









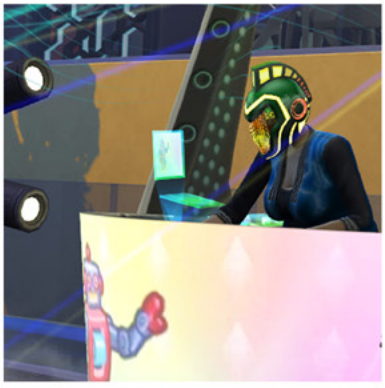


THE SIMS 4 GET TOGETHER

UNOFFICIAL SIMSVIP GUIDE















THIS GAME GUIDE WAS WRITTEN BY:

SimsVIP

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

THIS GUIDE IS NOT AN OFFICIAL GAME GUIDE. THIS GUIDE WAS COMPOSED INDEPENDENTLY AND NOT ENDORSED BY OR AUTHORIZED BY ELECTRONIC ARTS. SIMSVIP GAME GUIDES ARE CREATED SOLELY FOR INFORMATIONAL PURPOSES. SIMSVIP HAS MADE EVERY EFFORT TO ENSURE THE INFORMATION IN THIS GUIDE IS ACCURATE AND MAKES NO WARRANTY AS TO THE ACCURACY OR COMPLETENESS OF THE MATERIAL WITHIN THE GUIDE THE SIMS GAMES ARE OWNED AND OPERATED BY ELECTRONIC ARTS

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

THE SIMS 4 GET TOGETHER

UNOFFICIAL SIMSVIP GUIDE

SimsVIP game guide



THIS GUIDE IS NOT AN OFFICIAL GAME GUIDE. THIS GUIDE WAS COMPOSED INDEPENDENTLY AND NOT ENDORSED BY OR AUTHORIZED BY ELECTRONIC ARTS. SIMSVIP GAME GUIDES ARE CREATED SOLELY FOR INFORMATIONAL PURPOSES. SIMSVIP HAS MADE EVERY EFFORT TO ENSURE THE INFORMATION IN THIS GUIDE IS ACCURATE AND MAKES NO WARRANTY AS TO THE ACCURACY OR COMPLETENESS OF THE MATERIAL WITHIN THE GUIDE THE SIMS GAMES ARE OWNED AND OPERATED BY ELECTRONIC ARTS

SimsVIP has made every effort to ensure the information in this guide is accurate and makes no warranty as to the accuracy or completeness of the material within the guide.

Copyright © 2015

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 Together 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 together, 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

Clubs & Windenburg

Kit is a chocolate loving stay at home wife and mother with an overwhelming passion for The Sims.A legacy player at heart, she prefers the challenge of building something out of nothing. When she isn't trapping unsuspecting Sims in pools, Kit is often writing a new story, plotting for her next tabletop campaign, or experimenting with a new recipe. Cupcakes, yum!

Contributors



JackieGoOutside

Research and Testing

JackieGoOutside is from California, a fan of vampires, The Elder Scrolls, Fallout, and the Sims (of course!). They have been Simming proudly for 10 years with no end in sight. They're also not very good at talking about themself, but they could sure talk all day about everything they fansqueel over.

THIS GUIDE IS NOT AN OFFICIAL GAME GUIDE. THIS GUIDE WAS COMPOSED INDEPENDENTLY AND NOT ENDORSED BY OR AUTHORIZED BY ELECTRONIC ARTS. SIMSVIP GAME GUIDES ARE CREATED SOLELY FOR INFORMATIONAL PURPOSES. SIMSVIP HAS MADE EVERY EFFORT TO ENSURE THE INFORMATION IN THIS GUIDE IS ACCURATE AND MAKES NO WARRANTY AS TO THE ACCURACY OR COMPLETENESS OF THE MATERIAL WITHIN THE GUIDE THE SIMS GAMES ARE OWNED AND OPERATED BY ELECTRONIC ARTS

Game Summary

Game Summary

Create Clubs for your Sims where you set the rules, define their looks, and customize their hangouts in The Sims™ 4 Get Together. Sims in a Club follow your rules when they're together, regardless of how they usually behave, giving you new ways to play with your Sims! You can also meet new Sims by joining various Clubs with distinct interests, identities, and styles. Get together with other Sims for exciting group activities like super-secret dance parties, midnight bonfires, and more. Explore the beautiful new world of Windenburg, with its scenic neighborhoods and lively hotspots!

Game Pictures









THIS GUIDE IS NOT AN OFFICIAL GAME GUIDE. THIS GUIDE WAS COMPOSED INDEPENDENTLY AND NOT ENDORSED BY OR AUTHORIZED BY ELECTRONIC ARTS. SIMSVIP GAME GUIDES ARE CREATED SOLELY FOR INFORMATIONAL PURPOSES. SIMSVIP HAS MADE EVERY EFFORT TO ENSURE THE INFORMATION IN THIS GUIDE IS ACCURATE AND MAKES NO WARRANTY AS TO THE ACCURACY OR COMPLETENESS OF THE MATERIAL WITHIN THE GUIDE THE SIMS GAMES ARE OWNED AND OPERATED BY ELECTRONIC ARTS

Create - a - Sim

Traits

Dance Machine - These Sims cant wait to get down, boogie, and party all night! When at venues like Bars, Nightclubs, and Lounges, these Sims can get a burst of energy with the Party Time interaction. Dance Machines also receive a happy Moodlet when arriving at social venues.

Insider - These Sims love being in Clubs, and tend to be happiest when surrounded by their friends.

Natural Leader (Reward Trait) - Sims that are Natural Leaders will earn Club points much faster, and they will be able to overthrow other leaders with ease. **This trait is rewarded for completing the "Leader of the Pack" Aspiration.**

Aspirations

Leader of the Pack - This Sim wants to be the leader of the best Club in Town! When completed, Sims will receive the "Natural Leader" reward trait.

Create A Sim Fashions

Female Adult/Teen/Elder - 10 Hairstyles and Hats, 15 Tops, 8 Bottoms, 12 Outfits, 2 Pairs of Shoes, 8 Accessories, 3 Makeup Parts

Female Children - 4 Hairstyles, 2 Tops, 5 Outfits, , 3 Pair of Shoes, 1 Accessory

Male Adult/Teen/Elder - 7 Hairstyles and Hats, 15 Tops, 3 Bottoms, 4 Outfits, 4 Pairs of Shoes, 5 Accessories, 1 Facial Hair

Male Children - 2 Hairstyles, 5 Tops, 3 Outfits, 1 Pair of Shoes

THIS GUIDE IS NOT AN OFFICIAL GAME GUIDE. THIS GUIDE WAS COMPOSED INDEPENDENTLY AND NOT ENDORSED BY OR AUTHORIZED BY ELECTRONIC ARTS. SIMSVIP GAME GUIDES ARE CREATED SOLELY FOR INFORMATIONAL PURPOSES. SIMSVIP HAS MADE EVERY EFFORT TO ENSURE THE INFORMATION IN THIS GUIDE IS ACCURATE AND MAKES NO WARRANTY AS TO THE ACCURACY OR COMPLETENESS OF THE MATERIAL WITHIN THE GUIDE THE SIMS GAMES ARE OWNED AND OPERATED BY ELECTRONIC ARTS

Create - a - Sim Continued

Hairstyles and Hats












Create - a - Sim Continued












Create - a - Sim Continued







Clothing









Create - a - Sim Continued












Create - a - Sim Continued












Create - a - Sim Continued












Create - a - Sim Continued












Create - a - Sim Continued





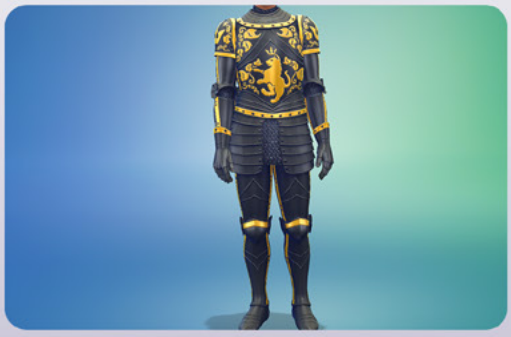







Create - a - Sim Continued












Create - a - Sim Continued










This guide is not an official game guide. This guide was composed independently and not endorsed by or authorized by Electronic Arts. SimsVIP game guides are created solely for informational purposes. SimsVIP has made every effort to ensure the information in this guide is accurate and makes no warranty as to the accuracy or completeness of the material within the guide the Sims games are owned and operated by Electronic Arts

Create - a - Sim Continued

Shoes/Accessories







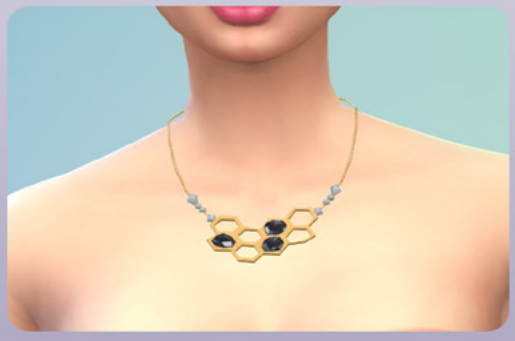





Create - a - Sim Continued









Create - a - Sim Continued





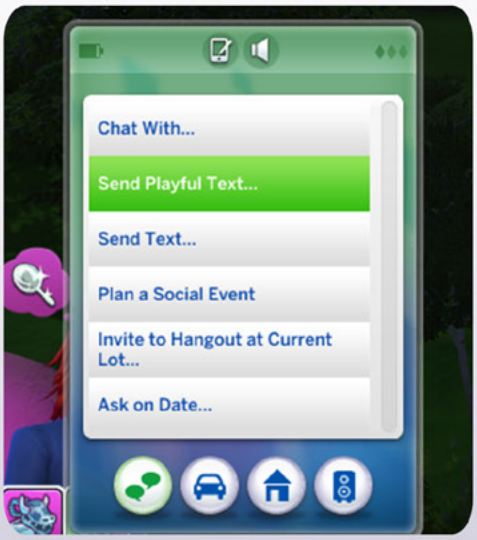

Makeup/Facial Hair






Gameplay

Emotional Texts



There is now a new "Emotional Text" option on a Sim's cell phone. Sims who are in any of the following emotional states can send emotional texts: **Angry, Energized, Flirty, Happy, Playful, and Sad.** Receiving Sims will calm an emotional Sim and invite them out.

Nude Outfit Selection

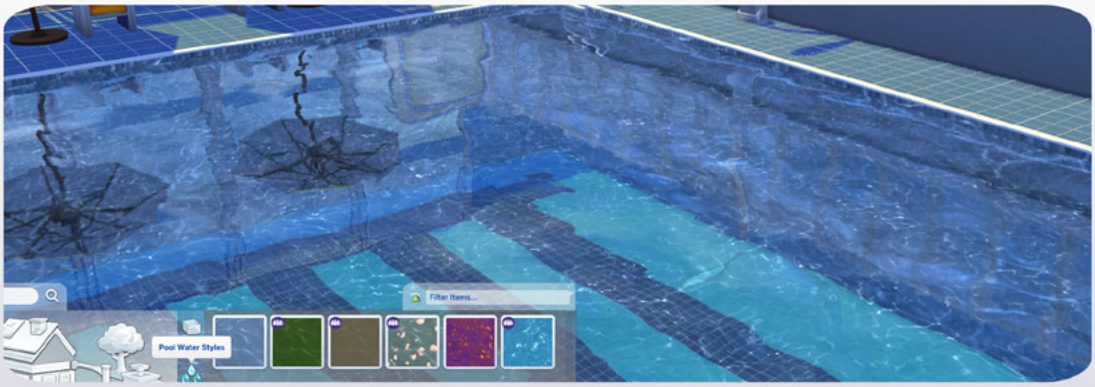
The Sims 4 Get Together introduces a brand new selectable outfit category: **Nude.** This option is not available in Create-a-Sim by any means, but it is an available option when selecting to change a Sim's outfit via self interaction. Have fun scaring your neighbors!



THIS GUIDE IS NOT AN OFFICIAL GAME GUIDE. THIS GUIDE WAS COMPOSED INDEPENDENTLY AND NOT ENDORSED BY OR AUTHORIZED BY ELECTRONIC ARTS. SIMSVIP GAME GUIDES ARE CREATED SOLELY FOR INFORMATIONAL PURPOSES. SIMSVIP HAS MADE EVERY EFFORT TO ENSURE THE INFORMATION IN THIS GUIDE IS ACCURATE AND MAKES NO WARRANTY AS TO THE ACCURACY OR COMPLETENESS OF THE MATERIAL WITHIN THE GUIDE THE SIMS GAMES ARE OWNED AND OPERATED BY ELECTRONIC ARTS

Gameplay - Continued

Natural Pools



Natural Pools are a new type of pool option available with the game. There is no difference between natural pools and **"regular pools"**, except for natural pools having more water color options. There are four color types available in this expansion, along with some great "steam" emitting pool objects that help create a more "natural" effect.

New Woohoo Spots

The Sims 4 Get Together introduces new Woohoo locations for Sims. Any Sims that are in a romantic relationship can use the Bush and Closet objects to **"Woohoo"** or **"Try for a Baby"**.





Gameplay - Continued

Special Bar Nights & Happy Hour

There's now a great reason to visit local pubs on any given night: **Drink Specials!** Get Together adds all-new promotion nights to the mix, allowing Sims to enjoy different "Bar Nights" from 8pm to 2am throughout the week. And if that's not enough, you can also enjoy Happy Hour with discounted drinks everyday from 4pm to 7pm!

Special Bar Nights offer great ways to mingle with the right crowd. Looking to meet the local gentlemen? Head over to the bar on Sunday for Guy's Night! Want to meet a roaring Bear? Head over to the bar on Monday for Bear's Night! Below is a list of special bar nights along with the discounts available.

Happy Hour (Everyday) - Drinks are discounted by 50% for everyone.

Bear's Night (Monday) - Requires the Outdoor Retreat Game Pack. Drinks are discounted 50% for Bears Only.

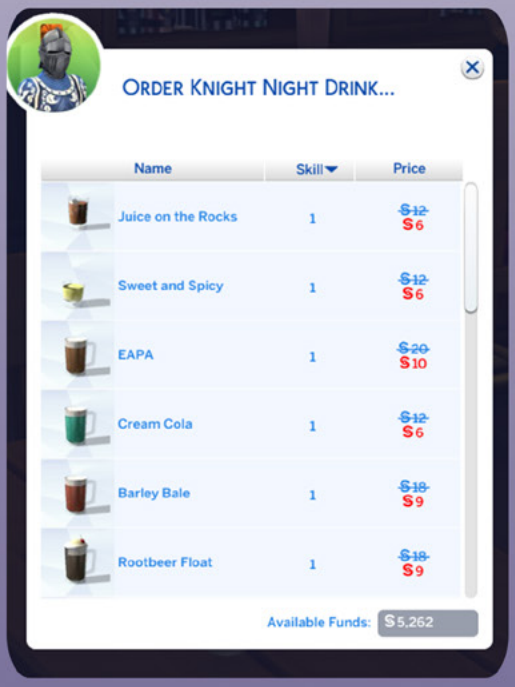
Alien Night (Tuesday) - Requires the Get To Work Expansion Pack. Drinks are discounted 25% for Aliens only.

Ghost Nights (Wednesday) - Drinks are discounted 25% for Ghosts only.

Knight Nights (Thursday) - Requires the Knight Outfit. Drinks are discounted 50% for Knights only.

Ladies Nights (Friday) - Drinks are discounted 25% for Ladies only.

Singles Nights (Saturday) - Drinks are discounted 25% for singles only.



Guys Nights (Sunday) - Drinks are discounted 25% for Guys only.

If you do not have the required Game and Expansion packs installed, Bear and Alien Nights will not be substituted or be replaced by an extended Happy Hour.

Gameplay - Continued

New Lot Size: 64×64

The Sims 4 Get Together includes a brand new 64×64 Lot Size found in two of Windenburg's neighborhoods: **The Island and Countryside.** These lots offer more room for building.





New Venue: Café

The Café is the perfect new venue to enjoy pleasant conversations, deliciously crafted coffee and irresistible treats.

Sims can visit the Hare and Hedgehog Café in Windenburg, or you can build them their own! Once you arrive, pull up a chair and enjoy the finer things in life!



GAMEPLAY - CONTINUED

NEW FOOD AND DRINK ITEMS

The all-new food and drink items are exclusive to the Espresso Bar objects. To learn more about this object, **visit the Espresso Bar** section of this guide. The following food and drink options are available for purchase with this pack:

New Food Items

Scone (§3)

Croissant (§3)

Pain au Chocolat (§5)

Cannoli (§7)



New Drinks

EXPRESso (§3)

Cappuccino (§6)

'Mericano (§6)

Caffe Latte (§8)

Perfect Pre-Work Shot (§8)

Mocha (§8)

Macchiato (§12)

Barista's Recommendation (§15)

There all-new food and drink items exclusive to Bars and Pubs. To learn more about the bars, pubs, and special drink nights, **visit the Bar Nights** section of this guide. The following food and drink options are available for purchase at the bar:

New Food Items

Bowl of Olives (§7)

Pretzel (§7)

French Fries (§10)

Meat and Cheese Platter (§10)

Pita and Hummus Tapas (§10)

Breadrolls (§12)

Currywurst (§18)

Fish and Chips (§18)



New Drinks

Cream Cola (§12)

Barley Bale (§18)

Rootbeer Float (§18)

Wutaheftabir (§18)

EAPA (§20)

THIS GUIDE IS NOT AN OFFICIAL GAME GUIDE. THIS GUIDE WAS COMPOSED INDEPENDENTLY AND NOT ENDORSED BY OR AUTHORIZED BY ELECTRONIC ARTS. SIMSVIP GAME GUIDES ARE CREATED SOLELY FOR INFORMATIONAL PURPOSES. SIMSVIP HAS MADE EVERY EFFORT TO ENSURE THE INFORMATION IN THIS GUIDE IS ACCURATE AND MAKES NO WARRANTY AS TO THE ACCURACY OR COMPLETENESS OF THE MATERIAL WITHIN THE GUIDE THE SIMS GAMES ARE OWNED AND OPERATED BY ELECTRONIC ARTS

Gameplay - Continued

Dance Party Social Event

The new social event dubbed “Dance Party” is now an available option via the phone. Dance Parties cost §20 each and can be held at any local nightclub or special venue. This specific social event does not require that Sims complete goals, and does run for 6 hours at a time.



Dancing Skill

Sims can raise their Dance Skill by shaking it on the dance floor, moving along to the music of a DJ booth or stereo, and by practicing in a mirror. Improving the Dancing Skill unlocks new dance moves Sims to use, and also decreases their chances of “dance fails”.

Dance Skill (Level 1) - This Sim can now participate in the “One Two Steppin” Group Dance, and show off with the “Arm Charm” dance move on the Dance Floor.

Dance Skill (Level 2) - This Sim can now “Discuss Dance Techniques” with other Sims, participate in the “Boogie Down Woogie” Group Dance, and show off with the “Pump-Pop” dance move!

Dance Skill (Level 3) - This Sim can can now participate in the “Break it Down” Group Dance, show off the “Jimmy Leg” dance move on the Dance Floor, perform the “Fire Dance” at the Bonfire, and has received a portable Dance Floor in their inventory to take anywhere!

Dance Skill (Level 4) - This Sim can now participate in the “Spin Snap Swag” Group Dance, show off the “Light Spin” spinning move on the Dance Floor, and has added some new dance steps to their dance moves.

Gameplay - Continued



Dance Skill (Level 5) - This Sim can now participate in the “Lean Back” Group Dance, do the “Back Flip” move on the Dance Floor, and has unlocked a new pair of dancing retro sneakers accessible via the Closet.

Dance Floor

The Dance Floor is a brand new object that ties in with the Dance Skill. Although Sims of all ages can use the dance floor, the Dance Skill is only available for Sims Teen and older. Sims can show off their moves on the dance floor, but do note that music must be playing nearby for Sims to just “dance” on it.

Increasing the Dance Skill unlocks new dance moves and gives Sims a boost of confidence while on the dance floor. Be sure to dance the night away!



Gameplay - Continued

Sims can purchase any of 16 Dance Floor types in buy mode, all of which range in size from small to large, or they can visit a Dance Club venue which is already equipped with a dance floor. Additionally, Sims who reach level 3 in the Dancing Skill will be rewarded with a portable dance floor. The following interactions are available on the Dance Floor:

Dance - Sims will take to the dance floor and dance like no one is watching! The better their dancing skill, the better they will dance! Sims don't let Sims do the chicken dance.

Group Dance - If a Sim is together with a group of other Sims, they will all take to the dance floor and dance any of the following in sync: Lean Back, Spin Snap Swag, Boogie Down Woogie, Break it Down, and One Two Steppin. Note that available options are dependent on the Dance Skill level of each member.

Dance Together - This interaction is used on a specific target Sim(s) when the active Sim wants to dance with another.

Show Off Moves - As Sims increase their dance skill, they will unlock new moves on the dance floor. New moves include: Light Spin, Pump-pop, Jimmy Leg, Arm-Chair, Back Flip. Watch out for failures with that last one!

Dance Battle - Does your Sim have the best moves? Challenge any other Sim to a Dance Battle and see who's the true champ!



Gameplay - Continued

DJing Skill

Sims can increase the DJ Skill by practicing on a DJ Booth, or by "Watching" DJ's at the local Club. Improving the DJ Skill unlocks the ability to make mix tapes, upgrade the DJ Booth, Set the Mood, and even make some tips! The better their skill, the better they perform!

DJ Skill (Level 1) - Anyone can scratch a record, but only Sims with the DJ Skill are always ready to drop a beat. This Sim can now play on the DJ Booth and entertain a crowd.

DJ Skill (Level 2) - This Sim can now play the "Groovin" and "Machine" music genres, and switch between available genres while DJing. Other Sims can also enjoy the performance via dancing or watching.

DJ Skill (Level 3) - This Sim can now play the "Chip-Tune" music genre and "Discuss Techniques" with other Sims.

DJ Skill (Level 4) - This Sim can now play the "Chill-Out" music genre.

DJ Skill (Level 5) - This Sim can now play the "Backbeats" music genre.

DJ Skill (Level 6) - This Sim can now play the "Remixes" music genre, and upgrade the DJ Booth with "Dynamic Surge Protection" and "Advanced Heat Sink". Sims at this level can also engage with the audience via the "Get Hyped" interaction.

DJ Skill (Level 7) - This Sim can now play the "House" music genre and perform the "Install Plasma Display" and "Parcticle Generators" upgrades on the DJ Booth.

DJ Skill (Level 8) - This Sim can now play the "Machine" music genre, can create the "Mix-o-Lot" Mix Tape for use during a performances, and perform the "Wireless Display Override" upgrade. With this upgrade Sims can add new screens to the performance by enabling "Telesplosion" via the Control Panel. Nearby TV Screens will join in on creating a powerful DJ Experience for the audience.

DJ Skill (Level 9) - This Sim can now play the "Hip Hop" music genre, and create the "Wiky Wiky" and "Scratch n Switch" Mix Tapes for use during a performances.

DJ Skill (Level 10) - This Sim can now play the "Noise" music genre, set the mood of the audience with the "Feel the Crowd" option, and create the "Digital Era", "Party Hardy", and "Electrical Utsu" mix tapes for use during a performances. Now that the Sim has mastered the DJ Skill, they have also unlocked the "Robo-Helmet" accessible via the Closet.

Gameplay - Continued

DJ Booth

The DJ Booth is a brand new object that ties in with the DJing Skill. Although Sims of all ages can interact with the DJ, the DJing Skill is only available for Sims Teen and older. Sims can show off their DJ Skills on any of the available DJ Booths, and even make tips doing so!

Increasing the DJing Skill unlocks a variety of new rewards, including the ability to make mix tapes, upgrade the DJ Booth, Set the Mood, and more. Control the crowd!

The DJ Booth is directly tied to the DJing Skill, so visit our DJing Skill Section of the guide to learn more about unlocking new interactions and rewards.



Sims can purchase any of 4 DJ Booths in buy mode, or they can visit a Dance Club venue which is already equipped with one. Once there, they can immediately start using the DJ Booth with a level 1 in the DJ Skill. Note that the DJing Skill determines how good (or BAD!) a Sim drops a beat. The following interactions are available:

Practice - How else will a Sim start increasing their DJ Skill? This is the first step for any aspiring DJ!

Play Music Genre - Now that a Sim has some experience under their belt, they can begin to play a variety of new genres. Available genres are dependent on the DJing Skill, and Sims will be able to play the following once they have maxed the skill: Breakbeats, Chill-Out, Chip-Tune, Drum & Bass, Groovin', Hip-Hop, House, Machine, Remixes, Noise, or a Custom Mix Tape.

Switch Music Genre - Sick of listening to the same genre over and over? Switch it up a bit! Additionally, Sims who head out to the night club can also request specific genres from the DJ playing at the venue.

Create Custom Mix - Sims who reach Level 8 in the DJing Skill will unlock the ability to create custom mix tapes. These custom tracks can then be played at the DJ Booth instead of the default music genres.

Hire DJ - Not interested in DJing? Then have your Sims hire one! Sims can hire two types of DJ's: Professional DJ (§100) or DJ Headliner (§250).

Gameplay - Continued



Feel the Crowd - Sims who reach Level 10 in the DJing Skill will be able to control the emotions of the crowd. Select from the following emotions when using this interaction: Confident, Flirty, Energized, and Dazed.

Get Hyped - Sims who reach Level 6 in the DJing Skill will unlock the ability to "Get Hyped". The DJ will jump up and down and hype up the crowd!

Upgrade - Sims who acquire the Handiness skill will also be able to perform upgrades to DJ Booths. Please note that upgrades are also dependent on the DJing Skill level, and some may only be available on select DJ Booths. The following upgrades are possible: Dynamic Surge Protection, Advanced Heat Sink Upgrades, Install Plasma Display, Equip Particle Generators, and Wireless Display Override.

Control Panel - Use this option to control the Radio Settings, Special Effects, Volume, and to Enable/Disable Telesplosion. Only the most expensive DJ Booth (Quantam Retro) includes the Special Effects option.

World

New World: Windenburg



Windenburg is brand new world inspired by modern European influence and has a rich historical style with a mix of modern accents. Filled with both traditional and unique architecture, it's littered with new places to explore. Windenburg has 4 Neighborhoods, 3 Special Lots, and a total of 27 Lots to build and play on!

Modern District – 5 Lots Total

- Bathe De Rill Pool 40×30
- Discotheque Pan Europa Nightclub 30×20
- Harbor Quarter Gym Gym 30×30
- Hare Square Park 30×20
- Hare and Hedgehog Café 30×20



World - Continued

Old Town District – 8 Lots Total



Residentials - 20×20, (3) 30×20
South Square Coffee (Café) - 30×20
Quad Manor (Library) - 30×20
Old Quarter Inn (Bar) - 20×20
The Narwhal Arms (Nightclub) - 30×20

The Island – 5 Lots Total



Residentials - 20×20, (2) 30×20, 40×30, 64×64

World - Continued

Countryside – 6 Lots Total



Residentials - 20×20, 30×20, (2) 40×30, 64×64
The Shrieking Llama Bar 20×20

Special Lots

The Sims 4 Get Together has brought a new game changer to the way players will be able to interact with the world. Special lots are located in their own “mini” neighborhood and they cannot have their venue type changed.

However, they can be edited in Build/Buy and uploaded to the gallery as a generic lot type. Likewise, lots from the gallery can be placed on the special lots. Special lots are available to select as a location for Dance Parties, Incognito Costume Parties, Birthday Parties, and Wedding Events.

THIS GUIDE IS NOT AN OFFICIAL GAME GUIDE. THIS GUIDE WAS COMPOSED INDEPENDENTLY AND NOT ENDORSED BY OR AUTHORIZED BY ELECTRONIC ARTS. SIMSVIP GAME GUIDES ARE CREATED SOLELY FOR INFORMATIONAL PURPOSES. SIMSVIP HAS MADE EVERY EFFORT TO ENSURE THE INFORMATION IN THIS GUIDE IS ACCURATE AND MAKES NO WARRANTY AS TO THE ACCURACY OR COMPLETENESS OF THE MATERIAL WITHIN THE GUIDE THE SIMS GAMES ARE OWNED AND OPERATED BY ELECTRONIC ARTS

World - Continued

Chalet Gardens

The romantic Chalet Gardens are home to the sprawling hedge maze and Von Haunt Estate. Throughout the Chalet Gardens are Plaques with historical notes of the estate and the surrounding grounds bring the gardens to life with an immersive background. This neighborhood has a 40×30 special lot to customize however you desire.

Your Sim can travel here via the Map or by clicking on the property's ornate gate in the outskirts of the countryside neighborhood.



Von Haunt Estate

The newly renovated Von Haunt Estate overlooks the Chalet Gardens. The mansion was once home to Lady Mimsy Alcorn Shallot and her art-loving husband, Lord Bernard Escargo Shallot IV. Now the mansion is a Museum venue with many rooms barricaded with ropes to deter wandering Sims. The manor has plenty of art for your Sims to appreciate, with portraits that give details on the home's not-so-former residents.

THIS GUIDE IS NOT AN OFFICIAL GAME GUIDE. THIS GUIDE WAS COMPOSED INDEPENDENTLY AND NOT ENDORSED BY OR AUTHORIZED BY ELECTRONIC ARTS. SIMSVIP GAME GUIDES ARE CREATED SOLELY FOR INFORMATIONAL PURPOSES. SIMSVIP HAS MADE EVERY EFFORT TO ENSURE THE INFORMATION IN THIS GUIDE IS ACCURATE AND MAKES NO WARRANTY AS TO THE ACCURACY OR COMPLETENESS OF THE MATERIAL WITHIN THE GUIDE THE SIMS GAMES ARE OWNED AND OPERATED BY ELECTRONIC ARTS

World - Continued



"Welcome to the historic Von Haunt Estate! From the hedge maze to the lovingly restored mansion, there's something for all the family to explore. Please note, Management accepts no responsibility for any so called 'paranormal encounters' you may experience on this site."



"The late Lord Shallot was a troubled artist who would often burn his paintings. It's said he accidentally started the deadly blaze of 1898 by hurling an oversized water colour into the fireplace. Some claim they can still smell the smoke from the inferno, but Management can assure you that the restoration has completely replaced all materials in this room an any lingering haunting stench is pure imagination."



"Please note that the bedrooms are no longer available for overnight stays. Since the regrettable 'honeymoon of horror' incident, our insurance firm has instructed us that no living person should sleep in the Von Haunt Estate."

World - Continued

Lord and Lady Shallot

The Lady Mimsy and Lord Bernard still haunt the Von Haunt Estate and Chalet Gardens. If your Sim spends some time to use the Get To Know with either of them, they will learn more about the pair's life and horrific fire that ultimately led to their death.

Use testingcheats true to add the ghosts to your family. Once you've taken the ghost family with you, a replacement family will be generated to live at the manor



Lady Mimsy Alcorn Shallot (1872-1898) *"Known throughout Windenburg as 'The Green Lady' or 'The Ghostly Gardener', Lady Mimsy Shallot is said to haunt the neglected gardens. Whilst she died before producing an heir, Lady Shallot's large dowry is credited with saving the Von Haunt Estate from financial ruin during the Currywurst crash of 1892."*



Lord Bernard Escargo Shallot IV (1864-1898) *"Born rich enough to be thought 'eccentric' rather than 'crazy', Lord Bernard's artistic temper sadly outweighed his artistic talent. Forced to wed for money, his marriage to Lady Mimsy eventually grew intoa passionate affair that inspired many enthusiastic, if technically lacking, paintings."*

THIS GUIDE IS NOT AN OFFICIAL GAME GUIDE. THIS GUIDE WAS COMPOSED INDEPENDENTLY AND NOT ENDORSED BY OR AUTHORIZED BY ELECTRONIC ARTS. SIMSVIP GAME GUIDES ARE CREATED SOLELY FOR INFORMATIONAL PURPOSES. SIMSVIP HAS MADE EVERY EFFORT TO ENSURE THE INFORMATION IN THIS GUIDE IS ACCURATE AND MAKES NO WARRANTY AS TO THE ACCURACY OR COMPLETENESS OF THE MATERIAL WITHIN THE GUIDE THE SIMS GAMES ARE OWNED AND OPERATED BY ELECTRONIC ARTS

World - Continued

Lady Mimsy's Quotes

"It may not be ladylike to admit, but I don't know that I would have chosen Bernard as my companion without my mother's guiding hand. I did so enjoy the grand balls of my parents before I was made a wife."

"I will admit that out marriage had its bumps, but does not every marriage? Does not the heart take time to find room for new love?"

"I don't know that I was ever as excited at the day Bernard brought home the wireless. It was as if the whole world suddenly opened up."

"I couldn't wait to have a child of out own. Imagine our little prince running around, plunking on the piano, pulling weeds with me. It would have been a dream."

"The gardens were always a place I could see solitude when I needed it. The plants always seemed quite happy to see me."

"Bernard always slept closer to the fireplace, due to his cold blooded nature, he used to joke. It wasn't even until I was on the landing that I realized he wasn't with me."

Lord Bernard's Quotes

"Did I love Mimsy? As much as any ordinary man may love any ordinary woman, I suppose."

"I was never happy being a tradesman, but I set my mind to working hard and being the best. Yet my heart always yearned for more."

"Mimsy was always going on and on about having a child, but the time was never right. We did order a wireless to be installed though, and that seemed to hold her attention."

"All my life I believed myself extraordinary and Mimsy ordinary. But perhaps in death she has proven me wrong. When she returned to the bedroom, it was clear to me that we were both lost. It must have been clear to her as well."

World - Continued

Hedge Maze

Exploring in the hedge maze isn't such an easy task! Your Sim can get lost in there for hours by just clicking the Snail at each entrance. Be sure not to stay there too long though. The fog begins to roll in at night giving the hedge maze an eerie atmosphere.



"The historic Von Haunt hedge maze lies ahead. Designed by Lord Bernard and grown by Lady Mimsy, the maze is a lasting monument to their enduring love."



"Local legend holds that Lady Mimsy Shallot still tends to her prize garden, noted for its luscious lemons."



"The Maze Overlook was designed so that servants could see and shout shortcuts to lost guests. Once this became Lord Bernard's favorite painting spot, maze attendance dropped dramatically."

World - Continued

Chess Pavillion

Bring your next social event to the Chess Pavillion located in a quaint corner of the gardens. With ample seating, your friends, family, and Club will find this the perfect place to bask in the culture of the nearby Von Haunt Estate.



"The Chess Pavilion is a popular place for wedding receptions and club gatherings."

Wedding Arch

Take the time for a romantic getaway deep in the heart of Chalet Gardens. Overlooked by the mountainous outskirts of Windenburg, your Sims are able to have the perfect wedding surrounded by the roaring river and blossoming flora. For the lucky few, there might even be a ghostly serenade on the grand piano!



World - Continued

The Bluffs

This location has a picturesque view with warm rays of sunrise that wash over the graffiti littered ruins. The Bluffs is 30×30 special lot with a natural pool by default. With a bonfire placed a the top of the cliffs, your Sims can have the perfect vantage point with a chance to see the elusive sea monster.





Your Sim can either travel here by selecting the lot on the World Map or by shimmying through the hole in the bushes behind the largest Island lot.

Ancient Ruins

Walled off from the Old Town District is a decrepit testament to the history of Windenburg. Somewhere lost among the rubble, a spark can be found to bring the neighborhood to life. Your Sims are sure to be invited by phone to one of the happening dance parties.

The Ancient Ruins neighborhood has a small 20×15 special lot to customize however you desire. With a bonfire and six Anything Goes bushes in the area, your Sims should be able to keep the party going all night long!





To visit this famous tourist attraction, either select the area on the world map or choose the Travel interaction on the big guard gate in the middle of Old Town.

World - Continued

World Screenshots












Clubs

Introduction to Clubs

In The Sims 4 Get Together, your Sims can create, join, and manage Clubs. Clubs are a gathering of Sims that have like-minded traits, skills, and personalities. Clubs will want to hang out together, gain perks, and interact with other Clubs to create an in-depth social system in The Sims 4. While Clubs cannot be disabled in the game, they are completely optional to take part in.



Clubs Manager



The Club Manager is how your Sim will be able to join, create, leave, and learn more about specific Clubs. Each individual Sim is able to join up to three Clubs and each Club has a capacity of six Sims at default. Club capacity can be increased with a Club Perk! If your Sim meets the requirements set for a Club, they will be able to either Join instantly or Apply for an Invite from the Club Manager.

Clicking on the Information button will bring up the Club Details. Clubs that the active Sim is a member of will display a green Plumbob. Sims are able to Cancel Membership in the Club Manager, and even create their own clubs as well.

THIS GUIDE IS NOT AN OFFICIAL GAME GUIDE. THIS GUIDE WAS COMPOSED INDEPENDENTLY AND NOT ENDORSED BY OR AUTHORIZED BY ELECTRONIC ARTS. SIMSVIP GAME GUIDES ARE CREATED SOLELY FOR INFORMATIONAL PURPOSES. SIMSVIP HAS MADE EVERY EFFORT TO ENSURE THE INFORMATION IN THIS GUIDE IS ACCURATE AND MAKES NO WARRANTY AS TO THE ACCURACY OR COMPLETENESS OF THE MATERIAL WITHIN THE GUIDE THE SIMS GAMES ARE OWNED AND OPERATED BY ELECTRONIC ARTS

Clubs - Continued

Understanding the Clubs Panel

Sims are able to join, create, and edit Clubs by selecting the Club panel that is located on the bottom right of the UI in Live Mode. If a Sim is not a member of any Club, the only option that will appear is the "Join a Club" button.



1	Club Selection	Choose which Club to view in the Club UI with a drop down menu.
2	Club Details	Edit or Disband a Club's Details.
3	Club Manager	Open up a list of available Clubs or create your own!
4	Members	Shows the members that are currently in the Club and allows the player to add or remove them depending on their acceptance/leadership.
5	Encouraged Activities	Define the activities that will define your Club and attribute to cumulative Club points.
6	Banned Activities	Define the activities that will generally be avoided during a Club Gathering.
7	Start/End Gathering	Toggle this button to enable a Club gathering to earn Club points.
8	Club Uniform	Choose what kind of styles, outfits, or colors the Club members should wear to a Club Gathering.
9	Club Perks	Spend Club Points on powerful rewards that will set the Club vibe and enable useful boosts.

Clubs - Continued

Joining a Club

After ensuring that a Sim meets the requirements for their preferred Club, open up the Club Manager. If the Club is Open Invitation, your Sim will be able to instantly join them and be asked if they'd like to hang out at a Club Gathering! However, if the Club is an Invite Only, your Sim will need to Apply for an Invitation. The Sim will receive a message to ask if they would like to get to know the Club better at their hangout.



If you accept the invitation, your Sim will travel to the Club hangout where a Gathering is taking place! During the social event, your Sim is encouraged to take part in Club activities, discuss the Club with members, and build relationships with them. If your Sim feels ready to officially apply for the Club, there is an interaction with all of the members to do so.

Clubs Social Interactions

- Apply To Club...
- Talk About...
- Convince To Leave...
- Resign From Club...
- Praise Leader...
- Convince Leader To Step Down...
- Rally The Troops (Perk)
- View Clubs...
- Ask to Start Club Gathering
- Kick Out...
- Complain About Leader...
- Discuss Leadership Feelings...
- Overthrow...
- Set Club Vibe (Perk)

Clubs - Continued

Creating a Club

Another way to be a part of a Club, but control it as the leader, is to create your own Club. To create a Club, open up the Club Manager and select the "Create a Club" button at the bottom of the list. This will open up the Club Details for editing. You are able to give your club a unique and creative name, description, and fully customize the Club settings. You are also able to create an infinite number of Clubs for your game!



1	Name	Give your Club a creative name.
2	Description	Define your Club with a backstory, purpose, and/or goal.
3	Icon	Select a unique Club Icon from a list.
4	Acceptance	Choose from Open Invitation or Invite Only for members to join the Club.
5	Club Hangout	Choose from a venue type, a specific lot, or no designated Club Hangout at all.
6	Members	Shows the members that are currently in the Club and allows the player to add or remove them depending on their acceptance/leadership.
7	Requirements	Determines who is allowed to join the Club by setting Admission Rules.
8	Club Activities	Define how your Club acts by selecting encouraged and discouraged behaviors or hobbies.
9	Disband	Disband and remove the club from the game. Cannot be undone.
10	Club Perks	Spend Club Points on powerful rewards that will set the Club vibe and enable useful boosts.
11	Confirm	Apply any changes that have been made.

Clubs - Continued

Technically, a Club only needs an Icon and Name to be able to click Confirm. Select a Club symbol that will help the Club be easily recognized in a crowd, as these icons will be present inside the Plumbob of Club members at gatherings.



You can choose two different types of Acceptance for Club members. An Open Invitation allows any member of the Club to invite Sims that meet the requirements, but they will not do so autonomously. (If your Sim is looking to join a club, look out for a text by other Club members!) The Invite Only option gives the leader complete control with an iron fist! Sims are only allowed to join if they are invited by the leader. Good luck with that!

Requirements Categories

Age	Career
Marital Status	Financial Status
Trait	Skills (Level 2+)

Clubs - Continued

Requirements are up to five attributes for Sims that meet in order to be in the Club. There is not a minimum amount of requirements needed for a Club. The Skill requirement will need the Sims to have Level 2 of the specified Skill.

Creating a Club with specific requirements will require that your Sim, and any Sims you add to the Club, all meet the requirements in place. You cannot set up requirements your Sims don't follow!

Requirements from other games will not be visible unless the corresponding pack is installed.

Sims of all ages can join and make their own clubs.

While players can't directly restrict a specific gender to their Club, they can refuse to invite them.

Supernatural lifestates have their own specific traits, and can be filtered as a requirement via the Trait category



THIS GUIDE IS NOT AN OFFICIAL GAME GUIDE. THIS GUIDE WAS COMPOSED INDEPENDENTLY AND NOT ENDORSED BY OR AUTHORIZED BY ELECTRONIC ARTS. SIMSVIP GAME GUIDES ARE CREATED SOLELY FOR INFORMATIONAL PURPOSES. SIMSVIP HAS MADE EVERY EFFORT TO ENSURE THE INFORMATION IN THIS GUIDE IS ACCURATE AND MAKES NO WARRANTY AS TO THE ACCURACY OR COMPLETENESS OF THE MATERIAL WITHIN THE GUIDE THE SIMS GAMES ARE OWNED AND OPERATED BY ELECTRONIC ARTS

Clubs - Continued

Pre-Made Clubs

From a new save file, your game will have a default list of Clubs for your Sims to join. If the amount of clubs in the world drops below ten, the game will generate and populate new ones from a list of pre-built templates with available unplayed Sims that match the criteria. Below is a complete list of Pre-made Club Templates.

You cannot disable the automatic generation of clubs, but you can most certainly create your own clubs to populate the world. As long as you keep the active clubs above 10, the game will not generate its own.

Club Details	Rules/Requirements	Perks/Accessories
Paragons (Invite-Only): The popular crowd. **Hangout:** Pool	**Rules:** Be Mean to Renegades, Don't Talk To Avant Guards, Drink Expresso, Try on Outfits **Requirements:** None	**Perks:** Popular Club, Friendly Social Bonus. **Accessory:** Friendship Bracelet
Renegades (Invite-Only): The outcasts and outsiders. **Hangout:** Park	**Rules:** Be Mean to Paragons, Sabotage Objects, Be Mischievous to Non-Members **Requirements:** Mischief Skill	**Perks:** Infamous Club, Mischief Social Bonus, Secret Handshake **Accessory:** Biker Jacket
Partihaus (Invite-Only): The tight-knit group of friends who live together and party together. **Hangout:** Dance Club	**Rules:** Drink, Flirt/Be Romantic, Dance **Requirements:** Charisma Skill	**Perks:** Romantic Social Bonus, Flirty Clique Vibe, Rally the Troops **Accessory:** Sunglasses
Spinmasters (Invite-Only): Cool kids with skills in Dancing and DJing. **Hangout:** Dance Club	**Rules:** DJ, Dance **Requirements:** Dance & DJ Skills	**Perks:** DJ Skill Boost, Popular Club, Inspired Clique Vibe, Rally the Troops, **Accessory:** Logo Track Jackets
Avant Gardes (Invite-Only): Loose association of folks that just don't fit in. **Hangout:** Café	**Rules:** Do Homework, Drink Coffee, Read Books **Requirements:** None	**Perks:** Writing Skill Boost, Inspired Clique Vibe **Accessory:** None
PowerHouse (Open): Group of fitness-obsessed folk always willing to offer fitness tips. **Hangout:** Gym	**Rules:** Workout **Requirements:** None	**Perks:** Fitness Skill Boost, Energized Click Vibe **Accessory:** Logo Hat

Clubs - Continued

Club Details	Rules/Requirements	Perks/Accessories
Upper Crusts (Open) Foodies that love to host dinner parties and taste test gourmet recipes. **Hangout:** Members' Houses	**Rules:** Cook, Eat, Make Drinks **Requirements:** None	**Perks:** Cooking Skill Boost, Inspired Clique Vibe **Accessory:** None
Knights of the Hedge (Open) A social chess club. **Requirements:** None **Hangout:** Park or Library	**Rules:** Play Chess, Wander the Maze **Requirements:** None	**Perks:** Logic Skill Boost, Focused Clique Vibe **Accessory:** Knight in Armor
Ye Olde Timers (Open) Regulars at the bar. **Hangout:** Bar	**Rules:** Drink, Play Foosball, Darts, No Video Games **Requirements:** None	**Perks:** None **Accessory:** None
League of Heroes (Open): Children's only club with a love for adventure and pretend. **Hangout:** Park	**Rules:** Play on Jungle Gym, Play in Closet **Requirements:** Children Only	**Perks:** Motor Skill Boost, Secret Handshake **Accessory:** None
Tree Frogs (Open): Outdoor lovers exploring and enjoying all nature has to offer. **Hangout:** Park	**Rules:** Garden, Fish **Requirements:** None	**Perks:** Fishing and Gardening Skill Boost **Accessory:** Logo Hat
Society of Sixam (Open - Requires the Get To Work Expansion): Aliens and part-Aliens. **Hangout:** Members' Houses	**Rules:** Talk w/ Members, Use Alien Powers **Requirements:** Alien	**Perks:** None **Accessory:** None
Guild of Gamers (Open): Gamers of all stripes, colors, or pixel resolutions! **Hangout:** Members' Houses	**Rules:** Play Video Games **Requirements:** Video Game Skill	**Perks:** Video Game Skill Boost **Accessory:** None
Mixing Crew (Open): Just the right proportion of skilled Mixologists. **Hangout:** Bar	**Rules:** Make Drinks, Drink **Requirements:** Mixology Skill	**Perks:** Mixology Skill Boost **Accessory:** None

Clubs - Continued

Club Details	Rules/Requirements	Perks/Accessories
Just for the Halibut (Open): A crew of fun loving fishers! **Hangout:** Parks	**Rules:** Fish **Requirements:** Fishing Skill	**Perks:** Fishing Skill Boost **Accessory:** None
Punch Lines (Open): Comedians that understand hard work. **Hangout:** Lounge	**Rules:** Tell Jokes, Write Comedy Routines, Use Microphone, Listen to Comedy **Requirements:** Comedy Skill	**Perks:** Comedy Skill Boost, Funny Social Bonus **Accessory:** None
Major Chords (Open): Musicians making beautiful music together.	**Rules:** Play Piano, Play Violin, Play Guitar, Listen to Music **Requirements:** None	**Perks:** Piano, Violin, and Guitar Skill Boost **Accessory:** None
Complementary Colors (Open): A strong contrast of friends and enemies that love art. **Hangout:** Museum	**Rules:** Paint, Take Photographs **Requirements:** Painting Skill	**Perks:** Painting Skill Boost **Accessory:** None
Private Club (Open): A high class with the wallets to prove it. **Hangout:** Members' Houses	**Rules:** None **Requirements:** Income of §30,000	**Perks:** Networked Club **Accessory:** None
Bearly Associated (Open - Requires the Outdoor Retreat Game Pack): A bear-bones club for the bear essentials of friendship. **Hangout:** Park	**Rules:** Roar at People **Requirements:** None	**Perks:** Mean Social Bonus **Accessory:** Bear Costume
Club Cosplay (Open): Costume loving characters. **Hangout:** Park	**Rules:** Talk w/ Members **Requirements:** None	**Perks:** Any Costume **Accessory:** Any Costume
Page Turners (Open): Book lovers intent on sharing plot twists and stories together. **Hangout:** Members' Houses	**Rules:** Read Books, Talk w/ Members **Requirements:** None	**Perks:** None **Accessory:** None
Covalent Bonds (Open): Rocket scientists loving the latest hypothesis! **Hangout:** Members' Houses	**Rules:** Do Science, Build Rockets, Repair, Upgrade, Use Science Table **Requirements:** Logic Skill	**Perks:** Logic Skill Boost **Accessory:** Safety Goggles

Clubs - Continued

Gatherings

After your Club has been created, the Club Leader can start a gathering by using the Club panel at the bottom right or by using the new "Start Gathering" social interaction. When selected, a dialogue box will pop-up asking the player if they would prefer to gather at the Club Hangout or if they would prefer to stay at their current lot.

Members of the Club will receive texts asking them if they'd like to join a Club gathering. Non-Active members that are available will join the gathering immediately. Active Sims will be notified of a gathering and can choose to attend, even if that means leaving work early. Performance loss is a downside of leaving work to attend a gathering.

A Club Gathering can randomly begin on the current lot if the leader and other members of the club are interacting together.

Active Sims can perform group interactions that will pull the other Club members to join them such as "Go Here Together" and "Sit Together".



During a Gathering, Club members will have a new transparent hexagon above their head with the Club's symbol. These icons will change color in accordance to the Sim's activity.

White - The Sim is in a Club gathering but not performing a group activity yet.

Green - The Sim is performing an approved activity.

Red - The Sim is performing a banned activity.

Clubs - Continued

A gathering will not be interrupted by visiting another lot as long as the Club goes with your Sim. When traveling during a gathering, the Club members present will automatically be highlighted as travel companions. A Club gathering can be ended by using the UI, by performing the social interaction, or by leaving the lot without the Club members.

As Club members perform approved activities and behave according to the encouraged Club rules, they will accumulate Club Points that can be spent on Club Perks to boost your Sims' experience in the Club.

Activities and Behavior

Setting rules for activities and behavior in your Club is important for the Sims to know how to conduct themselves. Each Club will be able to have up to a total of five encouraged behaviors and five discouraged behaviors. The better the members of a Club behave, the more points they will receive to purchase Club Perks.

To change a Club's activities and behavior, the leader of the Club can add an activity, editing the already chosen activities, or even delete activities by hovering over the rule and clicking the X. All of this can be handled through the Club panel.



Clubs can have rivalries and conflict with other clubs by selecting specific social activities. When selecting any of the social activities, you are able to choose whether they should perform the rule to everyone, a specific club, or club members. They will be able have conflicts, fights, and even dance-offs against other Clubs. You can even go so far as to create a love story of two Sims who are not allowed to be in love because they are from conflicting Clubs. The options are endless!

Activities from other packs will not be visible unless the corresponding pack is installed.

Romantic activities will not create jealousy during a Club gathering unless the Sim's significant other is not within the Club.

Clubs - Continued

Food and Drinks

- Bake
- Cook
- Drink Bar Drinks
- Drink Coffee
- Eat
- Grill
- Mix Bar Drinks

Art and Music

- DJ
- Dance
- Do Comedy
- Listen To Music
- Paint
- Play An Instrument
- Play Guitar
- Play Piano
- Play Violin
- View Art
- Watch Live Entertainment

Mischief and Mayhem

- Hack
- Possess Objects
- Roar
- Sabotage Objects
- Use Alien Powers

Fun and Games

- Play Arcade Machine
- Play Cards
- Play Chess
- Play Darts
- Play Don't Wake The Llama
- Play Foosball
- Play Horseshoes
- Play Physical Games
- Play Pub Games
- Play Video Games

Social

- Be Friendly
- Be Funny
- Be Mean
- Be Mischievous
- Be Romantic
- Fight
- Kiss
- Scare
- Tell Jokes
- WooHoo

Outdoor

- Fish
- Hangout by Fire
- Look for Frogs
- Swim
- Tend Garden
- Use Hot Tub
- Use the Jump Platform
- Wander Maze

Hobbies

- Do Spa Activities
- Do Yoga
- Do Comedy
- Meditate
- Program
- Read
- Rocket Science!
- Use Microscope
- Use Science Objects
- Use Telescope
- Woodwork
- Work Out
- Write

Kid Activities

- Do Homework
- Play in Closet
- Play On Playground Equipment
- Play With Toys
- Use Science Table

Home Activities

- Bathe and Shower
- Browse the Web
- Clean
- Fix Objects
- Sleep
- Try On Outfits
- Watch TV

Clubs - Continued

Overthrowing a Leader

Taking charge of an already existing club has two very efficient strategies: Nicely ask the Leader to step down, or convince the others Club members to overthrow the leader! If your Sim has a highly positive relationship with the Club leader, the easiest method is to the Convince them to step down using the special interaction. However, if the Club leader is unreasonable, your Sim just might need to take things into their own hands!

Sims with the "Natural Leader" reward trait for completing the "Leader of the Pack" Aspiration will have a much easier time convincing a leader to step down.



Your Sim will be able to interact with other Club members by Praising or Complaining about the Club leader. Depending on their relationship level with the leader and your Sim, they will respond via notifications about their opinion. Once you've convinced a majority of the club members that the current leader needs to go, your Sim can use the "Overthrow Leader" interaction. The successes and failures have a significant impact on your Sims' emotions.

THIS GUIDE IS NOT AN OFFICIAL GAME GUIDE. THIS GUIDE WAS COMPOSED INDEPENDENTLY AND NOT ENDORSED BY OR AUTHORIZED BY ELECTRONIC ARTS. SIMSVIP GAME GUIDES ARE CREATED SOLELY FOR INFORMATIONAL PURPOSES. SIMSVIP HAS MADE EVERY EFFORT TO ENSURE THE INFORMATION IN THIS GUIDE IS ACCURATE AND MAKES NO WARRANTY AS TO THE ACCURACY OR COMPLETENESS OF THE MATERIAL WITHIN THE GUIDE THE SIMS GAMES ARE OWNED AND OPERATED BY ELECTRONIC ARTS

Clubs - Continued

Club Perks

Club points are earned during Club gatherings, and can be spent on a variety of Skill Bonuses, Social Bonuses, Club Handshakes, and Club Vibes. Only active Club members can purchase these perks, and some of the perks have limits. Purchasing a limited perk will disable the other perks in the same category, and will require you to re-purchase them should you decide you want to use it again. Handshakes are the best example of a limited perk.

When Clubs are in an active gathering, the Club Vibes will take immediate effect after purchase. If you choose to purchase more than one type of Club Vibe, your Sim will be able to use the Set Club Vibe social interaction to give a moodlet of the highest tier to the whole Club. Below is a complete list of Club Perks available for purchase.

CAS and Object Perks are available for any Sim in your Household, even if they are not in the Club.

Build and Buy Object Perks can be placed on any lot.

Club Doors can be locked exclusively for Club Members, and even has a special "Attempt Secret Knock" interaction that adds to the Club's exclusivity.



THIS GUIDE IS NOT AN OFFICIAL GAME GUIDE. THIS GUIDE WAS COMPOSED INDEPENDENTLY AND NOT ENDORSED BY OR AUTHORIZED BY ELECTRONIC ARTS. SIMSVIP GAME GUIDES ARE CREATED SOLELY FOR INFORMATIONAL PURPOSES. SIMSVIP HAS MADE EVERY EFFORT TO ENSURE THE INFORMATION IN THIS GUIDE IS ACCURATE AND MAKES NO WARRANTY AS TO THE ACCURACY OR COMPLETENESS OF THE MATERIAL WITHIN THE GUIDE THE SIMS GAMES ARE OWNED AND OPERATED BY ELECTRONIC ARTS

Clubs - Continued

Icon	Name	Type	Description	Cost
	Infamous Club	Status	While in a Infamous Club, Sims will react to your Sims in fear. Your Sim will also start with lower relationship when they first meet others.	§100
	Obscure Club	Status	While in an Obscure Club your Sims will have a neutral relationship effect when you first meet other Sims.	§0
	Popular Club	Status	While in a Popular Club, Sims will react to your Sims in awe. Your Sim will also start with higher relationship when they first meet others.	§100
	No Handshake	Handshake	This will remove the clubs handshake	§0
	High Low Flip	Handshake	Unlocks the Club Handshake High Low Flip. This will replace any other handshake you have selected.	§100
	Cross Cross Point	Handshake	Unlocks the Club Handshake Cross Cross Point. This will replace any other handshake you have selected.	§100
	Front Back High Low	Handshake	Unlocks the Club Handshake Front Back High Low. This will replace any other handshake you have selected.	§100
	Fist Bump	Handshake	This unlocks the Club Handshake Fist Bump. This will replace any other handshake you have selected.	§100
	Capacity Upgrade 1	Size	Allow up to 7 Sims into your Club	§250
	Capacity Upgrade 2	Size	Allows up to 8 Sims into your Club	§500
	Friendly Bonus	Social Bonus	This will improve the chance of success when using friendly social while in a Club Gathering.	§300
	Funny Bonus	Social Bonus	This will improve the chance of success when using funny socials while in a Club Gathering.	§300
	Mean Bonus	Social Bonus	This will improve the chance of success when using mean socials while in a Club Gathering.	§300

Clubs - Continued

Icon	Name	Type	Description	Cost
	Mischief Bonus	Social Bonus	This will improve the chance of success when using mischief socials while in a Club Gathering	§300
	Romance Bonus	Social Bonus	This will improve the chance of success when using romance socials while in a Club Gathering.	§300
	Baking Boost	Skill Bonus	This will boost the speed at which your Sim gains Baking Skill in a Club Gathering	§400
	Mixology Boost	Skill Bonus	This will boost the speed at which your Sim gains Mixology Skill while in a Club Gathering	§400
	Charisma Boost	Skill Bonus	This will boost the speed at which your Sim gains Charisma Skill while in a Club Gathering	§400
	Comedy Boost	Skill Bonus	This will boost the speed at which your Sim gains Comedy Skill while in a Club Gathering	§400
	DJ Boost	Skill Bonus	This will boost the speed at which your Sim gains the DJing Skill while in a Club Gathering	§400
	Fishing Boost	Skill Bonus	This will boost the speed at which your Sim gains Fishing Skill while in a Club Gathering	§400
	Fitness Boost	Skill Bonus	This will boost the speed at which your Sim gains Fitness Skill while in a Club Gathering	§400
	Gardening Boost	Skill Bonus	This will boost the speed at which your Sim gains Gardening Skill while in a Club Gathering	§400
	Gourmet Cooking Boost	Skill Bonus	This will boost the speed at which your Sim gains Gourmet Cooking Skill while in a Club Gathering	§400
	Guitar Boost	Skill Bonus	This will boost the speed at which your Sim gains Guitar Skill while in a Club Gathering	§400
	Handiness Boost	Skill Bonus	This will boost the speed at which your Sim gains Handiness Skill while in a Club Gathering	§400
	Cooking Boost	Skill Bonus	This will boost the speed at which your Sim gains Cooking Skill while in a Club Gathering	§400

Clubs - Continued

Icon	Name	Type	Description	Cost
	Logic Boost	Skill Bonus	This will boost the speed at which your Sim gains Logic Skill while in a Club Gathering	§400
	Mischief Boost	Skill Bonus	This will boost the speed at which your Sim gains Mischief Skill while in a Club Gathering	§400
	Painting Boost	Skill Bonus	This will boost the speed at which your Sim gains Painting Skill while in a Club Gathering	§400
	Piano Boost	Skill Bonus	This will boost the speed at which your Sim gains Piano Skill while in a Club Gathering	§400
	Programming Boost	Skill Bonus	This will boost the speed at which your Sim gains Programming Skill while in a Club Gathering	§400
	Rocket Science Boost	Skill Bonus	This will boost the speed at which your Sim gains Rocket Science Skill while in a Club Gathering	§400
	Video Gaming Boost	Skill Bonus	This will boost the speed at which your Sim gains Video Gaming Skill while in a Club Gathering	§400
	Violin Boost	Skill Bonus	This will boost the speed at which your Sim gains Violin Skill while in a Club Gathering	§400
	Writing Boost	Skill Bonus	This will boost the speed at which your Sim gains Writing Skill while in a Club Gathering	§400
	Herbalism Boost	Skill Bonus	This will boost the speed at which your Sim gains Herbalism Skill while in a Club Gathering	§400
	Wellness Boost	Skill Bonus	This will boost the speed at which your Sim gains Wellness Skill while in a Club Gathering	§400
	Photography Boost	Skill Bonus	This will boost the speed at which your Sim gains Photography Skill while in a Club Gathering	§300

Clubs - Continued

Icon	Name	Type	Description	Cost
	Dancing Boost	Skill Bonus	This will boost the speed at which your Sim gains Dancing Skill while in a Club Gathering	§300
	Homework Boost	Skill Bonus	This will boost the speed at which your child Sim does their Homework while in a Club Gathering	§100
	Creativity Boost	Skill Bonus	This will boost the speed at which your child Sim gains Creativity Skill while in a Club Gathering	§200
	Mental Boost	Skill Bonus	This will boost the speed at which your child Sim gains Mental Skill while in a Club Gathering	§200
	Motor Boost	Skill Bonus	This will boost the speed at which your child Sim gains Motor Skill while in a Club Gathering	§200
	Social Boost	Skill Bonus	This will boost the speed at which your Sim gains Social Skill while in a Club Gathering	§200
	Stronger Comradery Moodlet	Vibe	The Stronger Comradery Moodlet will boost the base happy buff you receive for being in a Club Gathering	§300
	Strongest Comradery Moodlet	Vibe	The Strongest Comradery Moodlet will boost the base happy buff you received for being in a Club Gathering to the max.	§400
	Angry Club Vibe	Vibe	The Angry Club Vibe can be used to make all Sims in your Club Gathering Angry!	§100
	Stronger Angry Club Vibe	Vibe	The Angry Club Vibe can be used to make all Sims in your Club Gathering Angry.	§200
	Strongest Angry Club Vibe	Vibe	The Angry Club Vibe can be used to make all Sims in your Club Gathering Angry.	§300
	Confident Club Vibe	Vibe	The Confident Club Vibe can be used to make all Sims in your Club Gathering Confident	§100
	Stronger Confident Club Vibe	Vibe	The Confident Club Vibe can be used to make all Sims in your Club Gathering Confident	§200
	Strongest Confident Club Vibe	Vibe	The Confident Club Vibe can be used to make all Sims in your Club Gathering Confident	§300

Clubs - Continued

Icon	Name	Type	Description	Cost
	Energized Club Vibe	Vibe	The Energized Club Vibe can be used to make all Sims in your Club Gathering Energized.	§100
	Stronger Energized Club Vibe	Vibe	The Energized Club Vibe can be used to make all Sims in your Club Gathering Energized.	§200
	Strongest Energized Club Vibe	Vibe	The Energized Club Vibe can be used to make all Sims in your Club Gathering Energized.	§300
	Flirty Club Vibe	Vibe	The Flirty Club Vibe can be used to make all Sims in your Club Gathering Flirty.	§100
	Stronger Flirty Club Vibe	Vibe	The Flirty Club Vibe can be used to make all Sims in your Club Gathering Flirty.	§200
	Strongest Flirty Club Vibe	Vibe	The Flirty Club Vibe can be used to make all Sims in your Club Gathering Flirty.	§300
	Focused Club Vibe	Vibe	The Focused Club Vibe can be used to make all Sims in your Club Gathering Focused.	§100
	Stronger Focused Club Vibe	Vibe	The Focused Club Vibe can be used to make all Sims in your Club Gathering Focused.	§200
	Strongest Focused Club Vibe	Vibe	The Focused Club Vibe can be used to make all Sims in your Club Gathering Focused.	§300
	Inspired Club Vibe	Vibe	The Inspired Club Vibe can be used to make all Sims in your Club Gathering Inspired.	§100
	Stronger Inspired Club Vibe	Vibe	The Inspired Club Vibe can be used to make all Sims in your Club Gathering Inspired.	§200
	Strongest Inspired Club Vibe	Vibe	The Inspired Club Vibe can be used to make all Sims in your Club Gathering Inspired.	§300
	Playful Club Vibe	Vibe	The Playful Club Vibe can be used to make all Sims in your Club Gathering Playful.	§100
	Stronger Playful Club Vibe	Vibe	The Playful Club Vibe can be used to make all Sims in your Club Gathering Playful.	§200

Clubs - Continued

Icon	Name	Type	Description	Cost
	Strongest Playful Club Vibe	Vibe	The Playful Club Vibe can be used to make all Sims in your Club Gathering Playful.	§300
	Sad Club Vibe	Vibe	The Sad Club Vibe can be used to make all Sims in your Club Gathering Sad.	§100
	Stronger Sad Club Vibe	Vibe	The Sad Club Vibe can be used to make all Sims in your Club Gathering Sad.	§200
	Strongest Sad Club Vibe	Vibe	The Sad Club Vibe can be used to make all Sims in your Club Gathering Sad.	§300
	Rally the Troops	Management	Unlocks the Rally the Troops social interaction to keep your Club partying all night long.	§500
	Networked Club	Management	This will increase your performance gain at work while your Sim is part of this Club	§500
	Leather Jacket	Clothing & Décor	Represent your Club with this stylish Leather Jacket. Once purchased don't forget to apply it to your Club's uniform from the Club Panel.	§200
	Track Jacket	Clothing & Décor	Represent your Club with this stylish Track Jacket. Once purchased don't forget to apply it to your Club's uniform from the Club Panel.	§200
	Trucker Hat	Clothing & Décor	Represent your Club with this stylish Trucker Hat. Once purchased don't forget to apply it to your Club's uniform from the Club Panel.	§100
	Club Pennant	Clothing & Décor	Represent your Club allegiance with your very own Club Pennant. Once purchased don't forget to put one in your house!	§300
	Friendship Bracelets	Clothing & Décor	Show who your true friends are. Once purchased don't forget to apply it to your Club's uniform from the Club panel.	§100
	Club Door	Clothing & Décor	Use this door to create a Club hangout and keep out those rival Clubs	§400
	Club Seal	Clothing & Décor	This Club Seal is the ultimate display of Club pride. Display it proudly in your Club hangout or house.	§600
	Club Flag	Clothing & Décor	Show your Club spirit by hanging this flag proudly in your Club hangout or house.	§300

Clubs - Continued

Icon	Name	Type	Description	Cost
	Club Banner	Clothing & Décor	Represent your allegiance with this Club Banner. Once purchased don't forget to put on in your house.	§500
	Club Rug	Clothing & Décor	Cover your Club hangout with this soft one of a kind custom rug and display your Club's Crest proudly! Once purchased don't forget to place one in your Club's hangout or house.	§300



This guide is not an official game guide. This guide was composed independently and not endorsed by or authorized by Electronic Arts. SimsVIP game guides are created solely for informational purposes. SimsVIP has made every effort to ensure the information in this guide is accurate and makes no warranty as to the accuracy or completeness of the material within the guide The Sims games are owned and operated by Electronic Arts

BUILD/BUY

INTERACTIVE OBJECTS

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

DIVING PLATFORMS

Diving Platforms are new pool objects designed to allow Sims of all ages to jump or dive into both natural and regular pools. When swimming in groups, Sims are given the option to Jump into the pool on their own, or jump for the group. Spectators will surround themselves around a Sim and watch them perform the jump.

There is no skill directly associated with diving, but there is definitely a chance your Sim will end up failing miserably (belly flop into the pool), or won't complete the jump at all. The following interactions are available with all three diving platforms:

Backflip - Sims will flip backwards into the pool.

Cannonball - Sims will tuck their knees into their hands and Cannonbaaaaaallll!!

Jump - Sims will jump directly into the pool.

Swan Dive - Sims will show off their elegant swan dive!



Build/Buy - Continued

Don't Wake the Llama!

Don't Wake the Llama is a brand new table game that can only be described as a Sims version of "Jenga". This object provides hours of fun for Sims of all ages, and allows for casual and challenge play. The winners of a challenge receive a Happy Llama moodlet, and the poor soul who pulls the last stick and loses receives an Embarrassed Llama moodlet.

The Don't Wake the Llama tables double as card playing tables, and even enable playing card tables to double as Don't Wake the Llama tables!

Sims with a Level 6 Mischief Skill (or higher) can "Set Fire" to the table game. You will then have the option to throw out the ashes and replace the game.

Llama fall and go boom? Be careful with that!



THIS GUIDE IS NOT AN OFFICIAL GAME GUIDE. THIS GUIDE WAS COMPOSED INDEPENDENTLY AND NOT ENDORSED BY OR AUTHORIZED BY ELECTRONIC ARTS. SIMSVIP GAME GUIDES ARE CREATED SOLELY FOR INFORMATIONAL PURPOSES. SIMSVIP HAS MADE EVERY EFFORT TO ENSURE THE INFORMATION IN THIS GUIDE IS ACCURATE AND MAKES NO WARRANTY AS TO THE ACCURACY OR COMPLETENESS OF THE MATERIAL WITHIN THE GUIDE THE SIMS GAMES ARE OWNED AND OPERATED BY ELECTRONIC ARTS

Build/Buy - Continued

Dartboard and Foosball

Darts and Foosball are new entertainment activities for Sims of all ages to enjoy. You can purchase these objects in buy mode for some solo play or play with other Sims for an interesting challenge. These objects can also be found in the local pubs of Windenburg.



Arcade Machine

The Arcade Machine is yet another entertainment object for Sims of all ages. You can purchase them in buy mode for some solo play or play with other Sims for an interesting challenge. This object can also be found in the local pubs of Windenburg.



Build/Buy - Continued

Dance Floor

The Dance Floor is a brand new object that ties in with the Dance Skill. Although Sims of all ages can use the dance floor, the Dance Skill is only available for Sims Teen and older. Sims can show off their moves on the dance floor, but do note that music must be playing nearby for Sims to just "dance" on it.

Increasing the Dance Skill unlocks new dance moves and gives Sims a boost of confidence while on the dance floor. Be sure to dance the night away!

The Dance Floor is directly tied to the Dance Skill, so visit our Dance Skill Section of the guide to learn more about unlocking new dance moves.



Sims can purchase any of 16 Dance Floor types in buy mode, all of which range in size from small to large, or they can visit a Dance Club venue which is already equipped with a dance floor. Additionally, Sims who reach level 3 in the Dancing Skill will be rewarded with a portable dance floor to use. The following interactions are available on the Dance Floor:

Dance - Sims will take to the dance floor and dance like no one is watching! The better their dancing skill, the better they will dance! Sims don't let Sims do the chicken dance.

Group Dance - If a Sim is together with a group of other Sims, they will all take to the dance floor and dance any of the following in sync: Lean Back, Spin Snap Swag, Boogie Down Woogie, Break it Down, and One Two Steppin. Note that available options are dependent on the Dance Skill level of each member.

Dance Together - This interaction is used on a specific target Sim(s) when the active Sim wants to dance with another.

Show Off Moves - As Sims increase their dance skill, they will unlock new moves on the dance floor. New moves include: Light Spin, Pump-pop, Jimmy Leg, Arm-Chair, Back Flip. Watch out for failures with that last one!

Dance Battle - Does your Sim have the best moves? Challenge any other Sim to a Dance Battle and see who's the true champ!

Build/Buy - Continued

DJ Booth

The DJ Booth is a brand new object that ties in with the DJing Skill. Although Sims of all ages can interact with the DJ, the DJing Skill is only available for Sims Teen and older. Sims can show off their DJ Skills on any of the available DJ Booths, and even make tips doing so!

Increasing the DJing Skill unlocks a variety of new rewards, including the ability to make mix tapes, upgrade the DJ Booth, Set the Mood, and more. Control the crowd!

The DJ Booth is directly tied to the DJing Skill, so visit our DJing Skill Section of the guide to learn more about unlocking new interactions and rewards.



Sims can purchase any of 4 DJ Booths in buy mode, or they can visit a Dance Club venue which is already equipped with one. Once there, they can immediately start using the DJ Booth with a level 1 in the DJ Skill. Note that the DJing Skill determines how good (or BAD!) a Sim drops a beat. The following interactions are available:

Practice - How else will a Sim start increasing their DJ Skill? This is the first step for any aspiring DJ!

Play Music Genre - Now that a Sim has some experience under their belt, they can begin to play a variety of new genres. Available genres are dependent on the DJing Skill, and Sims will be able to play the following once they have maxed the skill: Breakbeats, Chill-Out, Chip-Tune, Drum & Bass, Groovin', Hip-Hop, House, Machine, Remixes, Noise, or a Custom Mix Tape.

Switch Music Genre - Sick of listening to the same genre over and over? Switch it up a bit! Additionally, Sims who head out to the night club can also request specific genres from the DJ playing at the venue.

Create Custom Mix - Sims who reach Level 8 in the DJing Skill will unlock the ability to create custom mix tapes. These custom tracks can then be played at the DJ Booth instead of the default music genres.

Hire DJ - Not interested in DJing? Then have your Sims hire one! Sims can hire two types of DJ's: Professional DJ (§100) or DJ Headliner (§250).

Build/Buy - Continued



Feel the Crowd - Sims who reach Level 10 in the DJing Skill will be able to control the emotions of the crowd. Select from the following emotions when using this interaction: Confident, Flirty, Energized, and Dazed.

Get Hyped - Sims who reach Level 6 in the DJing Skill will unlock the ability to "Get Hyped". The DJ will jump up and down and hype up the crowd!

Upgrade - Sims who acquire the Handiness skill will also be able to perform upgrades to DJ Booths. Please note that upgrades are also dependent on the DJing Skill level, and some may only be available on select DJ Booths. The following upgrades are possible: Dynamic Surge Protection, Advanced Heat Sink Upgrades, Install Plasma Display, Equip Particle Generators, and Wireless Display Override.

Control Panel - Use this option to control the Radio Settings, Special Effects, Volume, and to Enable/Disable Telesplosion. Only the most expensive DJ Booth (Quantam Retro) includes the Special Effects option.

Fire Pits

Fire Pits are a brand new interactive object that allows Sims of all ages to enjoy some bonfire fun. This object can be found in many places around Windenburg, and can also be purchased in buy mode. The following interactions are available with the Fire Pit:

Light Fire - Light up any of the two available fire pits and get started! Be careful though, your Sim may just end up with a burnt arm!

Extinguish - Extinguish a fire pit.

Hangout - Sims can either hangout alone or hangout together with a group.

Possess (Ghosts) - Ghosts will create a really awesome skull-fire effect when possessing the large fire pit, and then light it for you! How convenient!

Build/Buy - Continued

Play - Use this interaction for a number of animations while Sims interact with the Fire Pit.

Change Fire Color - Tired of the same color? Change the fire pit color to any of the following colors: Red, Grey, Light Blue, Light Purple, Yellow, Yellow-Green, Pink, Purple, Green, Teal, Dark Pink, Blue, Orange, or Light Red

Add Fuel - Sims will add lighter fluid or logs to keep the fire going. Fire Pits that do not receive enough fuel over time will burn out.

Cozy up With - Have a special someone? Use this interaction to get Flirty!

Dance - Sims can either dance alone or dance together with a group.

Fire Dance (Requires Level 3 Dance Skill) - Sims who have a level three in the Dance Skill can use this interaction for a whole new way to dance!

Burn Misc Objects - Drag and Drop items into the fire pit directly from a Sim's inventory. Burning certain items will even give Sims special moodlets depending on the items. Example items include: Homework, Art, Food, Voodoo Dolls and Toys.

Burn Voodoo Doll - Sims who successfully acquire a Voodoo Doll can use it in an all new way. Burning a Voodoo Doll is definitely fun, but what about a Voodoo Doll that is bound to Sim? Want to see them jump in flames? Throw their Voodoo Doll in. DO IT.



THIS GUIDE IS NOT AN OFFICIAL GAME GUIDE. THIS GUIDE WAS COMPOSED INDEPENDENTLY AND NOT ENDORSED BY OR AUTHORIZED BY ELECTRONIC ARTS. SIMSVIP GAME GUIDES ARE CREATED SOLELY FOR INFORMATIONAL PURPOSES. SIMSVIP HAS MADE EVERY EFFORT TO ENSURE THE INFORMATION IN THIS GUIDE IS ACCURATE AND MAKES NO WARRANTY AS TO THE ACCURACY OR COMPLETENESS OF THE MATERIAL WITHIN THE GUIDE THE SIMS GAMES ARE OWNED AND OPERATED BY ELECTRONIC ARTS

Build/Buy - Continued

Espresso Bar

The Espresso Bar and Espresso Machines are new foodie objects available in game. You can find the objects in buy mode, or visit the new Cafe Venue in Windenburg. These objects can be used on both residential and public lots, and even allow Sims to tend to them, assuming you have not already hired a caterer.
Sims who want to order food and drink from the espresso bar can use the "For Here" or "To Go" options. When purchasing an item "To Go", the item will fall into a Sim's inventory. When ordering an item "For Here", Sims will take the item and sit at a nearby table to eat the items in the Cafe. Below is a full list of interactions available with this object:

The Espresso Bar also brings brand new food and drink items to the game. For a complete list of items that are included, see the New Food and Drink section.

Tend - Sims can tend the Espresso Bar and serve Sims food and drinks.

Upgrade - Sims who have at least a Level 5 in the Handiness Skill can upgrade the espresso machine to unlock the "Perfect Pre-Work Shot" drink recipe. This drink is automatically available on public Cafe Lots.

Hire Staff - Not in the mood to make your own food and drinks? It's time to hire someone to serve you!

Make Drink - Sims can make any of the available drink recipes for their own enjoyment.

Order Drink - Sims who are not tending the bar can order any of the 8 new drink recipes.

Order Food - Sims who are not tending the bar can order any of the 4 new food items.



Build/Buy - Continued

Anything Goes Party Bush

The Party Bush is an object that allows Sims to do pretty much anything. Found in many locations around Windenburg, and also in buy mode, this object allows for the following:

Fertilize - Sims can use the bush to relieve their bladders.

Nap/Disco Nap - Tired? How about a little nap? Sims who have the Dance Machine trait can also use the "Disco Nap" interaction for a more satisfying nap.

Woohoo/Try for Baby - Adult Sims who are in in a serious relationship can both Woohoo and Try for a baby in the bush.



THIS GUIDE IS NOT AN OFFICIAL GAME GUIDE. THIS GUIDE WAS COMPOSED INDEPENDENTLY AND NOT ENDORSED BY OR AUTHORIZED BY ELECTRONIC ARTS. SIMSVIP GAME GUIDES ARE CREATED SOLELY FOR INFORMATIONAL PURPOSES. SIMSVIP HAS MADE EVERY EFFORT TO ENSURE THE INFORMATION IN THIS GUIDE IS ACCURATE AND MAKES NO WARRANTY AS TO THE ACCURACY OR COMPLETENESS OF THE MATERIAL WITHIN THE GUIDE THE SIMS GAMES ARE OWNED AND OPERATED BY ELECTRONIC ARTS

Build/Buy - Continued

Closets

Closets are new objects that allow Sims of all ages to enjoy new interactions. These items can be found in buy mode and placed in your home. This object is especially useful for planning outfits, and even getting a little hot n' steamy! Here are the interactions:

Try New Outfit - Sims will emerge from the closet trying on a variety of new outfits. Occasionally, a Sim may come out looking like a clown...literally!

Change Outfit Of - This interaction allows a Sim to change the outfits of other Sims. This will prompt Create-a-Sim to open where you will be able to change a Sim's clothing.

Plan Outfit - Don't like your Sim's choice of clothing? Use this option to completely redo their look. This will prompt Create-a-Sim to open where you will be able to change a Sim's clothing.

Cry in Closet - Sad and Embarrassed Sims can hide away in the closet and cry their woos away.

Play (Children) - Children can use this interaction to play inside the closet. Oh what fun!

Make Out With - Sims who are in in a serious relationship can makeout in the closet.

Woohoo/Try For Baby - Adult Sims who are in in a serious relationship can both Woohoo and Try for a baby in the bush.



BUILD/BUY - CONTINUED

BUILD/BUY MODE OBJECTS

The Sims 4 Get Together includes 360 buy and build mode items. This includes objects, build items, styled rooms, and every other item that was included with the game.



The Duty Calls Model Citizen Bush
§290
This is your parents' shrub. This is the most "by-the-book" poplar in the forest. This bush is a model citizen that follows all of the rules. It makes the pines pleased and willows whistle. We were going to tell you what this bush does, but it would rather share that information itself so you feel more comfortable.



The Hard Boiler
§250
Don't be fooled by its name, this uniquely shaped Egg style seat has got you surrounded in comfort. It won't be long till you'll be curling into a ball like a baby chick in an egg. Available in a wide assortments of color swatches designed to match any color theme you might be seeking to explore or match.



Modern Day Conversational
§325
Whether your Sims feel like socializing or just taking that afternoon nap, this seat ought to suffice and spice accordingly. Pull up a couple seats and get the conversation started!



The Old Local Dining Chair
§50
The scrapes and beverage stains on this dining chair tell a story of where it's been. That makes it more authentic, no?



Fleur de Iron Garden Chair
§300
The flowing floral design of this wrought iron chair is perfect for adding a whimsically soft, yet sturdy and strong touch to any garden.



Seat of the House
§130
Your personal loge for the local Foosball championship give or take the food, beverages, privacy, and stature. OK, maybe your personal courtside seat for the championship. People pay lots of money for those seats; yours is free!



The Old Local Barstool
§300
This is the barstool that fits you just right. It seems to remember your... imprint, and always welcomes you back like an old friend.



The Victorian Napper
§600
With its straight lines and padded armrests, this sofa brings back memories of a much simpler time. Converse about the ill-minded norm of leaches or the monarchy and laugh about irrational fears of the impending crash of the sun.



The Anything Goes Party Bush
§370
This ain't your parents' shrub. This isn't some "by-the-book" poplar or stuffy redwood. This bush plays by its own rules. It makes the pines pine and the willows weep. We were going to tell you what this bush does, but it asked us to leaf it alone, so you'll have to find out for yourself.



Love Chair
§250
Somewhere between an armchair and a love seat, the Love Chair is perfect for first dates, old dates, or lonely, sad evenings watching TV. Alone. The Love Chair embodies the spirit of love, be it in reality, or only in your lonely lovelorn dreams.



Afternoon Sittin' Spot
§400
Whether it is enjoying a good book or sipping on your favorite brew, you can't go wrong with this upscale living room chair. Elegantly styled and built for comfort for when you come home and catch up on the latest news and gossip.



Main Course Dining Chairs
§200
Dining chairs are a staple for any elegant get together or formal event. Styles are available in Oak, Walnut, Cherry as well as Mahogany just to name a few. Dinner shall be served before your seated self!



Poolside Dining Chair
§400
The Poolside Dining Chair is designed specifically for your Sim's post-swimming needs. The chair is rounded to comfortably conform to your Sim's post-swimming body and slots perfectly into the Poolside Dining Table. Enjoy an icy beverage and kick back in the Poolside Dining Chair!



High Ground
§250
Guaranteed to give you the high ground in a fight, this barstool will make your enemies think twice about jumping over a pool of lava to attack you. Advantage: light side.



Long Day Conversational
§550
Similar to the Modern Day Conversational, this long frame sofa is inviting to all guests. With its vibrant color variations and inclusion of two soft foam pillows, it's primed and ready to provide all the comfort you might need...and then some!



Outdoor Conversational
§700
Come outside, have a seat, grab a drink, and just relax. Perhaps invite some friends, or maybe enjoy the sun alone. Whether you're an introvert or extrovert, the Outdoor Conversational will weather the elements of your porch.

Build/Buy - Continued



Sun Setting Park Bench - Floral Edition
§275
Taking a stroll isn't always a walk in the park. It can be tiring. SO tiring. So park your tush on the Sun Setting Park Bench - Floral Edition. Sit down, relax, and smell the flowers. But not the ones on the bench. They're not real.



The Versatile Couch
§500
This may look just like any other loveseat, but that is kind of the point. This loveseat has the ability to fit into literally any room. We have lots of colors and whatever you need to make this loveseat work. Remember, if you can't find a spot for this, your room is wrong.



Anatolian Ottoman Rustic
§450
The Ottoplum Simpire may have been the Sick Old Man of Old, but this Ottoman will never fall apart. At least, not before 600 years!



Medieval Glory
§255
Square up your room with this table that's perfect for your role playing game nights. Not a fan of games? How about feasts? It can also hold your medieval inspired feast concoctions! Wait, not a fan of those either? Well... Err... Just have it be a table with personality! Yes!



Private Pub Table
§310
Want a quiet table to settle into with a friend? Maybe a romantic friend? Well this table isn't going to make your game any smoother, but at least you'll be comfortable while you try.



Gritty Pub Table
§500
This table has been drowned in the sorrows of many pub regulars. It usually comes in the form of frothy drippings from whatever beverage was precariously perched on its surface and other times, it's the tears of the actual patron... well, hopefully they're tears.



Lord Ike's Nightstand
§145
Years ago, this nightstand belonged to the great Lord Ike, the last of a once proud line. While the family was run out of town years ago, their legacy lives on in this.

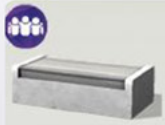


Nature's Revenge Table
§300
There was once a girl named Ella with a real green thumb. Plants grew wherever she walked. Try as she might she could never keep the plants in check throughout her house until the plants finally overtook her and she went to live in the woods. Commemorate her legacy with this exact replica of her famous first table.



Comfortably Medieval
§350
We can't promise this is one of the least comfortable benches out there, but who can say no to this historical beauty? Just try it! It might be the best ever. If not for comfort, place it to have a great replica of medieval style furniture. Perfect for aficionados!

Comfort: 1



Anatolian Ottoman Wooden
§400
Don't listen to rumors that say this is just a wood block. This is no ordinary wooden block. It was once used by the Queen herself to rest her feet after a long day in exile. What do you say, want a piece of history?



Poolside Dining Table
§200
Pools are fun and relaxing, but you're not going to eat in them. Why not grab some grub at the Poolside Dining Table and eat your heart out! Just make sure to wait one Sim Hour before jumping back in.



Brunch with Vetta Dining Table
§275
A good brunch lasts all day with endless sweets, espresso, and maybe a fizzy drink or two shared with friends. This table is the perfect addition to your brunch date. It's sure to do its job keeping your feast contained.



Dullsville Table
§500
This table is one of the most ordinary tables in the world. It once entered the International Meh Championships and came in dead average. So if you're looking for a simple dependable table, and nothing more, this is the table for you.



Grooved Pub Table
§750
Grooves are born into this table as a result of years of repeated use. If only this table could tell stories it would regale all with the trials and tribulations of Sims throughout history. You just can't craft a new piece of furniture with character like this.



Table of Plaque
§275
This table was once a plaque given to the winner of the Susan Novak International Table-Making Contest. Of course, so complete was her obsession with table-making that she took the plaque and fashioned it into a table. Despite protests from the international table-making community the table was made, and now this award winning award table can be yours!



The Ornate Trestle
§760
Classic and elegant. This desk will give your home an expensive feeling without breaking the bank. In fact, don't use it... Just admire it.

Environment: 4



Not do Invisible Shelves
§100
Magic shelves? No way! Decorate your walls without sacrificing walkable space and display your items in style.

Note: Some assembly is required.

Build/Buy - Continued



A Large Brunch with Vetta Dining Table
$250

A good brunch lasts all day with endless sweets, espresso, and maybe a fizzy drink or two shared with friends. This table is the perfect addition to your brunch date. It's sure to do its job keeping your feast contained.



Timeless Luxury
$996

A bath inset in wood just screams high class, so treat yourself to the best that money can buy.

Hygiene: 5
Stress Relief: 4
Discomfort Relief: 4



Break a Leg Dance Floor - Petite
$250

The perfect place for you to bust out all the latest dance moves: The Cowplant Calypso, The Cordelia Shuffle, The Sixam Strut, the Bear Man Boogie, and many more. You'll be the toast of the evening.



Break a Leg Dance Floor - Med
$350

The perfect place for you to bust out all the latest dance moves: The Cowplant Calypso, The Cordelia Shuffle, The Sixam Strut, the Bear Man Boogie, and many more. You'll be the toast of the evening.

Fun: 5
+ Dance Skill



A Tree Funks in the Forest Dance Floor - Med
$395

This dance floor gives you not just the best moves, but the best pick up lines. Wood you like to dance? Can I ash you for this dance? I pine for you every day, will you dance with me? Any of these will work, you just have to have the right voice timber.



Break a Leg Dance Floor - Grande
$450

The perfect place for you to bust out all the latest dance moves: The Cowplant Calypso, The Cordelia Shuffle, The Sixam Strut, the Bear Man Boogie, and many more. You'll be the toast of the evening.

Fun: 5
+ Dance Skill



A Tree Funks in the Forest Dance Floor - Grande
$495

This dance floor gives you not just the best moves, but the best pick up lines. Wood you like to dance? Can I ash you for this dance? I pine for you every day, will you dance with me? Any of these will work, you just have to have the right voice timber.



Movers and Shakers Portable Bar
$530

Our ancestors once had to crush berries by hand to make juice in the wilderness. Now, this problem is a thing of the past with this state of the art portable bar. Now you can enjoy the wildness of nature, without the pain of having to fend for yourself.

Drink Quality: 3



The Wash Basin
$315

This is not a sink. This is a wash basin. Surely you would not be so uncouth to confuse one for the other. Do not disappoint us. Respect the difference.

Hygiene: 6
Reliability: 6



Hip to the Max Cardboard Dance Floor
$50

The perfect place to bust a move to the phattest beats in town. Break it down on this piece of fly card' whenever you gotta work it outside your sweet crib. Don't be left hanging, this dance floor is totally a waste of money, NOT.



A Tree Funks in the Forest Dance Floor - Petite
$295

This dance floor gives you not just the best moves, but the best pick up lines. Wood you like to dance? Can I ash you for this dance? I pine for you every day, will you dance with me? Any of these will work, you just have to have the right voice timber.



Movin' and Groovin' Dance Floor - Petite
$395

Researchers have investigated the groove sciences and discovered that a 'successful' dance is 99% confidence and 1% dancing. That 1% dancing is in turn comprised of 99% confidence and 1% dancing, and so on.



Shake and Simmy Dance Floor - Petite
$395

You've danced in front of the mirror. You've watched countless riverdancing tutorial videos on SimTube. You've montaged longer than any montage before. It's your moment. Now prepare yourself! The dance circle opens. Time to bust a move.



Movin' and Groovin' Dance Floor - Med
$495

Researchers have investigated the groove sciences and discovered that a 'successful' dance is 99% confidence and 1% dancing. That 1% dancing is in turn comprised of 99% confidence and 1% dancing, and so on.



Shake and Simmy Dance Floor - Med
$495

You've danced in front of the mirror. You've watched countless riverdancing tutorial videos on SimTube. You've montaged longer than any montage before. It's your moment. Now prepare yourself! The dance circle opens. Time to bust a move.

Fun: 5
+ Dance Skill



Movers and Shakers Portable Bar with Freezer Bunny Decor
$550

Who doesn't love freezer bunnies? Everyone loves freezer bunnies! That is a verified fact. That's what makes this decorated portable bar perfect for any occasion.



Movers and Shakers Portable Bar with Lights
$550

Lights add class to everything. Right? Right.

Drink Quality: 3
+Mixology Skill

Build/Buy - Continued



"Turn-Table-Top Tote" DJ Booth
$575
It doesn't look like much, and it may not have many fancy attachments, but it has soul! It really does!

Fun: 2
+ DJ Mixing Skill



Shake and Simmy Dance Floor - Grande
$595
You've danced in front of the mirror. You've watched countless riverdancing tutorial videos on SimTube. You've montaged longer than any montage before. It's your moment. Now prepare yourself! The dance circle opens. Time to bust a move.



Ye Olde Barre Bar
$700
Harken ye tavern-goers and rabble-rousers and gaze upon the glorious Ye Olde Barre Bar of...olde. It is a most sturdy and hearty barre if ever one was made, crafted in the finest workshopperies of all the land!



Glow in the Funk Dance Floor - Grande
$865
In nature, things that glow are usually dangerous. Angler fish, electric eels...mother-in-laws. Well, this dance floor glows, but the only danger is a fire, because the moves of our customers are so hot!

Fun: 7



"The Wub Tub Electromagic DJ Booth"
$1,000
The last time you dropped the bass? Your fishing trip. The last time you went spinning? Stationary bike. It's time to supercharge your ho-hum life with this futuristic DJ booth. Those late night calls from your neighbors? Pure jealousy.



Low-Fi Mobile DJ Booth
$2,000
This DJ booth may not have all the bells and whistles that some of the fancier models have, but it's just as good. Sure, it may not have DJ PlumPlum's famous Llama Lights, but it does have a flashlight on the side and an air horn on top. Plus, it's not about style, it's about the music.



Don't Wake the Llama Game Table for Kids!
$55
Hey Kids! Are you ready for the New and Improved Don't Wake the Llama Game for Kids with the mystical Llama-pega-corn? Note: we are not liable for any emotional damage that may or may not be incurred if children happen to make the Llama angry.



Don't Wake the Llama Game Table Set for Kids!
$175
Hey Kids! Are you ready for the Don't Wake the Llama Game Table Set? Now complete with chairs!



Hot Shot Foosball Table
$980
Spinning allowed: exercise classes, yarn, DJ Booths, pizza. Spinning not allowed: foosball. Do not spin lest the pub owner make an example of your poor sportmanship. Foos honorably, friends.



Movin' and Groovin' Dance Floor - Grande
$595
Researchers have investigated the groove sciences and discovered that a 'successful' dance is 99% confidence and 1% dancing. That 1% dancing is in turn comprised of 99% confidence and 1% dancing, and so on. So go! Get out there and own your weird dance floor gyrations! The science speaks for itself.



Glow in the Funk Dance Floor - Petite
$665
In nature, things that glow are usually dangerous. Angler fish, electric eels...mother-in-laws. Well, this dance floor glows, but the only danger is a fire, because the moves of our customers are so hot!



Glow in the Funk Dance Floor - Med
$765
In nature, things that glow are usually dangerous. Angler fish, electric eels...mother-in-laws. Well, this dance floor glows, but the only danger is a fire, because the moves of our customers are so hot!



All the Wave Bar
$983
As sleek and elegant as concrete gets. This full professional bar works great in any outdoor pool setting, both functionally and aesthetically. Really, that's the key to industrial design.



Future Furniture Star Bar
$1,558
What do you call the place where you get drinks on a spaceship? The Star Bar, of course. This futuristic bar is inspired by the 24th century where the drinks are still far too pricey.



Quantum Retro DJ Booth
$3,000
Now this is a DJ booth. Sleek walls, Hi-Fi sound, glowy Bits, this booth has it all. This is the kind of booth that DJ Firbs would use when he was spinning at the hottest Clubs in Windenburg. Drop beats like the best with the hottest mixer money can buy.



Don't Wake the Llama Classic Game Table
$150
Even though normal old card games are possible on this game table, I dare you and your friends to resist the addictive tension of Don't Wake The Llama!



Blind Trust Dartboard
$345
Playing the game of Darts can be dangerous, so what better way to play it than by covering your eyes and hoping your aim is true? Right?



Don't Wake the Llama Classic Game Table Set
$350
Even though normal old card games are possible on this game table set, I dare you and your friends to resist the addictive tension of Don't Wake The Llama!

Build/Buy - Continued



Button Masher 9001
§1,337
It's a well-known fact that the faster you mash the attack button the harder you hit. Enjoy this classic arcade game where you will easily crush your opponents with your superior strategy.



Easy Energy Espresso Bar Collection
§1,350
This collection of items includes the Easy Energy Espresso Bar, Impress-O Espresso Machine, and Espresso Grind-O-Matic all in one easy to grab place. Here you'll find everything you need to make that perfect cup o' joe.



Billowing Bonfire
§150
When you dance by this bonfire, make sure to get really into it so that onlookers believe you're inciting ancient resurrection rituals. Reassure them that your necromancy list only includes dinosaurs and dodos--docile



Water Reeds
§50
Heed the reeds' creed with speed lest ye plead for your misdeeds.

Environment: 1



The Living Vase
§50
Who needs their husband to bring them home a bouquet of flowers when they have them growing on the wall? Well at least it looks like they are growing on the wall... Nobody will tell the difference, we swear!



A Tuft of the Outside
§120
A little piece of the outdoors for your home. Perfect for those who like the outdoors and not necessarily are willing to go to it.



Hanging Gardens
§350
These hanging flowers will brighten up any city street, just like the ancient hanging gardens of...some place. We cannot remember, but truly, we're inspired by them! Wherever they were, or are. Do they still exist? They can if you buy with us today!



Duo-Piary
§495
The perfect shrub to transport your garden into the romance novel of old. Two spheres are far superior to one.



Ring of Flowers
§700
The perplexing display of flowers is sure to puzzle the most brilliant of onlookers.



Easy Energy Espresso Bar
§800
Without espresso, timecards would be filled out upside down, employees would exclusively communicate in grunts, and key business decisions would be made during REM sleep. If anyone deserves that company raise, it's that barista next door. Bar none.



The Gift of Fire
§94
Prometheus endured over 1000 years of suffering just so you could hear the satisfying pop of a pine cone thrown into a bonfire. Fire then is not a given, but a gift. Yes, even that burn from getting too close to the fire, a generous gift from the skies.



Algae Clump
§30
Before the existence of labs, it is said that algae was the very first cultured bacteria. When algae became bored with floating, it decided to invent algaebra. Then, it moved onto Calculae. Who would have expected such experimental maths from a clump?



The Contemporary Radishly Plant
§50
This potted beauty brings a contemporary feel into your home that reminds you of the great world outside. Or reminds you of a vegetable garden, either way, it looks amazing.



Country Flowers
§50
Nothing says "homey" more than a hanging basket of flowers by your windows. This wonderful arrangement will give a friendly face to any lot.



Tom's Flower Box
§240
The simplicity of a picket fence brings a notion of calmness and serenity. Someone needs to hurry up and paint this thing.



Mono-Piary
§450
The perfect shrub to transport your garden into the romance novel of old. A single sphere for those wanting high romance on a low budget.

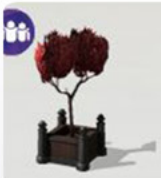


Tri-Piary
§525
The perfect shrub to transport your garden into the romance novel of old. You know what they say, third sphere is a charm.



Victorian Garden Planter
§635
A mimic of an ancient marble sculpture crafted by a Victorian woman in San Fransimsco during the 1800's, this is quite the addition to any home. It brings that romantic vision of the replicated past to the oft fabricated present!

Build/Buy - Continued



Lonely Cypress
§1,000
This isolated tree is begging for attention. Its bright colors are sure to spruce up any environment, particularly yours! Plant the seed towards landscaped wonder today with your generous donation.



Simply Simsy
§65
Simsy was a simple Sim, who wanted the world to know his name. Now you, too, can have his name proudly painted on your wall with our Simply Simsy decals.

Environment: 1



DJ Sherb Poster
§65
The last of the great DJ pantheon, DJ Sherb is known for her post-apocalyptic machine techno-grunge. Mope along to the eternal darkness of Sherb. You will feel, yes, you will feel.



WooWho! Historical Poster 2
§65
After being discovered, WooWho! embarked on their world tour. Their second album, "I Just Hit the Motherlode," was a massive success and its main single "Plumbob (You Are My Guiding Light)" went Double Platinum, cementing their superstar status.

Environment: 1



WooWho! Historical Poster 4
§65
WooWho! could not last forever. Ten years after they cut their first album, WooWho! broke up. Except for a single impromptu concert on the roof of The Solar Flare, they have not been seen in public together since. While their breakup was hailed as one of the great music tragedies, none could deny the influence that they had on music forever.



Antiqued History
§250
Pictures in sepia tone are the perfect way show off how authentic your lot is.

Environment: 2



Bring the Funk
§767
Do you want to decorate without losing your security deposit? Our Bring the Funk decal allows you to deface without fear! Our patented adhesive technology will not damage paint and continues to stick no matter how many times you move the decal! It even deters graffiti artists! (We accept no



Portrait of the Lady Mimsy
§3,155
The haunting portrait of Lady Mimsy Alcorn Shallot was painted on the very afternoon before she perished in her sleep from an unfortunate estate fire. The exact cause of the fire is still a mystery. These days, she's much more transparent. Visit The Von Haunt Estate and your Sims might get a chance to meet her... um... in person?



Simsy Was Here
§55
With our beautiful graffiti decal, you too can proudly proclaim that "Simsy Was Here" without having to hire him to deface your walls. Our patented adhesive technology allows you to move the decals as you please without losing stickiness!

Environment: 1



DJ Suuuuul Poster
§65
When the music swirls around you, trapping you until all you can do is shake, clearly you are in the presence of the great DJ Suuuuul. Known for his ethereal soundscapes and shiny hat, nothing can stand against his barrage of sound, none can escape...the rhythm.



WooWho! Historical Poster 1
§65
Quite possibly the greatest band of all time began with a group of friends playing weekly at the Blue Velvet in Willow Creek. While they were just small time then, a SimTube video of their song "Love is My Aspiration" went viral, which catapulted them onto the world stage.



WooWho! Historical Poster 3
§65
With fame and fortune already under their belt, WooWho! decided to take their music to strange and bizarre new places. Their trip to Sixam brought the world the very strange single, "Science Skill Level 10," which many critics called inane and confusing. However, the excellent "My Heart was Drowning (but You're My Pool Ladder)" kept them popular for many more years.



DJ PlumPlum Posters
§190
You may be a good DJ, but you will never be as great as DJ PlumPlum. She is so smooth that even Grim Reaper stopped to listen to her play, saving three people in the process. Immortalize her greatness, with these classic PlumPlum posters.



Post No Bills
§550
Never let the man tell you what to do! They're all like, "Clean your room" and, "Take down your old signs," but you know better. Posters don't get old, they get vintage!



The Angry Gnome
§850
The Angry Gnome is very angry. He wants the world to see his anger. Feel his anger with him!



Portrait of Lord Bernard Escargot Shallot
§3,155
Every country's got their token loony ex-socialite failed artist ghost Lord, right? Well, Windenburg's got Bernard, at least. Swing on down to the Von Haunt Estate and you might catch a glimpse of him!



Floored And Mirrored
§100
A perfect accent to any room you want to look at yourself in all your glory. With a delicate and intricate design, this piece is an excellent purchase for anyone who wishes to have a functional item with an antique feel.

Build/Buy - Continued



Mirror, Mirror
§101
Wonderfully crafted and with a design fit for fairy tales, this mirror is perfect for: Practicing Speeches, Freshen Up, well... Everything really. Just don't expect it to talk back or to serve you dinner. It won't, it is just a mirror.



Ahhhh-ning
§199
This awning is a product of the best unsolved mysteries throughout the world. Each tile used in its construction is from a home that was destroyed under mysterious circumstances, and the timbers come from only the darkest of forests and were cut down on dark and stormy nights. So prepare yourself for fear in: Awning 2, Revenge of the Canopy.



Balsa Awning
§221
This awning is the result of a contest amongst elementary school students to build an awning out of just balsa wood and white glue. It looks great, but don't stand under it for too long.



Lap Guides from Slosch Co
§5
When swimming in a fashion that's designed to keep you in perfect form, the Lap Guides from Slosch Co will be a beacon under the sea. Well, not the sea. It's a pool. And not a beacon. More a crisp smudge of paint.

Environment: 1



Deep Drain from Slosch Co
§10
Despite the chlorine and purest water, every pool needs a filter, a drain, something to remove impurities from your leisure bathing. The Deep Drain from Slosch Co is the solution. It'll drain the badness before you drain the fun!

Environment: 1



Oui Oui Specials Chalkboard
§45
Say bonjour to this lovely standing chalkboard and au revoir to not knowing the specials. This product is sure to spice up your store, and have all the monsieurs and mademoiselles saying tres bien.



Ninety Degrees
§65
There is no imperfect angle on this completely fabulous sculpture. It's so complex in its simplicity and speaks volumes without saying a word! Few sculptures keep you on your toes while doing nothing at all.



The Appropriated Ruin
§110
Errant members of our product development team stole the Time Traveling Research Vessel from the lab and obtained this Ancient Bath from the city of Baths. With the past irrevocably altered, the Board of Directors ordered the piece to be sold in the interest of profiting from a tarnishing of the temporal tear.



No Shade Awning
§101
This glass awning isn't very shady. In some circles that's considered a good thing. Perhaps, your circle? Buy today!



The Charming Village Sun Awning
§200
Coffee and chocolates on a bright summer day? Resting on cobblestones in the shade of your favorite café? Those are the images evoked by the gentle stripes and tapers of this store front awning.



Fiddler's Awning
§282
Give the outside of your home the perfect accent that compliments any wall. You can extend your roof or place it on the wall for no particular reason. It looks great, doesn't it?

Lap Guides End Caps from Slosch Co
§7
So, you're swimming laps. But, when do you stop? Where do you stop? Oh, the challenge! Fear not. Slosch Co is the beginning and end of your needs for a beginning and end. Use these Lap Guide End Caps to put a stop to indecision.

Thousands of Years Old
§35
When seeking outstandingly sculpted ruins, look no further. This specific piece may not look like much, but this piece...this piece right here...is thousands of years old! It's not just a clever name!



Peepers BEGONE! Signage
§50
Afraid your neighbors just don't get the hint when it comes to your privacy? Sometimes subtle remarks and gestures just don't cut it! If that's the case, purchase this discreet, yet simple signage to put straight any privacy concerns.



Kiosk On a Plaque
§70
I once met a traveler in Windenburg who said, "On the freeway there is a crumbling arch that once held up a great palace. At its base, a plaque was placed. And on the plaque these words appear 'A plaque like this is a great way of making objects look important. Try placing some of them around the world!'"



International Club Banner Tassels
§150
Hoooooo we gonna cheer the team lads! Whether it's the knobby-knee'd Spudlucks of Tweed, or the gaunt and toothy Winkle Spats of Trolby, these International Club Banner Tassels will represent the Club you're willing to shout yourself hoarse over.



Sun-die-al
§200
This is the spookiest of sundials. It may look normal, but this sundial has been the end of many a Sim. How does it do it you ask? Well it's simple. People look at it, exclaim, "Wow! Is that the time?" and then promptly faint, hitting their heads in the process. Don't be

Build/Buy - Continued



Secret Runes
§210
They say that the runes covering these broken ruins hold an unimaginable power. No, not the hearts with people's initials. Those only hold the power of cliched romance.



Cafe Wall Speaker
§120
The perfect way to turn any acoustic cafe into a folk wonderland. Listen to the best music while you enjoy the best coffee.

Fun: 1
Reliability: 3



Rail Against the Machine
§275
This rail is all that remains of the authoritarian, power hungry, tyrannical, systemically disenfranchising governmental machine. You know, the one that was railed against.



Straight Trellin'
§325
"Your garden be shining. Your plants be climbing. Your neighbors be whining. You're Straight Trellin', yard defining"

Environment: 2



Rock N' Runes
§410
These walls were toppled by the shrill crescendo of an opera singer, but we can build the city again--on rock and roll. The sturdiest of foundations.



The Timmy Cracker Pillar
§425
This pillar crumbled from the vibrations of Little Timmy's cannonball dive into the nearby pool. A mural of his legendary dive is etched into the stone, serving as a warning for other pillars to fear Timmy's powerful bottom.

Environment: 2



Ruined Stairs
§425
These stairs used to lead to a beautiful temple. Now they only lead to building safety code violations. Not that those violations have significantly influenced your building in the past...

Environment: 2



Have a Heart Umbrella
§450
The two halves of this heart will never meet. But, your Sim will be completely shaded from the harsh UV rays of the sun. This jaunty little outdoor treasure comes in a variety of colors and will never fade with a new sun resistant dye in the fabric.

Environment: 2



Vogelhuisje
§225
Housing aimed at avian aficionados cannot be found in finer form than the Vogelhuisje. So stylish it repels plebeian winged sorts. You may find your Sim house guests prefer Vogelhuisje more than the beasts of the sky.

Environment: 1



Pop n' Lock it Dance Club Sign
§250
The Pop n' Lock it sign promotes areas of grooving and jiving. Show off your moves and break it down. Make sure to not pop too hard.

Environment: 2



Vacker Sot Floral Cart
§320
This gorgeous, cute garden piece hails from afar. The flowers that accompany this were created by cross pollinating plants. Firstly, we have a lilsie, that is a cross of a lily and a daisy. Secondly, we have a tulrangea, which is a tulip and a hydrangea. The word



Heritage Pride
§375
Each flag signifies a family that helped build this town. Too bad nobody remembers which flag belongs to which family...

Environment: 2



Classic Bollard
§425
Hi ho! Hey hey! These bollards are here to stay. Eh hem. Sorry about that. The reality is that these bollards, installed by the robust and rotund King Henburshtam IV, are resolute in their adherence to the concrete and frankly, we cannot get them out. Buy



The Immediate Break
§425
While this pillar may look broken from the cruel erosion of time, it actually crumbled a single day after it was finished. If only they had architecture school back then! Or, proper concrete.



The Humidor Shed
§425
This is a tiny little shed that's perfect for preserving things stored commonly in a shed. It keeps shedded objects perfectly moist -- not too dry, not too wet. Really, the perfect level of moistness.



Copernicus Globe Sun Dial
§500
This lovely ancient time piece was created in the early 80's and is the perfect center piece for one's foyer or gardens. It recalls the heliocentric theory of Copernicus with an 80's charm.

Environment: 3



Teared Birdbath
§600
This is not simply a tiered birdbath, it's a teared birdbath. Filled with only the finest tears of the most depressed airborne creatures, this birdbath will make even the happiest mockingbird into a depressed raven in seconds. So embrace darkness and

Build/Buy - Continued



Humpty's Revenge
§610
Humpty Dumpty sat on this wall
Humpty Dumpty had a great fall
The wall crumbled from weight on its edge
And Humpty Dumpty had his revenge.
Environment: 3



A Ruin Divided
§710
This chunk of the rock temple seceded from the rest of the wall due to ideological differences. Most chunks would have stayed, but you could say this one was a little boulder.
Environment: 3



Free Flying Flag
§800
Doesn't the sight of that unfurled spot of cloth enrich the heart? Doesn't it awaken ancient spirits of home and hearth? Nay? Well, we think it looks rather nice, regardless of your cold-hearted spirits.



Wassup Pedestration
§1,421
"What is going on? What's up? What's happening in town? If you're looking for maps* or posters of current events**, seek out the Wassup Pedestration for up to the minute*** notices of the hippest happenings.

*Not accurate



Curved Metal Lambasts
§1,800
When the sculptor's tools lead their hands, strange shapes emerge. If the heart drives, the result is predictable. If the mind predicts, we know the result. Let the tools speak, and the lamentations will be delicious.
Environment: 6



Sun Spot Awning
§1,900
There are times when you wish to sit outside, beneath a structure, but not have the sun's rays impeded from kissing your skin. That kiss is metaphorical, by the way! With the Sun Spot Awning, photosynthesis can and will occur, assuming your skin is willing to imbibe.



Point Enmity
§2,100
Nobody will ever have words to describe this sculpture no matter how long they stare at it.
Environment: 7



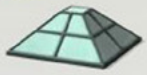
The Rectangle
§15
While this rectangle may look like an ordinary block of stone, it is actually...who are we kidding? It's a rectangle. Yes, it'll look lovely and surely adorn your floor better than most rugs. But, defy the standard 4 sided shape we shan't.



Perfectly Pulmonate
§700
This gigantic prehistoric snail is most definitely deceased. It is no more! It has ceased to be! It has expired! It is an ex-snail!
Environment: 3



Retired Wishing Well
§776
Set aside due to the passing of Ordnance 4522, this Wishing Well has been dubbed "out of service" and ordered to be sold at a reasonable price. Though it shall grant no wishes -- it's retired -- its new owners can gaze up on it an opine for just one more



The Rocka Dome
§845
Inspired by famous glass structures only in fabled lands mentioned in stories, this dome layers glass in structurally sound arrangements that encourage a certain "je ne sais quoi." It's glass, no?



Eurus's Shield
§1,600
With tall thick glass and mathematically perfect walls, these wind guards will stop the mightiest of Eurus's wrath. Whose wrath? Don't worry about it.
Environment: 6



Firmeth Sculptith
§1,871
One could call this art, and they would not be amiss. For what is art, but genius in the eye of one beholder? Here at Preposity Artistes, we believe our eyes behold what your home needs.



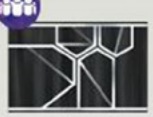
Von-Windenburg's Trap
§2,000
This mighty statue commemorates the time Otto Von-Windenburg had his fingers caught in a finger trap. Try as he might, he was unable to remove his fingers from the trap despite the help from his best scientists and advisors. He was never able



Stone Circle
§15
This hunk of stone is actually the basis for the famous children's song, Stone Circle. Who can forget the old chant, "Stone circle, stone circle, neither dirt nor tree. I stand upon this granite full of glee"?

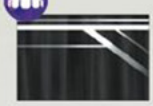


Decaf Underfoot
§25
When you're sipping a latte, or espresso (oh man, espresso!), be sure to look down. The Decaf Underfoot is the perfect floor surface for caffeine inspired sipping, as it enhances the sharp aromatics of the coffee bean and absorbs any darkness of the spills.



Abstract Thought
§180
Try and understand the shapes, but don't get lost in the depths. Avoid the specifics that are implied, and instead imagine the possibilities of pure abstraction.

Build/Buy - Continued



Vein Subway Rug
§180
The fastest way to get around the complex network of the Sim body is through the Vein Subway. On the off chance you're shrunk and placed inside a Sim's body, you should have a map. Well here it is, a map of the Vein Subway, which doubles as a rug in the unlikely chance you aren't shrunk.



EZ Salute Hanging Flag
§44
You know, flags were not always hung from poles. They used to be attached to birds and allowed to fly free throughout the world. Of course this got very expensive, as people would have to buy a new flag almost every day. Eventually people decided that a fixed pole in the air like a bird just made a lot more sense.



The Head Turner
§75
Frustrated with people never reading signs? Well, try putting this one low enough for people to bang to their heads. When they come to, your honest establishment will be there for their needs whether auto.



The Big Achievement
§85
8th place in the track meet? Plaque. 8 hours of sleep last night? Plaque. 8 cavities from all your plaque? Plaque. Commemorate your life's greatest and latest achievements with this stylish slab of celebration.

Environment: 1



Flower Woodcut
§100
Flower flower on the wall / Always sure to wow them all / If you hang them all around / You'll be the talk of the whole town.

Environment: 1



The Home Farmer Starter Kit
§151
Looking for a more rustic feel for your lot? Look no more! This kit will have your home lot screaming "BARN!" as soon as you mount it. What's that? Can it say something else other than "BARN!"? Well let us know if that happens!



Jittermaster Tall Coffee Display
§175
Experience the thrill of waiting in line and having your name spelled incorrectly on cups in your very own home with this authentic coffee display from Jittermaster. Perfect for storing all the coffee supplies you could ever need! Coffee not included.



Pathway Specials Chalkboard
§250
According to legend, the first time a chalkboard was used to advertise a special was at the Pathway Lounge in Oasis Springs in 1932. The owner there, his name lost to time, labored for 28 hours on his magnum opus, taking neither food nor sleep until finally, at long last, the Banana Smilrific was born. Experience the legend firsthand with this exact replica of that famous chalkboard.



Infernovision Wall Fireplace
§1,155
If you don't have a TV, you can always watch this for hours on end. Watch how it burns. Feel the flames lick in the back of your mind... Metaphorically, of course!

Environment: 4



The Pennants of Penzance
§51
For centuries arguments would break out, friendships would be ruined, and families would be driven apart by the decision of what flag to hang up. Worry about this problem no longer with this innovative string of flags. Finally, you can rest easy.

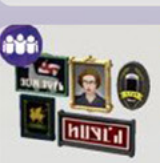


Ye Olde Bar Sign
§85
This sign only states the name of your bar, but if you look more closely it says, "Come lads and lasses. Warm your sorry toes by the fire. Bask in the mirth of good conversation. Drink in merriment till you marry a fine lass named Mary, or lad named



The Missing Ingredient
§95
Your coffee beans are imported from the heavens. Your water is pure as the driven snow. Your milk comes from the Beef Baron himself. Yet people still don't come to your coffee shop. What could it be? What is the missing ingredient? Turns out it's just getting a better sign. Who knew?

Environment: 1



Oils of the Old Country
§110
Give your home or place a business a renaissance with these fine paintings. They are sure to make the wall pop without baroquing the bank. Give people the impressionist of romanticism today with these paintings. You're sure to go dada for

Pool Rescue Equipment
§170
Sim can't swim? Lost an earring? Grab some Pool Rescue Equipment to fish 'em out! But don't actually grab them, they're more for decoration. Really, put them in place and observe and forget our little story.



Jittermaster Long Coffee Display
§185
Has this ever happened to you? You wake up and you're just itching for that first cup of joe in the morning, but the cabinet is closed. How are you ever going to open it to get at the sweet nectar within? With the Jittermaster brand coffee shelves'



Chalky Breads Menu
§310
This unique and hand crafted chalk menu will spice up any drab or boring café. Want to know what's on the menu? Chalk up and take a look!

Environment: 2



The Sign Of Mighty Javelins
§475
Not related to real javelins. But placing this sign in any room creates that mighty feeling that makes anything epic.

Environment: 2

Build/Buy - Continued



Java Java Java
§550
The most profitable coffee shops are those that have a sign large and bright enough to catch the attention of the droves of people still half asleep from a lack of coffee.
Environment: 2



Simergy Tea Sensations
§40
Whether it is early morning or that mid-afternoon crash, thinking about the Simergy Tea blends is the right choice! Look, but don't touch these ornate tea sculptures that represent caffeinated beverages frequently enjoyed by those who are into disposable and consumable tea inspired goods.



Generational Silverware Hutch
§725
The one thing that has been passed down from generation to generation had been this hutch and the silverware held inside it. With a very traditional style and feel, it can give any home that "home" feel in the dining



The Klassic Juiceback
§900
Emboldened with a vintage finish and stocked fully with the freshest flavors, The Klassic Juiceback is near required to complete your bar. Purchase today!
Environment: 4



Divide and Conquer
§1,600
Tired of seeing the same Sims over and over again? Use this great screen to avoid the awkward small talk. If this doesn't work you may want to try entrapping the Sim in an enclosed room.
Environment: 6



RRRRave Stage Lights
§380
Party like a rockstar with these eternally awesome stage lights. These lights can light up a dance floor any color you want; red, green, blue. Not Indigo though of course, don't be ridiculous.



Bright Biome
§868
Powered by a combination of fireflies, glow worms, anglerfish, and faeries, this light doubles as the world's most interesting ecosystem. While each creature has predatory urges, they instead bond over their mutual bioluminescence. Yes, even the worms, who apparently tell great jokes.



Photopollution Light
§99
Night is a really great time of day. It's dark, mysterious, and romantic. The only problem with night is that you can't see anything. Well, with this Photopollution Light you can solve this problem and enjoy the fun of the night without all the problems.



An Accent Piece
§55
A touch of something for any bathroom that is in desperate need of an accent color. Towel included.
Environment: 1



Desert of Dessert Display
§100
Tired of having your pies stolen off the window sill? Now there is a better way to display your darn good cherry pie in style with this classic display. No one can resist glass covered temptation.



Illuminated Below Juice Cabinet
§750
This bold and vibrant juice cabinet brings style and pop to any home kitchen or public bar. In stock, in style, in season, the Illuminated Below Juice Cabinet is the must have juice accessory of the year.



Screen of Separation
§1,025
"Distance makes the heart grow fonder. Sometimes a little space is what keeps relationships together." - Simsmund Frood
Environment: 4



Smoreworthy Candles
§100
This tri-candlestick comes with a complementary three-pronged marshmallow holder. Your dinner party guests might question why you have a giant pitchfork, but you can assure them that your favorite new toy is only used for ooey gooey golden-brown goodness. The red is just rust.



Future Funk Dance Club Sign
§671
How do you keep a Club from leaving you in the lurch? SIGN it to a 2 year contract! Come on, don't leave me HANGING here.



Photopollution Ceiling Light
§140
Like our founder Roberta Johnson says: Light is like mustard, drink it in. Of course it is certainly not true that our founder was more than a little crazy or that she thought mustard was another word for Club soda. That would just be ridiculous.



Through The Void Lighting
§99
Inspired by science and time travel, Ballister Designs have married science fiction and functionality in one beautiful lamp fixture that will be a relationship that truly embodies "Till death do us part."



Nuts and Bolts
§99
Whether you like tinkering or repairing all of your broken appliances, this wall sculpture will sure get you thinking about your next greatest project.

Build/Buy - Continued



Photopollution Lamp
§135
Light used to be as expensive as gold. People would work for weeks to have one small light to keep the dark lit at night. Now though, we are spoiled for light, it is everywhere. So go on, try to light the world on the cheap!



Beyond The Spectrum Lighting
§310
Tired of your boring clear windows? Spice up your house with some color with this stained glass, modeled brilliantly after state of the art pub architecture.



Portal of Light
§355
This is not actually a light. This is a portal to another dimension, one made entirely of light. People who are there do not know pain or sadness, all they do is float and glow. So don't feel bad that you are using them as a light, they can handle it.



Tudor Total Wall Affector
§70
When you need a glow emanating from a walled surface, look no further than the geniuses at Tudor Total Lighting! Once you're in the Tudor Total system, you're lighting with authority! Now, the Tudor Total Wall Affector will bathe everything you want in light, assuming it's parallel to your wall.



A Modern Illumination
§100
With its sleek design, this lighting solution is a modernist's dream.



Hype-o-matic Laser Light
§400
The Hype-o-matic Laser Light is powered by the kinetic energy of dance. This poses a chicken and egg problem as no one wants to dance without lights to obscure their poor dance moves, but the lights cannot turn on without someone dancing. Batteries may have been a better choice.



It Dis its' Done
§1,300
Philosophy says time is fatalistic. All things that were, will, and could... have been. A clock binds us to this imperfection. Why do the hands progress? Why does a tock need a tick? Why hold to this imperfect convention? The "It Dis its' Done" Clock is the antithesis of the standard conventions of time. You don't need to know when, you only need to know now.



Espresso Engine
§250
The Espresso Engine chugs its way to jump-starting your energized day! Next stop: Caffeine Country! All aboard!

Drink Quality: 7
Reliability: 5



Photopollution Beacon
§150
Oh, still interested in lighting the whole outdoors? Well go on, we won't stop you. If only your great-great-great-grandparents could see you now as you light an empty field at night simply because it looks pretty. It's like climbing Everest, really.



Illuminating Future Funk
§350
This subtle illumination is perfect for the Club environment. It allows you to see enough not to bump into each other, but not so much that the Sim you're picking up at the bar shoots you down for being badly dressed.



Simply Floored
§60
Ensconced in a Tudor essence and bathed in a soft glow will be whatever passes above these wondrous floor lamps. Simply Floored isn't merely a pun, but a state of being. These lights aren't beneath you, but a part of your foundation.



Simply Floored Again: The Sequel
§75
Not satisfied with the initial foray, the industrial designers behind the first Simply Floored felt they left some of their artistic, soft glow on the proverbial table. Therefore, a sequel was envisioned. Simply Floored Again will light your path from your foundation, harder than before.



Great Attractors Street Lamps
§1,138
Street lamps draw the eye like a moth to flame. Those enthralled cannot escape their glowing presence, never to be seen again.



Don't Stop "Stop'd" Clock
§879
At the Washer-barrow Weed n' Feed Domestic Accents for Home, Garden, Sword and Plow factory in Vicksville Ville, they believe in "Satisfaction." And if there is one thing that the folks down in Vicksville Ville know, is you can't always satisfy everyone. But that doesn't stop them from trying and the Don't Stop "Stop'd" Clock is guaranteed to satisfy twice a day, every day!



Espresso Grind-O-Matic
§150
Guaranteed to grind coffee beans to perfection! Magic beans...not so much. Remember kids, don't trade your cowplants for magic beans or there may be giant beanstalks in your future.



Impress-O Espresso Machine
§400
Here's to the machine that turns the grumpy into jumpy, the tired into wired, and the irked into perked. You go, espresso.

Drink Quality: 8



Old Country Mailbox
§0
A mailbox like this will make you long for those days of old when letters were the primary form of communication. You will find yourself opening it expecting a letter from a pen-pal only to realize it's more bills.

Build/Buy - Continued



The Unassuming Neighbor Mailbox
§0
This mailbox makes you start to wonder who lives in the house behind it. A secret agent? A tech genius? Or maybe it is a normal person who likes sleek geometric mailboxes.



Trashe Cann
§265
You have an antique mahogany brunch table, a china closet full of Old Vases, and a cellar larger than many people's apartments. With all this luxury, why wouldn't you want to give your trash an any less dignified resting place. This waste disposal basket is made of timber salvaged from the wreck of the Colossus and the bag



The Antiqued Remnant
§481
This lonely dresser is the only unwanted item from an antique auction. You only took it because you couldn't bear watching its sad stare as you bid on other items.



Fashionista's Closet
§908
The temporary residence of the Boogieman when you were little, this closet supports fashionistas of all shapes and sizes. If you put your ear up to that ratty hat you never wear, you'll still hear it inquire, "Does this make my horns look big?"



Club Rug
§35
Cover your Club hangout with this soft one-of-a-kind custom rug and display your Club's Crest proudly! Once purchased, don't forget to place one in your Club's hangout or house.
Unlocked through the Clothing and Decor Club Perks.



Club Pennant
§60
Represent your Club allegiance with your very own Club Pennant. Once purchased don't forget to put one in your house!
Unlocked through the Clothing and Decor Club Perks.
Environment: 2



Club Flag
§90
Show your Club spirit by hanging this flag proudly in your Club hangout or house!
Unlocked through the Clothing and Decor Club Perks.
Environment: 2



The Llamafall
§620
This gorgeous fountain is an exact replica of a fountain unearthed in an archeological dig in Al Simhara. Our lead archeologist wanted to share this with the world, so we put together a crack team of scientists to create this replica! Now, for a fraction of the price of the original, The Llamafall can be yours too! We guarantee accuracy and authenticity to within 1/100th of an inch



Quaint and Efficient Town Receptacle
§185
This is the trash can. It's where your trash goes. It's a simple concept.



Endless Wonder On A Shelf
§1,700
Delve deep into the books on these shelves that will open new adventures and worlds to all who are ready for endless wonder.
Fun: 5
Environment: 6



Perfect Size Closet
§732
This closet is the perfect size. Why would you need any other closet that was any other size?!



Squaring it Square
§1,136
Have you ever noticed that more modern almost always means more squares? Well this closet has more squares than any other on the market, guaranteed. Its side is a square, its door is six squares, and its footprint is a cube, which is like nine squares. After using this, people will see you and say, "Hey, look at that square!" But you know, in a good way.



Club Banner
§50
Represent your Club allegiance with this Club Banner! Decorate your Club hangout or house in style.
Unlocked through the Clothing and Decor Club Perks.



Club Seal
§75
This Club Seal is the ultimate display of Club pride. Decorate your house or your Club's hangout with your Club's Crest.
Unlocked through the Clothing and Decor Club Perks.



Leaf's Cascade
§550
A "green" alternative to those water wasting fountains that your neighbors have installed.



Birth of Simus
§1,249
This ostentatious fountain will bring beauty to any garden. With its sounds of babbling water and lushes flowers, this is sure to be the center of attention.



Covered from Slosch Co
§10
When life or your pool is a drain, don't worry - Slosch Co has you covered. Our patent pending, satisfaction guaranteed drain cover is above and beyond our best work yet.

Build/Buy - Continued



The Bubbles Crack
§110
This cute little crack for the bottom of your pool emits subtle bubbles and steam. We swear it's not gross. These are purely hygienic bubbles.

Environment: 2



The How Convenient Rock Ladder
§150
Even the most natural of swimming pools can enjoy the luxury of a functioning ladder. This is all thanks to the ingenuity of some unknown random dude with access to power tools and two rusty bars.



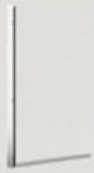
Big Bubbles and Steam Grate
§160
Add a little more heat to your hot springs with this even bigger steamy vent! Ooo, it soothes and sponges the skin, oh my!



Jump-And-Splash 8000
§315
Tired of taking wimpy little hops into the pool? Yeah, so are we. Now with the extra monster Jump-And-Splash 8000, you've got all the latitude you need for complete cannonball annihilation.



Mr. Jumpy Jump
§370
Amp up the fun in your backyard pool with Mr. Jumpy Jump! Within moments of bringing Mr. Jumpy Jump home, every kid in town may want to come flocking like wild ravaging wildebeest. Wait, maybe you don't want Mr. Jumpy Jump...



Experienced Pillar
§45
Sure this pillar isn't the nicest one ever built, but it has so much character. It may not be perfect, but every ding is a mark of pride. Don't judge a pillar by its surface. This one was built to last.



Holder Upper Pillar
§70
The Column was created nearly thirty years ago by Maggie Col, noted architect and inventor who is most likely best remembered for her work on the buttress. This style of column is the earliest form, the holder upper was revolutionary in its ability to hold up ceilings without crushing people,



Fossil Pillar
§200
This may look like an ordinary pillar, but it is not. In fact this is a fossil of a once mighty species known as the Pillarions. These creatures would pretend to be columns in order to lure prey into their grasp. While this was a particularly effective way of snaring architecture loving rabbits, they were all but wiped out by the Ionic invasion hundreds of years ago. It may be scary, but it's



UnterSteamer
§110
Add a little heat to your hot springs with this steamy vent. No pool is as fresh, or moist, really, without the UnterSteamer. Get under, and get steamy! Get UnterSteamer!

Environment: 2



The Jumbo Bubbles Crack
§160
A larger version of our trademarked Bubbles Crack that will make your pool bubbly and steamy. These bubbles are still 100% hygienic.

Environment: 2



Steamin' Ornate
§175
Not much of a Bubbles Crack person, eh? For those of you searching for a steam spritzer with more of a delicate touch, let the ancient artistry of the Steamin Ornate soothe your waters.



Belly Flop of the Ancients
§330
Have you ever tried to back flip in a toga? The ancients knew better. There's much to be learned from the patient and skilled ways of those who swam before us. Unfortunately, it would be three centuries before the swimming suit was invented.



Sleek Spandrel
§60
This may not be the fanciest spandrel, but no one can deny its ergonomic design and smooth lines. If you want a modern, hip spandrel, look no further.



Little Pillar
§45
This is the little pillar that could. Other pillars said that no one would like it, and that it couldn't hold up the broad side of a barn. Despite this, the little pillar believed in himself and worked so hard that, when a coffee shop started to collapse, it stepped in



Pillar Q
§70
While there are hundreds of types of columns in the world today, none can match the sheer perfection of Pillar Q. Its origins are so legendary they do not even need to be recorded here. Surely the story of Maggie and her masterpiece is universally



Fingerling Pillar
§250
Maggie's second pillar was created in a burst of inspiration after a long lunch one day. She was eating potatoes and noticed that the size and shape of Russet Potato was perfect for a new column. However, people were unhappy with the unwieldy bulbous shape of the new column, so she made the switch to the fingerling and once



Lofty Railway by UpCo
§60
If you're looking to add protection for those coming and going, but don't desire the old fashioned wooden banister, hit "Purchase" on the Lofty Railway. Here at UpCo, we're looking forward and upward, one step at a time.

Build/Buy - Continued



Hypermodern Gate
§40
This gate is the height of style. People who pass by will say, "There is a place I cannot enter without some serious class." So sit behind your walls and know that the uncouth masses will never bother you again!



Gate Of Wonders
§125
What magic lies behind this gate? A magic land of whimsy and wonder? A vicious cowplant ready to chomp down on your unsuspecting head? A pretty nice vegetable garden? Enter, and discover for yourself.



Double Gate of Wonders
§200
Did you think the Gate of Wonders was impressive? Well you ain't seen nothing yet. The mysteries behind the gate are really really cool. We don't want to spoil it for you, just take a look and see.



Tudally Awesome Stairway by UpCo
§12
After extensively researching vertically inclined stepping platforms in regions predominantly decorated with the Tudor Style, UpCo crafted the Tudally Awesome Stairway. It'll get you where you're going, assuming that is up or down along a rigidly defined path.



Cobbled Fortress
§38
This majestic wall will seclude the most sacred fortress from any and all onlookers. Take your compound to the next level with the Cobbled Fortress.



You Can Look
§69
This fence is well suited for those who want people to look, but not touch. Only show-offs need apply.



Fleur-de-fence
§76
This elegant fence is the grandfather to the modern day picket fences found throughout the world. They never call.



Tastefully Overgrown Fence
§89
Start your own secret garden with this delicately ivy-wrapped, half-slat, top rail, semi-private palisade. Enjoy its turnbuckle lattice truss selvage. Then have some picket line post raking and cross fence mesh trellis sleeving.



Pointy Gate
§80
This gate is the best way to stop people from entering your garden diagonally. None will be able to slide their way in and take things, not unless they try to take the gate on straight on, but what's the chance that would happen?



Limestone Gate
§180
Nothing can pass this gate, unless they brought some water. But who would think to bring that? Lockpicks sure; snack for after, that makes sense; but water? Never.



Symbolic Gate
§210
Let's be honest, this gate isn't going to stop anyone. It's made of glass and has holes in it. Anyone who wanted to break in could do it with no problem. But that's not the point of this gate. This is a gate that is meant to keep open and let friends in. So keep it



Tuftful Privacy Fence
§38
This deceptively simple looking, sleek, and modern fence has a little surprise for you. You get a wee tuft of grass! That's the value nooked preciously into every inch of this Tuftful Privacy Fence.



Rustic Rail
§62
Any self-respecting countryside inn, pub, or shoppe is framed by this traditional, locally-built Rustic Rail. It's actually required to have one in order to call an establishment Rustic, as clearly noted in the bylaws.



20 Stone Stone Wall
§70
This wall is a work of art. It was built over the course of generations. Men and women built it by hand, laying it stone by stone. It was then aged for years, guarding a flock of sheep from predators and thieves. It can be at your house in a day.



It's So Wrought, But Feels So Wright
§80
That's right! We said it! You were thinking it, admit it! We went there. We went around the corner and then came back again. And we'd do it again!



Parry Re-fence-post
§25
This is a perfectly good fence. Sure, it may not be flashy like one of your movie fences, but this fence blocks things off just as well. Sure, it may only have three cross beams, but that's all it really needs.



King of Corbels
§20
You may think you know corbels, but this corbel can hold things up like nobody's business. Sure, you could get some fancy designer brand corbel, but it will never be as good as this one.

Build/Buy - Continued



Corbel by Corbelian
§40
Sure this corbel is a bit on the fancy side, and it may be a bit expensive, but who wouldn't want a corbel by the legend himself. Crafted to be the best. this is sure to get your neighbors looking in envy.



Ye Olde Universitee Ivy
§75
A plant on the wall just makes anything look classy! Walk into the seediest dive anywhere in the world and if there are plants growing on the outside? Suddenly it is sophisticated! If there is mildew though, suddenly it is gross. #MildewRights

Environment: 1



Zipe Pipe Drainpipe Long
§77
"There once was a man named Zipe / Who created a great length of pipe / He made them all day / From April to May / Not once did he hear a gripe."

Zipe Pipe Drainpipe Longest
§99
"Old Zipe was getting up there in years / His retirement filled him with fears / He spent months of focus / On his magnum opus / His long career ended with cheers."

Environment: 1



Hanging Garden of Joy
§200
What better way to decorate your home than a touch of lush vegetation in a planter box? Hanging planter box no less, for better viewing experience.

Environment: 1



Royal Pointed Roof
§450
Make your home feel like a king! Get it? The stained glass looks like gems, and the pointed roof looks like the points on a crown...somewhat. Well enough, we presume?



Saladin's Chain
§45
A piece that ties the roof together, the last detail that will have Sims swooning over your Victorian flair.



Saladin's Hammer
§50
This weaponized, yet majestic roof decor will add the perfect finish to any creepy mansion, alluring abode, or feared fortress. We'll adorn anything you wish with style, grace, and militant calm.



Lei-Up House Flowers
§75
These flowers will make any old hovel look gorgeous, but it's still not mildew. How long must we suffer under this regime that says flowers are pretty and mildew is smelly. No more! #MildewRights

Environment: 1



Oh Hanging Maple Leaves
§75
Yes, yes, Maple Leaves. But, if this plant had mildew growing under it then people would call it gross. What is so gross about it? People need to be tolerant of the fungi, they are so much fun. #MildewRights

Zipe Pipe Drainpipe Longer
§88
"Zipe was doing quite well / Miles of pipe he did sell / But he had to excite/ His pipes needed more height / Which were loved by his clientele."

Environment: 1



Horse Box Planter
§100
Give your home that straight from the barn feeling with this all natural rustic style planter. Made from 100% wood fed timber, this planter is sure to be a hit with your neigh-bors.

Environment: 1



Life is Easy Balcony
§425
Ahhh, the good life. Wake up late, walk out onto this balcony with a cup of tea and just enjoy the day. Who needs to work or worry? Life is fun.



Honors Salute Flag System
§40
These flags are sure to demonstrate a Sim's patriotism, fervor for a preferred sports team, underground Club allegiance, or municipal transport authority sponsorship. With Honors Salute, any Sim can pay their respects to anything!



Saladin's Spear
§50
With the might of the ancient god, this roof décor is sure to strike awe into any visitors who dare to pass your roofline, or tend to loiter at a tree top level.



Saladin's Fury
§50
Look deep into the sphere, but don't look too closely or you may lose an eye. Not really. Maybe. This was all carefully tested, of course, to ensure the utmost in safety, stylistic décor, and fastidious charm.



Saladin's Lie
§55
This weather vane is all knowing, but don't trust anything it tells you. Look to the horizon and trust yourself, not some roof sculpture, to know what climates shall come screaming forth.

Build/Buy - Continued



First Clue Spire
§110
Have a legendary treasure that needs to be hidden at all costs? Why not lead people on a long and convoluted chase around the town, and this spire is the perfect place to put your first clue. Where will it end? We may never know.



Jony's First Chimney
§300
The first time Lil' Jony Westerburger attempted to slide a greased pig down a chimney, it did not go so well, though the smell of pork fat for days after was quite enticing. This is a representation of that first failed chimney that Lil' Jony found herself pitted against.



Window of Fortune
§35
"Cool Games" is the category for this round. The answer is two words, four letters each. You'd like to buy a vowel? There's one 'I.' You'd like to solve the puzzle? Correct! The answer is "Sims Rule." You've just won a new window!



House on a Hill
§40
Like working on megalomaniac experiments in the basement lab of your haunted mansion on a hill that lightning strikes as twilight descends upon the sky? Or just introverted? Either way, this window keeps the sunlight out and the spookiness in.



Tic-Tac-No
§45
This window's stylish wood frame could double as a minimalist Tic-Tac-Toe board. Get two Xs or Os in a row and you win! Just remember to roll to see who goes first...



Windwoahh
§55
If you look at this window and see a face, then your mind will be blown when you look through this face window and see another face in the clouds. Yes, you are buying wood and glass, but you're also supporting the landmark achievement in face-ception. This is bigger than you.



Winner's Window
§85
All this window does is win. Staring through it is staring at the heart of a champion, the eye of the tiger, and the soul of a soldier. No, that's not just your reflection. Don't be vain.



The Wendall Window 2.0
§130
Mr. Wendall was finally free from the storm of baseballs that had shattered his dreams of drinking his morning tea. This all changed when those darn kids discovered a new sport: cricket. Sunday after Sunday was ruined as the original Wendall Window was no match for the cricket balls raining from the sky. Poor Mr. Wendell had no choice: the Wendall Window 2.0 was born.



A-Round the Chimney we go
§200
Not everyone wants a rectangular chimney, so show off to your friends the chimney that will have the roof revolve around it.



Jony's Second Chimney
§300
The second time Lil' Jony Westerburger attempted to slide a greased pig down a chimney fared better. Though Gregory Johanas unfortunately did not heed the call "lookout pig" as the poor ham hock slid full speed and tackled Gregory in the gut, knocking him cold for several hours. Oh



Holey Geometry
§35
This stained glass window was hand-painted by a Victorian designer who was obsessed with rhombuses. On his death bed, the designer proclaimed: "Remember, all rhombuses are parallelograms but not all par." At that moment he died, leaving



Watchword Window
§42
To maximize this window's potential, try creating a voice recognition pulley system that opens its shutters upon hearing the phrase of your choice! Just remember that if you forget your secret passphrase you will be forever in darkness.



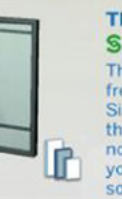
Stone Frame Window
§50
The perfect window for castles, libraries, and high academic institutions. The less-than-perfect window for actually looking outside. Don't buy this window if you are expecting mortal enemies to attack your castle, library, or high academic institution



Modern Artiste Window
§60
Abstract art gets a bad rep. Sure, this window might look like a stained glass painting done by a child - but it could be your child! Then you'd have to be proud of their work, stick figures and everything.



Weeping Window
§129
The twelve panes of this window commemorate the twelve glass-makers who forged the Illuminated Sheet of Glass. It is said that each of their gloomy faces occupies a panel, although detractors claim that this is merely a combination of dirt,



The People Watcher
§130
This wide tinted window gives you complete freedom to make silly faces at the helpless Sims walking by without them suspecting a thing. Unless they look really hard. And notice the window isn't fully tinted. And see your mocking face. Then they might suspect something.



The Wendall Window
§135
Every Sunday, a ball would crash through Mr. Wendall's front window, spilling shards of glass into his morning tea. One day he'd had enough. He founded The Wendall Window, strong enough to withstand errant balls from even the most corked of bats.

Build/Buy - Continued



Yonder Window
§147
The Montagrasshopper and Capulocust families doth occupy opposite sides of this window in lechorous conflict fanned by a pair of star crossed lovers whose misadventured piteous overthrows do with their death bury their parent's strife. What light through yonder window breaks?



Window of Legend
§215
The twenty four panes of this window represent the twenty four glass blowers who attempted to mold the Holy Sheet of Glass into an exquisite sculpture. As each failed, the next stepped up hoping to become the Glass Blower of Legend. Discouraged, they finally gave up and made this window instead. Now they just stick to blowing birthday candles.



Wanderer's Window
§252
This house shaped window basically functions as a house on its own. Make new friends by renting it as a bed-space for traveling vagabonds, sorcerers, and the like. The beautiful view sells itself.



Beach Outlook
§282
High on the beach side view but low on the privacy. Get this window if you don't mind the occasional land-shark peering into your home. Remember, if a land-shark approaches you, assume a wide stance and make yourself seem bigger than you are.



Sir Stainsworth's Stained Glass
§330
Sir Stainsworth had a nasty habit of spilling everything on his lap, forcing him to give up delicious essentials like pizza and coffee. One day he decided to stop living in fear: he bought a slushie. Yet his fatal flaw prevailed and he knocked it over on his very first sip. As the slushie flew towards his pants, eager to turn them into a fashion statement, this very window flew in to absorb the stains. On that fateful day, Sir Stainsworth was saved.



Wood-Glass Window
§378
This window was created as a joint effort between the lumberjacks, wood nymphs, and glass painters. It serves as a symbol of the ceasefire between these groups after the Wood-Glass War of 1962, a war that no one seemed to notice due to more prominent global conflicts at the time.



Medieval Entry
§240
Make your home look authentic from the moment people step up to the front door with this medieval inspired door.



Semipermeadoor
§450
This door is just like a good film trailer: It lets you see bits and pieces of what is going on within while at the same time hiding most of the action.



The Imprisoned Soul
§160
If the eyes are the window to the soul, then this tall window will be very telling of your character to those looking in. Unless you don't have a soul of course. Then the creepers outside will see nothing. Sometimes it pays not to have a soul.



Sun Window
§215
Most windows cut off glare, but the Sun Window encourages it! It also encourages the glares of your Sims as the sun washes away the definition of their favorite TV cooking show.



Full Stack Window
§260
Remember that window washer who was so afraid of heights that she cried all over the windows she'd just cleaned? Yeah, she'll appreciate it when you place this beautiful tile window on the roof of your four story mansion. Look out below!



Devout Window
§311
Praise thee o might window
For the light and the outside world you doth winnow
All who see you stand in awe
Your painted glass truly drops the jaw.



Napper's Peril
§341
Why must you sign a safety waiver to buy this window, you ask? Well, the outside of it includes a small nook big enough for napping that's perfect for the adrenaline junkies in your life. It's only recommended for people who don't roll over in their sleep



Squeaks and Creaks
§115
Some doors squeak while some creak. This door will give you the best of both worlds, and brings that perfect eerie element to your home.



King of Diamonds Classical Door
§250
What wonders await behind this door? A lifetime of chocolate? A new pair of shoes? A goat? No one knows. Unless you drop walls and look inside, but that would be cheating.



A Merchant's Door
§260
Knock upon me, do I not resound? Push me, do I not open? Burn me, do I not char? (Note: I do) And if you walk through me, shall I not be forgotten? If I like you, you should lay dormant upon my wall, shall I not resemble you?



Banker's Giant Glass Door
§450
Nothing says, "Look out, world! I'm fabulously wealthy." Like a giant glass door. Use this door to enter your top floor office for a day of making very important decisions. Just don't touch it. Fingerprints are impossible to get off.

Build/Buy - Continued



Bounce in Bounce Out Club Door
§485
Separate the cool from the masses with this classic Club door. All you need is this door, as well as expected accomodations, to turn any location into the most exclusive room in the building. Just try not to exclude your own mother. That would be super mean.



Club Door
§50
Members only! Lock your hangout and allow only Club members in with this Club Door. Place this door on any lot and transform any room into your Club room! Your fellow members will thank you and have their own private room to carry out all Club business.
Unlocked through the Clothing and Decor Club Perks.



Loose Stone Foundation
§0
Now this is a foundation with some unique stones. No one can predict what will come next. A round stone, a square stone, a long stone? The possibilities are endless.



Mosaic Meltdown Floor
§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.



Straight and Proper Stone
§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.



Greyish 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.



Basic Black Bricks
§12
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.



Mosaic Mania
§9
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Gates From Under
§490
This door infuses industrial style with antique lines. Cold to the touch but resilient and strong!



Orderly Stone Foundation
§0
This is a stone foundation that just works. While taste may change, orderly stones are forever.



Complex Patchwork
§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.



So Many Pebbles. Like, So Many
§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.



Council of Stones
§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.



Keep on Rocking 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.



Mosaic Mayhem
§9
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



That Wooden Feeling
§4
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Planks Gallore
§4
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.

Build/Buy - Continued



Matchstick Mania
§4
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Brickwall
§4
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Thin Boundaries
§5
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Baa Baa Barn Style
§5
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Mortar Dressing
§5
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Embroidered Plaster
§5
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Up-Bricking
§6
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Stone Walled
§6
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Horizontal Planks
§4
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Coloring Within The Lines
§5
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Plaster of Windenburg
§5
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Lined Sideways
§5
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Dressing Mortar
§5
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Elaborate Plastering
§5
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Stony Abode
§6
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Stone Gone Crazy
§6
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Brickwork
§6
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.

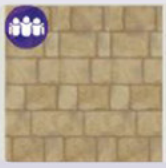
Build/Buy - Continued



Working Bricks
§6
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Clutched Stones
§6
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Get Ruins
§8
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Murky Murk Murk
§48
Now this one might actually stink. But it's still safe to swim in, trust me! Questionable whether it's safe to swallow. I'll get back to you in 24 hours...



Swimming in Sparklies
§56
Who spilled the glitter?! Submerge yourself into this glistening body of twinkling glee.



Stone Guard
§6
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Stone Cold Squared
§6
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



The Freshest of Fresh Green Water
§48
Nothing says "Natural Pool" like the earthiest of green stank water. It doesn't really stink. It's actually quite clean. It's the minerals, that's all!



"Pool"pourri
§52
Splash through the aromatic petals of our "Pool"pourri water.

THIS GUIDE IS NOT AN OFFICIAL GAME GUIDE. THIS GUIDE WAS COMPOSED INDEPENDENTLY AND NOT ENDORSED BY OR AUTHORIZED BY ELECTRONIC ARTS. SIMSVIP GAME GUIDES ARE CREATED SOLELY FOR INFORMATIONAL PURPOSES. SIMSVIP HAS MADE EVERY EFFORT TO ENSURE THE INFORMATION IN THIS GUIDE IS ACCURATE AND MAKES NO WARRANTY AS TO THE ACCURACY OR COMPLETENESS OF THE MATERIAL WITHIN THE GUIDE THE SIMS GAMES ARE OWNED AND OPERATED BY ELECTRONIC ARTS

Build/Buy - Continued

Styled Rooms



Bath at Arms — Purchase For: §5,518



My Room, My Rules — Purchase For: §8,358



Chamber of Paragons — Purchase For: §9,942



Worldly Living — Purchase For: §8,093



Classy Regale — Purchase For: §16,477



Out-of-Doors Dance Expanse — Purchase For: §17,718



Fanciful Blu Elbowroom — Purchase For: §9,061



"The" Cave — Purchase For: §10,741



"Hot Stuff" Brewing Co. — Purchase For: §12,084



Friendly Drinkery — Purchase For: §13,589

ARE YOU READY TO GET TOGETHER?

THE SIMS 4 GET TOGETHER

UNOFFICIAL SIMSVIP GUIDE

Create and join Clubs with distinct interests, personalities, and styles where you can set the rules, define their look, and customize their hangouts. Get together with other Sims for exciting group activities and live it up in the beautiful new World of Windenburg!

Create & Join Clubs
Get Together For Exciting Group Activities
Explore A Beautiful New World









SIMSVIP.COM KER-CREATIVE.TUMBLR.COM

THIS GAME GUIDE WAS WRITTEN BY:

SimsVIP

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

THIS GUIDE IS NOT AN OFFICIAL GAME GUIDE. THIS GUIDE WAS COMPOSED INDEPENDENTLY AND NOT ENDORSED BY OR AUTHORIZED BY ELECTRONIC ARTS. SIMSVIP GAME GUIDES ARE CREATED SOLELY FOR INFORMATIONAL PURPOSES. SIMSVIP HAS MADE EVERY EFFORT TO ENSURE THE INFORMATION IN THIS GUIDE IS ACCURATE AND MAKES NO WARRANTY AS TO THE ACCURACY OR COMPLETENESS OF THE MATERIAL WITHIN THE GUIDE THE SIMS GAMES ARE OWNED AND OPERATED BY ELECTRONIC ARTS

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

© 2015 All Rights Reserved