time finding the Petrified Wood, but finally found it at Paradise Island in the early morning (before daybreak). They look like the regular Redwood wood, but is more grey-brown. Get a bench (doesn't matter which I guess, because I could get what I wanted from both the mini and pro benches) from the market and carve a small Petrified wood cube first, then carve again to get a Decorative Chess Piece. A thing to note is that it's pretty rare to carve a chess piece out of that cube, and upon almost 20+ tries did I get it. So either you take a lot of Petrified Wood with you, or you save before each try, and load if you get something else, exit the screen and return and carve again. I used that method, and had tons of other things from totem poles to wooden rowboats. More of luck and patience, really.

Thanks to Cof Syn DM for the following info:

Another easy place to find petrified wood, only after you've finished the game though, is to travel back in time to 1870 again and go search the bushes near where you met young Ephram Earl the first time you traveled there (he won't be there this time).

Also to Claudia:

I found petrify wood, sometimes, in the secret tunnel from jail to dark tree.

And to Kira:

I found the Petrified wood in the bayou. It is behind a plant. The plant is the little one at the top of screen directly across from the plant that you find the light for the scary cave.

- Sell 15 Giant Bog Frogs to the Deputy

I find these golden frogs most abundant in the bayou. Collect 15 of them every day and take them to the recycler at the jail.

d) Artsies

The Artsies mission is easily the least challenging mission. The items needed are easy to find, and Comic Explosion isn't a difficult game.

The goals of the mission are:

- Get best promotion in Comedy Club Minigame

A fairly easy task. Remember you need Charisma 7, Creativity 4 and a minimum salary of 650 to reach the highest promotion. I found the easiest way to beat this is to place collecting flowers as your top priority.

- Bake a Strawberry Tiramisu

The recipe is strawberries, vanilla and flour, courtesy of Giuseppe's father. Flour, vanilla and the mixer can be bought from the market. Strawberries can be picked on the ground in the bayou and the centre of Urbania, among the bushes. Mix the ingredients, and then Bake-a-mix it in the oven. If you fail, go for cooking classes at the University to increase your cooking points. Likewise, you can buy a Gourmet Smoothie from the ninja at the carnival between 2 to 3am. I had about 7 cooking points to obtain a moderate percentage of success.

- Clean up the city! Recycle 100 piles of trash

Miniopolis isn't exactly the cleanest city around. You can find piles of trash on almost every street, from the carnival to Urbania. The trash is usually "replaced" at the stroke of midnight. Once you have 100 give it to the Deputy at the jail.

Important note

Please complete this goal as soon as possible, as there is a trash glitch that'd cause trash to disappear after certain days. Refer to section 7: "The Pile of Trash" glitch for more information.

----- 5. Changing rep groups/gaining 10 rep points -----

To change your current rep group, you need to obtain 10 rep points with the rep group you desire to get into. After you have gained 10 rep points, talk to the leader and he or she will ask you whether you want to join them. Say yes, and you'd be given a series of rewards, which is included in the next part. Another interesting thing to note once you have 9 or more rep points is that you start to walk differently, depending on what rep group you're in. I've made a list of the things I did that managed to help me get 10 points. If you see a mistake or have more ways to add rep points, please contact me and you'd be credited. These will give you rep points:

- Max out the skill specific to the rep group.
a) Richies 10 Charisma skill

- b) Streeties 10 Body skill
- c) Nerdies 10 Logic skill
- d) Artsies 10 Creativity

- Have Rel 50 or more with a member of that rep group (4 in all, including the leader)
 - Have Rel 100 with that rep group's leader
 - Have Rel -5 or less with rival rep group's leader
 - Complete that rep group's mission
 - Give that rep group's trophy to the leader.
- a) The Richies trophy can be found on the 2nd floor of the Glasstown Megastore. It is near the computers at the back, near the top-left corner.
 - b) The Streeties trophy can be found in the cemetery, on the screen just outside the mausoleum. It's at the end of the screen, behind the right-most tombstone.
 - c) The Nerdies trophy is located around the tree at the carnival. It's near the end of it and pretty much stands out so you won't miss it.
 - d) The Artsies trophy can be found after crossing the second plank in the bayou. Head directly left, past the 2 plants and search the ground.
- Move to a place not in a disliked district.
There is no single "preferred location" theoretically. Each rep group has a number of "preferred location", and the point will be given to the rep group that you have one of the least rep points with, or have not fulfilled a point for that yet. It's possible to score rep points anywhere you move, as long as it's not in the disliked district.

Disliked location according to the guide book:

Richies: Urbania
Streeties: SimQuarter
Nerdies: SimQuarter
Artsies: Glasstown

This is basically trial and error, but I did some experimenting and the highest likelihood of gaining a rep point for each group are as follows:

Richies: Townhouse, Penthouse
Streeties: Large/Small Brownhouse
Nerdies: City Apartment, First Mate's Quarters
Artsies: Large/Small Brownhouse, First Mate's Quarters

Also regarding roomates: Upon further researching, I found out that moving in with anyone but a member in your rival rep group does NOT give you a rep point. However, it also does NOT take away a rep point. Moving in with a member of the rival group will take away a rep point, but kicking him/her out will return that point to you. Hope this clears up the misconception that moving in with a fellow rep group member gives you 1 rep point.

6. Rep group rewards

These are items that are given to you by the leader only when you have max rep points, besides the gold/silver plaques. They help you a lot in the game, and most of them are immensely useful. Xizzles are also given when when you obtain 10 rep points. [thanks to Braxton for the xizzles info]

a) Richies

- Sensory Deprivation Chamber

This wonder machine replenishes all your need meters for awhile. This is very useful, especially in time-constraint situations where you cannot afford to sleep but are in need of energy.

- Gratis Baby [Xizzle]

Richie Trust Fund pays \$400 monthly stipend.

- Richie Clubhouse keys

The Richie Clubhouse is in the Clubhouse building in Glasstown. It is the one up the stairs.

b) Streeties

- Ultimate MP-DEE Stereo System

A huge stereo system that replenishes your Entertainment meter greatly. It also changes the background music every time you enter the house.

- Street Signs [Xizzle]

Any Rep group member reacts +1 social.

- Streetie Clubhouse keys

The Streetie Clubhouse is in the Clubhouse building in Glasstown. It is the one in the left-most door.

c) Nerdies

- Mad Skillz Cerebral Data Infuser

It gives you one random skill point daily. Enough said.

- Spell Champ [Xizzle]

Unlocks the Spelling Bee Minigame

- Nerdie Clubhouse keys

The Nerdie Clubhouse is in the Clubhouse building in Glasstown. It is the one down the stairs.

d) Artsies

- Bod-Mod Booth

This changes your skin tone and hair colour. Not the most useful thing around, but certainly fun to play around with.

- Djinn Genius [Xizzle]

Unlocks the Genie's Lamp. The lamp can be gotten from the mail, and also by inviting Crystal over to your house during the housewarming party. (credits to Brittney Wong)

- Artsie Clubhouse keys

The Artsie Clubhouse is in the Clubhouse building in Glastown. It is in the right-most door.

7. The "Pile of Trash" glitch

What is this glitch? Well, it's probably the single most annoying glitch that

occurs in The Urbz which causes trash to disappear before everyone can collect 100. This means that you'll never be able to complete the Artsies rep group mission if you run into this guy. How and when it occurs is beyond me - it seems totally random. I've received quite a number of mail from people with varying theories on how to fix it, and I've compiled them all in this section. It's quite impossible to strike out any of these theories totally, since many have said this "works" or not in their game, so I'll just leave it to you all to try out for yourself. Anyone with additional theories can feel free to contact me and I'd gladly add them in.

Theory 1a:

The trash will stop appearing on the 30th day.

Theory 1b:

The trash will stop appearing on the 100th day.

Solution 1:

Collect as much trash as possible before the 30th in-game day.

Theory 2: (many thanks to StorymasterQ)

You can also keep collecting Piles of Trash (without selling it to the deputy) until it reaches 100+. Then you sell it altogether. It always worked for me. I think the glitch is that the trash disappears when you sell around 90+ because some 'You found a recyclable!' is a Pile of Trash, but I haven't confirmed this.

Solution 2:

Recycle the 100 "Pile of Trash" ONLY after you've gotten them all.

Theory 3:

The glitch occurs at random - there's no way to fix/prevent it.

Solution 3:

Much as I hate to say, if you really want to complete the mission, you'll have to restart the game.

8. Frequently asked questions

These are questions that I see commonly going around in the message boards. If you've got a question that you want me to answer, send me an email and if it's not mentioned around anywhere in this guide, I'll post a reply here and/or reply via email.

Q. Isn't Daddy Bigbucks in the Richies?

A. No, he is not. If you talk to him after the game about Rep groups, you'll find out that he dislikes and doesn't know much about them.

Q. Help! <insert character's name> won't move in with me!

A. Not everyone in the game can move in with you. However, there is at least 1 person in every rep group that is able to move in with you.

Q. Help! I've done everything but I still don't have 10 rep points!

A. Double-check the list again and make sure that you've done everything. Also, be sure that you have Rel 100 with the leader, not anything less.

Q. I can't find anymore piles of trash anywhere.

A. Refer to section 7: "The Pile of Trash" glitch.

- Q. How do I unlock that game in the clubhouse?
- A. You need the Spell Champ Xizzle, obtainable when you have 10 rep points and are in the Nerdies group.
- Q. Can other kinds of trash besides the "Pile of Trash" work for the Artsies mission?
- A. No. It is specifically "Pile of Trash".
- Q. Where is the dancing nutria island?
- A. The dancing nutria island can only be accessible by the boat. From the SimQuarter wharves: head south to exit the map, then go due east and you'll run into the island. From Glasstown (down the steps at the right-most edge of the map): head south until you see a bridge, then go due east and you'll find the island.
- Q. Are there any cheats to [insert desire]?
- A. Yes, there are cheats, but I do not use, nor will I provide them in this guide. If you really need them for whatever reason, I suggest checking the message boards.
- Q. How do I access Moon Base Zeta?
- A. Buy a "Green Meteorite" online. If you can't find it on that day, check back the next day. While still having it in your pocket, go to the phone booth in SimQuarter. The "Home" option should be up, so select it. You can now buy things only available in Moon Base Zeta.
Update: This works for both DS and GBA versions, thanks to BLOODSTORMER23 for confirming this.

9. Legal Information/Credits

This guide is copyrighted by Hikki H. It should be used solely for personal and private use only. No part of this should be reproduced anywhere else on the Internet without my permission except for the following links:

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<http://gamerhelp.com>

I'd like to thank the following groups of people:

GameFAQs - For being a great place where tips and FAQs are shared.

Everyone at the message boards - A part of this guide wouldn't be possible without some of the help shared by the users.

Braxton - For kindly informing me of many things, including mistakes and additional information.

CofSyn DM, Claudia Furtado & Kira - For providing alternate places to get the Petrified Wood.

Brittney Wong - For revealing another way to get the Genie lamp.

The one who didn't want to be named - For an alternate place to find Daddy Bigbucks.

Tiffani and Nicole D. - For a nifty tip to get items you can't afford.

StorymasterQ - For giving rise to a new theory regarding the "Pile of Trash" glitch. A part of that section wouldn't have existed if you didn't send me that additional theory too.

Leanne Ly - Tips to make more cash and improve relationships with people.

BLOODSTORMER23 - Confirming that Moon Base Zeta works for the GBA version too.

You - For reading my very first FAQ.

and

Everyone else who contributed to the "Pile of Trash" glitch theories but I couldn't credit because I've combined most of the similar theories into 1 and it's difficult to credit a single person or all of them then. Your help is greatly appreciated.

10. Contacting me

Lastly, if you've got a question, something to add, spotted a mistake, a compliment or even a constructive criticism, don't hesitate to email me at [eis.rune@gmail.com]. Any useful information will be accepted and credited rightfully.

Note: I will reply to only email regarding rep groups. Any questions regarding the main plot missions will be ignored. I may not check my inbox every day, but rest assured I will definitely reply as long as I receive it. Again I'd like to make myself clear: I WILL NOT answer mail regarding the main plot missions, so stop asking!

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