











THE SIMS 4 GET TO WORK

UNOFFICIAL SIMSVIP GUIDE















THIS GAME GUIDE WAS WRITTEN BY:

SimsVIP

THIS IS A GAME GUIDE FOR:
THE SIMS 4 GET TO WORK
EXPANSION PACK (PC/MAC)

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*This is an unofficial game guide for the Sims 4 Get To Work Expansion Pack (PC/MAC)

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Contributors



Alexis

Editor-in-chief

Hey everyone! My name is Alexis and I am the Editor-in-Chief for SimsVIP.com! I am a long-time simmer and community member, and am one of the writers for The Sims 4 Get to Work Expansion Pack Guide.

If you're reading my author bio, that means you're checking out the PDF version of our guide! I hope this guide helps you with getting down to work, and thank you for your continued support!



Kerri

designer

Hello! My name is Kerri and I am a designer here for the SimsVIP. My job is to essentially make things look good. I do info graphics for the site and now these game guides! So I really hope you enjoy it.

I have been a fan of the sims since the first game my favorite thing to do in the Sims 4 is build stuff and customize sims. Thank you for the support on this game guide and I hope to provide you with high quality PDF's like this one in the future :)



Kit McDonald

Active Careers

Kit (or KitOnlyHuman, or Kit McDonald, as preferred) is a stay at home mother with four children, a dog, a cat, and an overwhelming passion for The Sims. In her free time, she spends times playing a variety of different games, stalking twitter posts, and taste testing chocolates.

Contributors - Continued



JackieGoOutside

Aliens

JackieGoOutside is from California, a fan of vampires, The Elder Scrolls and the Sims (of course!). She has been Simming proudly for 10 years with no end in sight. She also isn't very good at talking about herself, but she could sure talk all day about her everything she fangirls over.



CanuckSimmer

Retail

I stumbled upon the Sims when the original series came out back in 2000 and have been playing ever since. I always enjoyed coming up with stories for my Sims and playing them out, which lead to a career in writing. I am lucky to now get the opportunity to merge my passion for the game and my writing skills as a game guide writer.



Hollena

Proofreading

Hello, I am Hollena. I got into the sims when The Sims Unleashed came out and have played every game since. I am very proud to be part of such a wonderful website. When I'm not at college I like to relax by listening to Kpop music and playing video games. I try to be very helpful when I can be so if you need help feel free to ask me.

Basic Info

Game Summary

You rule the workplace with The Sims 4 Get to Work. Actively control your Sims while they're on the job, and determine whether they're headed toward a big promotion or are becoming the workplace menace. Jump to the rescue and save countless lives as a Doctor, torment your neighbors with mischievous inventions as a Scientist, or investigate crime scenes and crack the big cases as a Detective. If you'd rather be your own boss, you can even create, customize, and manage your own retail businesses and become a Simoleonaire! You decide how your Sims get to work.

New Game Achievements

There are twelve brand new Achievements available with The Sims 4 Get To Work. When completing certain actions within your game, you can unlock special badges and collect gamer points.

Image	Name	Description	Points	Game
	Aliens Among Us	Discover 10 Aliens in Disguise	50	
	Carried Away	Have Sims be abducted by Aliens 3 times	50	
	Clued In	Have a Sim reach max level in the Detective career	50	
	Double Life	Have an Alien in disguise marry a Sim without them knowing their secret	50	
	Down To A Science	Have a Sim reach max level in the Scientist career	50	
	Patients Are A Virtue	Have a Sim reach max level in the Doctor career	50	
	Picture Perfect	Have a Sim reach max level in the Photography Skill	50	
	Piece of Cake!	Have a Sim reach max level in the Baking Skill	50	
	Very Special Delivery	Have a male Sim give birth to an Alien baby	50	
	Autopsy-Turvy **(Hidden)**	Perform surgery successfully on an Alien	10	
	Death of a Salesman **(Hidden)**	Have a Sim die while running a store	25	
	You-Reek-A **(Hidden)**	Make a scientific breakthrough while taking a shower	10	

Basic Info - Continued

Traits

Sickness Resistance (Reward Trait) - Resilient Immunity, Sims will have a lower chance of getting sick and will recover from sickness faster. This trait is earned by reaching Level 8 of the Doctor Career.

CREATE-A-SIM

Female Adult/Teen/Elder - 10 Hairstyles and Hats, 8 Tops, 4 Bottoms, 4 Outfits, 4 Pairs of Shoes, 10 Accessories, 18 Makeup Parts, 7 Tattoos

Female Children - 3 Hairstyles and Hats, 4 Tops, 4 Bottoms, 3 Outfits, , 7 Pair of Shoes, 8 Accessories

Male Adult/Teen/Elder - 9 Hairstyles and Hats, 9 Tops, 4 Bottoms, 3 Outfits, 7 Pairs of Shoes, 7 Accessories, 14 Makeup Parts, 7 Tattoos

Male Children - 2 Hairstyles and Hats, 2 Tops, 4 Bottom, 1 Outfit, 5 Pairs of Shoes, 6 Accessories

Hairstyles and Hats






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Basic Info - Continued

Hairstyles and Hats












Basic Info - Continued

Hairstyles and Hats












Basic Info - Continued

Clothing












Basic Info - Continued

Clothing












Basic Info - Continued

Clothing












Basic Info - Continued

Clothing












Basic Info - Continued

Clothing












Basic Info - Continued

Shoes/Accessories












Basic Info - Continued

Shoes/Accessories





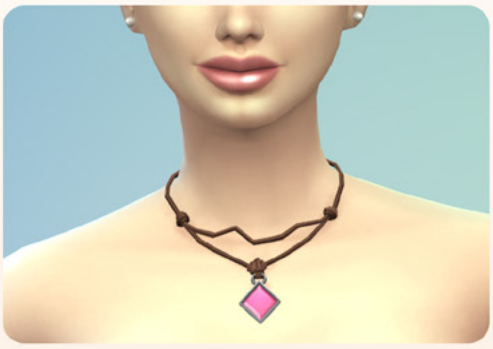
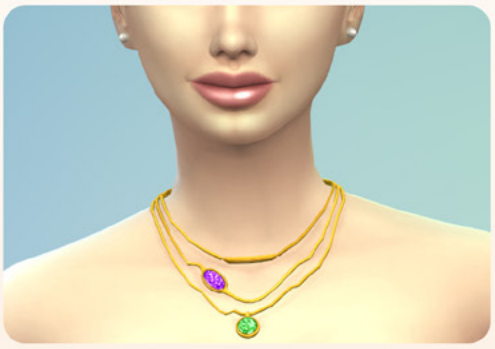
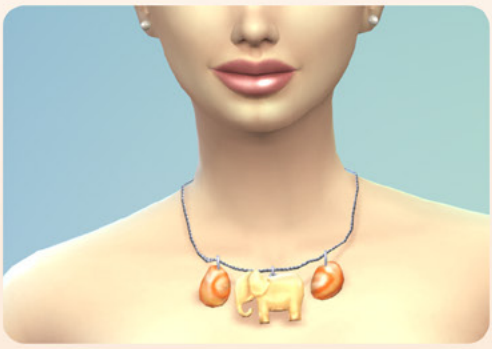
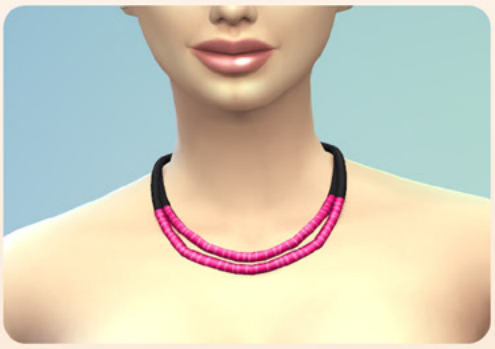
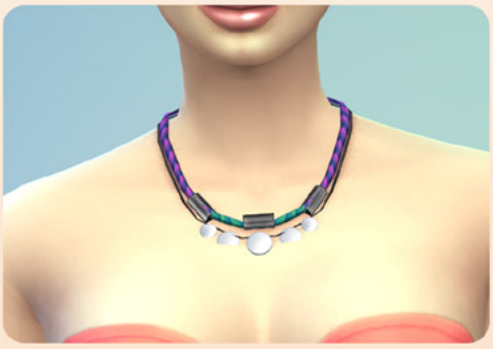





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Basic Info - Continued

Shoes/Accessories

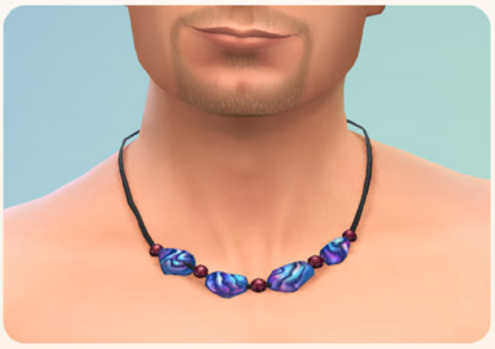






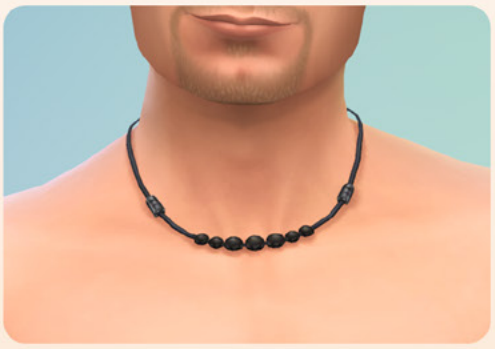





Basic Info - Continued

Shoes/Accessories







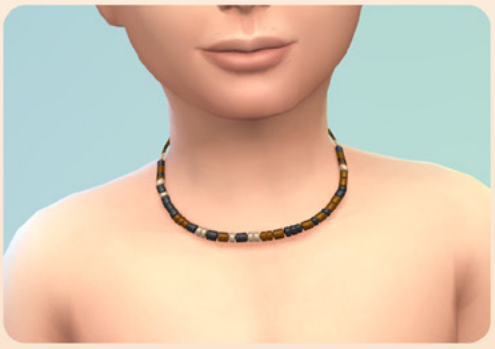
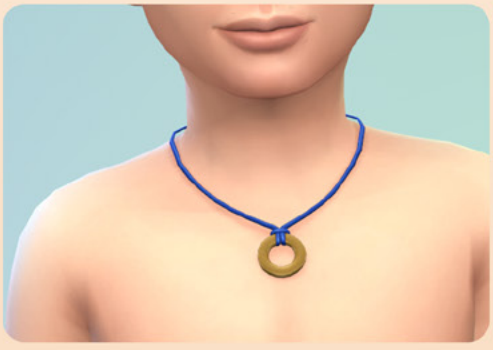
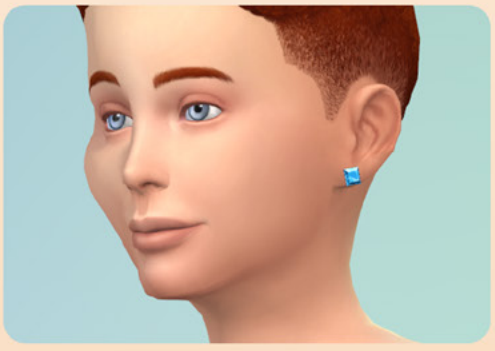


Basic Info - Continued

Shoes/Accessories





Basic Info - Continued

Makeup












Basic Info - Continued

Makeup












Basic Info - Continued

Makeup












Basic Info - Continued

Makeup





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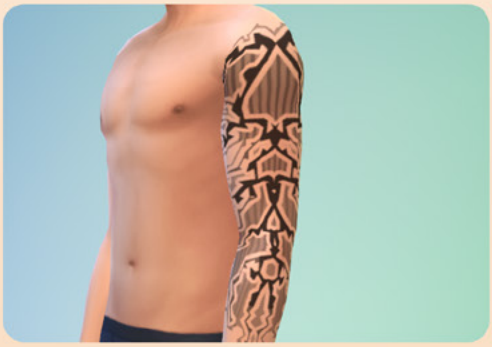
Basic Info - Continued

Tattoos







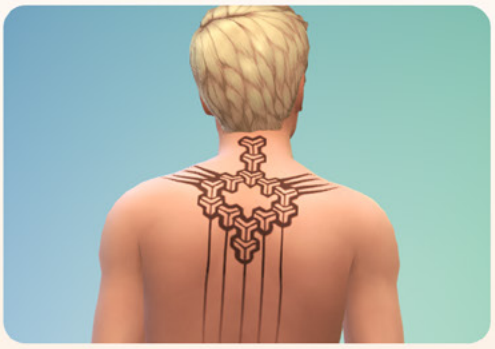





Basic Info - Continued

Tattoos



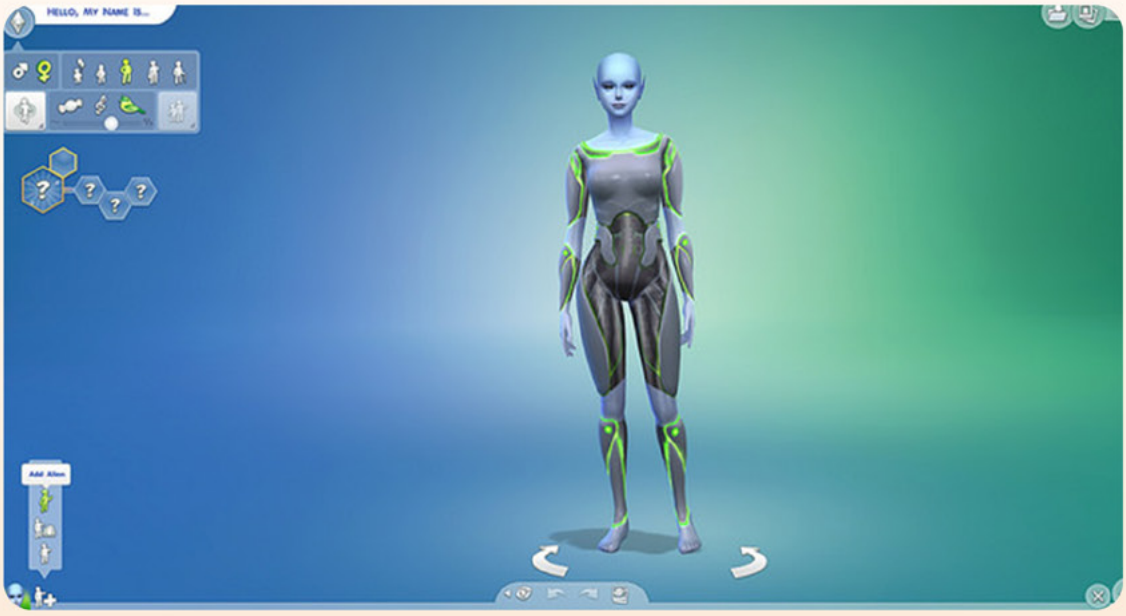


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Basic Info - Continued

Create-an-Alien

The Sims 4 Get To Work adds the new "Alien" life state. Aside from being able to find Aliens throughout the game, players can also use the new "Create-an-Alien" feature in CAS to make an Alien family right from the start.



Just like human Sims, Aliens of any age group can be created and customized from head-to-toe. However, because Aliens are a special life state, they do have a few restrictions in customization, but also boast some unique features like **Skin Tones, Bone Structures, Ear Shapes, and Eye Colors.**



You can customize an Alien using any of the Hairstyles, Clothing, and Accessories available within the game, but Alien Sims also have their very own **"Alien Armor"** outfits. Aliens have many unique interactions and options within the game, so be sure to check out the Alien section of this guide (Page: 81) for further details.

New Game Additions

Male Sims & Makeup

The Sims 4 Get To Work has added brand new makeup options for both Sims and Aliens. With the addition of this makeup to the game, you now have the ability to apply the makeup to Male Sims, just as you would Female Sims.



Male Pregnancy

Male Sims and Aliens from Young Adult to Elder, can become pregnant by female Aliens when they Try for Baby or when abducted. Males cannot take pregnancy tests, however, pregnancy is indicated by an occasional glowing stomach and faux theremin music. Male Sims and Aliens can breastfeed the babies they give birth to.



New Game Additions - Continued

Hospital Birth

With the addition of the Doctor Career and Hospitals, pregnant Sims can now use the "Have Baby at Hospital" self-interaction while in labor. Once selected, Sims will travel to the hidden hospital lot and have the doctor deliver the baby. All babies born at the hospital will receive **a Birth Certificate.**



Determine Baby Gender

Sims who reach level 6 in the Doctor Career will be rewarded with the exclusive "Determine Baby Gender" interaction. This friendly interaction can be used in the hospital or at home with friends and family.



New Game Additions - Continued

New Ways to Die

The Sims 4 Get To Work does not provide a new Death Type, but it does provide new ways to die by Fire and Electrocution. Learn about all the ways to die in the game by checking **out the SimsVIP's Sims 4 Death Guide.**

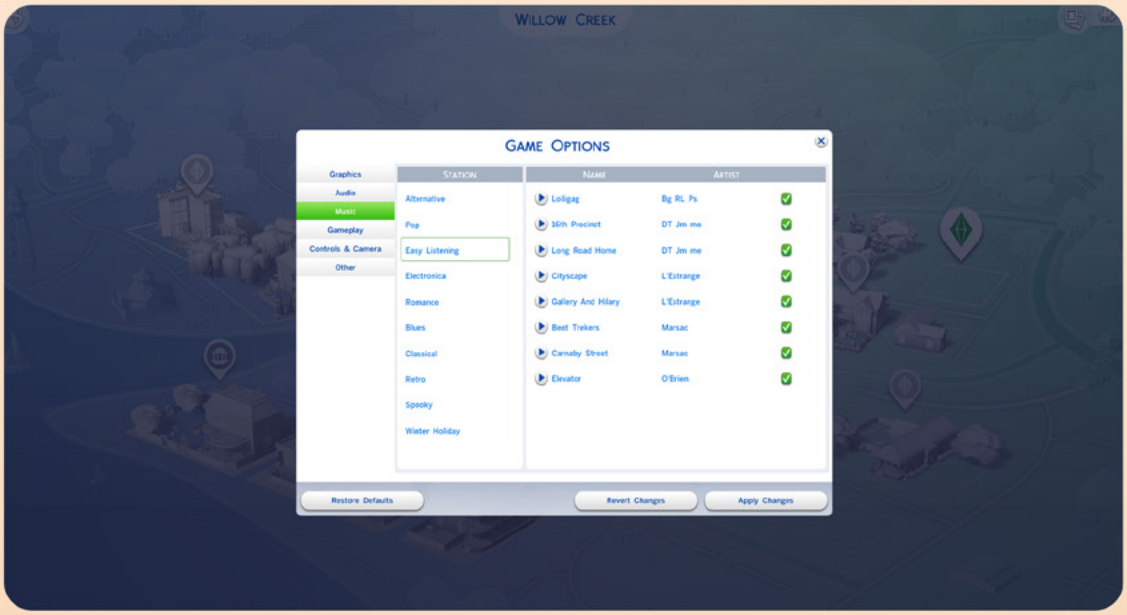
Sims who reach level 7 of the Scientist Career will have the option to "Push the Red Button" on the Chemistry Lab. The first push will give your Sim the "Dazed" moodlet, and that is your warning to steer clear of tinkering with electronics. If you don't heed the warning, pushing the button a second or third time will kill your Sim.

Additionally, using the SimRay to "Transform" objects can result in a fire. If the fire is not put out immediately, it can spread to your Sim and eventually burn them to death. Be careful!



Radio Station

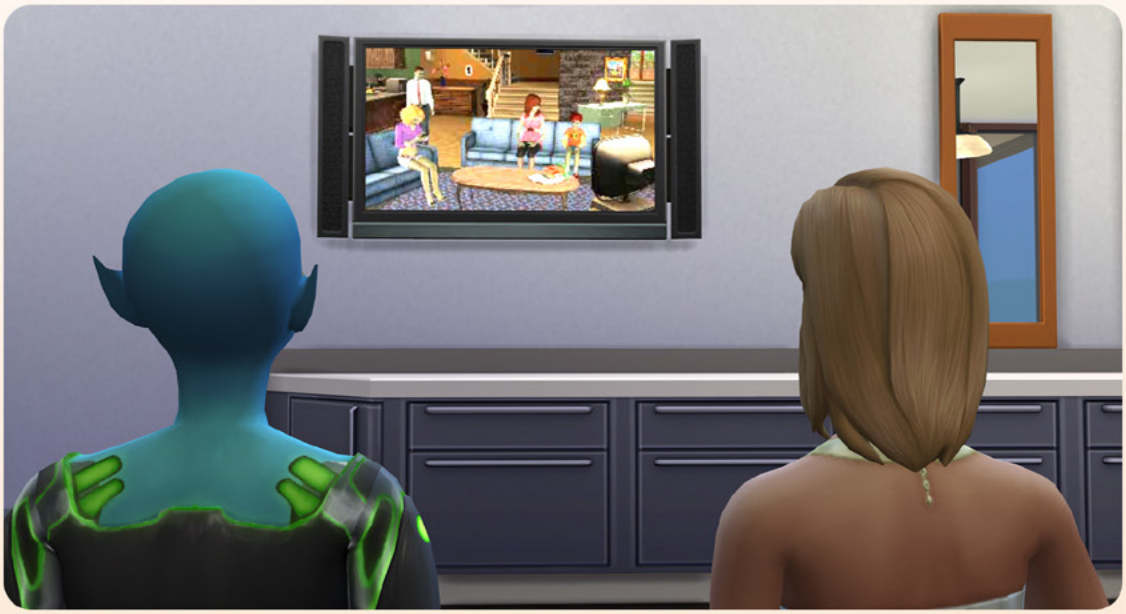
The Sims 4 Get To Work adds new songs to already existing radio channels in the game, but it also adds a brand new Radio Station called **"Easy Listening"**. You can listen to the new channel via Stereos or Wall Speakers.



New Game Additions - Continued

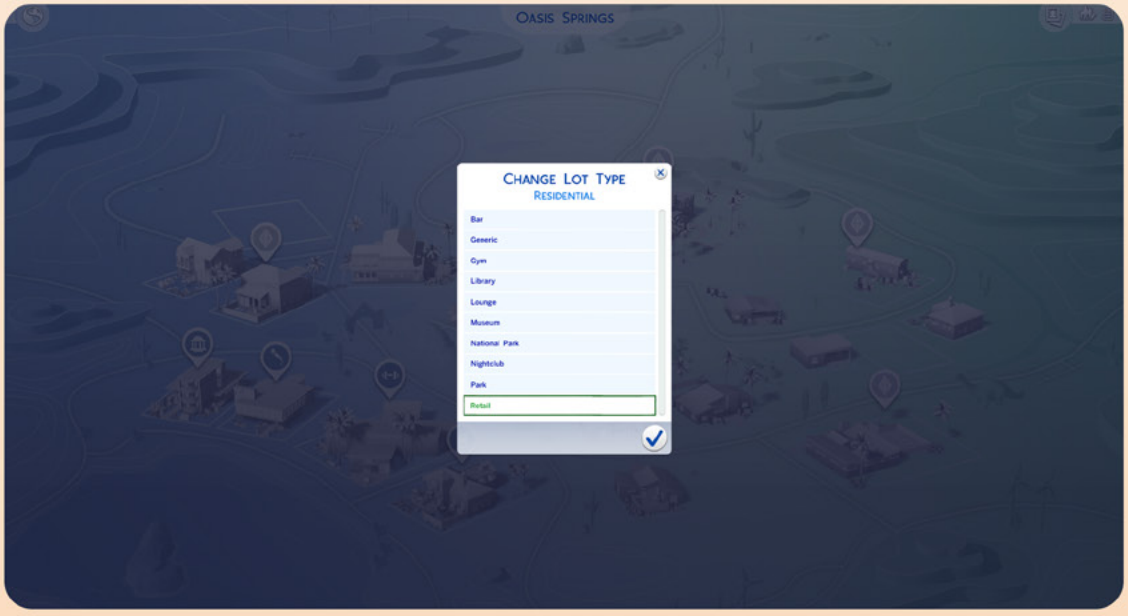
Alien TV Channel

With a Satellite placed on your home lot, you will enable a new TV channel called !#*%&$@%. The channel contains news, sports, cooking, and a Married With Children parody. When Aliens watch this channel, it will either cause a Sad "Feeling Homesick" moodlet or a Happy "Reminded of Home" moodlet.



New Venue Type: Retail

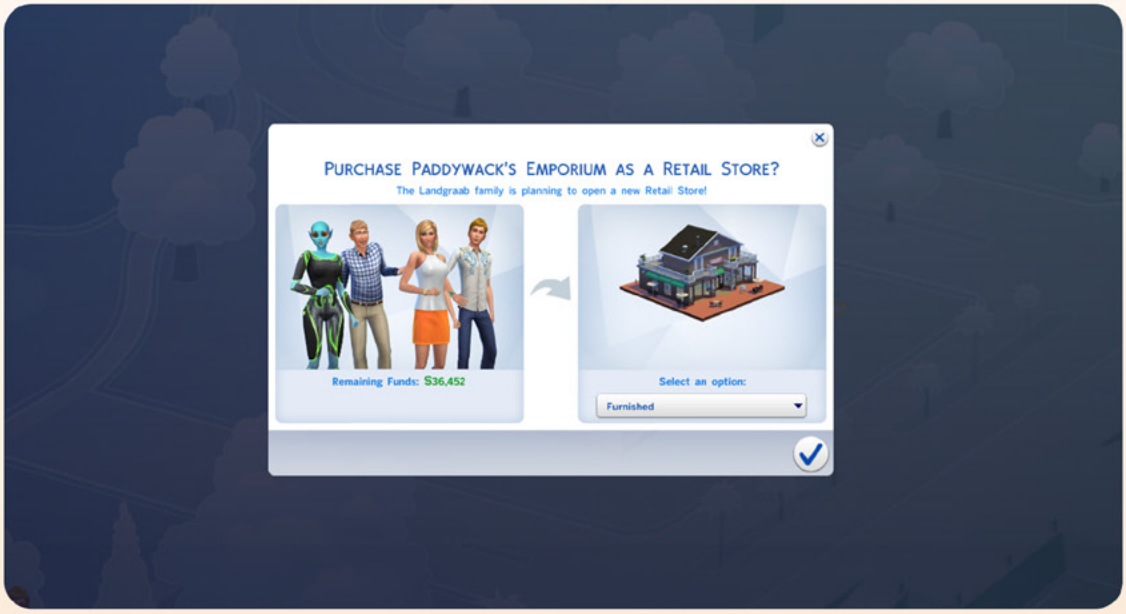
The Sims 4 Get To Work adds a brand new Venue Type to the game: Retail. This venue type can be assigned to any lots in any world or neighborhood, and must include a cash register to function as a retail business.



New Game Additions - Continued

Purchasing Retail Lots

With the addition of Retail Business in The Sims 4 Get To Work, Sims now have the option to purchase pre-made or user-made retail lots. This allows Sims to own and run a business for extra profits. To purchase retail space, use the "Buy Retail Store" on the Sim's cell phone. (Sims must have enough funds to purchase a lot)



The Notebook

The Notebook feature is a way for you to keep track of special findings throughout the game. The notebook documents things like Plant Splicing Recipes and the preferred Fishing Bait for catching fish. Although the notebook is available to all players of The Sims 4, it is also used to document Scientific Breakthroughs and Detective Clues in The Sims 4 Get To Work. The Notebook can be accessed via Sim's Cell Phone.



SIMS & ILLNESS

The Sims 4 Get To Work introduces illness to the game. Physical interactions (such as "Hug") increase the chance of spreading the illness. After contracting an illness, Sims are able to become mildly sick with only one or two symptoms, or they can become severely sick with a full list of symptoms. Illness can fall into remission, but that may still retain the illness and be contagious. There are eight different illnesses in game:







- Bloaty Head - Feverish, Headachy, Pressurized
- Gas-and-Giggles - Giggly, Nauseous, Stripe
- Llama Flu - Feverish, Nauseous, Spots, Stuffed Up
- Starry Eyes - Delirious, Dizzy, Swirls
- Sweaty Shivers - Feverish, Scratchy, Spots
- Itchy Plumbob - Giggly, Scratchy, Spots, Stripes
- Burnin' Belly - Feverish, Nauseous
- The Triple Threat - Dizzy, Spots, Stuffed Up, Swirls

Sims cannot go to the hospital to visit a doctor, but will be able to cure themselves at home. Sims can either sleep off the illness, drink Herbal Tea, or drink Orange Juice for a slower, more natural treatment, or purchase medicine from any computer for an instant cure. Medicine can be taken by adult Sims at any time, however will cause a Dazed moodlet if they are not ill. Child Sims cannot take medicine unless they are sick.

If you want to prevent your Sims from getting sick, consider a job in the Doctor Career. Having the Sickness Immune trait from level 8 of the Doctor Career makes it impossible for Sims to become ill. For more information about the Doctor Career, Illnesses, and Treatments visit Page 81.

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NEW QUICK FOOD: SNACKS

The Sims 4 Get To Work adds 4 brand new **"Snack"** meals via the brand new Corporate Fridge on active career lots. This allows your Sims to have a quick bite in between work projects to keep them going. The following snacks are available with the Corporate Fridge: **Pastry, Pre-Made Meal, Sandwich, and Soda.**



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RETAIL VALUE

The all new retail system in The Sims 4 Get To Work now gives items in the game a retail value. The system implements a 5% to 100% "Markup" feature that allows you to increase and decrease the profitability of items sold. This means that all items now have a "cost price" and "retail price". Knowing how to increase your profits is beneficial for running a successful business.

The cost of an item varies depending on how your Sim acquired it. For example, selling a §300 bookcase from buy/build mode is not going to yield as much of a profit as selling an Ambrosia dish would, but selling Ambrosia, which only requires a bit of your time, can sell for upwards of §7,000 Simoleons.

The retail price always depends on item quality and markup, however, this system allows for massive profits when selling food dishes, baked goods, harvestables, collectables, and other items (photographs, paintings, woodworking items etc) produced by your Sim. Because the cost of acquiring these items is typically very low, the profitability can be huge even on a 25% markup. To learn more about profitability and running your own business, be sure to check out the **Retail Business section of the guide (Page 66).**

- **Purchasing the "Marketable" Reward Trait can double, or even triple the value of crafted items.**
- **Acquiring the Cloning Machine via the Science Career is a great way to clone items at no cost and increase profits.**
- **Using the Restocking feature on "out of stock" signs decrease profits of the item as the fee to restock is 75-80% of the item's value.**



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BAKING SKILL AND NEW RECIPES

The Sims 4 Get To Work adds the new Baking Skill with its very own recipes. This skill is not to be confused with the Cooking Skill from The Sims 4 Base Game, as the two skills are completely different as far as recipes are concerned. For more information about Cooking in The Sims 4, **check out our Sims 4 Cooking Skill Guide on the website.**



New Baking Recipes are available as your Sim increases their Baking Skill. The Baking Skill can be increased by reading the dedicated skill books, or by using the Stove and Cupcake Machine to bake available recipes. Each new skill level offers more recipes on both the Stove and Cupcake Machine.

- **Baking can be used in the retail system if your Sim wants to run a bakery business. For more information on the Retail System, check out the "Starting a Business" section of this guide.**
- **Retail Lots have special "Warming Racks" and "Display Cases" which extend the life of all perishables. This will allow your Sim to sell baked goods without them spoiling within hours.**

Once a Sim reaches level three in the Baking Skill they can add toppings, frosting, or piping for §10 Simoleons. Not all recipes can be decorated, and many recipes require specific ingredients to be created. Make sure your Sim is familiar with Fishing and Gardening to ensure they have the necessary ingredients.

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New Game Additions - Continued

Baking Skill and New Recipes

New Baking Recipes are available as your Sim increases their Baking Skill. The Baking Skill can be increased by reading the dedicated skill books, or by using the Stove and Cupcake Machine to bake available recipes. Each new skill level offers more recipes on both the Stove and Cupcake Machine.

- Some recipes require a special mix of ingredients. Be sure to learn more about acquiring the Cow Plant Essence and Voodoo Doll ingredients that are required for high level recipes.

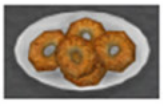


Baking Recipes: Oven

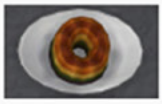
Image	Unlocked at..	Recipe	Required Ingredients
	Level 1	Breadsticks	N/A
	Level 1	Pre-mixed Brownies	N/A
	Level 1	Sugar Cookies	N/A
	Level 2	Oatmeal Cookies	N/A
	Level 2	Cereal Marshmallow Squares	N/A
	Level 2	Bread	N/A
	Level 2	Fish Pie	Bass, Trout, Perch, or Salmon
	Level 3	Blueberry Bagel	N/A
	Level 3	Fruit Pie	Pear, Cherry, Strawberry, or Blueberry

New Game Additions - Continued

Baking Recipes: Oven

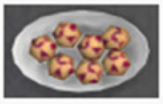
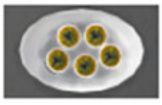
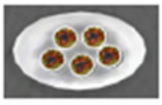
Image	Unlocked at..	Recipe	Required Ingredients
	Level 3	Whole Wheat Loaf	N/A
	Level 3	Peanut Butter Cookies	N/A
	Level 3	Plain Bagels	N/A
	Level 3	Onion Bagels	N/A
	Level 4	Sweet Potato Pie	Potato
	Level 4	Sourdough Loaf	N/A
	Level 4	Cheesy Bread	N/A
	Level 4	Everything Bagel	Onion, Sage, and Basil
	Level 5	Lemon Bars	Lemon
	Level 5	Spinach and Onion Quiche	Spinach and Onion
	Level 5	Carrot Cake	Carrot
	Level 5	Potato Bread	Potato
	Level 5	Spinach and Mushroom Quiche	Spinach and Mushroom
	Level 5	Carrot Bread	Carrot

BAKING RECIPES: OVEN

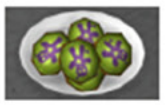
IMAGE	UNLOCKED AT..	RECIPE	REQUIRED INGREDIENTS
	Level 6	Fudge Bars	N/A
	Level 6	Exotic Fruit Pie	Dragonfruit or Cowplant Berry
	Level 6	Shepard's Pie	Carrot and Potato
	Level 7	Bread Pudding	N/A
	Level 7	Banana Cream Pie	Plantain
	Level 7	Banana Bread	Plantain
	Level 8	Fruitcake	Cherry, Grapes, Pear, or Strawberry AND Apple or Blackberry
	Level 8	Artisan Herb Bread	Sage or Basil
	Level 8	Rainbow Gelatin Cake	Apple, Grapes, or Pear AND Blackberry, Cherry, or Strawberry
	Level 9	Lemon Meringue Pie	Lemon
	Level 9	Chocolate Souffle	N/A
	Level 10	Cowplant Essence Pie	Any **Cowplant Essence**
	Level 10	Lava Bunt Cake	Strawberry

New Game Additions - Continued

Baking Recipes: Cupcake Machine

Image	Unlocked at..	Recipe	Required Ingredients
	Level 1	Plain Muffins	N/A
	Level 1	Doughnut Holes	N/A
	Level 1	Plain Donuts	N/A
	Level 2	Cream Tarts	N/A
	Level 2	Glazed Donuts	N/A
	Level 2	Powdered Donuts	N/A
	Level 3	Fruit Tarts	Lemon, Apple, Cherry, and Stawberry
	Level 3	Fruit Muffins	Blueberry, Strawberry, Cherry, or Apple
	Level 4	Exotic Fruit Tarts	Dragonfruit or Cowplant Berry
	Level 4	Chocolate Donuts	N/A
	Level 4	Mixed Fruit Tarts	Lemon, Apple, Cherry, Strawberry AND Dragonfruit or Cowplant Berry
	Level 5	Jelly Filled Donuts	Blueberry, Strawberry, Cherry, Apple, and Lemon
	Level 5	Cream Filled Donuts	N/A
	Level 5	Plain Scones	N/A

BAKING RECIPES: CUPCAKE MACHINE

IMAGE	UNLOCKED AT..	RECIPE	REQUIRED INGREDIENTS
	Level 6	Fruit Scones	Apple, Pear, Lemon, or Blueberry
	Level 6	Salmon Corquettes	N/A
	Level 7	Soft Shell Crab Cake	N/A
	Level 7	Profiteroles	N/A
	Level 7	Croissants	N/A
	Level 8	Chocolate Biscotti	N/A
	Level 9	Bacon Wrapped Donuts	N/A
	Level 9	Cereal Topped Donuts	N/A
	Level 9	Creme Brulee	N/A
	Level 9	Berry Macaroons	N/A
	Level 9	Voodoo Doll Donuts	Voodoo Doll
	Level 10	Eclairs	N/A
	Level 10	Alien Fruit Tarts	Unidentified Fruit Object

New Game Additions - Continued

Photography Skill

Photography in The Sims 4 Get To Work adds new ways for Sims to capture the world around them through camera mode. Camera Mode launches when a Sim uses their cell phone, a digital camera, or the Photo Studio to take photos. When taking photos Sims will also gain and increase The Photography Skill.

- **The Photography Skill maxes out at Level 5 and does not reward any special unlocks**



Sims will use random poses when being photographed

All cameras have the same interactions (Take Photo, Take Photo of, Take Photo With), but the Cell Phone has a unique "Selfie" interaction, and the Photo Studio a "Take Group Photo" interaction. The Photo Studio also has a unique backdrop feature that allows you to choose any of 8 different backgrounds.

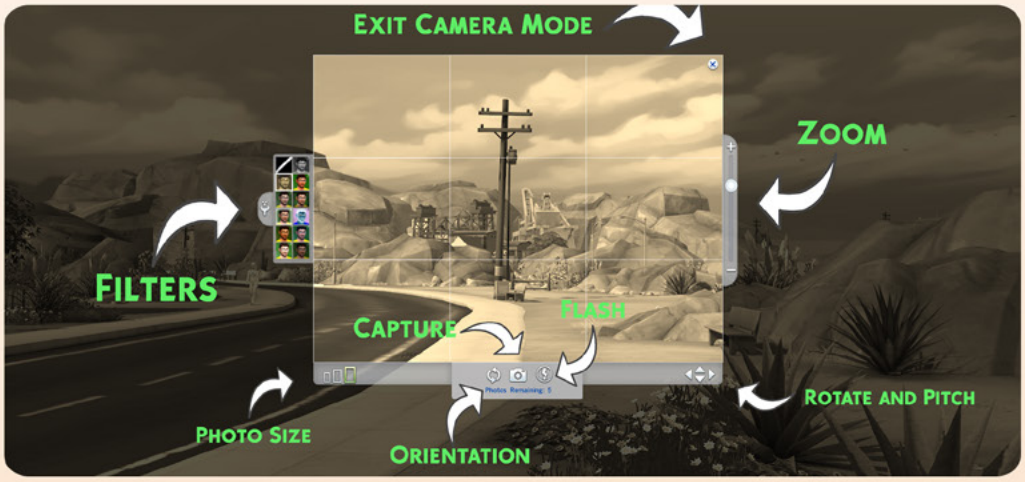


- **Beginner photos are usually of low quality with the occasional blunder and photo-bomb**

PHOTOGRAPHY SKILL

Cell Phones, Digital Cameras and the Photo Studio all have the same basic camera controls and options, with the exception of zoom, photo size and photo quality. Below is a breakdown for each of the cameras.

- Cell Phone - No Zoom function, Small photo size, Low quality photos.
- Barely Better Digital Camera - No Zoom function, Small photo size, Low quality photos.
- Appreciably Average Digital Camera - Zoom available, Medium photo size, Medium quality photos.
- Crystal Clear Digital Camera - Zoom available, Large photo size, High quality photos.
- Photo Studio - Zoom available, Large photo size, High quality photos.



Left-Click your mouse to switch between using controls and moving the camera

Now that you have learned the basics of the camera and photography skill, it's time to shift attention to the photos themselves. Photographs that your Sims take will automatically be placed in their inventory. From there, you can place the photos on the wall as decor for your home, or venture into the retail business and sell them for a profit. The following options are available on a photo that is placed on the wall:

- Creating copies will lower the value of the photo. Although it may seem like a quick way to reproduce photos for your business, the profit margin will never compare to the original work of art.
- All photographs can be turned into Emotional Memories. Turning photographs into memories allows Sims to go back and reminisce about a specific photo.



Careers & Business

Active Careers

The Sims 4 Get To Work introduces active careers. Active Careers allow you to follow your Sims to work **(unlike other careers)** and complete the daily tasks by their side. When joining your Sims at work, you will be visiting hidden career lots where you can play through their work day.

- **Advanced Builders: The active career lots cannot be edited or altered without cheats. While any changes you make to the hidden lots has the potential of causing problems, EA has put together an official list of items to include on those lots, to help reduce the risk of game play issues.**

To begin any of the three active careers available in The Sims 4 Get To Work Expansion, you can click on the job panel and select "Join a Career". Each of these careers are noticeable by the green briefcase symbol for active careers. Highlighting the preferred career will give a summary of the job as well as the starting rank, pay, and work schedule.



Whenever the time for work comes, it will ask if you would care to join them or send them alone. Choosing to join them will increase their work performance much faster as it allows you to complete tasks and actions at their job.

- **NOTE: If you do not join your Sims when it is time to go to work, you will not be able to visit them at a later time. You will have to wait until the next work day begins to be given the option once again.**

The ideal mood, daily tasks and promotion requirements are all related to interactions possible within the active career track itself and doesn't require any off duty play. Completing the daily tasks and promotion requirements will result in a higher performance gain.



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Careers & Business - Continued

Active Careers

Promotions are given once the performance meter is full (just like other careers in The Sims 4) and the player is notified at the end of the shift with a large pop up that indicates the income of the day and/or their promotion with the rewards. After achieving the highest rank in a career, performing well in an active career can allow a raise on the income which will be indicated in the career panel with an addition to the rank's normal pay.

Extend Your Workday. When clicking the X on the work day panel, you can choose to end the current shift and "Go Home Early", or extend your day by "Staying at Work Late". Leaving early will affect your job performance, and staying late adds two extra hours to your work day - perfect for the workaholic.



In addition to all the new features mentioned above, Sims will also have special interactions with co-workers on the job. Most of the interactions do not provide any important boosts, however, the "Praise Work Ethic" interaction helps co-workers receive promotions faster.



ACTIVE CAREERS

The following interactions are available while a Sim is on the job:

Friendly Interactions

Ask about Salary
Complain about Work
Gossip about Co-Workers
Discuss Work
Gossip about Office Romances
Praise Work Ethic

Funny Interactions

Tell NSFW Joke
Joke about Co-Workers

Mean Interactions

Spoil Latest Episode
Pretend to Fire
Insult Work Ethic

Mischievous Interactions

Instill with False Confidence

Romantic Interactions

Flirt Covertly

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Careers & Business - Continued

Detective Career



The Sims 4 Detective career is one of three active careers introduced in The Sims 4 Get To Work Expansion Pack. The first three days willbeTraining Days that will walk you through the tutorial and introduce you to being in the law enforcement. The ideal mood for this career is Focused, which can be accomplished by Practice Analyzing, Playing Chess, or any other focus inducing interactions.

As your Sim progresses through the Detective career ranks, your Sim will collect evidence, analyze and find clues, arrest Sims, and go on patrols. Ranking up does not change the goals in a detective's day of work, but it does open up new social interactions with your Sim's co-workers.



Get To Work





Upon entering the Police Station career lot for the first time, you will be greeted with a tutorial that directs them to the first steps of the Cadet rank. The first goal that you will have many times over is to find a computer and use the interaction "Get a Case Assignment".

Around the station, there are many co-workers and criminals that your Sim can interact with. The booking station will let your sim take mugshots, collect fingerprints, and search the criminals and suspects at the station. The goals of your Sims day will vary from having your Sim talk to the chief, quiet down the criminals causing a ruckus in their cells, discuss a case's theories with co-workers, browse the police database, and many other interactions. There is even a chance to discover an alien in disguise while taking a Sim's fingerprints!

Careers & Business - Continued

Get To Work





After obtaining a case from the computer, your Sim can interact with the bulletin board to start a new Crime Map. On the Crime Map, there are many interactions including "Go on Patrol" and "Travel to the Crime Scene." Going on patrol will let your Sim wander the streets of their town, writing citations for fighting (fight interactions appear on Sims near the chess tables in the park) and littering as well as socializing with citizens.

Collecting Evidence

At a Crime Scene, your Sim can find clues that will help them track down a suspect. There are three different crime scenes your Sim will be greeted with:

- **Theft - A few objects on the lot will need to be dusted for fingerprints or have evidence collected from it. Footprints will also be a common evidence.**
- **Vandalism - Scattered along the lot, your Sim will see many different graffiti featuring gnomes and llamas. Objects will sometimes be broken and oftentimes a trash can will be kicked over as well.**
- **Arson - Objects on the lot will be burnt to a charcoal but instead of having the option to repair or replace the item, your Sim will be able to collect evidence or take a photo of them. Sometimes a taped outline of a body can be interacted with on the floor or ground.**



- **Note: There will be a dusty spot on the floor or ground of the lot in the room where a clue can be found but it is not always directly on it.**
- **Note: Taking an evidence picture will not bring up the camera UI.**

The interaction "Search for Clues" can be used on the ground. It will ping the floor three times with a yellow orange radius around the Sim, revealing any clues that might pertain to the case. The evidence around the lot can have a few interactions such as "Collect Evidence Sample", "Dust for Fingerprints", and "Take Evidence Picture". Evidence can be found in a Sim's inventory.

Careers & Business - Continued

Collecting Evidence

There will also be other goals such as "Take Witness Report". Once the goal is completed, it will be removed from the list or replaced by another goal depending on the amount of evidence and witnesses available.



Once all of the goals are complete, a new goal will appear to "Return to Police Station". You can see this interaction by clicking on the Sim. Only leave the Crime Scene after you are finished because you will not be able to return to the same crime scene once you leave.

Returning to the Police Station, your sim can use the Chemical Analyzer to evaluate what they have found by using the "Analyze Evidence..." interaction on evidence in the Sim's inventory. Another option is to use the "Cross Reference Police Database" on the computer for photos and eyewitness accounts.

- **Note: Unanalyzed evidence from a previous case can be used for the next case. It can also be analyzed at home by using the Chemical Analyzer.**

As a lower level in the Detective career, your Sim will be assisting the higher level Sims with their cases by selecting "File Crime Scene Evidence" at the computer. However, as your Sim progresses through the career, they will be able to follow the evidence themselves.

As the evidence is analyzed and cross referenced, the player can "Add Clue" to the Crime Map. After enough clues are added, a notification will pop up indicating that your Sim may now issue an APB (All Points Bulletin). Your Sim can still collect more clues for more details on the suspect before they interact with the Crime Map and select "Issue APB".

Closing The Case

During an APB event, the player will be able to select the Notebook on their phone interface to review the clues about the suspect. During this time, there are two new interactions with other Sims. "Ask About Suspect" can produce new clues about a suspect, have them point the suspect out, or they may not even know about the suspect. After searching out a suspect that fits the description in the clues, your Sim may also use "Arrest".

Closing The Case

If the suspect does not match the clues exactly, unlawful arrest results in a job performance loss as well as increasing the possibility of being fired from your job. Re-entering the detective career after being fired will result in starting your Sim at a lower rank than they were previously.



- **Note: The more clues added to the Crime Map will result in an easier APB event, making it more likely to arrest the correct suspect.**
- **Note: The clues may say that a sim has grey hair but instead, they shaved their hair bald. But you can still tell what color their eyebrows are!**

The suspect has been apprehended and taken in for interrogation. At the station, you can use the Interrogation Table, or select "Interrogate" on the suspect, to begin a mini game. The conversation meter at the top of the screen will shift into an orange confession bar that will display the suspect's mood and how close they are to confessing.

When clicking on the suspect, a pie menu will show the options "Good Cop", "Bad Cop","Evidence..." and "End Interrogation. There are numerous interactions under the good cop and bad cop categories, as well as showing the evidence collected to the suspect. It is unique to each suspect how easily or difficult their will is broken so don't be afraid to intimidate and then offer them a tasty meal!

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Careers & Business - Continued

Closing The Case





When interrogating a suspect, detectives can use the following interactions:

Good Cop Interactions
- Pretend To Check Phone
- Offer Candy Bar
- Make Small Talk
- Make False Promises
- Ask Politely For Information
- Ask about Crime
- Discuss Plea Deal
- Discuss Victim
- Tell Personal Story
- Promise Tasty Meal

Bad Cop Interactions
- Play Crazy Cop
- Intimidate
- Ignore
- Glare Coldly
- Ask Stressful Riddles
- Ask for Bribe
- Dangle Handcuffs
- Describe Prison Horrors
- Threaten With Tickle Torture
- Tell Story about Prison
- Threaten With Spiders

Evidence Interactions
- Bluff Evidence
- Show Witness Statement
- Show Fingerprint Evidence
- Show Crime Pictures
- Reveal Calling Card
- Review Case File

There is a chance that your Sim apprehended the wrong suspect. In that case, they are released and your job performance takes a small loss. Although if the perp is guilty, they will confess and your Sim proudly closes the case by locking the guilty into a cell. Congratulations, that's one more criminal off the streets. Crime never sleeps and there will always be one more case waiting for you!



Careers & Business - Continued

Detective Ranks

Level	Title	§/Per Hour	Schedule	Daily Earnings	Ideal Mood	Daily Tasks & Promotion Requirements	Rewards
1	Cadet	§20	Mon, Tues, Wed, Thurs, Fri (8am-5pm)	§180	Focused	Actively participate in the work day of the detective.	N/A
2	Officer	§28	Wed, Thurs, Fri, Sat, Sun (8am-5pm)	§224	Focused	Go to a crime scene. Go on patrol.	§160 Bonus, New CAS Parts
3	Corporal	§38	Wed, Thurs, Fri, Sat, Sun (8am-5pm)	§342	Focused	Interrogate a suspect.	§224 Bonus, 13 New Build/Buy Objects
4	Detective	§52	Tues, Wed, Thurs, Fri, Sat (9am-6pm)	§468	Focused	Solve 1 Case	§304 Bonus, 5 New Build/Buy Objects
5	Senior Detective	§78	Tues, Wed, Thurs, Fri, Sat (9am-6pm)	§702	Focused	Solve 2 Cases	§416 Bonus, 2 New Build/Buy Objects, New CAS Parts
6	Sergeant	§92	Tues, Wed, Thurs, Fri, Sat (9am-6pm)	§828	Focused	Solve 3 Cases	§624 Bonus, 6 New Build/Buy Objects
7	Lieutenant	§123	Mon, Tues, Wed, Thurs, Fri (9am-6pm)	§1107	Focused	Solve 4 Cases	§736 Bonus, 6 New Build/Buy Objects
8	Captain	§150	Mon, Tues, Wed, Thurs, Fri (9am-5pm)	§1200	Focused	Solve 5 Cases	§984 Bonus, 10 New Build/Buy Objects
9	Colonel	§205	Mon, Tues, Thurs, Fri (9am-5pm)	§1640	Focused	Solve 6 Cases	§1,200 Bonus, 10 New Build/Buy Objects
10	Chief	§265	Mon, Tues, Wed, Thurs, Fri (9am-5pm)	§2120	Focused	N/A	§1640 Bonus, 3 New Build/Buy Objects, New CAS Parts, Unlocked Styled Room

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Careers & Business - Continued

Doctor Career



The Sims 4 Doctor career is one of the three active careers introduced in The Sims 4: Get To Work Expansion Pack. The ideal mood for this career is Focused, which can be accomplished by Practice Analyzing, Playing Chess, or any other focus inducing interactions. Logic is the key skill for this career to come to the proper diagnosis and handiness is useful for calibrating and repairing the medical equipment.

As your Sim progresses through the Doctor career ranks your Sim will admit patients to the exam room, run tests on the patients, make a diagnosis and follow up with the proper treatment of the illness. Ranking up opens the possibility to performing surgeries, following a patient from diagnosis to treatment, and emergency goals such as a Sim going into labor, a medical outbreak, a collapsed Sim in need of urgent care, or a house call.



Get To Work





Upon entering the Willow Creek Hospital lot for the first time, you will be greeted with small welcome that encourages you to get familiarized with the workplace and the basic responsibilities of the profession.

Around the hospital, there are many co-workers and patients that your Sim can interact with. A patient is easily recognized by the heart icon above their head. A blue heart means the patient has not yet been diagnosed, and a red heart icon means that the patient has been diagnosed and is waiting for treatment.

Patients that have not been admitted to an exam room will stand in front of the receptionists desk, an item that is specifically coded to coral visiting Sims so they do not wander aimlessly around the lot. When interacting with a patient, at the receptionist desk, select "Admit Patient to Exam Bed". At the first few ranks of the medical profession, interactions are limited to delivering food when the patient is hungry, asking about general health, making the patient beds, and admitting patients for care.

MAKING A DIAGNOSIS

Examining a patient with a series of tests is available to your Sim at Orderly (Rank 2) of the career and then transferred to a higher ranking doctor for diagnosis. At Medical Technologist (Rank 4) your Sim will be capable to make the diagnosis on their own. Once a patient is sitting on the exam bed, you can use the "Examine..." interaction to open up a menu of possibilities:

- Discuss General Health
  Check Ears*
  Check Eyes*
  Take Temperature
  Swab for Sample*
  Scan Body*
- *Note: The interactions "Check Ears/Eyes" and "Swab for Sample" are unlocked with Orderly (Rank 2). The "Scan Body" interaction is unlocked with Medical Assistant (Rank 3).





Use the "Swab for Sample" interaction, then follow it up by using the Chemical Analyzer to perform "Analyze Patient Sample..." for the full results. Performing each of these interactions will help to narrow down the possible diagnosis. After a couple are performed, a Weak Diagnosis will become available with 4-5 outcomes. It is possible to guess the correct illness at this point, however treating a patient for the wrong illness will result in a job performance loss which can also lead to being fired.



To narrow down the correct diagnosis, extra tests must be performed. As a Rank 3 and above, the interaction "Medical Referral..." is now available on patient with "Refer for X-Ray Scan" and "Refer for Treadmill Test". Using these interactions, your Sim will lead the patient to the respective test and possibly come closer to the guaranteed diagnosis. There is also a chance that your Sim will discover an alien with the X-Ray machine!

- Note: "Refer for Treadmill Test" is available after Rank 4 and may not be used on child Sims.

Careers & Business - Continued

Making a Diagnosis

Sometimes tests will need to be repeated due to malfunctions or inconclusive results. It very useful to level up the Logic skill for more narrowing results. The Handiness skill can also be used to upgrade the test equipment for more efficient performance. Eventually, your Sim will have ran enough tests to access the "Guaranteed Diagnosis..." interaction.





Illness & Symptoms

Some Sims can be diagnosed just by looking at them. Not all symptoms will be visible of the sickness however. When a patient enters the hospital, they may be exhibiting none or only one symptom that shares with more than one diagnosis. It is up to your sim to find the diagnosis but certain symptoms together will be clear to you what the patient is suffering of. All Sims can also have these symptoms in and out of the doctor career.

Delirious - The Sim will appear to be waving off something in front of their face and then they will scratch their temple with confusion.

Dizzy - A Sim that is dizzy will have small white stars swirling around their head. Sometimes they will spin their head and lose their balance. Dizzy Sims will also be unable to focus when a doctor performs the interaction "Check Eyes". Dizziness can be easily confused with the Delirious symptom.

Feverish - Sims have many ways to tell us that they are feeling feverish. They will fan themselves with their hand, steam can sometimes be seen drifting from their head, and they will put their hand at their forehead to feel their own temperature. Sometimes they will have a thought bubble of a thermometer over their heads.

Giggly - These Sims will giggle often. Sometimes shown with a funny thought bubble.

Headachy - A Sim will rub their temple and a bright red aura will pulse from the Sim's head. Sometimes a thought bubble of medicine will pop up.

Nauseous - When a Sim's stomach is hurting, they will rub their tummy and groan in pain. Sometimes they will also make the animation as though they are about to vomit and can commonly have a medicine thought bubble above their head.

Careers & Business - Continued

Illness & Symptoms

Pressurized -These Sims are easily recognized by the steam whistle animation that will play on both of their ears.

Rash - There are three rashes that do not come with moodlets but are instead a physical representation of a Sim's sickness. Orange blistering spots, orange swirls, and orange tiger-like stripes will cover the Sim's whole face and body accordingly.

Scratchy - Sims can't control their need to stop the itch and scratch their stomach, chest, and thighs.

Stuffed Up - Sims that are stuffed up will exhibit signs of coughing, sneezing, and commonly have a thought bubble of a tissue box over their heads.





- Note: An active Sim that is experiencing symptoms will be able to drink herbal tea or orange juice and rest to feel better soon.

- Note: Thought bubbles alone do not indicate a symptom. Some Sims will have a thermometer thought bubble while a doctor performs "Check Temperature".

Careers & Business - Continued

Illness & Symptoms

Physical interactions (such as "Hug") increase the chance of spreading the illness. After contracting an illness, Sims are able to become mildly sick with only one or two symptoms, or they can become severely sick with a full list of symptoms. Illness can fall into remission, but that may still retain the illness and be contagious. There are eight different illnesses in game:

Bloaty Head - Feverish, Headachy, Pressurized
Llama Flu - Feverish, Nauseous, Spots, Stuffed Up
Sweaty Shivers - Feverish, Scratchy, Spots
Burnin' Belly - Feverish, Nauseous
Gas-and-Giggles - Giggly, Nauseous, Stripes
Starry Eyes - Delirious, Dizzy, Swirls
Itchy Plumbob - Giggly, Scratchy, Spots, Stripes
The Triple Threat - Dizzy, Spots, Stuffed Up, Swirls



- Note: Patients can also be diagnosed with No Illness which is recognizable if they do not exhibit symptoms and the tests are repeatedly inconclusive.

- Note: Symptoms can also be treated with rest.

Treatment

Your Sim will be able to treat patients after a doctor diagnoses them, or later in the career, after your Sim has come to a diagnosis. If your Sim had come to the diagnosis, a notification will pop up informing you that the Sim has been diagnosed and are available for a certain kind of treatment. Interacting with a patient will bring up the "Treatment..." option which will have three possibilities depending on the diagnosis:

Treat with Medication for... (Gas-And-Giggles or Starry Eyes)
Treat with Medication for... (Bloaty Head, Sweaty Shivers, or Llama Flu)
Treat with Medication for... (Itchy Plumbob, Burnin' Belly, or The Triple Threat)



Careers & Business - Continued

Treatment

The options will be greyed out and unable to select unless the patient has been diagnosed for that particular sickness. If your Sim performs treatment for the wrong diagnosis, the patient can have an ineffective treatment and will leave the hospital or the treatment will cause some negative effects on the patient. Both outcomes result in a job performance loss and the patient leaving directly after the consequences.

Active Sims cannot go to the hospital to visit a doctor, but will be able to cure themselves at home. Sims can either sleep off the illness, drink Herbal Tea, or drink Orange Juice for a slower, more natural treatment, or purchase medicine from any computer for an instant cure. Medicine can be taken by adult Sims at any time, however will cause a Dazed moodlet if they are not ill. Child Sims cannot take medicine unless they are sick.

If you want to prevent your Sims from getting sick, consider a job in the Doctor Career. Having the Sickness Immune trait from level 8 of the Doctor Career makes it impossible for Sims to become ill. Go to page (Page: 54) for more information about the Doctor Career, Illnesses, and Treatments.



Emergencies

Emergencies are randomly generated and not every work day will have an emergency situation. A notification will pop up in the center of your screen once the emergency occurs and there will only be one emergency per work day. Successfully completely a crisis will boost your job performance significantly.



Code Watermelon - A pregnant Sim entered the hospital while in labor and is waiting for assistance at the receptionist desk. Have your Sim interact with the patient to send them into surgery.



Collapsed Patient - A patient entered the hospital and collapsed at the receptionist desk. To handle this emergency, have your Sim interact with the patient to send them into surgery.

Careers & Business - Continued

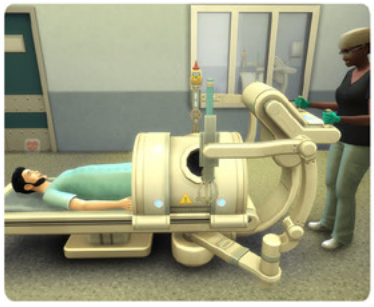
Emergencies



Emergency Analysis - The pharmaceutical laboratory has sent a batch of confidential tissue samples to your hospital that need urgent analysis. Your Sim can retrieve the samples from the Receptionist Desk and by interacting with the Chemical Analyzer, select the confidential samples. Once the results have been found, your Sim can interact with the computer to "Record Lab. Results".



House Call - Some Sims are too sick to travel to the hospital. To travel to the lot, interact with the Receptionist Desk and select "Go to House Call". At the lot, your Sim will need to examine and treat three Sims that have the pulsing heart icon above their heads. Once all of them are treated, interact with the floor or your Sim to "Return to Hospital".



Outbreak! - A public venue lot has been overcome with a spreading illness. To travel to the public lot, interact with the Receptionist Desk and select "Go to Outbreak". At the crisis, you will need to treat three Sims that have the red pulsing heart above their heads. Once all of them are treated, interact with the floor or your Sim to "Return to Hospital".



Understaffed -This event is not considered an emergency but will be noticeable by mousing over the goal meter for the workday. Being understaffed means your Sim will have less co-workers than usual resulting in a more areas needing to be covered. Emergencies can happen during an understaffed day.

Careers & Business - Continued

Doctor Ranks

Level	Title	§/Per Hour	Schedule	Daily Earnings	Ideal Mood	Daily Tasks & Promotion Requirements	Rewards
1	Medical Intern	§18	Mon, Tues, Fri, Sat, Sun (7am-3pm)	§144	Focused	Attend an active work day at the doctor career venue	N/A
2	Orderly	§23	Mon, Tues, Wed, Sat, Sun (7am-3pm)	§184	Focused	Treat 2 Patients	§192 Bonus, 2 New Build/Buy Objects, New CAS Parts
3	Medical Assistant	§35	Wed, Thurs, Fri, Sat, Sun (8am-5pm)	§315	Focused	Treat 3 Patients	§256 Bonus, Use X-Ray Machine, Give Bad Medical Advice (Requires Level 3 Mischief)
4	Medical Technologist	§49	Mon, Tues, Wed, Thurs, Fri (9am-5pm)	§392	Focused	Successfully Diagnose and Treat a Patient	§312 Bonus, 1 New Build/Buy Object, Use Medical Treadmill, New CAS Parts
5	Assistant Nurse	§68	Tues, Wed, Fri, Sun (6am-4pm)	§680	Focused	Successfully Diagnose and Treat 2 Patients	§384 Bonus, 1 New Build/Buy Object, Use Surgery Tables, "Check Hotness" Interaction
6	R.N.	§95	Mon, Wed, Thurs, Sat (7am-5pm)	§950	Focused	Successfully Diagnose and Treat 3 Patients	§576 Bonus, 1 New Build/Buy Object, "Determine Baby Gender" Interaction
7	Doctor - General Practicioner	§135	Sun, Tues, Thurs, Fri (8am-6pm)	§1305	Focused	Perform Surgery on 3 Patients	§816 Bonus, 1 New Build/Buy Object, New CAS Parts
8	Medical Specialist	§195	Sun, Mon, Wed, Fri (9am-7pm)	§1950	Focused	Deliver a Baby	§1,136 Bonus, 1 New Build/Buy Object, "Sickness Resistance" Trait
9	Surgeon	§235	Mon, Wed, Fri, Sat (9am-7pm)	§2350	Focused	Successfully Diagnost and Treat 5 Patients	§1,496 Bonus, 1 New Build/Buy Object
10	Chief of Staff	§280	Mon, Tues, Thurs, Fri (9am-7pm)	§2800	Focused	N/A	§1,720 Bonus, Unlocked Styled Room

Careers & Business - Continued

Scientist Career



The Sims 4 Scientist career is one of the three active careers introduced in The Sims 4: Get To Work Expansion Pack. The ideal mood for this career is Focused, which can be accomplished by Practice Analyzing, Playing Chess, or any other focus inducing interactions. Logic is the key skill for this career for quicker breakthroughs and successful serums.

As your Sim progresses through the Scientist career ranks, your Sim will experiment and brainstorm, come to scientific breakthroughs, create vials of serum to use on yours and other Sims, invent new devices, and explore everything that aliens have to offer. Ranking up opens the possibility to order co-workers around, upgrade your inventions, and even travel to the alien world, Sixam.



Get To Work



Every day that you enter the FutureSim Labs career lot, you will be greeted with a notification revealing the type of workday your Sim is about to have. Daily Experimenting is a normal day of breakthroughs, inventing, testing serums, and using the Simray on your co-workers.

Collection Day has an objective to find 10 collectibles before the day is over by digging, harvesting, and analyzing for new crystals, metals, plants, and elements. The laboratory has a greenhouse with plant holders, rocks in small circles outside the laboratory, and even further into the public space beyond the fence, there is more to collect.

Careers & Business - Continued

Get To Work

Moral Choices is a work day event that focuses on your Sim's interactions with co-workers and how he/she uses their knowledge on them. There are many mind control, ordering co-workers, and serum goals during this event.

Later in the career, an Unexpected Visitors day will occur in which your Sim will need to discourage the disguised aliens from interrupting the laboratory's focus and stop them from destroying your assets. The 'civilians' wandering around the lab will sometimes have a glowing aura of their mood, but other times they will not. They will break equipment and interrupt your co-workers in the building. Many of your goals will be to perform mean interactions with them.

- Scientists have a special Mean social called "Accuse Sim of Being an Alien". When they use this interaction on an Alien in disguise, the Alien will switch out of their disguise out of embarrassment.





At the final rank, the event "We Are Not Alone" is available for the workday. The only goal upon entering the lot will be to travel to the alien planet either via the Electroflux Wormhole Generator or the Rocket Ship. Once on Sixam (Alien Planet) the goals are changed to socializing with the small crowd of aliens that have set up a welcoming party for your Sim with music, decorations, and drinks.

- The welcoming party on Sixam is only available to Sims at level 10 of the Scientist career





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Careers & Business - Continued

Eureka!

Many of your Sim's days are spent interacting with objects around the workplace hoping to have a scientific breakthrough. This can be achieved by using the chemistry lab, tending the garden, reading books, practicing analyzing, using the microscope, tinkering, brainstorming with the Inventor Constructor, taking thoughtful showers, and various other activities around the science lab. As your Sim comes closer to their latest breakthrough, the light bulb hovering over their head will fill with light and the outline will become fuller. Being focused helps a Sim reach a Breakthrough even quicker!



Breakthroughs are noticeable the light bulb icon appearing brightly over your Sim's head, a musical jingle, and a notification of their recent discovery on the notification wall. Breakthroughs are one of two possibilities: Serum or Device. Breakthroughs will occur in a certain order and the recipe will be added to your Sim's notebook with the sub-filters of serums and inventions.

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Careers & Business - Continued

Breakthroughs (Inventions & Serums)

- NOTE: Required ingredients to create inventions and serums are very specific. For example, it will ask for "Uncommon" this or that, so the item must be uncommon. To help you search for the right collectibles, check out the SimsVIP List of Collectibles in The Sims 4.

Image	Name	Use	Required Ingredients
	Momentum Conserver	Using the interaction "View" will give a Focused Moodlet for 4 hours.	N/A
	Synthetic Food Serum	Fills Hunger Need	Any Common Plant
	Sim Ray	Use to interact with Sims and objects. "Freeze Ray" is availble first, but it can be upgrade to "Mind Control" (Change Outfit, Clean, Eat, Panic, Sit, Sleep) and to "Transform" objects or Sims.	Any Common Metal Any Common Crystal
	Red Hot Serum	Makes a Sim Angry	1 Basil
	Hover Lamp	A light source that can be moved freely in Live Mode.	N/A
	Rose Perfume Serum	Makes a Sim Flirty	1 Rose
	Satellite Dish	Use to "Contact Aliens, "Prevent Abductions", influence the "Neighborhood Hivemind", and can be upgraded to "Detect Aliens"	3 Common Metals 3 Common Crystals
	Snake Oil Serum	Cures a Sim of any sickness or illness	1 Daisy
	Cloning Machine	Used to clone objects and Sims. Cloning can fail, creating a Rudementary Matter Cube.	2 Common Metal 2 Common Crystal
	Slimify Serum	Makes a Sims body slimmer	2 Carrots 2 Parsley
	Electroflux Wormhole Generator	Use "Calibrate" to encourage breakthroughs, "Test Alien Environment", and "Contact Aliens". It can be upgraded to "Travel to Alien World".	2 Uncommon Metals 2 Uncommon Crystals 2 Elements
	Ghost Goo Serum	Temporarily turns Sims into Ghosts	3 Mushrooms

Breakthroughs (Inventions & Serums)

Image	Name	Use	Required Ingredients
	Ghost Goo Serum	Temporarily turns Sims into Ghosts	3 Mushrooms
	Need Fixer Serum	Fills all needs.	1 Spinach 2 Common Metals
	Embiggen Serum	Makes a Sim body larger.	2 Plaintains 2 Apples
	Spark Drive Serum	Makes a Sim Energized.	1 Strawberry 1 Common Crystal
	Ox Strength Serum	Increases the Fitness Skill	2 Spinach 1 Common Crystal
	Smart Serum	Temporarily makes skill gain faster	2 Chrysanthemum 2 Apples
	Fixers Luck Serum	Increases Handiness	2 Upgrade Parts
	Reaper's Friend Serum	Increases relationship with the Grim Reaper to Best Friend.	1 Death Flower 1 Alien Crystal
	Alien Aura Serum	Temporarily gives a Sim Alien Powers	1 Alien Metal 1 Alien Crystal 1 Alien Plant
	Age-Away Serum	Resets a Sim's current lifestage.	1 Quill Fruit 1 Xenopetrium 2 Alien Crystals

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Careers & Business - Continued

Making Chemistry

Interacting with the Chemistry Station, a Sim will be able to "Create Serum" and later on, "Create Tainted Serum". Selecting the "Create Serum" will bring up a list of the possible serums that your Sim has unlocked through breakthroughs. After the serum is created, it will be found in your Sim's inventory. Mousing over the serum will reveal information such as if it is Tainted or if the status is Tested/Untested.

The serum can be drank by your Sim or you are able to use the friendly interaction "Test Serum" and "Give Tainted Serum" in the mischief options on other Sims. Using these interactions will determine if the serum is Tested or not. Once a serum is tested extensively, your Sim can then create the tainted version of that serum at the Chemistry Station.



- Note: It takes approximately 3 tests of a serum before it will be considered Tested

Inventions

The Invention Constructor is a useful item found in the lab for building the inventions that your Sim discovers during a Breakthrough. Use the "Brainstorm" interaction to encourage your Sim towards a scientific Breakthrough. "Tinker" is also available for breakthroughs as well as increasing the Handiness skill. "Chat with Robot" allows your Sim to build a relationship with the Inventor Constructor however it is limited to just Good Friends and does not allow for any romantic progression.



- Note: It takes approximately 3 tests of a serum before it will be considered Tested

"Invent Device..." brings up a list of inventions your Sim has discovered. Most of them require ingredients to create them, and once finished, you will be able to drag and drop them onto the lot or in your Sim's inventory. Once your Sim has ranked up further into the Scientist career, they will unlock the ability to upgrade certain devices. Just drag and drop the device into the center of the Invention Constructor again and select the upgrade interaction.

Scientist Ranks

Level	Title	§/Per Hour	Schedule	Daily Earnings	Ideal Mood	Daily Tasks & Promotion Requirements	Rewards
1	Lab Technician	§24	Mon, Tues, Wed, Thurs, Fri (10am-7pm)	§216	Focused	Have 2 Breakthroughs	N/A
2	Apprentice Inventor	§32	Mon, Tues, Wed, Thurs, Fri (10am-7pm)	§288	Focused	Have 4 Breakthroughs	§192 Bonus, New CAS Parts, 1 New Build/Buy Object
3	Junior Tinkerer	§39	Mon, Tues, Wed, Thurs, Fri (10am-7pm)	§351	Focused	Have 6 Breakthroughs	§256 Bonus, New CAS Parts, 1 New Build/Buy Object
4	Serum Sequencer	§48	Mon, Tues, Wed, Thurs, Fri (10am-7pm)	§432	Focused	Have 8 Breakthroughs	§312 Bonus, Chemistry Lab
5	Technological Innovator	§72	Mon, Tues, Wed, Thurs, Fri (10am-7pm)	§648	Focused	Have 10 Breakthroughs	§384 Bonus, New CAS Parts, 1 New Build/Buy Object
6	Ufologist	§102	Mon, Tues, Wed, Thurs, Fri (10am-7pm)	§918	Focused	Have 12 Breakthroughs	§576 Bonus, 2 New Build/Buy Objects
7	Laboratory Leader	§142	Mon, Tues, Wed, Thurs, Fri (10am-7pm)	§1278	Focused	Have 14 Breakthroughs	§816 Bonus, 1 New Build/Buy Object
8	Pioneer of New Technologies	§187	Mon, Tues, Wed, Thurs, Fri (10am-7pm)	§1683	Focused	Have 16 Breakthroughs	§1,136 Bonus, New CAS Parts
9	Mad Scientist	§215	Mon, Tues, Wed, Thurs, Fri (10am-7pm)	§1935	Focused	Have 18 Breakthroughs	§1,496 Bonus, New CAS Parts
10	Extraterrestrial Explorer	§247	Mon, Tues, Wed, Thurs, Fri (10am-7pm)	§2223	Focused	N/A	§1,720 Bonus, New CAS Parts, 1 New Build/Buy Object, Unlocked Styled Room

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Careers & Business - Continued

Starting a Retail Business



In the Sims 4 Get to Work your Sim has the opportunity to run a business. There are many types of businesses that your Sim can run. Your Sim can sell items from the buy catalog or items they have crafted. There are only two things that your Sim store will require to open a business; a cash register and a counter.

The retail panel contains a few different options that will allow your Sim to manage their business. This section will teach your Sim about the retail panel and the different options that are available to your Sim when running their business.

Purchasing a Retail Space

In order for you Sim to run a business they will need to purchase a retail lot. Any lot can be zoned into a retail lot. Your Sim must purchase a home lot to live on before they can purchase a retail lot. They are not able to run any type of business on a home lot. However, your Sim can live on a retail lot if they choose to.

Your Sim has the option of purchasing an empty lot and building, downloading a business from the gallery or purchasing one of the three pre-made lots in Magnolia Promenade. The three lots available are: Paddywack's Emporium, JF&S Clothiers or The Roadstead.



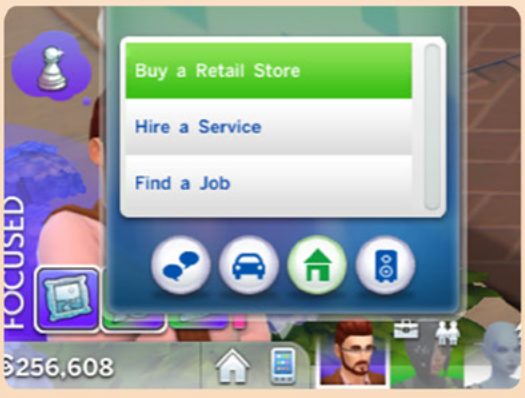
You're not just limited to Magnolia Promenade though. Any lot can be converted into a retail lot so long as it is tagged with the "Retail" Lots Type. There are two ways for your Sim to buy a retail lot; the phone or the computer.

Purchase Retail Lot by Phone

Click the Phone icon in the bottom left of the needs bar
Click the Career/Household bubble
Click the Buy a Retail Store bubble

Purchase Retail Lot via Computer

Click on any computer
Click the Household bubble
Click the Buy a Retail Store bubble



CAREERS & BUSINESS - CONTINUED

RETAIL PANEL AND CASH REGISTER

The retail panel is one way for your Sim to manage their business. The retail panel contains the open/close business button, price markup drop-down menu, transfer funds menu, perk menu, manage employees menu, edit uniforms menu and the sales menu.



The cash register contains the same options as the retail panel with the exception of one option. The perks points menu is replaced with the purchase advertising bubble. The retail panel and the cash register are the two ways your Sim will be able to manage and make their business a success.

LABEL	NAME	DESCRIPTION
A	Retail Funds Menu	The retail funds menu allows your Sim to transfer funds from their household funds to their business funds and vice versa.
B	Perks Points Menu	The perks points menu allows your Sim to purchase perks as they gain points while running their business.
C	Manage Employees Menu	The manage employees menu allows your Sim to hire/fire, promote/demote and train employees.
D	Price Markup Menu	The price markup menu allows your Sim to markup or markdown the prices in their business.
E	Edit Uniforms Menu	The edit uniforms menu allows your Sim to edit the uniforms of their employees.
F	Open/Close Button	The open/close button allows your Sim to open and close their business.
G	Sell Store Icon	The sell store icon allows your Sim to sell their business.

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CAREERS & BUSINESS - CONTINUED

MANAGING A BUSINESS

Once your Sim has purchased a retail lot and has a store placed on the lot, they will need to manage their business. There are a few different parts of the business that they can manage; retail funds, setting prices, employees and advertising. You Sim will want to manage their business on a daily basis and make sure their business is going to run smoothly.

RETAIL FUNDS

Your Sim will need to manage their retail funds so that they have simoleons to spend on their business. They are able to manage their retail funds from both their home lot and their retail lot. Retail funds allows your Sim to transfer their Simoleons from their household funds to their retail funds or vice versa. The amount of Simoleons in your Sims retail funds account is what your Sim will be able to spend on their retail lot.

There are three different ways which retail funds can be transferred; the transfer funds button in the bottom icon bar, the transfer funds button on the cash register and the transfer funds button in the retail panel.

1) Select the Transfer Retail Funds button from the cash register, retail panel or the bottom left hand corner.

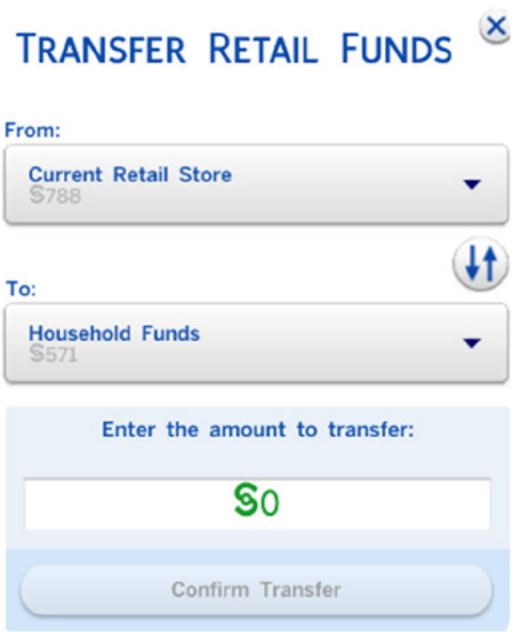
2) Select an option from the From: drop-down menu and select Current Retail Store if you want to transfer Simoleons from your retail funds to your household funds. Next, select Household Funds if you want to transfer Simoleons from your household funds to your retail funds.

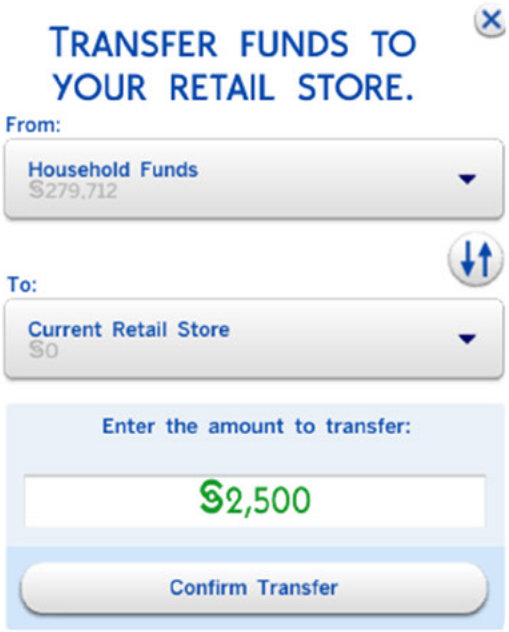
3) Select an option from the To: drop-down menu and select Current Retail Store if you want to transfer Simoleons from your retail funds to your household funds. Next, select Household Funds if you want to transfer Simoleons from your household funds to your retail funds.

4) Enter the amount of Simoleons you want to transfer in the Transfer box.

5) Click the Confirm Transfer button.

- **NOTE: You can click the swap button to quickly switch the From and To drop-down menus instead of selecting an option from the drop-down boxes.**





Careers & Business - Continued

Managing a Business

Setting Prices

Your Sim will have the option to set the prices on the items in the store to a certain markup percentage. The store prices can only be set to the set markup prices in the price markup menu. There are five price markups that your Sim can choose from when setting prices.

Markup	Markup Amount	Type of Markup
1	5%	Clearance
2	15%	Sale
3	25%	Normal
4	50%	Pricey
5	100%	Exorbitant

The lower the prices are set in the store the more likely customers are to purchase items. The business is also more likely to have more customers visit the store with a lower price markup. Additionally, the markup that your Sim has used will impact sales. The lower the markup the easier it will be for your Sim to make sales.



Set Prices With the Cash Register

Click the cash register
Click the Set Store Prices bubble
Select the Price Markup your Sim wants for the goods they are selling

Set Prices With the Retail Panel

Click the retail panel icon
Click the Price Markup drop-down menu
Select the price markup your Sims wants their goods to sell at

MANAGING A BUSINESS

MANAGING EMPLOYEES

Your Sim can hire and manage employees to help run their business. Employees will show up when your Sim opens the store and leave when the store is closed. In order to manage your employees you will need to select the manage employees menu on the retail panel or the cash register.



At first your Sim will only able to hire one employee. However, as your Sim gains perk points there are two more employee slots that they can unlock.

- How to Manage Employees

  Click the retail panel

  Click the manage employees menu

From the manage employees window, you can hire, fire, promote and demote employees. The game will generate six random Sims who are available for hire and they will appear under the current employee slots. Each potential employee will have three skill bars under their name and current hourly rate.

The higher these skill bars are filled, the better the employee will be performing actions related to that skill. The three skill bars are: Work Ethic, Maintenance, and Sales. The higher the employees skill bars are filled, the higher their hourly wage will be.

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Careers & Business - Continued

Managing a Business



Label	Skill	Description
A	Work Ethic	Related to your employees ability to work hard. Employees with low work ethic will play with their phones, socialize with other employees, or just have fun while slacking off.
B	Maintenance	Employees who are proficient at maintenance will be faster at restocking items and cleaning the store.
C	Sales	Employees who are skilled at sales will have greater success interacting with customers, and will ring up shoppers faster once they're ready to buy.

To hire an employee, click on their photo in the panel. Once your Sim has hired an employee, they will be able to fire, demote and promote an employee in the manage employees window. There are five different levels an employee can be promoted or demoted to. Each level has a different wage associated with it and the higher the level the more that your Sim will expect of the employee.

Level	Job Title	Employee Wage
1	Junior Sales Associate	§19/hr
2	Assistant Sales Associate	§24/hr
3	Sales Associate	§31/hr
4	Senior Sales Associate	§40/hr
5	Executive Sales Associate	§51/hr

Careers & Business - Continued

Working Employees

Once your Sim has hired employees for their store, they can use these employees to help with tasks around the store. Employees with a lower work ethic will have to be watched more closely than ones with a higher work ethic. There are four different work tasks that your Sim can assign their employees.

- NOTE: Some of these actions can also be performed in the manage employee window.
- NOTE: Some options can only be performed once within a certain time frame. These will be greyed out until they can be performed again.





Your Sim will have to keep an eye on their employees to ensure they are performing the activity they have been assigned. Your Sim will also be able to manage employees on the floor to ensure that they are actually working. If an employee performs a task such as interacting with customers, checking out a customer or restocking your store will not gain any perk points.

Assign Work Task	Employee Action
Answer Customers' Questions	Employee will perform customer interactions with the customers which will raise the customers sales bar.
Ring Up Customers	Employee will cash out customers who have purchased items.
Restock Sold Items	Employee will restock items that have been sold. If there is nothing to be restocked they will stand by the cash until there are more items that need restocking.
Clean the Store	Employee will clean the store. If there is nothing to clean, they will stand by the cash until there is more to clean.

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Careers & Business - Continued

Assign Work Task	Employee Action
Allow to Clock Out Early	Sends employee home early.
Berate For Slacking	Yell at employee for not doing their job. This will help improve work ethic over time.
Check Up On	Check up on employee to ensure they are happy. A notification box will appear in the top right hand corner to tell your Sim how the employee is feeling.
Criticize	Criticize employee for not doing job. This will help improve work ethic over time.
Demote Employee	Demote employee to the level down and give the employee a pay decrease.
Fire	Fire employee.
Praise	Praise employee for doing a good job. This will help improve work ethic over time.
Promote Employee	Promote employee a level up and give the employee a pay increase.
Design Uniform	Design a uniform for an employee in Create A Sim.

Advertising and Curb Appeal

Your Sim can promote their business and bring new customers in through advertising and curb appeal. Curb appeal is related to the items (including decorative) that are on the lot. More expensive items will create a greater curb appeal. Advertising is a second way to bring in more customers. There are two different types of advertising: signage and TV/Web advertisements.

Signage - Your Sim can bring more customers into the store by placing signage on the outside and the inside of their business. The more signage your store has, the more customers the business will see come through the doors (more Sims browsing your store at once). Signage can be found in the decorations section of build/buy mode.

Advertising - Another way for your Sim to bring more customers onto their lot is to start an advertisement campaign. Your Sim can choose to run a web campaign or a television campaign. Advertisement campaigns will bring more customers into the store for a certain time period. Over time the amount of customers visiting the store will go down. Eventually your Sims store will go back to the regular amount of customers it was receiving before the advertisement campaign.

- **NOTE: If a customer purchases an item and then leaves the lot,another customer will arrive and start shopping. There will always be a constant flow of customers.**



Careers & Business - Continued

Running a Business

Once your Sim is ready to open their business, they will need to run the business to make it successful. Your Sim will need to interact with customers, cash customers out, restock items and ensure their employees are performing work tasks. Your Sim or an employee can also perform different customer interactions on customers depending on how eager the customer is to purchase items from the store.

- **NOTE: For each successful customer interaction your Sim or employee performs, you will receive five perk points. Perk points can be used to purchase special Retail Perks for your business.**

Your Sim will want their main focus to be on the customers. Your Sim will need to greet and interact with customers in order to sell items. Click on customers who enter your business and greet them using the unique "Retail" Socials. Use this same social to interact with them after you've greeted them. Once a customer has been greeted by your Sim, they will never need to be greeted again on that retail lot.

Your Sim will be able to view how eager a customer is to purchase items when interacting with the customer. A customer eagerness box will appear at the top centre of the screen and will show how eager that customer is to purchase the item as well as what type of mood they are in. This box will also show the friendship level your Sim has with the customer. If your Sim is interacting with multiple customers at once, they can click on the arrows next to the customer eagerness box to see how each customer is feeling.



A sales bar will appear over a customer's head when they are browsing items within the store. When your Sim performs retail interactions with the customer the sales bar will either go up or down. If the customer interaction is successful the blue bar will go up, if the interaction is unsuccessful the blue bar will go down. The higher the sales bar is, the more likely they are to purchase an item from the store.

There are also customer interactions for certain emotional states your Sim are in. These customer interactions are only available if your Sim is in a certain emotional state. Having the Charisma Skill increases the chance of these socials working.

Emotional State	Special Interaction
Angry	Pressure To Purchase
Tense	Beg For Sale
Confident	Close the Deal

Careers & Business - Continued

Ringing Up Customers

Once a customer has decided to purchase an item from your Sims store, that customer will want to check out. To check out a customer, use the “Checkout” option on a Sim with the shopping cart icon above their head. Your Sim or an employee will walk over to the customer and check them out with a tablet. The cash register is not used for the checkout process.

After a customer has been checked out, they may decide to keep shopping or leave the store. Your Sim will know that a customer is ready to check out by the blue checkout icon that appears above a customer’s head. If a customer has been waiting to checkout for too long they start to grow impatient. The checkout icon above their head will turn red. If your Sim or an employee doesn’t get their fast enough the customer will grow angry and not purchase the item.





A customer will wait approximately 60 minutes for your Sim or an employee to check them out. After about 30 minutes has passed, the cash icon will turn from blue to red. This informs your Sim that the customer is growing impatient. If nobody arrives to check the customer out in this time period, they will not purchase the item and leave. You will receive 15 perk points for each customer that is successfully checked out.

Restocking



Once an item has been purchased then that item will need to be restocked. To restock an item, click the restock sign. After an item has been restocked, it will be available for a customer purchase once again. When your Sim restocks an item, the cost of the item will be taken out of your retail funds. If you are selling items at a 25% markup then your restock cost will be 25% less than the selling price.

It will take your Sim or an employee about 30 minutes to restock an item and you will receive 10 perk points for each restock interaction performed. Your Sim will not be able to restock from their inventory. When you restock an item, it will always cost Simoleons. If you want to restock from your inventory, just delete the item and place a new one from your inventory. This will not cost Simoleons and save your Sim the time of restocking.

Careers & Business - Continued

Retail Perks

When your Sim is running a business they will gain perk points through the different interactions they perform. These perk points can then be used to purchase perks. These perks will help your Sim run a bigger and better business. Some perks can be reused while other perks are permanent and only need to be selected once. Below is a table with all the perks available and what they do.

Icon	Perks	Points	Description
	My First Simolean	50	A first simolean plaque that your Sim can hang in their store.
	Provocative Pedestal	100	A store table to place objects for sale on.
	Stunning Sign	150	A sign to place in your store to boost curb appeal.
	Snazzy Shirt	200	Unlocks a shirt for employee uniforms.
	Register of Tomorrow	250	Unlocks a modern cash register that can be bought for your Sims store.
	Superfluous Surplus	300	Restocking is 25% cheaper for the next 12 hours.
	Additional Employee #1	350	Your Sim can hire a second employee.
	Faster Restocking (Small)	400	Makes restocking faster. Restocking now takes 20 minutes.
	Faster Checkouts (Small)	450	Makes checking out faster. Checking out now takes 20 minutes.
	Fobbs 500	500	A decoration that can be bought in buy/build mode that boosts the environment.
	Curious Shopper	1000	Customers stay longer when shopping.
	Mega Manager	1100	Managing employees becomes easier as interactions are more successful.
	Additional Employee #2	1200	Your Sim can hire a third employee.
	Serious Shopper	1300	Blue bars for customers start at a higher level. This makes customers more likely to buy items.
	Faster Checkouts (large)	1400	Makes checking out faster. Checking out now takes 15 minutes.
	Faster Restocking (large)	1400	Makes restocking faster. Restocking now takes 15 minutes.
	Sure Sale	2000	Your Sim now has the Sure Sale customer interaction available. This guarantees a customer will buy an item although it can only be used once every 4 hours.
	Slick Salesman	2100	Customer interactions are more likely to be successful.
	Instant Restocking	2200	Restocking becomes instant.
	Cheaper Restocking	2500	Restocking is now cheaper.

Neighborhood

New Neighborhood: Magnolia Promenade

Magnolia Promenade is a brand new Neighborhood in The Sims 4. This neighborhood is independent of Oasis Springs and Willow Creek, and was built to mimic a shopping district. There are three pre-made retail lots included with Magnolia Promenade, but it is NOT a retail-exclusive neighborhood. Sims can reside there as well.



Magnolia Promenade has four lots, three of which include official pre-made retail businesses: Paddywack's Emporium, JF&S Clothiers, and The Roadstead,. These businesses are in place for your Sims to do their shopping, for you to purchase and profit from, or for you to bulldoze and build anew.

New Collectibles

The Sims 4 Get To Work includes a brand new "Geodes" collection, and has added new items to the already available Crystal, Element, Fossil, Metal, and Plant Collections. All new collectibles are exclusively spawned in Planet Sixam, but they can be taken back to your home world via a Sim's inventory for planting and displaying.

Geodes

Geodes are a brand new collectible added with The Sims 4 Get To Work. Geodes are a Planet Sixam exclusive, a hidden lot that requires special access. Visit page (Page: 88) for more information about Planet Sixam.

Unpolished Geodes rest atop the tall and thin volcanic craters seen around Sixam. Once collected, Geodes can be polished on the spot and produce one of six random Geodes for display.



Neighborhood - Continued

Geodes

As mentioned on the last page, all geodes are exclusive to Planet Sixam. They can generally be found anywhere in Sixam, but there is a spawn cycle in place which changes which Geodes spawn daily. You may have to make a few trips before you've collected all the geodes.

Image	Name	Rarity	Value	Description
	Corbut	Common	§50	"True Blue" Xur Corbut managed to unite the ancient clans. He ushered in the modern era of tranquility where the search for the ultimate party is prized above all else. Legend has it that Corbut was able to champion the most legendary party ever held on Sixam. Everyone on the planet took part... except for one holdout. "Glumbut the Wet Blanket."
	Eye of the Stormbore	Common	§50	Eye of the Stormbore looks like the terrifying red eye of an ancient creature that used to terrorize unexpecting folks slumbering away in dream land. It would sneak up, wait hours, and then look straight into your soul as you woke up. The Stormbore would then run off delighted to have surprised another poor sap. Is it any wonder they went extinct long, long ago?
	Glumbut	Common	§50	Glumbut believed that partying was a waste of time. He thought it was a waste to spend immense amounts of resources trying to make Fizzy Juice 2% more fizzy. Nobody liked Glumbut very much. But hey, they named this rock after him. That's something.
	Mylom's Tonic	Common	§50	Burble's Brew was an immensely popular drink a few centuries ago. Anyone who was anyone was drinking it. But, before you knew it, everyone's hair was falling out. Almost the entire population became bald. Folks scrambled to cover up the shame of their chrome domes. But, Mylom was brave enough to proudly display her bald head. And, soon others joined her until it became fashionable to do so. To this day her name is synonymous with inner beauty and strength. This stone was named in her honor.
	Starflake	Common	§50	If you squint your eyes and turn your head, this geode looks a little bit like a snack food that became an intergalactic sensation when the Duchess of Hiattoid tripped on one at her coronation.
	Zarinne	Common	§50	Zarinne was a legendary dancer that climbed the dance battle ranks on the colony of Funkistan. She became well known for wearing a bright orange jumpsuit which complimented her fair blue skin tone.

Neighborhood - Continued

Crystals, Elements, Fossils, Metals, and Plants

The Sims 4 Get To Work has added Crystals, Elements, Fossils, Metals, and Plants to the collections originally introduced with **The Sims 4 Base Game.** These new additions are required ingredients for everything from Serums, to Breakthroughs, to Baking Recipes.



As mentioned above, all new collectibles are exclusive to Planet Sixam. They can generally be found anywhere in Sixam, but there is a spawn cycle in place which changes which collectibles spawn daily. You may have to make a few trips before you've collected all the new items.

Image	Name	Rarity	Isolated Elements	Value	Description
	Blutonium	Common	Xenopetrium Plathium	§25	Blutonium is an element found on Sixam. Like a deep ocean abyss, it is hauntingly beautiful.
	Solarium	Common	Xenopetrium Oxypin Wolfium	§25	Solarium is a beautiful orange element created by the gravitational collapse of a star.
	Crandestine	Common	Xenopetrium Phozone Volenton	§50	Crandestine is an otherworldly red gemstone like nothing ever seen on Earth.
	Nitelite	Common	Xenopetrium Crytacoo	§50	Nitelite is a fluorescent green crystal that is so bright it burns to look directly at it.

Neighborhood - Continued

Crystals, Elements, Fossils, Metals, and Plants

Image	Name	Rarity	Found In (Metals)	Found In (Crystals)	Value	Description
	Xenopetrium	N/A	Blutonium Solarium	Crandestine Nitelite	N/A	Xenopetrium is a highly volatile element.

Image	Name	Rarity	Value	Description
	Fossilized Sand Worm	N/A	N/A	Looks like something messed with the wrong gosh darn rec room.

Image	Name	Rarity	Value	Description	Collect It!
	Glow Orb	N/A	§20	Stare into this orb indefinitely, we dare you. It's absolutely mesmerizing, isn't it?	Found in Sixam.
	Quill Fruit	N/A	§20	This Quill Fruit is hard to handle let alone comfortably carry in your pocket. Impressive!	Found in Sixam.
	Fang Flower	N/A	§10	This alien flower has quite the defense mechanism. It looks like it wants to bite you.	Found in Sixam.

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Aliens

Aliens & Planet Sixam

Aliens are a brand new life state introduces with The Sims 4 Get To Work. Aliens can be found throughout your worlds, but players can also use the new "Create-an-Alien" feature in CAS to make an Alien family right from the start. Aliens have all the same Needs, Traits, and Aspirations as regular Sims, but do have their own unique socials. Additionally, when pushed into extreme emotions like Very Angry or Very Sad, Aliens will project a glow around themselves.

- **NOTE: Regular Sims cannot become Aliens or acquire Alien powers unless they are the offspring of an Alien or abduction. However, Sims can temporarily receive Alien powers by drinking the "Alien Aura Serum". This Serum can only be made after a breakthrough in the Science Career.**



Alien family in their home-world "Sixam"

Create-an-Alien



Just like human Sims, Aliens of any age group can be created and customized from head-to-toe. However, because Aliens are a special life state, they do have a few restrictions in customization, but also boast some unique features like Skin Tones, Bone Structures, Ear Shapes, and Eye Colors. You can customize an Alien using any of the Hairstyles, Clothing, and Accessories available within the game, but Alien Sims also have their very own "Alien Armor" outfits. Aliens have many unique interactions and options within the game, so be sure to check out the Alien section of this guide for further details.

Aliens - Continued

Alien Disguise

Clicking on a currently controlled Alien reveals three Alien-exclusive options: Disguise Self, Alter Disguise, or Remove Disguise. This option allows Aliens to disguise themselves from the normal "Alien look" and turn into a regular Sim that blends in with the rest of society. Because Aliens are able to alter their disguise, you may run into an Alien and not know it.

- **NOTE: Sims who work in an active career have special ways to find out an Alien in disguise. Doctors can discover an Alien using the X-Ray Machine, Detectives can discover an Alien when Fingerprinting them, and Scientists have a special social called "Accuse Sim of Being an Alien".**

- **NOTE: An upgraded Satellite Dish can Detect Aliens in the neighborhood. Aliens, whether in disguise or not, will gain a green aura around their head for several hours.**



Choosing the "Disguise Self" option will force the Alien into randomly generated disguise that cannot be changed until the disguise is removed. In the event that you do not like what your Alien's disguise looks like, you can change that by changing what their disguise looks like.



Altering a Disguise takes you into Create-a-Sim where you can design a unique Sim disguise for your Alien. You can also use mirrors and dressers to change the disguise, and alter the disguise of an Alien who is pregnant. When altering an Alien's disguise, you will be directed into Create-a-Sim where you can alter every aspect except weight and muscle sliders.

Disguises aren't always 100% effective, but they can certainly be good enough to fool other Aliens too. A simple greeting can give away an Alien's disguise, but disguises can last long into relationships, even after marrying and having children. Depending on the type of relationship a Sim and Alien have, discovering an Alien in disguise will either result in a Confident or Angry moodlet for the Sim, and an Embarrassed moodlet for the Alien.

Aliens - Continued

Life As An Alien

Aside from having unique looks, socials and abilities, Aliens can pretty much live a normal life. Alien motives are the same as those of a Sim, and Aliens can even hold a job, get married, and have a family.

Aliens Teen through Elder can use a number of social interactions with other Sims an Aliens. Most interactions can be found under the "Friendly" category, but there are a few others that appear under "Mischief". Keep in mind that some interactions make it easier for an Alien to be found out, and also use up "brain power". Socials that use brain power cannot be performed again for some time.

Analyze Personality - This allows an Alien to discover all the Traits of a Sim, their career, and their romantic partner.

Empathize - This allows an Alien to copy another Sim's mood, resulting in a moodlet of the same emotion as the target.

Scare with Probes - Aliens will pull out a funny looking probe and prank another Sim.

Erase Memory - This interaction results in the target Sim forgetting everything about their life. Affected areas include: Relationships with Friends, Family, and Spouses, and forgetting if another Sim was an Alien.

Secret Handshake - This allows Aliens to perform a secret "out of this world" handshake, and is only available between two Aliens.

Discuss Human Food, Discuss Brain Power and Discuss Weird Atmospheric Pressure - This are just normal social interactions that raise the social need.

Transmute - Aliens can transmute Elements, Gems and Metals, and turn them into any other random collectible of their type. This interaction can only be used once for each collectible.

Analyze Space Rocks - This interaction will produce the "Feeling Homesick" or "Reminded of Home" moodlets.



Aliens - Continued

Alien Abductions

Alien Abductions take place between 10pm-4am on the home lot. They can happen randomly while your Sim is wandering outside, but sometimes one random Sim in your household may "Investigate Strange Light" regardless if they're outside or not. This action cannot be canceled, and will compel the Sim to go outside and be abducted. If you catch the Strange Light interaction early enough though, you can keep your Sims from being abducted by forcing them onto a different task.



Multiple Sims can be abducted in the same night. Children excluded.

Abductions are usually random occurrences, but there is a way to prevent or increase your chances of being abducted. The only sure way to prevent abductions is within the Science career. The eighth breakthrough is a Satellite Dish, which can both encourage or discourage Alien abduction. Only one interaction can be activated every 24 hours.

Another way to increase abductions is with the level 10 Science career unlockable called the "Out of this World Desktop" computer. This computer has a special interaction to "Contact Aliens" which becomes available once every 24 hours. When returned from an abduction, the Sim/Alien gains the Focused, Angry, or Dazed moodlet.

Pregnancy

Male Sims and Aliens from Young Adult to Elder, can become pregnant by female Aliens when they Try for Baby or when they are abducted. Males cannot take pregnancy tests, however, pregnancy is indicated by an occasional glowing stomach and faux theremin music. Female Sims and Aliens cannot become pregnant by Alien abduction.

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Aliens - Continued

Pregnancy

Alien Abductions take place between 10pm-4am on the home lot. They can happen randomly while your Sim is wandering outside, but sometimes one random Sim in your household may "Investigate Strange Light" regardless if they're outside or not. This action cannot be canceled, and will compel the Sim to go outside and be abducted. If you catch the Strange Light interaction early enough though, you can keep your Sims from being abducted by forcing them onto a different task.

- **NOTE: Female Aliens and Male Sims can both become pregnant when Trying for a baby.**

When a male Sim or Alien enter the first, second, and third trimesters of a pregnancy, they will gain the "Weird Tummy Ache", "Weird Weight Gain", and "Abnormal Changes to Body" moodlets. Since this is an Alien pregnancy, there will not be any trimester countdowns. The only visible signs are a growing belly.

Once a Male Sim is in labor they will receive the "Imminent Close Encounter" moodlet. At this time the Sim can either stay at home to have their baby, or go to the hospital to have it delivered there. Once delivered, male Sims and Aliens can breastfeed their babies just like females can.



Alien Babies and DNA

There are three sure ways to have an Alien Baby: Male abduction, Male Sim-Female Alien conception, and Alien-Alien conception. Genetics are very complicated when it comes to Sim and Alien pregnancies, so we have tried our best to explain it as simply as possible.

Aliens - Continued

Alien Babies and DNA

Full Aliens - Full Alien babies occur between two Aliens or when a Male Sim is abducted. These babies will have their own unique bassinet, a one-of-a-kind birth certificate when born in the hospital, an echo-y voice, and special "Send Back To Home-World" & "She/He is So Cute...?" options when interacted with. They also grow up to inherit all the powers of an Alien.



Half/Quarter-Aliens (Hybrids) - Hybrids have Alien skin tones and some Friendly Alien socials, but lack socials that require "brain power". They also cannot disguise themselves like Full-Aliens, nor can female Half-Aliens impregnate males. Quarter-Aliens are also possible with Half-Alien and Sim parents.



Alien Children have many of the same interactions as Teen and older Aliens, but do not have any interactions that use "brain power". The disguises of Alien Children are a blend both of the parents' disguises (if both Alien) or are a mixture of the Sim parent's looks and the Alien parent's disguise.

- **NOTE: The "Send back to Home-World" interaction on Alien babies will remove the baby from the Household, and permanently delete them from the Family Tree. Once you have used this interaction on the baby, you cannot get it back.**

Aliens - Continued

Alien Death

All Aliens eventually pass away, and can die by each death type available in the game. The only difference between Sim and Alien death, is that Aliens receive special Urns and Tombstones upon their death.

Once they die, Aliens are not gone forever though. Aliens can appear on your home lot as a ghost just like any other dead Sim, and even become a playable Alien-Ghost. Visit the SimsVIP site to learn about living with/as a ghost.



Planet Sixam

Sixam is an extremely blue planet, with glowing, pulsing trees and large rivers made of luminous goop. It's very empty; with the only lot containing a portal that will send Sims and Aliens back to the home lot. Your Household may encounter only a few Aliens here and there, but any Aliens your Sims know will likely be hanging out there.

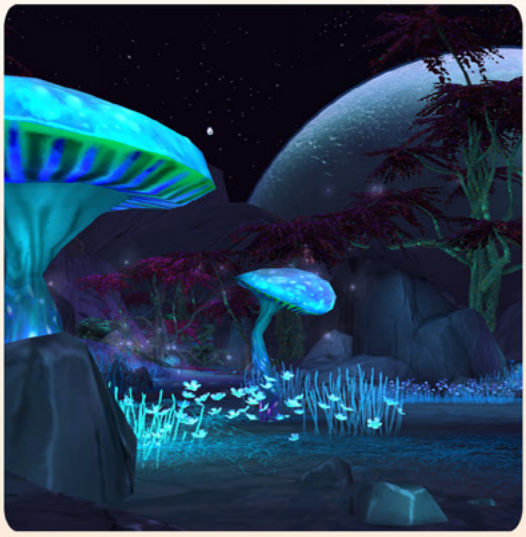
- **NOTE: In the Science career, an event will occur that lets your Sims travel to an Alien party in Sixam. Obtaining this event via the career is the only possible way to access the Alien party.**

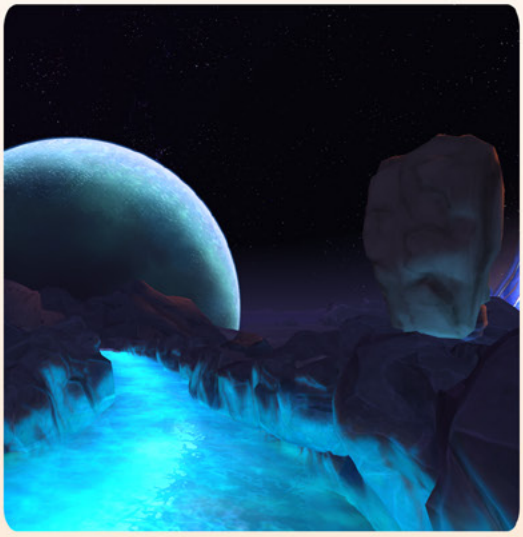


Aliens - Continued

Planet Sixam

There are two ways to get to Sixam: Rocket Ship (Level 10 Rocket Science Skill) or Electroflux Wormhole Generator (Level 10 Science Career). Each method takes both Sims and Aliens to Sixam, but the Electroflux Wormhole Generator allows more than one passenger to travel there.





While very empty of buildings and sentient life, the planet is very rich in collectibles. There are three new Plant collectibles exclusive to Sixam: Orb Stalks, coral-like plants that produce Glow Orbs; Quill Plants which look like purple cactus and produce Quill Fruit; and Tentacle Trees which produce Fang Flowers. These new collectibles can be planted, harvested, and are edible just like any Earth Plant.

- **NOTE: There are glowing, stocky volcano-like craters where you can harvest both the alive and dead Alien Specimens. Aliens can Revive dead alien specimens, which count as finding both the dead and alive versions, helping to complete the collection even faster.**

Unpolished Geodes, a new collectible collection added to the game, rest atop the tall and thin volcanic craters seen around Sixam. Once collected, Geodes can be polished on the spot and produce one of six random Geodes for display.

All new collectibles can generally be found anywhere in Sixam, but there is a spawn cycle in place which changes what spawn daily. You may have to make a few trips before you've collected everything. There are also some additional collectibles found exclusively in Sixam, so be sure to check out the Collectibles section (Page:)of this guide.



Buy Mode

Build/Buy Mode Objects



4 Shades of Colors Planter Box
$95
Spruce up your windows with this plant which comes in 4 beautiful exotic shades.



Adult Female Mannequin - Abstract
$350
Dress each type of mannequin in up to 30 unique outfits designed by you to entice shoppers with your fashionable fashions!



Adult Male Mannequin - Abstract
$350
Dress each type of mannequin in up to 30 unique outfits designed by you to entice shoppers with your fashionable fashions!



Ankle Biter Pedestal
$230
Don't trip, there's a pedestal down here! The Ankle Biter Pedestal is perfect for displaying objects that look their best hovering about one foot off the floor.



Backlit Screen Print Sign, From Andre's Big Banners
$135
Make a BOLD statement to the world that your business is HERE! This sign will make customers flock to your door and rival establishments tremble with fear!



Baker's Cousin Neon Sign
$550
Welcome to Baker's Cousin Bakery. We won't give you an extra loaf of bread, but instead... meet my cousin Tony!

Hanging this neon sign will help bring more customers to your store.



Be Prepared Security Fencing
$120
Made from reinforced steel, this honeycomb design helps make any police station feel safe, while maintaining a modicum of modernity.



Be Prepared Security Gate
$275
With Reinforced Steel and a honeycomb design, this gate helps keep the criminal element out (or in).



119 BB Elements Retail Sign
$205
Give 110% effort by selling 119 collectible elements! Shoppers can't resist it!

Placing this sign will help bring more customers to your store.



Adult Female Mannequin - Realistic
$350
Dress each type of mannequin in up to 30 unique outfits designed by you to entice shoppers with your fashionable fashions!



Adult Male Mannequin - Realistic
$350
Dress each type of mannequin in up to 30 unique outfits designed by you to entice shoppers with your fashionable fashions!



Appreciably Average Digital Camera
$670
Does your baby or dog pose so adorably that you simply much capture every single moment? Is your phone so overloaded with baby and dog pics that you don't have space for apps? Pick up the Appreciably Average Digital Camera and free yourself to take as many pictures of your baby riding your dog like a cowboy as you could possibly want!



Baker's Cousin Display Case
$425
Dozens of delicious morsels to choose from... and when we say dozens we mean it. If you want thirteen, talk to cousin Tony.



Barely Better Digital Camera
$85
Due to its cheap price, this camera is often purchased as a gift for fledgling photographers; however, with picture quality only a smidge better than what a standard smartphone is equipped with, this camera generally ends up as a paperweight. Mostly bought by out of touch family members who are too cheap to go for even middle of the line stuff.



Beauty Through the Eye of the Beholder Decal
$135
What is beauty? Lines? Contours? Shapes? Symmetry? No one really knows. Only one thing is known. This decal looks totally dope.

Buy Mode - Continued



Benny Bones
§170
This helpful little guy will teach even the most novice medical students where all the important bits go. Remember, he doesn't talk, so arguing with him won't help your test scores.



Big Glass Pedestal
§240
What, the name wasn't descriptive enough for you? It's tall, it's wide: it displays your wares with pride!

Unlocks from purchasing the



Bizoleons Cash Register
§50
It's not just a POS, it's an all-in-one owner solution! Open and close your store, hire (and FIRE) employees, set your prices, and view your daily finances. You're a management maven with the Bizoleons Cash Register in your



Bonjour Soleil Arch
§110
Nothing says "Good morning!" like an arched window that lets in the maximum amount of sunlight. Simple, elegant, and wonderfully inviting, this window will change how you see the outside world.



Brightest Night Flood Light
§90
It doesn't matter if it's a bright day or a dim night, let nothing in the dark escape your sight with the Brightest Night Flood Light!

Unlock by reaching level 8 of the



Buns of Envy Decal
§120
It takes a keen eye to notice, but these buns are simply stuffed with envy. Don't let their fluffy outer shell fool you, or it might be too late...



Caged Comfort
§350
This chair looks great and also feels fun to sit on. Not only is it a chair, but you could probably put something underneath it to make sure it doesn't get away from you. Like, a ball or something.



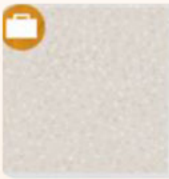
"Can't Find Anything On This" Linoleum Floor
§4
Hold down the Shift key and click to apply flooring to an entire room. While selecting a floor pattern, press Ctrl and F to apply a quarter of a tile.



Carol and Hubert
§430
This lovely police couple will brighten up any detective's office. Keep Carol and Hubert nearby with this stunning frame made of onyx imported from Iran. Need to fake some police parents? Well, here is your solution!



Big Boy Pedestal
§200
Load it up or load it down; the Big Boy Pedestal is the best around!



Big Square Linoleum
§4
Hold down the Shift key and click to apply flooring to an entire room. While selecting a floor pattern, press Ctrl and F to apply a quarter of a tile.



Blazing Hot Neon Sign
§460
Oh my gosh, we're having a FIRE sale!

Hanging this neon sign will help bring more customers to your store.



BluScreen 88D Alert Light
§100
Nationally certified, this heavy duty alert beacon effectively warns of hazardous conditions. Built with Electroshimmer technology, this light cannot prevent human error. Designed for flat surface wall mounting, the 88D watches your delicate work with hopeful optimism.

Unlock by reaching level 8 of the Detective career.

Focusing Décor: 1



Brushed Metal Double Door
§610
Are you searching for a double door that is stylish, sleek, and sophisticated? Then look no further! The Brushed Metal Double Door is THE door to be seen walking through this season!



Box O' Files
§50
It slices, it dices, it will give your Sim super powers! Just kidding it's a box...f holding... files. Made of the finest cardboard from Eastern Europe! So exotic, right?

Unlock by reaching level 7 of the Detective career.

Environment: 1



Contaminant Barrel (MJM-S4)
§275
Built to withstand and withhold some of the most toxic chemicals known to any Sim. For anyone concerned they will greatly appreciate your choice for this barrel and its ability to contain Bio-Chemical Hazardous waste. You can never be too safe when dealing with chemicals so strong in smell that it stings your colleague's nostrils.

Environment: 2

Buy Mode - Continued



Cat Loves Food Inc. Professional Grade Warming Rack
$195
With the precision to maintain baked goods at different temperatures on each rack, this is the go-to warming rack for any serious baker. Oddly, some bakers report hearing what sounds like a wolf screaming, "Yeah! Yeah! Yeah!" emanating from the cabinet on some early mornings. Probably best to just dismiss that as a wild rumor...



Chemistry Lab
$1,000
This Chemistry Lab has all of the bells and whistles. It has everything a scientist could ever need to create the most absurd concoctions.
Unlock by reaching level 4 of the Scientist career.



Child Female Mannequin - Abstract
$350
Dress each type of mannequin in up to 30 unique outfits designed by you to entice shoppers with your fashionable fashions!



Child Female Mannequin - Realistic
$350
Dress each type of mannequin in up to 30 unique outfits designed by you to entice shoppers with your fashionable fashions!



Child Male Mannequin - Abstract
$350
Dress each type of mannequin in up to 30 unique outfits designed by you to entice shoppers with your fashionable fashions!



Chotchkies Simoleon Retail Store
$175
Nothing says "I'm selling some trash I found around the neighborhood" like this Chotchkies Simoleon Store sign. The bright colors will grab their attention; it's up to your winning personality to close the sale though!



Chrome Wall Panel
$170
Industrial offices, hospitals, and elevators (oddly enough) share a common item. Extremely professional looking chrome wall panels.

Environment: 1



Classic Cakes Decal
$120
From Hoboken to LA, there isn't a better bakery around. Our celebrity bakers can compete with anyone. Come in and taste our creative cakes.



Cautionary Tale Door
$505
Pay no attention to the warning signs on this door, they're just for show! ...That is unless you placed something dangerous on the other side... you didn't, did you?
Unlock by reaching level 6 of the Scientist career.



Chemical Analyzer
$1,000
This chemical analyzer combines the most up-to-date software and state of the art technology. Allow your Sims to get the most accurate readings on all of their experiments and be the envy of all scientists in town, plus it also has LASERS! Who doesn't like lasers?!



Chintzy Checkerboard Retail Sign
$175
This elegant shop signage is meant to exude class, but we know the truth...

Placing this sign will help bring more customers to your store.



Chair By: Chair Decal
$150
Not to be confused with the gorgeous Chair By: Chair(the Chairs are reversed), this is not an implement for sitting. This is a decal. To be hung on a wall. Don't try to sit on it.

Hanging this decal on a store's wall will help bring more customers to your store.



Child Male Mannequin - Realistic
$350
Dress each type of mannequin in up to 30 unique outfits designed by you to entice shoppers with your fashionable fashions!



Chroma Door
$180
A first glance it seems impenetrable and unapproachable, but with this sturdy door, you can portray an air of toughness and mystery with its tough looking exterior, chrome plates and a tiny little window for giving a peek of what is inside.



Cold Steel
$485
Forged in the eternal fires of the Llamahorn, the steel used in this toilet is of unrivaled purity. So much so that it retains absolutely no heat. With this toilet, you'll never experience the joy (or terror) of knowing it was recently used by someone else.

Unlock by reaching level 3 of the Detective career.

Bladder: 10
Comfort: 1

Buy Mode - Continued



Defeat the Darkness Surgical Light
§415

Push back the darkness and claim any spot as your own! No longer shall the dark dictate when and where surgeries can be performed. Now your Sims can perform medical procedures no matter the time of day!

Unlock by reaching level 4 of the Doctor career.



Upstanding: A Column of Concern
§385

"Upstanding," cried the floor to the column. "Be you upright and sturdy?" Upstanding looked down upon the lowly floor tiles with footprints aplenty, as all columns do. " Nay!" it said. But, was its josh in jest? Or truth?



Come and Take A Load Off Decal
§105

Unique decal promoting comfortable furniture. A wood and three cushion couch appears as the centerpiece. Ideal for furniture stores.



Crystalline Bottom Holster
§100

Only the finest crystal is used to cradle any true Chief's fanny. Our luxurious Crystalline Bottom Holster is no exception.



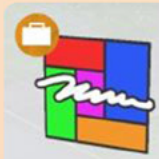
Dalmatian Co. Wall Mounted Fire Extinguisher and Case
§165

Worried about your home or business succumbing to poor cooking practices? Bad experiments? Or the neglect of others? Well worry no more! Simply break the glass, reach through and you have everything you need to become hero of the day! Always remember: Safety first!



Dancing Red Maple Tree
§750

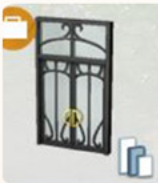
This large variety of the Dancing Red Maple Tree specimen will definitely win you over! Its whimsical trunk design makes it seem as if it is twirling, very cute! If you pay attention you can actually see it dance ever so slightly. It will give your Lot an accent out of this world.



De Stijl Decal
§130

Named after the art movement founded in 1917, this piece pays tribute to those artists who started it. Abstraction, form and color are the simplified visuals used to convey the interior designer that placed this decal has "The Style."

Hanging this decal on a store's wall will help bring more customers to your store.



Classy Glass Doors
§430

Add some class by adding some glass. These double doors are guaranteed for life to add curb appeal to your place of business or residence. Plus, when they come banging on your doors, you will be able to see who's knocking.



Clinical Panels
§13

Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Column's Column
§475

Sturdy, upright, 100% column. Nobody is going to tell this column it's not a column. No, this is a Column's Column!



Come Buy Now Shop Here Sign
§145

This lovely hanging sign will attract all sorts of Sims eager to dish out their hard earned Simoleons on your artfully crafted, not-so-unique, probably wholesale-bought goods.

Placing this sign will help bring more customers to your store.



Cup-a-cake Retail Sign
§175

Cup-a-cakes! The new foodie craze sweeping the land... they're like cupcakes but for hipsters.

Placing this sign will help bring more customers to your store.



Crystal Clear Digital Camera
§2,015

Made for the true perfectionist, the Crystal Clear Digital Camera is the most accurate photo taking device on the market today. Capturing over a gajillion pixels per photo, viewers will be able to see every tiny detail of every photo taken. Just don't expect to take many photos. That kind of quality comes with a price, and the price is that this



Corporate Fridge Raider Revenue Generating Cooler
§1,575

What You See is What You Buy! After initial attempts to sell customers perishable food products sight unseen, the innovators and Smith and Hootson replaced their hallmark, lifeless steel doors with transparent glass. Now, customers can SEE their food before paying, a novel concept that led to a 4% increase in sales. At Smith and Hootson, we're transparent when it greases our pockets.

Food Quality:
+Cooking Skill

Buy Mode - Continued



Doctor of Medicine Diploma
$240

For the success at meeting the standards of this university and by the authority of the trustees, the degree of Doctor of Medicine has been granted.

Unlock by reaching level 6 of the Doctor career.

Environment: 1



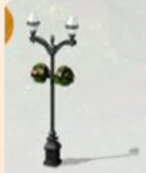
Don't Fall Fence
$80

This railing should keep you from falling over the edge into a vat of questionable liquid and turning into a supervillain. Unless of course, you're into that – in which case we included some large spacing between the bars.



Dream Apparel Decal
$120

A provocative decal promoting the latest clothing from Dream Apparel. This decal is a must have for any modern clothing store.



Dual-lit Ole Fashioned Lamp Post With Planter
$395

Beautifully crafted and eloquently designed, this lamp post features the finest steel and durability. As a bonus, its flowers are freshly picked and clipped from the local farmer's market.



"Ever So Versatile!" Chill Box 9200
$290

To ensure the ultimate care for all your precious lab materials, look no further than the Chill Box 9200. Enclosed with reinforced titanium cooling panels to maintain the coolest environment for any type of lab specimen needing to maintain a balanced sub-zero temperature. With attached rollers for easy transportation for any circumstance you might find yourself in.



Fence for Window Shopping
$66

With clear walls but sturdy construction. This fence will entice shoppers to come in your store and buy all the things inside. You can also use in your lot to provide your home with a flair or modernity worthy of Simchectural Digest.



Executive Coffee Table
$115

Want to impress someone? All you need to do is have a really classy surface for your heated beverages. Trust us, glass and wood are the ultimate combination for this.



Display Shelves of the Resolute Fist
$205

Brown... brown... and more BROWN! It's like these shelves came straight out of a video game!



Doctor Calgori's Column
$525

Generations of mad scientists have trusted the stability of their underground lairs to this steadfast column.



Door de la Sass
$495

Sally up my young Provencal Poutin and outstretch your hand to this sturdy door It seeks an opening, or closing, but you must act upon it. Our doors are stylish, firm, and triply forthwith, but without



Doctor Xavier Ray's Display
$370

Dr. X. Ray had the brilliant idea of back-lighting these photos so people could finally see them. He didn't anticipate people actually finding a use for the images.

Unlock by reaching level 2 of the Doctor career.

Environment: 2



Dual Tinted Window
$225

Window you see me, window you don't! This dual tinted panel is ideal for any establishment needing privacy along with strong design appeal.



File Cabinet Extraordinaire
$290

An all-purpose file cabinet for all of your filing needs! Its flat top makes it perfect for displaying your favorite plant or sculpture... and keeping your secrets.

Unlock by reaching level 9 of the Detective career.

Environment: 2



Filing Alone Cabinet
$270

Who files things anymore? Oh wait, you do.

Unlock by reaching level 9 of the Detective career.

Environment: 2



Five-O Hallway Table
$125

A harmonious blending of cheap sheet metal and laminated press-board, a goo hallway table is a must-have for any proper office. Plus it makes a lovely "BWONG!" noise every time someone bumps into it.

Unlock by reaching level 9 of the Detective career.

Buy Mode - Continued



Fobbs 500 Placard
§230
You've dominated the marketplace. Crushed the competition. Fobbs recognizes you as one of the top 500 businesses in the world. Don't just live it, show it - hang this celebratory placard on your store's wall.

Unlocks from purchasing the Placard: Fobbs 500 Retail Perk



Fresh Baguette Retail Sign
§185
Baguettes! Get 'yer fresh baguettes here! Bag not included.

Placing this sign will help bring more customers to your store.



Front Desk Extension Mechanism
§305
This is totally not a counter. It is a sophisticated desk extension apparatus. It may be relatively cube-shaped like a counter, seamlessly connects to form larger sections...but definitely not a counter! It does sort of look like one



Gets the Job Done Commercial Metal Sink
§275
Dispense water. Dispense soap. Dispense water. Drain soap and water. The End.

Hygiene: 4



Geo Des-i-kal
§970
[Scene begins, narrative voice over] "Desk. Ksed. Desk" [A female Sim walks backwards through a scene of Sims fishing] "Metal" [a ball rolls past a child Sim crying] "Geometric harmony" [A Sim strums an out of tune guitar while watching the romance channel]. "Geo Des-i-kal, the new Desk for the sophisticated Sim."

Environment: 5



Grandma's Goodies Decal
§110
Fresh out of grandma's oven comes the best baked goods you ever tasted. The decal highlights one grandma's famous cupcakes. Wow, they're good!

Hanging this decal on a store's wall will help bring more customers to your store.



Handsome Transom
§305
Curious as to what your crisply dressed neighbor who comes from old money looks like as a door instead of a Sim? Then feast your eyes on the Handsome Transom! Guaranteed to keep the cold out, the important things inside.



Flying Saucer Table Lamp
§165
Dream of outer space with this adorable lamp. Fun for kids and stylishly geek chic for adults!

Unlock by reaching level 3 of the



For Your Protection Chain Link Fence
§89
This formidable fence puts its best foot forward to maintain maxmium security; however, what many Sims don't realize until it's too late, is that this fence isn't designed to keep others out. It's meant



Frigidare Refrigerated Display
§375
How long do you think this display's contents have been sitting out there for sale? One day? Two? Go on... try a bite... I "Frigidare" you.



Freshmitz Foam Hand Sanitizer Dispenser
§150
Often time Co-workers will spread more than just office banter. This convenient wall mounted sanitization station should help to limit the spread of disgusting, DISGUSTING, germs.

Environment: 1



Glass with Class
§145
The elegance of this table is unrivaled, and its glass top screams that you've got class. Or maybe it's glass? I can't tell with all the screaming.



Get with the Gloss Metal Shelf
§140
Used primarily as prison cell décor, this pretty little piece also works well in a variety of household rooms. Throw it in the kitchen to get some modern flair, or stick it's durable self in the basement to hold up all that junk you never look at anyway. The possibilities are endless!



Fortissimo High-Impact Sale Sign
§80
Sell more stuff with this best-in-class signage system. With sophisticated flimsy construction designed to animate on contact, you'll never miss a chance to turn clumsy browsers into buyers. Don't miss this opportunity to shout out savings without saying a word. Buy Today!

Placing this sign will help bring more customers to your store.

Environment: 2

Buy Mode - Continued



Have You Seen These Lawbreakers?
$570

Hang this lovely poster holder up in any post office or police station. It helps catch those pesky fugitives that have been eluding the police. It comes in a variety of colors and hangs at any height!

Unlock by reaching level 6 of the Detective career.



Heavy with Hardware Retail Counter
$760

Designed to withstand the force of even the angriest customer slamming their fist, this counter is made to last. Use it as a first line of defense when the inevitable zombie apocalypse occurs.



Homely Retail Counter
$680

The fake drawers on the front of this retail counter stir a subconscious desire in the shoppers' minds to fill them with goods, as well as putting them at ease in a homely setting. That's retail science!



Incredible Medical Instruments
$135

It is doubtful that you will ever need to use these, but you better leave them lying around just in case.



Hygienic Decontamination Pod
$2,800

This will clean you places you didn't know you had. Utilizing technology developed by the government, enter with caution.

Unlock by reaching level 7 of the Scientist career.

Hygiene: 9
Stress Relief: 5



In a Flash Photo Studio
$800

Perfect for the budding photography enthusiast! Earn Simoleons and redefine art with the In a Flash Photo Studio. Whether you're taking pictures of friends and family in your home or opening a Photo Gallery, this all-in-one Studio setup has everything you need to get started.



In-Store Miniature Sale Billboard
$110

Sometimes a customer is too shy or preoccupied to ask about your goods. With this sign convey your store's wares to even the most introverted of patrons!

Placing this sign will help bring more customers to your store.

Environment: 1



Hard Time Mirror
$55

Take a long hard look and reflect on your life. It's never too late to change...the placement of this mirror!

Unlock by reaching level 3 of the Detective career.



Hasty Retreat Exit Sign
$230

When you just need to get away, look for these helpful exit signs to point you towards a quick escape.

Environment: 1



Homely Retail Counter - Used
$75

The fake drawers on the front of this retail counter stir a subconscious desire in the shoppers' minds to fill them with goods, as well as putting them at ease in a homely setting. That's retail science!



Hermetically Sealed Imitation Wood Panels
$260

These 100% synthetic panels are artfully finished to give the appearance of real wood to help patients feel more relaxed... before we administer various questionable injections, feed them terrible food, then charge exorbitantly for it.



Holey Door of Holding
$520

It's brilliant! A see-through door! Not glass or anything like that, but an open air space intersected by bar-like metal columns. Have you ever seen anything like it?



I'm-a-Gettin'-Outta Here
$190

Escape or Exploration? The "I'm-a-Gettin'-Outta Here" poster plays to both the hardcore end of the world enthusiast, or to the wide-eyed "future is so bright" visionary in any family! Pick up one for every member of your family, today!

Environment: 2



Industrial Inventory Shelf Unit
$160

Simply designed yet sturdy enough to hold the largest products, this pedestal comes with reinforced backing and includes multiple shelf hooks to accustom any height. There's no two ways around it, it does what it's supposed to do... it holds stuff.



Industrial Ceiling Lamp
$150

This large lamp provides lots of light and is perfect for the cavernous interiors of warehouses, basements, and windowless lairs.

Buy Mode - Continued



Industrial Reinforcement Beams
§510
Nothing contributes to structural integrity like a good old riveted iron beam. Will survive small nuclear explosions, chemical accidents, and various levels of biological experimentation. Cause apparently regular walls aren't strong enough for you.

Environment: 2



Industrial Strength Railing System
§85
The perfect accompaniment for the Industrial Strength Stair System. Made by master welders, these railings will never fail.



Inversely Square Linoleum
§4
Hold down the Shift key and click to apply flooring to an entire room. While selecting a floor pattern, press Ctrl and F to apply a quarter of a tile.



Jaded Cell Depository
§415
Made from Jade? Of course not! That would be incredibly expensive! No, this is a beautiful cell door to bring enjoyment to even the most jaded Sims!

Unlock by reaching level 3 of the



Journey to the Stars
§225
Have you ever dreamed of walking on the moon? How about flying a saucer to a far off star? You can do these things – and more! If you can dream it, you can achieve it!

Unlock by reaching level 2 of the Scientist career.

Environment: 2



Knick Knack Art Shack Retail Sign
§205
Are you selling art, or is this exquisitely crafted sign art in and of itself? ...deep thoughts...

Placing this sign will help bring more customers to your store.



Koffi's Coffee Neon Sign
§375
Let passersby know - this store is proud to serve Koffi's Coffee brand coffee!

Hanging this neon sign will help bring more customers to your store.



Industrial Metal Grate
§60
Designed for the busiest of workspaces and durable enough to withstand two tons of pressure per square inch, this floor covering is ideal if you're looking to quickly move a herd of elephants.



Industrial Strength Railing System
§121
These highly durable stairs have been used throughout the world. Renown for their quality and versatility, they showcase high tinsel strength frame and grating.



Interrogation Illumination
§105
Do you have questions that need answers? Frighten your foes and intimidate evil doers with the harsh light provided by this classic lamp!



Jailbird's Lament
§65
Seeing the sun come through those metal bars for the rest of your time in the Big House is a very depressing thing. If you really want that vibe in your home, then, here you go.

Unlock by reaching level 4 of the Detective career.



JF&S Retail Sign
§195
Here at Jorts Fedoras & Sneakers Clothiers we supply everything a ladies' man needs for a night out on the town. Let our timeless fashions entice customers into your store!



Keep Me Clean Metal Table
§220
Sterile, shiny, sleek, and smooth...too bad it's hard to clean the fingerprints off.



Lamp of Health from Life Panel Suppliers
§130
Simple yet sophisticated. Have your patients, or why not yourself, heal and rest in a perfectly lit environment with the Lamp of Health from Life Panel Suppliers.



Layers of Leaves
§115
The best plants are those that make you look at every angle of their leaves. Yes, their leaves. Fall in love with this lovely plant in all its facets and decorate your home with some intrigue.

Buy Mode - Continued



Libraer: The IV Best Bookcase
$1,675
In the time of glorious Emperors, few of whom could read, there was one that had a spine...of a book! Libraer championed books throughout the Empire, though was a poor architect, which is why we celebrate with this IV best shelving apparatus.

Fun: 5



Little Man Pedestal
$220
Have a small item about, oh, say... yay high? Then you've found the ideal pedestal to place it on!



Look at all This Stuff! Window
$250
It's big, it's clear, it gets the point across. Get in here and buy something already, won't you?



Lost Pedestal
$210
Shhh... it's really a coffee table that "fell off the truck" on the way to the furniture store. In the right hands though... your hands... it's an outstanding pedestal!



Look at Me I'm Important Folders
$55
Just one pile of these on your Sim's desk and everyone will surely know how vital your Sim is. Just be careful not to have too many laying around, or it will be obvious that you're trying too hard. Cool Sims don't try hard.

Unlock by reaching level 7 of the Detective career.

Environment: 1



Loung-E Boy Sofa
$485
Turn up the style in your living room with this fashionable piece of furniture. Whether you're resting comfortably in repose, or trying to maximize how much room your arms have while leaving your companion to sit with cringe-worthy back support, you'll always look great doing it.



Medium Industrial Reinforcement Beams
$470
Survive small nuclear explosions, chemical accidents, and various levels of biological experimentation while not sacrificing architectural integrity. Build the lab, or the house, of your dreams with these medium sized beams that withstand any breakthrough.



Le Magnifique Window
$265
The artistry of Champs Les Sims comes to life in this one of a kind wrought iron window. Available for bulk purchase.



Lice Cold Retail Freezer
$210
Don't let the manufacturer hear you call it the Lice Cold Freezer, but it's certainly what customers are muttering under their breath... Lie + Ice = Lice! It's practically room temperature!

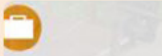
Shoppers can purchase perishable food



Live Chair Furniture Co. Retail Sign
$185
Our furniture speaks to your inner soul... it'll surely enchant your customers as well.



Lil' Business Chalk Sign
$170
If gargantuan glowing arches are simply too pricy or don't fit your needs, perhaps this is more your liking? Let every customer know your business' goings-on with an interface so simple and playful that you would have them guessing what it will say next time they walk by.



Luminous Sign
$205
Looking for a bright way to draw attention to your store? This store sign will attract more eager patrons that you could ever imagine or want. Actual results may vary.



Magical Stone Mystery Decal
$120
Is there something inside the stone? Does the stone point to a bigger mystery? Why is the stone round? Is the Earth round? Is this real life?

Hanging this decal on a store's wall will help bring more customers to your store.



Luxuriant Breeze Double Doors
$465
Forever say adieu to lowly window shopping and set the tone for your high-end sanctuary. This elegant portal fixture will keep the big money in and the cheapskates out. The self-cleaning, oil-rubbed, hand-forged brass doorknobs and Ruboix high-sheen artisanal glass windows will evoke in your customers a need, nay, a responsibility to spend way too much.

Buy Mode - Continued



Most Modern Cell Towel Rack
§195
At this point you're probably wondering how many variations of shelving does an inmate need? Well wonder no further for the interior decorator couldn't keep herself contained when she saw how rundown the prison catalog had become. In fact she went on record saying. "This space could use a little cheering up..."
Unlock by reaching level 3 of the Detective career.



Modern Tint Double Door
§445
Polished glass and premium metals are brought together in a union just shy of perfection....the Modern Tint Double Door, it's almost perfect.



Mr. Cup-a-Cake Neon Sign
§535
Stout and sweet, he's a tasty treat... MISTER CUP-A-CAKE!

Hanging this neon sign will help bring more customers to your store.



Mucho Modern Corner Display Shelves
§270
When you're on the cutting edge of retail, it's important to know exactly where you stand. So ask yourself... Self, just how modern are my store displays? Answer: Mucho Modern.



Nature's Hyjinks Boxwood Shrub
§790
Perfect for surprises, this lush green bush can conceal up to two people for hours of childish fun. Add a touch of greenery to your daily pranks. The pizza man and tourists alike will never suspect a thing.

Environment: 4



Neon Sign of the Borgia
§490
Two words: one word: Borgia. One more word: Decadence.

Hanging this neon sign will help bring more customers to your store.



Never Too Many Circles Rug
§30
You can never have too many circles, and with this rug, you can now prove it! If at any point you feel your life is lacking circles just buy another and connect them for MORE CIRCLES!



Mighty Plaque of Honor
§350
A plaque that will surely establish honor and prestige for those whose names are bestowed upon it.

Unlock by reaching level 8 of the Detective career.



Modern Metallic Illuminated Display Case
§280
Display your valuables without having to worry about anybody taking advantage of your need to display things.

Environment: 2



Morse's Window Shades
§80
These utilitarian window blinds allow you to control the horizontal; the vertical, not so much. You can use them on sunny days and at night to keep stranger's looks away.



My First Simoleon
§230
Every business starts somewhere. Hang your first Simoleon on a wall for everyone to see where it all began.

Unlocks from purchasing the Placard: My First Simoleon Retail Perk

Environment: 1



Mucho Modern Display Shelves
§215
When you're on the cutting edge of retail, it's important to know exactly where you stand. So ask yourself... Self, just how modern are my store displays? Answer: Mucho Modern.



Multi-Functional Laboratory Table
§165
To call this just another end table doesn't do this little puppy justice. Designed with the mindset to gather and collect data. This table can act as an organizer for all your active lab notes and journals; possibly leading you to discover and unravel another fascinating find in the world of Science.



Nice Try Security Camera
§980
No no. No no no no no. Don't even think about it.

Unlock by reaching level 6 of the Detective career.



No Coasters Needed Coffee Table
§70
Sleek, smooth, and shiny. These are the words that describe this coffee table best. It can be used to place magazines, beverages, lamps, and décor.

Buy Mode - Continued



Not So Blind Eye Chart
§230
Lightweight, durable eye chart that can help determine a Sim's vision. Designed for a 10 meter reading distance when eating carrots.

Unlock by reaching level 2 of the Doctor career.

Environment: 1



Omibul's Omnibus Bookshelf Display
§295
Sims will be overjoyed to delve into this archive of grimoires and tomes.



Out of this World Mailbox
§0
Receive your mail as if it were a space adventure experience. Say adieu to the boring walk to the mailbox and make your Sims excited to retrieve their bills and junk mail from this marvelously futuristic box. Who knows, maybe one



Pedestal of the Resolute Fist
§190
Don't let the tiles fool you! This pedestal has tile but it doesn't tile. Get it? Got it? Good!



Plain Makes Gain Display Shelves
§195
Exude confidence. Sell only the best. It's times like these that you don't want your shelves to make a statement for you - your wares will do all the talking that's needed. For those times, you want the Plain Makes Gain Display.



Plastic Disposer of Trash
§60
A plastic container that will gracefully dispose of just about any trash you deposit into it. The best part is that once it is emptied out, it can do it all over again.



Pretentious Polos Retail Sign
§165
We're not really pretentious - it's intentionally ironic. We do sell polos here though!

Placing this sign will help bring more customers to your store.



No Holds Barred Window
§155
If you want a window that doesn't hold, and has no bars, this is the one for you! If you want something to keep the bad guys in, best look elsewhere.

Unlock by reaching level 4 of the



Nu Metal Pedestal
§170
By the time the naming error was noticed in the factory it was simply too late... Rest assured, this *NO* Metal Pedestal contains absolutely positively no metal.



One-Way Mirror Window
§365
A large one-way mirror excellent for police interrogation rooms and video game research groups.



Out of This World Desktop
§15,100
Be careful what you do on this computer. You never know who is watching you!

Unlock by reaching level 10 of the Scientist career.

Fun: 10
Reliability: 8
+Video Gaming Skill



Photonic Conserver
§280
Not to be confused with the momentum conserver, this simple-in-construction yet smart-looking lamp will illuminate all four corners of any room you put it in. Results vary in rooms with more than four corners.



Pile of Crates
§75
Various crates of different shapes and sizes. What is inside them? Could it be something amazing or nothing at all? The world may never know.

Environment: 1



Pole of Magnificence
§730
A good flag deserves presence, nay, demands it. Not any pole will do. For a good flag, you need a super pole. For the one time low price of whatever your local retailer thinks is fair and reasonable, the Super Pole will join your home, office, garden, or front yard, to glorify any flags that adorn it's poley façade.

Unlock by reaching level 6 of the Detective career.

Environment: 3

Buy Mode - Continued



Power Crystals Decal
§120
These power crystals give The Squad! their special abilities. Complete the decal set with this cool element for the The Squad! universe.

Hanging this decal on a store's wall will help bring more customers to your store.

Environment: 1



Privacy Glass
§160
Some Sims just can't contain themselves. Privacy Glass helps protect us from them, as much as them from us.

Unlock by reaching level 4 of the



Rack for all Rags
§320
Like the facades of the great movie back lots of the past, the Rack for all Rags display impresses the passerby with its false front to draw the foolish in for a closer view, ready for you to pounce upon them with sales pitch in hand!



Reflective Caution Zone Warning Sign
§165
Even if they are ignorant to the pursuits that you endeavor to achieve, the simplest of buffoons can tell that "This Area Is Dangerous! You Get Hurt Here!"



Restless Thankless Medical Stool
§255
Day in and day out this loyal stool scoots doctor's behinds around so that they can better treat their patients. Does anyone ever say thank you? No they do not, no one does...

Unlock by reaching level 5 of the Doctor career.

Comfort: 2



S1M5-4 Test Tube Pedestal
§665
This pedestal really ties the lab together and is the best choice in décor for the discerning scientist, mad or otherwise. If you see something inside just...don't tap the glass.

Unlock by reaching level 5 of the Scientist career.



Saline Drip-To-Go
§240
Now your saline drip can go wherever you go! An upgrade from the last model, this one comes with 3 awesome wheels.

Environment: 1



Prison Yard Gate
§235
Designed for ultimate security and containment, its reinforced hinges along with high barring barb wire ensure absolute precaution. There is only one way through and that's with a set of keys...unless of course... scratch that -



Pristine Bookstore Sign
§305
Never before has the sign of a bookstore been more clean, clear, and precise. Anyone who walks by will know exactly where to go for all their literature needs.



Proceed with Caution Table Light
§120
Made from off-the-shelf parts, this sturdy industrial-looking lamp gives the impression that you can't knock it over, or not without some significant effort.



Rectangle with Shelves Bookshelf
§760
Antique? Sophisticated? Modern? Not for you! You just want a place to store stuff, no nonsense, no floral mumbo jumbo, no flair, glitz, or glam. The Rectangle with Shelves Bookshelf is perfect for those who don't have time for complicated furniture to have a work appropriate environment.

Unlock by reaching level 9 of the



Regulation Police Drawer
§250
No need to be a dirty Harry when you have these classic police drawers to help organize crime...and paper work.

Unlock by reaching level 7 of the



Retro, P.I. Lamp
§110
This retro lamp sure makes you feel like you're working in an old police drama. Imagine fighting crime or that you are in a murder mystery and set the tone with this simple lighting solution.

Unlock by reaching level 8 of the Detective career.



Science Map
§115
This map was made for scientists by scientists! Which is why you and I have no idea how to decode it... unless you are a scientist...maybe.

Environment: 4



Scintillating Sconce
§105
A combination of smooth and hard lines make this sconce something special. Discover it for yourself!

Buy Mode - Continued



Seat of Health
§150

The contoured back and wheels say "I'm an intelligent shepherd of welfare, but I also require the ability to zip around while staying seated."

Unlock by reaching level 7 of the Doctor career.

Comfort: 3



Shop or Die Fashion Decal
§120

A decal highlighting an alternative style for fashion forward Sims. Tailored for young females, Shop or Die clothing is on the top of any shopping list.

Hanging this decal on a store's wall will



Sims In Uniform Calendar
§20

Count away the days while gazing at some of the most fine and upstanding Citizens.

Unlock by reaching level 8 of the Detective career.



Single Push Retail Door
§335

Conveniently built for heavy activity, these doors are designed to take large quantities of walk-thru traffic. Ideal for any Office/Retail business and available in a wide assortment of color variations. Simply put, it gets the job done!



SentrySec Metal File Cabinet
§320

Featuring full metal construction, this reliable cabinet has been keeping files secure for decades. Too functional- and heavy- to toss out, this second-hand file sentry will keep scoundrels, spies, and nosy neighbors at bay for years to come.

Unlock by reaching level 9 of the Detective career.



Skelly Sim
§1,195

Skelly's a bit of an upgrade from her son Benny Bones. Whether she's helping you study for an exam, pointing bones out to patients, or making your laboratory that much creepier, Skelly's got your back.

Unlock by reaching level 9 of the



Slots-a-Lot File-o-Facts
§85

"Johnson, I need that file on my desk yesterday!" "Why here it is sir, neatly filed away exactly where I'd expect it, in my handy dandy Slots-a-Lot." It slots. A lot.

Unlock by reaching level 8 of the Detective career.

Environment: 1



Seat of Justice
§130

The hard lines and soft cushion say, "I'm a stern knight of the law, but I also require back support."

Unlock by reaching level 9 of the Detective career.



Shantilly Framed Windows
§145

From unrivaled woodworking craftsman, set your eyes on an elegant two paned window framed in the world's finest wood.



Sims Are Watching Windows
§295

Now with more viewing area. View Sims from either side of this window, watching everything they do... everything.



See What's Inside Sidewalk Chalkboard
§75

Showcase your wares to passerbys with this cute and trendy chalkboard. No Sim can resist checking out a store that reminds them of countless hours spent in the classroom as a kid!

Placing this sign will help bring more customers to your store.



Single Serving Justice Dispenser
§250

THIS is the product to have for solving our your lockup needs. Installs anywhere in mere seconds. That pesky nuisance will NEVER get out of here. Guaranteed!

Unlock by reaching level 3 of the



Sitting High Decal
§110

A precious little decal featuring a barstool. Great for furniture stores and soda shops. Available in multiple colors.

Hanging this decal on a store's wall will help bring more customers to your store.



Small Dancing Red Maple Tree
§550

Add grace and beauty to your Lot with this lovely variety of Red Maple. Its deep red leaves and whimsical trunk design will bring life to any Lot. If you pay attention you can actually see it dance ever so slightly.

Buy Mode - Continued



Star on The Wall Plaque
§390
Show your dedication to the local police force by proudly displaying this Star on The Wall Plaque in your home or workplace. Alternatively, try to convince everyone who sees this plaque that you were a big star in some foreign country and given this plaque to commemorate your success.

Unlock by reaching level 8 of the



Stainless Steel Clock
§180
It's always on time, even when time is running 3x fast. Perfect for the Sim who doesn't understand numbers, but can count notches. As long as they can count 12 notches, they should be able to read the time on this clock.



Stainless Steel Fab Slab
§240
With a sleek, smooth finish and flatness that has never been seen before, this slab is a scientist's dream for any kind of experimentation.



Stinkman's Wall Bench
§195
Industrial grade bench. Feel free to take a seat but it won't be comfortable.

Unlock by reaching level 3 of the Detective career.



Straight Bizoleons Neon Sign
§750
With a store this successful, you don't write paychecks. So just how do you pay your employees...? "Straight bizoleons, honey."

Hanging this neon sign will help bring more customers to your store.

Unlocks from purchasing the Stunning Sign Retail Perk

Studded Baseplate
§8
Hold down the Shift key and click to apply flooring to an entire room. While selecting a floor pattern, press Ctrl and F to apply a quarter of a tile.



Sum Of A Gum Retail Counter
§840
Yeehaw! You don't have to sell gum from this counter, but wouldn't it be howdy doo-delicious? No matter the sale, tally it up right with the Sum Of A Gum Counter!

Focusing Décor: 5



So Many Polys Light
§160
Once you hang this one on the walls, it'll make you feel like a famous performer, rock band idol or your own private star.



SpaceKeeper Mountable TV
§1,920
For times in which space is an issue or you just want to decorate the walls with televisions. The SpaceKeeper fits your needs with a sleek design and easy to mount frame.

Fun: 6



Soul Soothing Sconce
§170
Tired of the boxy look? Go continental where they are all the rage and affix one of these charming and stylish lamps to your outdoor wall. The warm soft glow this lamp emits will sooth your soul...in a non-boxy way of course.



Steel-toed Double Door
§405
They took your lab coat away! And they were wrong. They took your beakers away! And they were wrong. They took your identification badge away! And they were wrong. And the last time you saw the Steel-toed Double Doors was as you were being tossed through them. Not anymore, the Steel-toed Double Doors are back, with a vengeance! And they



Still Getting Settled Moving Box
§35
Make sure everyone knows that you've recently made a big move by leaving a few of these laying around. No one wants to stress someone out who is still in the process of a move.



Striped Fun Fun Awning
§270
Get ready to adorn the walls of your very own brick and mortar with this fun and whimsical awning! With its multiple color options you can make your walls look like a candy cane or maybe a zebra!



Surface Noir
§405
Papers shuffled on the surface and an old chair creaking up to it. Monday through Friday the Captain came in and threw another case in front of it. On it... It was the Surface Noir – a desk for cop and detective sorts.

Unlock by reaching level 9 of the Detective career.

Environment: 3

Buy Mode - Continued



Suros Pecuniary Cash Register
§330
Suros engineers designed the Pecuniary Cash Register using recovered Golden Age schematics. Forced out of production by a crippling shortage of Simoleons, the few remaining models are cherished by those shopkeepers fortunate enough to trade perk points on the black market to procure one.
Unlocks from purchasing the Register of Tomorrow Retail Perk



The Artisan
§185
Cha-chick. Just like that, the light is on. Pull the string and the sound of the bulb heating, the energy streaming in. It fills the soul as light fills the desk or surface. Cha-chick. Feel it. Hear it. Enjoy the warmth. The Artisan will light whatever you need from a local and



The Attainder
§110
Whenever there is a tough nut to crack, the station brings in The Attainder. With a higher arrest rate than even the most distinguished detective on the force, this is one chair you don't want to mess with.



The Bibliophile's Bookcase
§865
True bibliophiles will swoon over the sturdy construction and sleek design of this bookcase. Stack them side by side to create aisles of beloved best sellers.



The Chillbox 2100
§2,860
Your Simoleons will be well spent with this universal energy efficient fridge. Designed solely for keeping lab chemicals and pharmaceuticals at their cool respected temperature. Just don't lock your lab fish in here unless you plan on making fish sticks.

Food Quality: 8
Reliability: 9



The "Don't even try"
§520
We heard your feedback and we delivered! Super reinforced bars, semi-artistic tile pattern, this model is definitely for you if you want to make sure your prisoner stays put for life!
Unlock by reaching level 3 of the Detective career.



The Eye in the Sky
§105
Other Sims look down on you, and you feel bad. The Eye in the Sky looks down on you, but it will never judge you.



Swaying Waves Wall Divider
§1,105
The perfect room accent to help divide your surf from your turf. This chic, ultra-modern wall divider redefines the term "new wave."

Environment: 4



Ta - ble - Table! Retail Sign
§205
Are you selling tables or holding auditions for the electric company? The world may never know.

Placing this sign will help bring more customers to your store.



The A.T.O.M.
§140
What does it mean?? What do those letters stand for?? Why are there pie charts on this poster?? Science leaves us with so many unanswered questions.



The Beamer
§85
CAN YOU SEE NOW? HOW ABOUT NOW? OUR BRIGHTNESS WILL NOT BE CONTAINED. WITH SHEER CHROME FINISH AND INTENSE, ENERGY INEFFICIENT BEAMERY, THE BEAMER WILL LIGHT YOUR BOOK OR COOKING OR WHATEVER OR SO HELP US.



The Chief's Crystal Desk
§300
The only wing-tips shiny enough for this snazzy desk belong to the Chief. Otherwise, keep those grubby loafers on the floor where they belong!
Unlock by reaching level 10 of the



The Diligent Doctor's Desk
§555
It's just a desk. It doesn't do anything special. It isn't going to change the world; however, it's possible that the doctor using it just might.

Unlock by reaching level 8 of the Doctor career.

Environment: 2



The Falutenous Awning
§290
The awning is the ideal architectural landmark that allows sweet storied moments such as: The goodbye, hopefully with a kiss, or the greeting, ideally with a firm handshake. Why settle for grand alohas under anything less than the Falutenous Awning?



THE Front Desk
§1,060
No self-respecting public service venue can function without an official front desk. It's impossible. So get your sticky pad in order, organize your pencil holder, and get that speed dial ready, because this is THE desk for you. No, it's literally the only option. Enjoy!

Buy Mode - Continued



The Impossible
§415

We reinforced the titanium and dolemite bars for this model for even more security! Create a compound on your lot that is impervious to other Sims but also keeps your Sims securely inside without a doubt.

Unlock by reaching level 3 of the Detective career.



The Lonely Man's Shelf
§75

What else can be said while being confined to a small room with four walls and a roof? It's a shelter nonetheless, and with this shelf you can keep and store any items that might keep your sanity for the time being. Just wait till the walls start talking back to you, that's when the magic happens!



The Plainly Perfect Pedestal
§200

Looking for the ideal way to showcase your wares? Then look no further than the Plainly Perfect Pedestal! Designed to be an art piece in itself, don't be discouraged if customers are more interested in purchasing the pedestal



The Regulation Station
§1,500

Big Boss Person needs a slender, dainty, glistening PC for bringing in the dirtiest, grimiest wrongdoers.

Unlock by reaching level 10 of the Detective career.



The SIM Sciences Trashcan 3000
§80

The latest and greatest from SIM Sciences' research and development team. This model brings the future into your home, and helps you throw away the past.

SIM Sciences, building a better future, one square foot at a time.



The Squad Decal
§85

These amazing BFFs fight for justice in the name of super cuteness. This decal is perfect for any young Sim. Ages 6-12

Hanging this decal on a store's wall will help bring more customers to your store.

The Style and Splendor Sign
§265

A classic elegant sign for any discerning store front. It hangs at any height on the walls to make a true statement of exquisiteness.

Placing this sign will help bring more customers to your store.

Environment: 2



The Linemaker
§69

Built from sturdy nylon roping and even sturdier plastic posts, placing this specialized indoor fencing just screams "form a line here." No unruly Sims or out-of-control mobs to be seen here. No, no. You made a line.



The Llamahorn's Majesty
§365

The exquisitely sloped arms of this chair connote the graceful and meandering hill sides of the Llamahorn - the most majestic mountain ever seen through a set of a Sim's eyes.

Comfort: 5



The Paramount Plaque
§570

This ultimate conversation piece will show off to all your colleagues that you have a plaque! Impress your colleagues with the precious metals and stone quartz. It is a must-have for any up and comer!



The Plumbob by Tandy Warhole Decal
§135

Tandy Warhole studied under Tandy Warhol who stole from Andy Warhol who painted just like this. It could be worth billions someday to someone who appreciates art and art like things.

Hanging this decal on a store's wall will help bring more customers to your store.



The Sgt. Thompson
§190

This chair is named in honor of the late Sgt. James Thompson of the Sunset Valley Police Department - the only Sgt. to ever have met his end due to the poor construction of a chair. We promise to have made this chair extra sturdy.



The Solitary Sleeper
§270

Stark, plain, and awfully uncomfortable, it is hard to tell if this mattress is merely firm or stuffed with rocks.

Unlock by reaching level 3 of the Detective career.

Energy: 3



The Swish and Flick
§685

Young artists learn early when practicing their craft that it's all in the wrist. Take a piece of mirrored glass, point at it with the laser cutter and just...swish and flick!

+Charisma Skill



The Troublemaker Couch
§190

A tough uncompromising couch perfect for public use in an office, waiting room or well trafficked area. Allow Sims to sit comfortably but not too comfortably while waiting for information or to be helped.

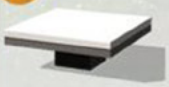
Buy Mode - Continued



The Unyielding Bench
§155

If you need a rigid sturdy surface to sit on, this bench is for you! Note the sleek lines and smooth waterproof surface, perfect for sitting to catch your breath or if you just need a nap. It will resist the drool and give you just the support you need.

Unlock by reaching level 9 of the Detective career.



Tic-Tac-Tiles Pedestal
§190

End to end, back to back, this tileable pedestal makes one heck of a rack!



Tower of Treats Display Shelves
§185

Don't stop, grab your treat and go! This shelving solution from Baker's Cousin gets customers in, out, and on their way.



Tra La La Neon Sign
§445

One plantain, two plantain, three plantain, FOUR! We're OPEN and you can't stop this store!

Hanging this neon sign will help bring more customers to your store.



Trifecta Spotlight Track Lights
§205

Whether you are displaying your collectables, showcasing your art or just brightening up your house, The Trifecta Spotlight Track Lights will show you that good things come in multiples of three. Purchase two more and you will see what we mean!



Up Against the Wall
§75

Nothing says 90s Sitcom Cop Drama story like a wall light with metal bars over it. How do they change the bulb? Nobody knows. But that doesn't really matter does it? No... no, it doesn't.

Unlock by reaching level 8 of the Detective career.



Utter Confusion
§165

Two dashes of paint and a sorcery of color immulsifies your intentions. "Wait," you ask. "Immulsify" isn't a word. "Shhhh" the work of art says, extending a solitary metaphorical finger to your lips. "Enjoy me," it beckons. So you do. Utter Confusion – art that "speaks" to you.



The Watchful Eye
§130

Do you sleep with the lights glaring, mirrors on every wall, and curtains wide? Or are you a lights off, door shut, sound proofed bunker Sim? Whichever way you go, The Watchful Eye table lamp is there for you, before, during, after...forever.



"Totes Modern" Pedestal
§120

Nothing screams modern like some cubes. We included two in this pedestal, which features a two-tone surface because we hear that's modern too.



Towel Dispenser Z13
§165

This is your basic model towel dispenser. No moving parts to break or maintain. Hangs on the wall at any height for all your paper towel needs.



Time Will Tell in B-flat
§610

A shining example of early onset late-century modernismo, this triptych depicts a glorious field of sunflowers seen from the perspective of a newborn llama. The contrast of the bright sea of color above with the tenebrist tendencies below evokes a sense of mysterious optimism that every young camelid must feel as it embarks on the adventure we call life.



Tres Tiered Pedestal
§240

Pretty pedestals make perfect platforms for pushing possessions on prosperous people.



Two Halves, One Whole Decal
§140

The imagery of this art is oft debated among artistic circles; however, the currently accepted description is, "The glorious battle of heaven and hell as depicted by two halves of one vase, fighting over the humans of Earth in the center."



Venue Wall Speaker: Easy Listening
§120

This wall-mounted stereo is intended for use at community venues. The inoffensive music it blares is commonly encountered when one enters an elevator, but swiftly becomes an unending descent into madness that can't be shut off.

Fun: 1
Reliability: 3

Buy Mode - Continued



Waiting and Wishing Hospital Loveseat
§305
Cuddle up with your loved ones as you wait for news (good or bad) in this traditional canvas couch.



Well-Used Linoleum Floor
§4
Hold down the Shift key and click to apply flooring to an entire room. While selecting a floor pattern, press Ctrl and F to apply a quarter of a tile.



Wooden Endtable
§130
A clean and polished wooden table that can be used to store personal items or documents and can also be used to display framed certificates, awards, or pictures.



Wooden Hospital Cabinet
§260
Store your instruments of health in this lovely laminated wood cabinet.



Wide Industrial Reinforcement Beams
§430
Feel free to experiment on your laboratory, or your home, with confidence. These Wide Industrial Reinforcement Beams can stay upright with anything... even if the rest of the Lot doesn't.

Environment: 2



We Didn't Start the Fire Sign
§240
For those unfortunate times when you spontaneously combust, look to this sign for information about fire and how to fight it, even if you didn't light it. Or, you know, just stop, drop, and roll.



We're "Open" Neon Sign
§410
Don't mind the quotation marks; this sign isn't being sarcastic... We really are open!

Hanging this neon sign will help bring more customers to your store.



With Honors Diploma
§570
By completing and surpassing the requirements of this institution, the diploma Cum Laude is awarded.



X-180 Shatterproof Window
§335
The X-180 is almost indestructible. Made from transparent aluminum, the window feels like it came from the future.
Unlock by reaching level 6 of the Scientist career.



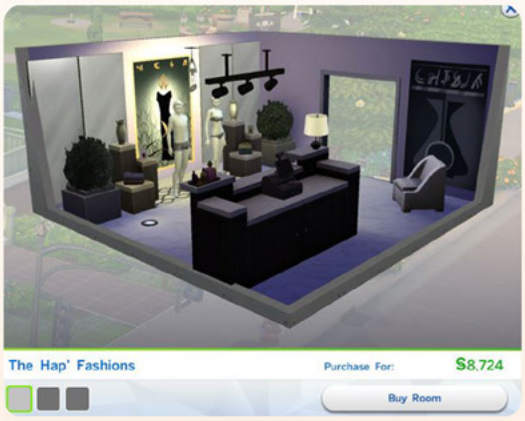
Your Chair, Your Choice
§200
Whether it be a waiting room or a living room, this chair has been elegantly manufactured to function perfectly wherever you choose to place it. We believe that it's your chair, so it's your choice where to place it.

Comfort: 4

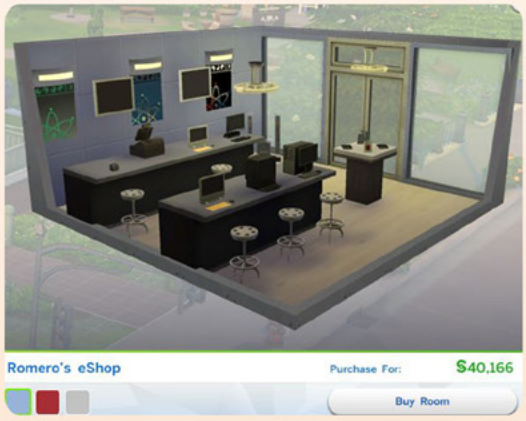
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Buy Mode - Continued

Styled Rooms















Buy Mode - Continued

Interactive Objects

The Sims 4 Get To Work adds a variety of new interactive objects. These objects allow for new interactions that were not previously available in game, and can be purchased in buy mode.

Mannequins

Mannequins are objects designed to allow Sims of all ages to purchase and showcase clothing. Even though Mannequins can be used on both residential and retail lots, they are especially helpful when showcasing clothing in a clothing shop that you designate for purchase.

Mannequins are available for both Children and Adults, are available in many different colors, and come in both Abstract and Realistic styles. Mannequins are gender and age specific, but there are no other differences between the two types of Mannequins. Mannequins include the following interactions:

Create Outfit - This allows you to randomly generate an outfit for the mannequin, or create a custom outfit in Create-a-Sim. Mannequins can wear all the Hats, Clothing, Accessories and Shoes available to Sims, allowing you to have up to 30 different outfits for one mannequin. (5 outfits per category)

Dress Mannequin - This allows you to choose from a list of already pre-placed outfits you have created or randomly generated for that mannequin.

Change Pose - This allows you to change the pose of a mannequin. You can choose from Active, Business, Confident, Flirty (Adult-only), Neutral, and Playful.

Try on Outfit - This allows a Sim to temporarily try on the outfit so you can see what it looks like on the target Sim.

Purchase Outfit - This allows you to purchase the entire outfit displayed on the mannequin. All items including hats, accessories, and shoes will be part of the outfit as well. Pricing varies.



Buy Mode - Continued

Digital Cameras

Digital Cameras are new objects designed specifically for taking photographs. There are three different types of digital cameras available in buy mode, all of them varying in quality and options. Learn more about digital cameras and their uses in the Photography section of this guide. (Page:)



Photo Studio

The Photo Studio is a new photography object. Available interactions are: Take Photo, Take Photo of, Take Photo With and Take Group Photo. The Photo Studio also has a unique backdrop feature that allows you to choose any of 8 different backgrounds. This object contributes to the Photography Skill.



Buy Mode - Continued

Chemical Analyzer

The Chemical Analyzer is an object you will use constantly throughout your time in the active careers. When you're not using it to advance in your career, you can use it at home to complete analyses on DNA, Plants and other Collectibles. This process will provide you with extra collectibles and info on the items you are testing.



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RULE THE WORKPLACE!

THE SIMS 4 GET TO WORK

UNOFFICIAL SIMSVIP GUIDE

You rule the workplace with The Sims™ 4 Get to Work! Actively control your Sims while they're at work and determine whether your Sims are headed towards the big promotion or becoming the workplace menace. Jump to the rescue and save countless lives as a Doctor, torment your neighbors with mischievous inventions as a Scientist, or investigate crime scenes and crack the big cases as a Detective.

If you'd rather be your own boss, create, customize, and manage your own retail businesses to become a Simoleonaire! You decide how your Sims get to work.









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SimsVIP

THIS IS A GAME GUIDE FOR:
THE SIMS 4 GET TO WORK
EXPANSION PACK (PC/MAC)

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*This is an unofficial game guide for the Sims 4 Get To Work Expansion Pack (PC/MAC)

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