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HINTS, TRICKS & CHEATS

Conversation Mode

This occurs when a player talks to an NPC. The screen “zooms in” to feature a conversation between the two Sims, where the player can “play” his conversation using different conversation “actions” in an attempt to change the NPC's mood.

HINT: pay attention to flashing lights because it will indicate the appropriate response

Plumbbob: When there is nothing with which to interact, the portrait window will contain a spinning plumbbob. The player can use the stylus to play with the plumbbob.

Mission Objects:

If you're looking for an extra lipstick (Avra Cadavra mission) you might be able to vacuum it up.

Tasks and Errands: Usually when assigned a task, once it's complete make sure you go back to the NPC who gave you the assignment in the first place.

MOOD, SANITY & URGENCIES

Strangetown Store

The Strangetown Store is an eclectic store that is the best place to purchase new objects and tools for the player. It sells twelve objects every day, it doesn't sell the three tools of the trade that are vital to success in Strangetown – the vacuum sucker, the metal detector, and the super drencher. You'll receive two of these objects in the tutorial and the latter in subsequent missions.

- unique monthly object List:

JAN: Arcade – Space Armada
FEB: Magic Tanning Booth
MAR: Arcade - Copter
APR: Heart Shaped Bed
MAY: Arcade - Venture
JUN: Portable Skydiving Machine
JUL: Arcade - Pool
AUG: Fireworks Dancing Game Machine
SEP: Arcade - Sisyphus

OCT: Giant Glowing Jellyfish Tank
NOV: Arcade – Pie Factory
DEC. Holiday Yeti

Acquiring Guests:

Since you run a hotel you'll certainly need guests! Getting people to stay at your hotel is priority number one. Making your hotel attractive to prospective customers is also of extreme importance.

Check in:

After the tutorial the proper game will begin. If you have at least one room vacancy every X minutes there is a X chance of a prospective guest – one of the Personality NPCs - showing up in your lobby. Prospective guests will stay 8 hours before leaving. During that time the player may check them into their hotel and pick which of the available rooms they will occupy. NPCs will stay from **1 – 3 nights**.

ROOM RATES:

<i>Small</i>	\$40 /night * + NPC tip% + (.15% of room item value) + (Current H. Rating x 2.1)
<i>Jungle</i>	\$100 /night * + NPC tip% + (.15% of room item value) + (Current H. Rating x 2.2)
<i>Modern</i>	\$100 /night * + NPC tip% + (.15% of room item value) + (Current H. Rating x 2.3)
<i>Deluxe</i>	\$200 /night * + NPC tip% + (.15% of room item value) + (Current H. Rating x 2.4)
<i>Penthouse</i>	\$300 /night * + NPC tip% + (.15% of room item value) + (Current H. Rating x 2.5)

Once an NPC is has been checked in he or she will be a "Guest" and will trigger Guest Events that you receive on your cell phone.

Concierge / Guest Register:

The front desk at the Strangetown Hotel will provide a menu with all the information the player needs to get a quick rundown of the people staying in his or her hotel:

- MENU 1 - A list of the five rooms with portraits of the guests in them. Clicking on any one of these rooms will show details specific to that room.
 - MENU 2
 - Current Guest and Guest's Mood
 - Check in and Check out Times
 - Room's Base Value

- Item Bonus

Check out:

NPCs in a HAPPY or SAD mood will pay the room rate plus any additional expenses incurred over the course of their stay. CRAZY NPCs will pay only the room-rate (not tips, etc.) while ANGRY NPCs will pay 50% of the rate (No tips, etc.).

When it is time for an NPC to check out he or she will wait in your lobby for 8 hours. If left alone the NPC will check out after this 8 hours. If the player checks out the NPC personally, however, the NPC may give them an extra tip. The player can also use this opportunity to cheer up the NPC prior to checking them out, as well as “dress-up” appropriately, to improve their chances of getting a tip.

Building Your Hotel:

Rooms the Player can decorate freely-

- Manager’s Suite
- Penthouse
- Small Room
- Jungle Room
- Modern Room
- Deluxe Room

Room Summary

Hotel Rating contributes to the overall hotel rating of the hotel. This is the maximum hotel rating, which is obtained only by purchasing all of the upgrades for a particular room .

HUB Rooms		Rating	
	Atrium	0	Ground Floor <i>None</i>
	Basement Lobby	0	Basement <i>None</i>
	Main Lobby	0	Ground Floor Brochure Rack
	2 nd Floor Lobby	0	2 nd Floor <i>None</i>

#	Open Rooms	Hotel Rating	Required Location	Activities
1	Freezer	0	Basement	Punch meat
2	Furnace Room	0	Basement	The Reactor
3	Hotel Room – Small	0	2 nd Floor	Decorate
4	Manager’s Suite	0	Ground Floor	Stats

5	Penthouse	0	Top Floor	Decorate
6	Roof Observatory	0	Roof (Via Elevator)	Sunbathe

#	Buyable Rooms	Hotel Rating	Required Location	Activities
7	Art Gallery	8	Atrium	Painting
8	Casino	6	Atrium	Card Game
9	Cult Room	6	Basement	Zombies / leave gourds
10	Government Lab	6	Basement	Alien Autopsy
11	Hotel Room – Deluxe	9	2 nd Floor	Decorate
12	Hotel Room – Jungle	8	2 nd Floor	Decorate
13	Hotel Room – Modern	8	2 nd Floor	Decorate
14	Lounge – Lion	7	Atrium	Music Game
15	Lounge – Sax	7	Atrium	Music Game
16	Rat Cave	7	Basement	Super Suit
17	Secret Warehouse	4	Basement	Zoltron
18	Spa and Gym	10	Atrium	Running and Tanning
19	Sushi Bar	10	Atrium	Arcade Machine
20	Vault	4	Basement	Counterfeit Machine
		100		

MONEY MAKING

Collectibles

Once you buy the metal detector you can go to the desert for cash, watch your Sanity though.

Nuclear Fuel Rods
 Alien Ship Parts
 License Plates
 Strange Gourds

SPECIAL EVENTS – CRIME DOESN'T PAY

NOTE: In the SIMS DS: Strangetown, the Crime Doesn't Pay activity has been incorporated into the Event System. GOONS appear when specific events are triggered.

Ever since Don Fusilli enters Strangetown, crime has been on the rise. With no police in the area (Detective Dan retired years ago), there's only one way to stop it...

The Goons

There are four goons types that commit crimes in town:

Jimmy the Neck

A tough Mafioso goon. Jimmy the Neck walks up to innocent bystanders and cracks his knuckles. He appears in town only after Mission 1 of Don Fusilli's quests begin.

Bad Stuff: Lose 20% of your cash every Hour

Speed: Slow

Crime Spree Bob

A skinny, jail-stripe wearing hoodlum. He jumps up and down like a mad lunatic and scares people into giving them cash! He starts the game in jail.

Bad Stuff: Lose 20% of your cash!

Speed: Fast

Aliens/Emperor Xizzle

These guys point rayguns at people, surrounding them in a weird light.

Bad Stuff: Pass out from fear! Can be melted with Drencher OR Ratsuit.

Speed: Average

Robots

These guys point ray-guns at people.

Bad Stuff: Pass out from fear!

Speed: Average

If the player comes close to these goons, **his Sim will cower in fear and something bad will happen**. However, if the player has the rat suit, he can counter these bad guys.

The Rat Suit - Stopping the Goons

To stop a goon, the player must follow a three step process:
(as soon as the flash lights up – hit it; timing is everything)

1. Scare the Goon

The player must sneak up behind the goon and use his Scare ability. The goon will start running. If the goon sees the player before he's scared, or if he's rataranged (see below), the goon will Call for an Extraction.

2. Ratarang the Goon

The player must use the ratarang on a running Goon. This will stun him for a certain amount of seconds (see descriptions above). If the running Goon runs for a certain amount of time without being Rataranged, he'll call for an Extraction.

3. Karate Move the Goon

The player must run up to a stunned Goon and use Karate Moves on him. The Goon will surrender. A stunned goon may break out of his stun in a certain amount of time, in which case he'll call for an Extraction.

An Extracted Goon will escape and provide no reward. Also, any NPCs near an Escaped Goon will turn angry.

If the Goon surrenders and is captured, it takes him out of circulation and also gives reward money. Lieutenants will be sent to Jail.

If the player has the rat suit and walks up to any other NPC they will cower in fear. The player is unable to enter into social conversation while wearing the rat suit.

SOCIALS

Calm Down / Romance / Cheer Up / Restrain / Impress

Go into one of five conversation modes, based on the NPC's mood, trying to change that mood to a happy, neutral mood.



Sim Sanity Meter – This measures the Sim's level of happiness and overall mood. The Sanity Meter gets stronger with each additional Aspirational Level the player achieves:

- LEVEL 1 (red)
- LEVEL 2 (yellow)
- LEVEL 3 (green)
- LEVEL 4 (platinum)

NPC Mood Bar – This measures the NPC's level of happiness and overall mood. If it disappears, the Sim has influenced the NPC successfully, and Relationship rises depending on the action take:

- Angry (Red) -> Calm Down
- In the Mood (Pink) -> Romance
- Sad (Blue) -> Cheer Up
- Crazy/Loopy (Yellow) -> Sober Up
- Impress (Green) -> Happy

Social Moves – NPC Romance

Romances are only possible with certain NPCs of the opposite sex. Furthermore, the player must have a minimum Body score to even try, as every NPC has a *requirement* before this option becomes available and they are "in the mood" for romance.

NPC Move	Counter	Success Steps	Failure Steps (Counter)
Lean-in	Kiss	2	2
Come Hither	Show off Bod	1	2
Listen	Serenade	1	1

Social Moves – NPC Sad

NPC Move	Counter	Success	Failure Steps
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		Steps	(Counter)
Cry	Console	1	1
Arms Out	Hug	2	1
Sigh	Pep Talk	1	2

Social Moves – NPC Crazy!Loopy.

NPC Move	Counter	Success Steps	Failure Steps (Counter)
Crazy Yell	Stern Yell	1	1
Dance	Stop!	1	2
Twirl	Steady	2	1

Social Moves – NPC Impress

NPC Move	Counter	Success Steps	Failure Steps (Counter)
High-five	High-five	1	1
Double Guns	Dance	1	2
Quick Joke	Laugh	2	1

NPC Overall Relationship

NPC's overall, long-term relationships (from -100 to 100) can change based on the following:

- After a conversation game
- Waving hi and chit chat
- Giving gifts
- Storyline results

Friendship Levels

Tag	Level	Results
Friend	Rel. 30	Success steps at +1
Best Friend	Rel. 75	Success steps at +1
Romance	After a successful	Success steps at +1

	romance game	
Tip	Every 10	\$10 tip per 10 points of relationship on top of any hotel bill when the NPC leaves

Foe Levels

Tag	Level	Results
Rival	0 or less	Gets Sad every day
Foe	-30	Gets Angry every day
Nemesis	-50	Gets Angry every day

NPC Traits

Every NPC has a minimum Body level the player must have before they can be romanced. Also, if the player equals or exceeds their *Charisma Bonus level* (indicating how “meant to be” they are), they receive an additional +1 Success Steps.

NPC	Minimum Body Skill to Romance
Ara Fusilli	6
Auda Sherif	8
Ava Cadavra	4
Bigfoot	N/A
Don Fusilli	2
Dusty Hogg	4
Giuseppi Mezzoalto	5
Honest Jackson	6
Jebediah S. Jerky	N/a
Kayleigh Wintercrest	9
Luthor L. Bigbucks III	8
Mamma Hogg	2
Misty Waters	7
Mole King	9
Mummy	N/a
Optimum Alfred	N/a
Penelope Redd	5
Pepper Pete	N/a
Rock Bottom	3
Sancho Paco Panza	4

Tank Grunt	5
Tristan Legend	10

Mood Behaviors

Having NPCs in bad mood states isn't good for the player, or the business:

- Angry NPCs tend to trash *one object* and leave within a 2 hours without paying you anything!
- Sad NPCs bring the overall happiness level of the town down, and are notoriously cheap since they *don't use objects*.
- Crazy NPCs make messes, leaving gooey piles of *ick* behind everywhere.
- Romanced and Impressed NPCs are happy, spend money by *using objects*, and increase the town's overall mood.

Contagious Moods

Moods are contagious!

- Angry NPCs tend to make the neutral NPCs around them either Angry or Sad. There is a ~5% chance per second of a mood change when they are within close range. Which one it changes to is a 50/50 chance.
- Sad NPCs make *neutral* NPCs around them Sad. There is a 10% chance per second of a mood change when they are within 50 pixels.
- Crazy NPCs make other NPCs either Crazy or Angry. There is a 10% chance per second of a mood change when they are within 50 pixels.

IN-LINE MINIGAMES

There are several things the player can do in the game that make it worth his while to explore the town and walk from place to place:

Collecting

License Plates - These can be sold at the jail for any amount up to \$25 each, which changes each day. Additionally, there are 24

separate license plates. Finding all 24 (tracked on the collectibles screen) unlocks something cool.

24 UNIQUE LICENSE LOCATIONS:

ALIENROOM, ARTGALLERY, ATRIUM, BASEMENT, CASINO, CITYEXTERIOR, CITYHALL, CULTROOM, DELUXEROOM, DESERT, FREEZER, FURNACEROOM, GYM, JUNGLEROOM, LIONLOUNGE, MODERNROOM, OBSERVATORY, PENTHOUSE, RATCAVE, SALOONROOMS, SAXLOUNGE, SECRETWAREHOUSE, SUSHIBAR, VAULT

Nuclear Fuel Rods – These power the hotel's furnace; run out, and the power goes out! Can also be SOLD to the CLERK in CITY HALL for 40 Simoleons each.

Weird Gourds – these help the player locate Bigfoot's current location at night. Can also be SOLD to the SALOON SHOPKEEPER for \$20 Simoleons each.

Alien Ship Parts – These are rare items found using the METAL DETECTOR. Can be SOLD to JOHNNY SMITH at the STORE for \$150 simoleons each.

Lottery Tickets

Scratch and Win. They are sold at the Strangetown Store.

ACTIVITY – KEELHAULIN' CARDS! (CASINO)

Olde Salty's Famous Pirate Game is available at the Casino. You play against one other player.



There are 54 cards in this deck:

- 5 Olde Salty
- 5 Pepper Pete
- 5 Captain Moogoo
- 5 Crazy Beard
- 5 Pretty Bonnie
- 5 Ugly Pedro
- 5 Bonesly
- 5 Mean Marie

- 4 Empty Jug Cards
- 8 Ghost Cards (one per pirate)
- 4 Cannon Cards

Players are dealt **8** cards, but can have a hand of up to 10 cards.

Step 1: Draw one card

Draw 1 card from the deck (upper left) or the discard pile (upper left). The last discarded card will be face up in the discard pile.

Step 2: Play cards

You can play a meld of *three or more* cards of the same pirate. This makes the pirate walk the plank (yar!), and scores you 10 points (gold coins) *per card* you played.

Example: You play four Ugly Pedros. He walks the plank, and scores you 40 points.

Non-played cards from that pirate (either in the deck, or in the other person's hand) are immediately removed from the game, and 5 points are added to the *treasure chest* per card removed.

Specialty cards can only be played one at a time.

Step 3: Discard cards

Discard 1 card. If that was your last card, the round ends! Whoever ended the round, wins the treasure chest (and its points).

Turn end:

Your turn ends when you discard a card, or are at **0** cards. If you do not have a card to discard, the round continues.

Winning the Game:

The game continues until one player scores 200 points.

Special Cards

Ghost Cards – Playing this, if the pirate is dead (i.e. walked the plank) immediately scores 20 points for you. *(Always available)*

Empty Jug – Draws 2 cards from the deck. *(Available at level 2)*

Cannon Cards – Shoots a cannon at the other player. This randomly destroys 5, 10 or 15 points! *(Available at level 4)*

Console Exclusive Cards:

GBA Exclusive Card -- Gold Doubloon (2 in deck) -- Adds 5 points to your score if played. The art should look like a gold doubloon with a "5" embossed on to it.

DS Exclusive Card -- Pillage (2 in deck) -- Adds 10 points to your score if played, but also empties the treasure chest. This should look like crossed swords with a "10" at the bottom.

Game Flow:

The first player is dealt 8 cards. Pirate cards can be played in groups of 3 to 5 *like* cards. The player is not obligated to play all of a set greater than three (i.e. If Mr. T has 5 Ugly Pedros, he can play 3, 4 or 5). Each card is selected by tapping it on the touch screen, and deselected by tapping it again. Once all cards in a set that are to be played are selected, the user can drag the group onto the stairs, and the subsequent pirate will walk the plank. At such time, should the user have another meld or specialty card to play, he can do so as per the previous instructions. If the player is out of cards, his turn will end. If he has cards left, but cannot make another legal play, he must discard by selecting a card and dragging it onto the discard pile. A player can end his turn by discarding even if he still has a legal play.

ACTIVITY - MUSIC! SAX & LION LOUNGE

One of the three main activities in Strangetown is creating custom music! This is done in any of the Lounges via a Keyboard set-up.



Step 1: Performing

The player mixes his tunes with a mixing keyboard in any one of 8 styles: Disco Blitzkrieg, Chill Factory, Electro Pop, etc. When the player first selects the keyboard he chooses which of these “Sound Banks” he will be mixing. Choosing a bank opens the primary mixing interface: a miniature keyboard with a number of buttons and knobs. With this mixing deck the player can choose to **Jam** freely; fooling around with the music to no purpose, or the player can **Record** a Jam... this allows the player to record 40 measures of a Jam to create a song, which he can name and save for future listening. The player creates songs by using the touchpad to add beats, add vocals, and adjust tunes.

Performance Functionality:

Songs are made up of two primary pieces: **Looping Tracks** and **One-Shot Samples**. **Loops** comprise the backbone of any given song and contain the primary instrument tracks (Drums, Bass, Guitars, Saxophones, etc.) Once the player pushes PLAY, all the active loops play continuously and are therefore always in-synch. They may be “muted” or “unmuted” independently of one another, allowing the player a wide degree of freedom to turn on and off various parts of his song at will

With eight tracks to *mute* and *unmute* at the player’s discretion, the player is put in the position of the “Conductor”, turning on and off parts of the song to create a unique listening experience. For more advanced players, simultaneous muting or unmuting of two or more channels can be easily achieved through the use of the **Prep** button (Described further below).

One-Shot Samples are different from **Loops** in that they are stand-alone slices of music that can be played at any time during a performance. They are not muted or un-muted, but “activated” and can therefore be played on or off beat depending on the skill of the player. *Samples are activated via the touch-screen* by tapping various well-labeled buttons and keys. The range of Samples available can be diverse and strange... from music spikes, to hoots and hollers, to industrial clangs and explosions. The touch screen may also include a miniature keyboard for aspiring keyboard soloists.

As a special feature, the player can use the **Microphone** to create his own One-Shot Sample. Pressing the microphone record button will give the player 4 seconds of record time. The player then chooses the appropriate Sample bank (bottom right) to overwrite with his new sample (not permanently). From that point on any time the player presses that One-Shot trigger he will hear his own sample. This feature is only available when the music has been stopped.

Song Part:

Because songs are made up of short loops, some tracks may become a little monotonous to discerning ears. For this reason, two small buttons to the right of the mixing deck will allow the player to switch back and forth between two variants of the same song. In other words, each sound bank will have two versions of a similar drum beat, two versions of a bass line, two different keyboard riffs, etc. Every song will begin on “**Part I**”, but with the press of the “**II**” button the track will switch to **Part II** at the beginning of the next measure (to ensure a smooth transition).

Special Features – Prepping:

For the advanced musician, the **Prep Button** allows players to queue up a number of loop and sample triggers and activate them all at once. This frees the player from the difficulty of pulling off potentially complicated transitions by utilizing a single button. For example: A player would like to begin his song with only the Hi-Hat playing... but three measures in, he would like to activate a sample and follow it up by un-muting the remaining five tracks and activating one more sample. This would require six simultaneous button presses if done manually. But by pressing the **Prep** button (which begins flashing) he can now press any buttons he chooses without them activating

immediately, effectively queuing up multiple presses at once. Pressing the **Prep** button a second time will activate all the queued buttons. The Prep function can be activated in two ways: via the touch touch-screen or by pressing and holding *Left* on the D-Pad. Releasing the D-Pad has the same effect as pressing the Prep Button on the touch screen a second time.

(Optional) Real-time controls:

Also accessible on the touch screen are numerous real-time music control features that refine the recording experience. Tempo and volume control, pitch control, and equalization are just a few of the possible features.

Recording A Song:

Recording a song is handled no different than freely jamming, except that in the case of Recording the player is limited to a specific number of measures. Pressing the **Record** button at the top of the Mixer activates the recording menu on the top screen. After some minor instruction and preparation, there is a four beat countdown and the song begins. The player can now freely jam until his 40 measures are up, after which point the player can listen to his song, or save or discard it. These songs will now randomly play in the lounge area (elsewhere?). The player can save X songs on to the cartridge.

ACTIVITY - ART GALLERY

The art gallery is accessible, well, in the Art Gallery. You may paint a painting on a blank canvas and hang it on the wall of the Art Gallery, or on the wall of one of the many hotel rooms.

Art Gallery

The Art Gallery has room for five paintings, each of which can be created using the DS drawing program and hung in the room.

Art in the art gallery will generate the player weekly money. When a painting is finished, it is *randomly* critiqued the following day.

Critique	% Chance of Rating	% Chance of Selling (Daily)	Sale Price
Garbage	1-10	5%	\$25 - \$50
Ordinary	11-45	20%	\$100 - \$150
Respectable	46-76	30%	\$150 - \$300
Masterpiece	76-95	20%	\$300 - \$600
Magnum Opus	96-100	10%	\$750 - \$1500

Artist Bonus

The player receives a +2% bonus to his Rating Roll for each point of Artistic skill.

Business Bonus

The player receives a +5% bonus to his art gallery paycheck per point of Business Skill he has.



ACTIVITY - ALIEN AUTOPSY (GOV'T LAB)

Alien Mummies can be experimented in the government lab!

First you need to uncover a body with your metal detector in the desert.

Players receive money for slicing out a weird alien organ with a laser and then freezing it. However, without a steady hand, the organ is useless!

- Top screen shows animation of player cutting alien. Bottom screen shows alien cadaver, already cut.
- Tools: laser scalpel, tweezers, hand
- 5 levels of difficulty, determined by frequency of alien parasite spawn.
- Parasites start spawning on a timer, appearing more and more frequently.
- Parasites compromise viability of organs.
- Organs have 5 states. The degradation of the organs will occur through palette tweening... a healthy color, a sickly color, a more sickly color, and an almost dead color before they become black. The color will come back if you clean off all of the parasites.



- Completely cut organs go into an igloo cooler .
- Using the laser on parasites makes them multiply.

Organ Type	Perfect Points
Easy	\$50
Average	\$100
Hard	\$150

Multiplayer

This game is multiplayer, with both players racing to finish their alien first. Players' scores are compared, with each second the winner finished ahead of the other player adding 25 points.

ACTIVITY - THE TOOLS OF THE TRADE

There are three tools at the player's fingertips in the game:

The Vacuum Sucker



Since you're in charge of a hotel, things can get messy, dusty, or worse. The vacuum sucker lets the Sim suck away all that garbage...and maybe find some goodies in the bag. create header

Vacuum suckers destroy:

- Dust piles
- Trash piles

While using the vacuum sucker, the player's touchscreen turns into the bag menu. Here, players can see everything he's sucked in. There are 24 objects to find and collect with the vacuum sucker.

A vacuum can hold 10 objects before it must be emptied. You empty the vacuum by touching each object. Sometimes, this converts the item into cash!

When a dust pile is sucked up a myriad of dust bunnies swirl around the bag interior (bottom screen). The object will continue to revolve around the bag until it is either sucked out of its own accord or touched on the bottom screen by the player.

#	Object	Rarity	Value	#	Object	Rarity	Value
1	6-sided die	Common	\$1	13	Chewing Gum	Common	-
2	Mouse	Common	-	14	Old Penny	Uncommon	\$5
3	Thumbtack	Common	-	15	Gold Ring	Uncommon	\$5
4	Eraser	Common	-	16	Potato	Uncommon	\$1
5	Fortune Cookie	Common	-	17	Gold Tooth	Uncommon	-
6	Peanut	Common	-	18	Action Figure	Uncommon	\$5
7	Lady Bug	Common	-	19	Wishbone	Uncommon	-
8	Pretzel	Common	-	20	Gold Doubloon	Rare (only if Pot of Gold is purchased)	\$100
9	Pencil	Common	-	21	20-sided die	Rare	\$10
10	Golf ball	Common	\$1	22	Gnome	Rare	\$15
11	Dust Bunny	Common	-	23	Shrunken Head	Rare	\$50
12	Gumball	Common	-	24	Glowing Rock	Rare	\$30

The Metal Detector

The desert around Strangetown holds all kinds of secrets, including buried junk and buried treasure! The metal detector must be selected from the player's pockets when the player is out in the desert.

As the Sim walks around the desert with his detector, it makes a noise when he gets near to a buried object. When he's close enough to one, the object will slowly come onto screen. Use the lever on the right-hand side to bring the image into focus on the screen below.

Pressing the shovel on the touchpad, when the Sim is in the right spot, causes the detector to suck an item out of the ground.

The interface on the touch screen contains the following:

- The battery meter
- Image screen
- A vertical slider for focus
- On/Off button (red button with circle emblem)
- Retrieve button (yellow button with shovel)



While in the desert, the Sim's Sanity Meter will decrease unless the metal detector is in use. The battery will deplete slowly while the device is in use, and will drop significantly each time the retrieve option is used, regardless of success.

When an object is discovered, the touch sensitive slider can be utilized to focus in on the object. Oftentimes, another object will be located in the same vicinity. By moving the slider around, the player can attempt to locate another, possibly more valuable, item.

The following 8 objects can be found: Bars, Quest Items, and Alien Spaceship Parts

- Lead Rock (\$25)
- Nuclear Fuel Rod
- Copper bars (\$100 – if used at the vault + 50%)
- Silver bars (\$250 – if used at the vault + 50%)
- Gold bars (\$1200 – if used at the vault + 50%)
- Alien Spaceship Parts sold for \$150)
- Treasure Chest (\$6000 – only generated with random event)
- Mummified Alien (used in the Government Lab or sell for \$345)

The bars objects can be converted into extra cash at the Vault's money making machine, or sold for less cash at the store.

The Super Drencher



The Sim has access to one more tool – the super drencher, a big super-soaker type gun that shoots out water.

The bottom screen shows how full the drencher is. It can be refilled at the town fountain, or perhaps other, secret places.

The soaker can:

- Extinguishes fire
- Dissolve aliens

RELATIONSHIP SCREEN

This screen is accessed from the touch screen it is fourth icon.

This screen shows the relationships of the player to all the NPCs in the game. It also gives a brief description of the NPC. When you uncover the SECRETS of an NPC they will appear in the relationships screen as well. To uncover SECRETS you must have a HIGH relationship level with a particular NPC.

Skills – The Sim's skill list

Creativity – How well of a composer the Sim is. Directly affects his composition ability. This determines the quality of his songs. Increases amount of tips NPCs leave and raises the value of paintings 3%/level

Business – This affects how well the player's instincts are. This reduces bills by 5% per level.

Body – How toned the player is. This determines which NPCs the player can and cannot romance.

Charisma – How friendly the player is. This gives a bonus to all social game interactions. +1 point "stronger" socials per level.

Mechanical – How engineering savvy the player is. This speeds up the time it takes to fix objects. Should take 20 seconds to fix something at level 0 and 2 seconds at 10.

ALL SKILL POINTS APPEAR FOR 8 HOURS.						
ROOM	SKILL	TIME	SKILL	TIME	SKILL	TIME
HOTEL LOBBY	BUS	MON 0:00:00 AM	CHAR	SUN 16:00:00 AM		
2nd FLOOR LOBBY	BUS	TUES 8:00:00 AM				
CITY EXTERIOR	CREA	WED 0:00:00 AM	BUS	MON 8:00:00 AM	BODY	SAT 12:00:00 AM
BASEMENT	MECH	THU 16:00:00 AM	BODY	TUE 12:00:00 AM		
MANAGER'S SUITE	CHAR	FRI 8:00:00 AM	BUS	WED 16:00:00 AM		
ATRIUM	MECH	SAT 12:00:00 AM	CREA	THU 8:00:00 AM		
FREEZER	BODY	SUN 16:00:00 AM	MECH	FRI 12:00:00 AM	BUS	SAT 8:00:00 AM
GOVT LAB	MECH	MON 8:00:00 AM	MECH	SAT 16:00:00 AM		
WAREHOUSE	MECH	TUES 12:00:00 AM	BODY	SUN 8:00:00 AM		
VAULT	MECH	WED 16:00:00 AM	BUS	MON 12:00:00 AM		

FURNACE	MECH	THU 8:00:00 AM	MECH	TUE 16:00:00 AM		
RATCAVE	CREA	FRI 12:00:00 AM				
CULT ROOM	BODY	SAT 16:00:00 AM	CREA	WED 8:00:00 AM		
SAX LOUNGE	CREA	SUN 8:00:00 AM	CHAR	FRI 12:00:00 AM		
ART GALLERY	CREA	MON 12:00:00 AM	CHAR	SAT 16:00:00 AM		
SUSHI BAR	BUS	TUE 16:00:00 AM	CHAR	SUN 8:00:00 AM		
CASINO	CHAR	WED 8:00:00 AM	CREA	MON 12:00:00 AM		
SPA AND GYM	CHAR	THUR 12:00:00 AM	BODY	TUE 16:00:00 AM	CHAR	SAT 16:00:00 AM
LION LOUNGE	CREA	FRI 16:00:00 AM	CHAR	WED 8:00:00 AM		
DESERT	BODY	SAT 8:00:00 AM	BUS	THU 12:00:00 AM		
SALOON	BUS	SUN 12:00:00 AM	BODY	FRI 16:00:00 AM		
SALOON INN	MECH	MON 16:00:00 AM				
CITY HALL	CHAR	WED 8:00:00 AM				
STORE	BUS	THU 12:00:00 AM				
JAIL	CREA	FRI 16:00:00 AM	BODY	SAT 8:00:00 AM		
OBERVATORY	BODY	SAT 8:00:00 AM	CREA	SUN 12:00:00 AM		

Thought Balloons– The picture above the NPC signify their moods, you can also see how there feeling in the relationship panel. NPCs that are known to be “in the mood” (the player meets their Body requirement) will have a heart symbol. NPCs that are known to be angry, crazy, or lonely will also have an appropriate symbol.

Relationship – (-100 to 100) The relationship of the player Sims to the NPC. This is wholly descriptive (the number is not displayed to the player at all):

- 50- Nemesis
- 30- Foe
- 0- Rival
- 0+ Acquaintance
- 30+ Pal
- 50+ Friend
- 75+ Best Friend

Bio – A brief description of the NPC's back-story.

MISSION STRUCTURE

Over the course of the game, three bosses enter the hotel penthouse, and proceed to take over the town, giving players new quest options:

The VIPs

Frankie Fusilli

Frankie Fusilli enters the hotel after the tutorial mission with Honest Jackson is done. He sets himself up in the penthouse and won't leave until his 10 quests are finished.

Ava Cadavra

Ava Cadavra comes once Don Fusilli has left, and starts strange cult devoted to the Great Cowthulhu. She too has 10 quests for the player.

Optimum Alfred

Optimum Alfred is the final boss, and takes over the hotel with his robot friends. He has 10 quests for the player to accomplish.

NOTE: remember to return to the VIP's once you completed the task at hand.

Quest	Description	Solution
1	Don Fusilli's cousin from the "old country" needs a plane ticket to visit Strangetown. The Don would like the player to pay for this as a favor.	Give him \$1000 to pay for a plane ticket for Jimmy the Neck
2	The Don asks the player to deliver a present to the Mayor. He asks him to get it from Jimmy the Neck in the cow lot.	Getting the "present" – a stuffed cow head – and giving it to the mayor.
3	The Mayor's quarters are on fire... courtesy of the "present." The mayor calls the player, freaking out.	Calm down the Angry Mayor. He is a lot easier to calm if the fires have been put out with the drencher, first.
4	The Don has always wanted to meet a movie star, and asks the player to make the hotel nice enough for a movie star	Hotel rating 20+ Kayleigh Wintercrest will then come to town.
5	The Don is having a big money shipment coming in. Needs a	Build a vault for \$3000. A pile of money appears in the

	Vault.	vault. <i>The player can take money off the pile (\$10,000 total), but if more than \$100 is taken each day, the Don gets mad and Jimmy the Neck pays a visit to the player.</i>
6	The Don wants the player to collect 3 metal bars from the desert.	Buy the metal detector (\$200); find 3 bars in the desert.
7	The Don asks the player to bury a chest (wiggling, of course) in the desert, but only after it's dark out.	Buy a shovel at the store. Head to the desert in the middle of the night. The player goes to jail after being arrested by Penelope Redd, who confiscates the shovel and chest before the player can dig.
8	Penelope tells Player must agree to wear a wire for the Don and convince him to say bad things (calm down the Angry Don).	Penelope arrests the Don and gets him out of the Hotel (though he is of course soon out on bail).

Ava Cadavra Quests

Quest	Description	Solution
1	Ava, who comes across as very sweet and innocent, wants a Bovine Shrine excavated for her private study.	Go to City Hall and build the Bovine Shrine (\$2500).
2	Ava ask for a cowbell while chanting.	Visit the cows outside the time square to retrieve a cow bell. Discover a new interaction: take bell.
3	Ava needs to refresh her dark gothic lipstick but can't find it. She asks the Sim to get her a new one.	Go to the Store and purchase a lipstick in "Rotting Eggplant". <i>Alternatively the player can save some cash by vacuuming around the hotel and finding the lipstick inside.</i>
5	Ava tells the players new NPCs will	Find the pyramid in the desert

	not be coming to town, and that she's shut it down. All NPCs move into the basement, and stare listlessly at Cowthulhu. They can't be interacted with (except Ava). The player receives an anonymous note telling them to find the pyramid in the desert after dark.	after dark, between the hours of 11-1.
6	At the ghostly Pyramid is the Ghostly Mummy, who tells the player they must dig up the Sarcophagus from a certain spot in the Desert, and place it somewhere private, like their Manager's Suite.	Dig up the mummy sarcophagus from the oasis spot in the desert with the metal detector and place it in the Manager's Suite.
7	The Mummy emerges from the Sarcophagus. He tells the player that he is unhappy about having another ancient evil on his turf, out-eviling him. He gives the Sim a hint about a powerful object that used to be buried in the desert, but has since disappeared.	Ask a few NPCs around town if they have ever found anything unusual in the desert. Jeb tells you he's only ever once found a rusty branding iron, it's now in town jail.
8	The player enters the Cult Room. By using the branding iron on Cowthulhu, Ava's reign is ended...	Use the branding iron on Cowthulu. The statue shatters, the crazed NPCs return to normal, and an angry Ava leaves the hotel, totally trashing the penthouse. When the player returns to the cult room, the Mummy's Sarcophagus now resides in Cowthulhu's place.

Optimum Alfred Quests

Ques †	Description	Solution
1	Alfred the former-monkey-butler-robot shows up at the Sim's	Buy a new Cleaning Modulator for \$1000.

	door, offering to help clean up the horrendous mess left by the Cowthulu Cult. All he needs is Galatronic Power Recharger.	
2	Alfred's new cleaning modulator seems to have given him a personality. He happily agrees to help upgrade the hotel with futuristic modifications... if only he can get 20 fuel rods.	Collect 20 fuel rods for Alfred.
4	Alfred complains that the Mole King keeps eating the tension lines for the new satellite TV antenna. He asks you to "take care of it"	Convince the Mole King in the Observatory to stop eating the tension lines. The Mole King doesn't want to stop – he thinks Alfred is up to no good. The Mole King must be scared away from the antennae by being sprayed with the super soaker.
5	The antenna comes to life, and the town is overrun by Robots. Optimum Alfred locks himself in the penthouse. Mamma Hogg tells the player the robots must be stopped.	Defeat 5 robots (using the Ratsuit). If the player has not already built the RatCave, an animated scene will take place in the Hotel Basement.
6	The Alien Commander appears, terrified. Apparently, Optimum Alfred's antenna is preventing communication with life on their home alien planet. The antenna must be destroyed, but the player needs the blueprints.	Mechanical 5 to break into the penthouse and nab the blueprints. Sneak into the office between 6-10 PM.
7	The Alien Commander gives you a special potion and tells him to	The Sim doubles in size and rips up the antenna!

	use it by the antenna.	
8	The player must fight his way into the hotel and defeat Optimum Alfred in a boss fight.	Defeat Optimum Alfred

OBJECTS AND DECORATION

The Sims 2 DS contains several possible living areas, all located in the Strangetown hotel.

Basic Objects

Each hotel room living space comes standard with one of each of the following: Basic Toilet, Basic Couch, Basic Bed, Basic Shower, Basic Sink, and Basic Fridge

Item	Cost	Animation?	Description
Basic Toilet 01- White	\$24	Go bathroom	
Basic Toilet 02- Powder Blue	\$24	Go bathroom	
Basic Toilet 03- Seafoam Green	\$24	Go bathroom	
Basic Toilet 04- Red	\$24	Go bathroom	
Basic Toilet 05- Yellow/Cream	\$24	Go bathroom	
Basic Toilet 06- Black	\$24	Go bathroom	
Basic Couch 01- Camel	\$150	Sit / Lie Down	
Basic Couch 02- Blue	\$150	Sit / Lie Down	
Basic Couch 03- Citron Green	\$150	Sit / Lie Down	
Basic Couch 04- Burgandy	\$150	Sit / Lie Down	
Basic Couch 05- White	\$150	Sit / Lie Down	
Basic Couch 06- Black	\$150	Sit / Lie Down	
Basic Couch 07- Deep Green	\$150	Sit / Lie Down	
Basic Couch 08- Purple Velvet	\$150	Sit / Lie Down	
Basic Fridge 01- Blue	\$350	Open Door	
Basic Fridge 02- Avocado	\$350	Open Door	
Basic Fridge 03- Brown	\$350	Open Door	
Basic Fridge 04- White	\$350	Open Door	
Basic Fridge 05- Black	\$350	Open Door	
Basic Fridge 06- Burgandy	\$350	Open Door	
Basic Bed 01 Oak/Blue	\$160	Lie Down / Make Bed	
Basic Bed 02 Maple/Carmel	\$160	Lie Down / Make Bed	
Basic Bed 03 Cedar/Green	\$160	Lie Down / Make Bed	

Basic Bed 04 Ebony/Burgandy	\$160	Lie Down / Make Bed	
Basic Bed 05 Mahogany/Black	\$160	Lie Down / Make Bed	
Basic Shower 1- White	\$130	Take Shower	
Basic Shower 2- Blue	\$130	Take Shower	
Basic Shower 3- Seafoam Green	\$130	Take Shower	
Basic Shower 4- Red	\$130	Take Shower	
Basic Shower 5- Yellow/Brown	\$130	Take Shower	
Basic Shower 6- Black	\$130	Take Shower	
Basic Sink 01- White	\$100	Wash hands	
Basic Sink 02- Blue	\$100	Wash hands	
Basic Sink 03- Seafoam Green	\$100	Wash hands	
Basic Sink 04- Red	\$100	Wash hands	
Basic Sink 05- Yellow/Cream	\$100	Wash hands	
Basic Sink 06- Black	\$100	Wash hands	

Should the room lack any of the six basic objects, NPCs will call the player and threaten to leave without paying if the object is not added in **1 hour**. They will alert the player as to which object is missing.

Advanced Objects

All objects add 5% of their value to the "room rate" that NPCs may upon leaving the hotel. Thus, a room with a plasma television (\$2750) will generate an additional \$137 each day!

Item	Cost	Animation?	Description	Availability
Super Toilet 1- White	\$250	Go bathroom		
Super Toilet 2- Blue	\$250	Go bathroom		
Super Toilet 3- Green	\$250	Go bathroom		
Super Toilet 4- Red	\$250	Go bathroom		
Super Toilet 5- Cream	\$250	Go bathroom		
Super Toilet 6- Black	\$250	Go bathroom		
Deluxe Couch 1- Pink/Black	\$300	Sit / Lie Down		
Deluxe Couch 2- Blue/Dark Blue	\$300	Sit / Lie Down		
Deluxe Couch 3- Green/Black	\$300	Sit / Lie Down		
Deluxe Couch 4- White/Black	\$300	Sit / Lie Down	Tuxedo Couch	
Deluxe Couch 5- Burgundy/Black	\$300	Sit / Lie Down		
Deluxe Couch 6- Green/Purple	\$300	Sit / Lie Down	Joker Couch	
Deluxe Couch 7- Camel/Burgundy	\$300	Sit / Lie Down		

Deluxe Couch 8- Brown/Dark Green	\$300	Sit / Lie Down		
Deluxe Bed 1- Oak/Green	\$400	Lie Down / Make Bed		
Deluxe Bed 2- Maple/Burgundy	\$400	Lie Down / Make Bed		
Deluxe Bed 3- Cedar/Blue	\$400	Lie Down / Make Bed		
Deluxe Bed 4- Ebony/Royal Blue	\$400	Lie Down / Make Bed		
Deluxe Bed 5- Mahogany/Black	\$400	Lie Down / Make Bed		
Sonic Shower- Blue	\$500	Take Shower		
Sonic Shower- Green	\$500	Take Shower		
Sonic Shower- White	\$500	Take Shower		
Sonic Shower- Red	\$500	Take Shower		
Sonic Shower- Gold	\$500	Take Shower		
Sonic Shower- Black	\$500	Take Shower		
Sonic Sink 1-White	\$200	Wash Hands		
Sonic Sink 2-Blue	\$200	Wash Hands		
Sonic Sink 3-Green	\$200	Wash Hands		
Sonic Sink 4- Red	\$200	Wash Hands		
Sonic Sink 5- Yellow	\$200	Wash Hands		
Sonic Sink 6- Black	\$200	Wash Hands		
Deluxe Fridge 1- Steel	\$350	Open Door		
Deluxe Fridge 2- Gold	\$350	Open Door		
Deluxe Fridge 3- Copper	\$350	Open Door		

Furniture

Item	Cost	Animation	Description
Modern Dresser 1- Oak	\$500	Gen Use	Allows Sim to change clothes, including PJs, formal, etc.
Modern Dresser 2- Maple	\$500	Gen Use	Allows Sim to change clothes, including PJs, formal, etc.
Modern Dresser 3- Cedar	\$500	Gen Use	Allows Sim to change clothes, including PJs, formal, etc.
Modern Dresser 4- Ebony	\$500	Gen Use	Allows Sim to change clothes, including PJs, formal, etc.
Modern Dresser 5- Mahogony	\$500	Gen Use	Allows Sim to change clothes, including PJs, formal, etc.
Lighted Vanity Mirror	\$800	None	Allows the player Sim to change appearance (hair color, etc). If programmatically possible, changes show up on the top screen as they are made on the touchscreen.
Computer on Stand-	\$500	Use	You can spam an NPC which will cause them to

Steel	0	Computer	arrive at the hotel within 24 hours to check in. However, there is a 5% chance of you going to jail.
Plasma Television	\$275 0	Watch it	
XAM Satellite Stereo System	\$100 0	Gen Use	Plays custom songs
Amoire- Birch	\$500	Gen Use	Allows Sim to change clothes, including PJs, formal, etc.
Amoire- Oak	\$500	Gen Use	Allows Sim to change clothes, including PJs, formal, etc.
Amoire- Cedar	\$500	Gen Use	Allows Sim to change clothes, including PJs, formal, etc.
Amoire- Ebony	\$500	Gen Use	Allows Sim to change clothes, including PJs, formal, etc.
Amoire- Mahogany	\$500	Gen Use	Allows Sim to change clothes, including PJs, formal, etc.
Basic Chair 1- Oak	\$100	Sit	.
Basic Chair 2- Maple	\$100	Sit	
Basic Chair 3- Cedar	\$100	Sit	
Basic Chair 4- Ebony	\$100	Sit	
Basic Chair 5- Mahogany	\$100	Sit	

Decoratives

Item	Cost	Animation?	Description	Availability
Portable Waterfall	\$500	Admire	A yuppie fountain	
Stuffed Jackalope	\$500	Admire		
Mummy Sarcophagus	\$500	Admire	Mummy only shows up in town when you've bought this	
Portrait of the Mole King	\$500	Admire	Mole King only shows up in town when you've bought this	
Giant Ancestor Bonsai Tree	\$500	Admire	Chance of going to the sushi bar. TBD.	
Decorative Plant Type 1	\$100	Admire		
Decorative Plant Type 2	\$200	Admire		

Monthly Rare Objects

Item	Cost	Animation	Description	Availability
Massage Bubbler	\$1500	Use Massage Bubbler	Get in, bubbles form, very relaxing.	January
Heart Shaped	\$2000	Lie Down / Make	Increases chance of	February

Bed		Bed	occupant getting In the Mood by 10%	
Pot o' Gold	\$2500	Admire	Unlocks gold doubloons to be vacuumed up.	March
Koi Pond	\$1000	Admire	So beautiful...	April
Sims Standup Arcade	\$3000	Use Computer	Play a little microgame on it – shoot motives ala Space Invaders!	May
Magic Tanning Booth	\$2500	Use Tanning Bed	Allows Sim to change skin color to wacky colors	June
Fireworks Dancing Game Machine	\$2600	Play dancing Game	DDR-type dance game machine. Sims will dance. Cheers up sad Sims. Player may use it to increase body score.	July
Pet Bunyip	\$900	Admire/Feed?		August
Portable Skydiving Machine	\$2800	Use Skydiving Machine	Fun, fun, fun!	September
Cute Ghost Portrait	\$1000	Admire		October
Giant Glowing Jellyfish Tank	\$3900	Admire	It's beautiful!!!	November
Holiday Yeti	\$1800	Admire	The never-unhappy Bigfoot clone.	December

“Retail” Room Specific Objects (non placeable)

Item	Unique Animation	Description	Room
Slot Machine	Play slot, lost money cry, won money dance- ALL		Casino
Keyboard	Play keyboard-CAS only	Object for Music minigame	Lounge
Basic Chair		All purpose wooden chair	Resurant/Lounge/Saloon
Palette of Money		Needs several states of use	The Vault
Lab Chair			Government Lab
Treadmill	(run/walk)		Spa and Gym
Tanning Bed	Get tanned-ALL	Normal tanning bed, changes skin tone	Spa and Gym
Money Making Machine	Use amchine		The Vault

Nuclear Reactor	Give gift?	A place for player to feed and store up to 6 nuclear rods for power	Furnace Room
Hanging Meat	Punch Meat	Works as a full body punching bag	The Freezer
Zoltron the Fortune Teller	Use Zoltron?	Just like Zoltar from "Big"	Secret Warehouse
Catsuit Display Case	Change clothes spin		Cat Cave
Catarange Display Case			
Adminitron 2000		The master control panel where the player can get their stats	Manager's Suite

"Retail" Room Specific Objects (Room Upgrades)

Item	Cost	Where bought	Unique Animation	Description	Room
Upgrade with Object sign	N/A	N/A	Spot Sign	Sign signifying location of Upgrade object	Multiple Use
Upgrade with Room sign	N/A	N/A	Spot Sign	Sign Signifying location of Upgrade room	Atrium, 2 nd Floor Lobby
Brochure Rack	\$120	Spot Sign		Info brochures sell for \$12, stockable	Lobby
MooGoo Monkey Game Table	\$3000	Spot Sign		Unlocks the MooGoo Monkey Card Game from Urbz	Casino
Safecracker BeGone	\$5000	Wall Feature		Laser effect between two posts, fits just behind door.	Vault