

The Sims™ 3

PETS

EXPANSION PACK



THIS GUIDE IS WRITTEN BY:

SimsVIP

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THIS IS A GAME GUIDE FOR: THE SIMS 3 PETS EXPANSION PACK (PC)



Life is better with pets!

Create perfect—or imperfect—pets for your Sims, from fierce guard dogs to destructive kittens to trusty horses and more as you determine not only how your Sims' pets look but their personality traits as well. With a variety of new activities and social interactions, take control of these pets and experience the world from their perspective. Treat your Sims and their pets to an exclusive venue filled with unique objects found only in the Limited Edition. Give your Sims a new member of their household and discover all-new ways to play with life!

-More pets mean more fun! Create a wide variety of unique dogs, cats, and—for the first time ever—horses! Think your Sim has what it takes to tame a wild horse?

-Be the Pet. Wield control of your Sim's pet to chase, dig, tackle and more. Be the perfect companion or wreck havoc on your Sims!

-Pets have their own traits! From intelligent, brave, and friendly to hydrophobic, skittish, and clueless to gentle, fast, and agile, determine the personality of your Sims' pets.

-Pets can learn skills. Cats and dogs can learn to hunt, dogs can learn to locate collectibles and fetch your Sims a date, and horses can learn racing and jumping

-Sims can take their pets outside! Take Spike to the park, bring Whiskers to the library, or ride Star to the new Equestrian Center.

THE SIMS 3 PETS EXPANSION PACK GAME GUIDE (PC)

TEXT AND PICTURES:

SimsVIP

GRAPHICS:

SimHrvatska

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Editor's Word



Hey everyone! My name is Alexurt and I am the site owner and editor for SimsVIP! I am a long time simmer and community member, and I am also the one woman show who creates the text and photos for these awesomely free game guides!

For you to be reading this here section, means that you are reading the PDF version of this guide. These wonderful PDF versions of the Guide would not be available without the help of our partner Petar over at SimHrvatska.

Enjoy the guide and thank you for your continued support.



Hello, my name is Petar Jadek or we will simply say Pjadek. Many people know me from the first PDF guide that I made for SimsVIP. I live in a small town of Slatina in eastern Croatia, where I enjoy the Sims and other things that makes me happy. I mostly like to convert documents to PDF, edit images in Photoshop and use Illustrator to create graphics. I have my own web page SimHrvatska, which will soon publish first issue of the magazine. We are also partners with SimsVIP.

Enjoy in guide and have fun with reading about Sims!

If you need me and want to contact me, this is my mail in which you can find me.
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What's New?

This section explains what new game features/options you have have in the game. Along with a brief explanation, is a photo and/or video to go by. These are changes made in options that already exist within the Base game or Expansions.

Sim and Pet Autonomy

Pet Autonomy has been added in this expansion, however the game has given us a new option now to disable autonomy. You can pick and choose between Sims & Pets. Let's say you want autonomy disabled for Pets but not Sims, it's definitely possible.



Pet Lifespans

Just like Sims received their own life span panels with the Generations patch, the Pets patch offers the same exact options for Pets. You can set the life span of Cats Dogs and Horses all separately, as well as the different life stages and how long (or short) you want them to be.



Invite Household

With the addition of Pets, the game now introduces a new way to invite over some guests. You can now use the phone or the friendship panel to invite over an entire household which will allow you to pick and choose which pets and Sims come over.



Painting

Sims who take on painting and decide on creating a portrait can now paint a portrait of their Pets. This function has been added to the options menu when your Sim has a high enough Painting Skill.



Jamming out/Playing Instruments

Howl, Yowl & tap your Hooves! Pets will interact with Sims when playing instruments. Decided your one man band is no longer good enough? Take your pet to the Park or hang out outside your home and jam to the beats! If you head out to a public place, you can even play for tips! Maybe that Howl, Yowl or tap will give you some extra simoleons.

Haystack Woohoo (Sims)

There is a new type of Woohoo in Town! Ya'll see it right folks, go on into buy mode and buy yourselves a pretty Haystack to get the night rollin'! Besides being able to Scatter the hay, Sims can also Woohoo and Try for a baby in it! The music that sounds is a real treat !.



Fleas!

Ack! Fleas! Yes, they are annoying in real life, as well as in simulated life. Being that Pets have hidden hygiene motives, it is very important to make sure you bathe, brush and clean your Pets always. Dogs are fairly easy to get in the bathe, however Cats are not too interested in being wet! Giving your Pets a brush or bath often will lower the change of fleas infesting your Pet.



If you Pet does happen to have a break out of fleas, make sure you give them a flea bath via any shower tub. Again, Cat's are not too happy.

Magical Gnomes

New Magical gnomes have been added to the game! One of each in the form of a Cat, Dog, Horse & Freezer Bunny! They are absolutely adorable! Each of the Animal related ones will appear when your Pet's give birth and the Freezer Bunny likes to pop out of the Fridge.



Ice Cream Truck



Who doesn't like Ice Cream? Well now your Sims can enjoy Tasty Treats from the neighborhood Ice Cream truck! Unlike the Food Truck in Late night, this truck does not require a special parking spot and is available in any town. The Ice Cream truck drives around town, however if you want to find it quicker, simply go into Map Mode and look for the Frosty Dream Icon.
There are 4 Ice Cream treats to choose from, one of them being the cute Freezer Bunny!



Collections

Sims 3 Pets brings the return of full blown Sims 2 Collections for organizing your Content! How exciting ey? Well don't get too excited since you will have to create and organize most of it

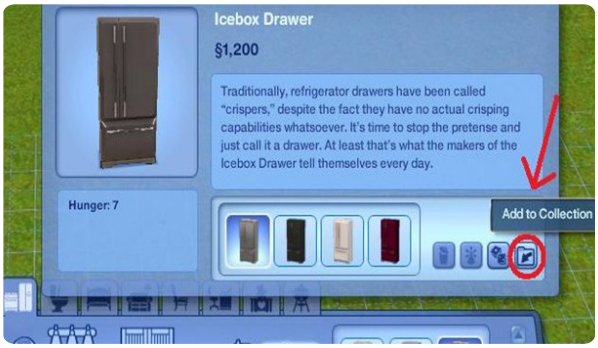
from scratch.

The Collection Folders come pre-sorted with EP/SP items already organized for you, including the Sub-hoods for World Adventures and some Pet themed default folders.

To create a new collections folder, simple go into buy mode select the new "Collections Tabs" and then "Create new Collection". You will then see a pop up box with a space to add the Folder name and a wide variety of icons to choose from for your distinction between Folders.



Once you have named your folder and selected the Icon you wish to choose, you then go into buy/build mode and search for what you would like to add to that specific collection. Once you open any game item, there is a new option to "Add to Collection".



Once you select to add to a collection, a pop-up will show with all your Collection Folders. All you have to do is select the folder and the item will automatically be added to the collection. You are even able to save a custom re-colored object to collections as well.



New NPC's

The newest NPC to join the game is the Social Worker for Pets. The same social worker who comes to get your neglected children, also plays the role of a Pets services agent. Although it is the same person, technically it's one person with dual roles. Make sure with every Pet you bring into your household, you have enough time, love, and money to support them. You will get a few warnings from the Social Workers, and if you still fail to apply with the rules, they will take all the animals in your household.



With the adoption option in the game, you will be able to adopt your pets back, however this all depends on whether or not someone else already adopted them, and if a fair amount of time has passed for you to adopt again. Once you mess up, it is really hard to adopt!



New Foods/Recipes/Books

This expansion bring us a new Carrot Plant! Besides being a yummy treat to Horses and Unicorns, Sims can also eat them and plant them. Even with the addition of Carrots, Sims are not given any new food recipes, but here is a brand new type of food to make your Pets! Gourmet Pet Food! Raise your Sim's Cooking skill to begin receiving Pet options. Note that Gourmet food options are only available to Sims who own animals. There is also the addition of 3 Riding Skill books that have been added to the game for your Sim to read and gain Riding Skill.



Plastic Surgery

Plastic Surgery is a new type of option available to Sims with this expansion. If you have some spare money and don't mind the occasional surgeon mess up, then go right ahead to the Hospital and get it done!



This function serves as an Edit in CAS type, however only for the Face & Body Sliders. Nothing very drastic can be done when you are directed into CAS to make your own changes. Usually the surgery goes well and your Sim comes out happy.

Sometimes your Sim will head to the hospital, however upon arrival decide it is in their best interest not to go on with it. Sometimes a Sim just wants to be who they were born as.

If your sim does decide to go through with the surgery, be aware that there are the occasional slip ups, and the surgeon may mess up your Sim! Have no fear though, Correctional Surgery is available to put your Sim back into pieces. Your Sim will also receive the Embarrassed moodlet from a failed attempt at plastic surgery.

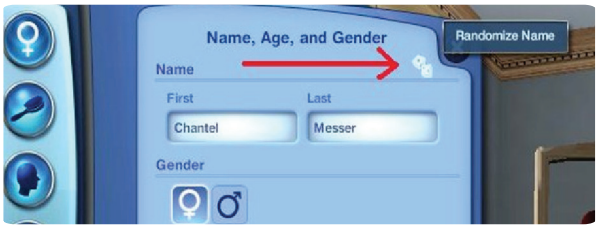


New Simology

Pets brings us a lot of new stuff for Sims. There is name generator and so muc more... See all that in this chapter.

Name Generator

One of the newest features for Sims & Pets in CAS/CAP is the Random Name Generator. You now have the option to allow the game to randomly choose what you name your Sims & Pets. Select the Name Randomizer button in CAS/CAP to see the different options available.



New Music Types

This expansion brings about 3 new types of Music for you to listen to on the radio and choose for your Sims in CAS as a favorite.

Country Songwriter R&B



Traits (Sims)

This expansion brings Sims brand new Pet related traits. Pick and choose from the following four traits to add to your Sims five available trait spots.

Note that you may only select one of these traits to add to your Sims. Once any one of these traits are selected, they conflict with the other traits.



Animal Lover – Sims with the Animal Lover trait love all member of the animal Kingdom and have special benefits when interacting with Pets



Cat Person – Sims with the Cat Person trait are happiest when they are surrounded by multi

tudes of felines.



Dog Person – Sims with the Dog Person trait have an extra special relationship with their Dogs.



Equestrian – Equestrian Sims love Horses and Horses love them back! The mutual equine affection, makes these Sims naturals at Handling and Training Horses.

Life Time Wishes (Sims)



The Animal Rescuer – You have a soft spot for animals of all shapes and sizes. To see one being mistreated, abandoned or neglected breaks your heart. That is why you have made it a personal mission to adopt as many Pets as you can, to help make their world a little brighter. (Adopt 6 Strays)



The Ark Builder – There is no such thing as having too many Pets. The more Pets you have, he happier you are. The same can be said for your Pets as well. It brings you and your Pets joy when another animal joins your growing herd. Some Sims may think this is an unhealthy obsession, but to you, Sim or animal, they are all part of your growing family. (Have 2 of each – Cats, Dogs, Horses, Birds, Lizards, Turtles, Rodents, Snakes, Butterflies and Beetles)



The Canine Companion – You know that saying, dogs are a Sims best friend? Not only do you believe it – that is a motto to live by. But why limit yourself to just one best friend? You want to befriend as many Dogs as you can to not only show the world that dogs are a Sim's best friend, but how they are the most amazing animals in the entire world! (Befriend 15 Dogs)



The Cat Herder – You love all things Feline related. So it's no surprise that your only goal in life is to befriend as many Cats as Simlishy possible! In a past life, you may have possibly been a Cat, which would explain why you have this undying love for them! (Befriend 15 Cats)



The Fairy Tale Finder – Why settle for a regular Pet when you can have one of the most enigmatic, charismatic and mythical animals to ever exist? The sheer presence of a Unicorn inspires and aura of tranquility and mysticism. Not many Sims can say they've seen one be part of their family., so if you come across one, it'll be worth your while to make that Unicorn a member of your family. (Adopt a Unicorn)



The Jockey – Lightweight and Agile. The Jockey is the driving force when it comes to Horse back Riding. To reach actual Jockey status, one must dedicate one's life to serving and being one with their Horse and their various trainers. The path to become a full fledged Jockey is not an

easy task and requires intense training, competing in rigorous competitions and the will to win. (Reach Level 10 of Riding Skill & Win/Earn 40,000 Simoleons using your Horses)



The Zoologist – While being able to obtain pets through various ways, there is no greater self-satisfaction for an avid animal lover than to go into the wild, and bring home a native of the animal kingdom. Animals born and bred in the wild have different challenges and responsibilities, as opposed to regular house pets, but that won't discourage you one bit!(Collect 20 Pets in the wild – Minor Pets only)

Lifetime Happiness Rewards (Sims)



Animal Expert (25,000)- Can't seem to ever get tired of your Pets? This reward makes it so that Dogs, Cats & Horses live longer lives. Birds and Pets kept in a Terrarium, are also less likely to die.



Raised by Wolves (15,000) – Gain more social fulfillment from interacting with Pets.

Skills (Sims)



Sims are now able to learn a new type of skill. The Riding Skill will allow Sims to gain experience in Riding, Racing & Competing with Horses. Not all Sims were born to ride, so make you get a start as early as the Teen years. The Riding skill has 10 levels and with each, a new type of experience is gained. To begin gaining this skill, simply have your Sim ride a Horse.



-Level 1 – Your Sim has decided to see life from the back of a Horse! It takes more than a rear end to sit the saddle, but after a little riding time with a patient four-legged partner, your Sim will soon be blazing trails, leaping gates, and training Horses like a pro!

-Level 2 – Your Sim may now try Gallop while riding, use Race Training Posts, run Jumping Courses and enter Equestrian Center Racing Competitions.

-Level 3 – Your Sim may now enter Equestrian Center Show Jumping Competitions.

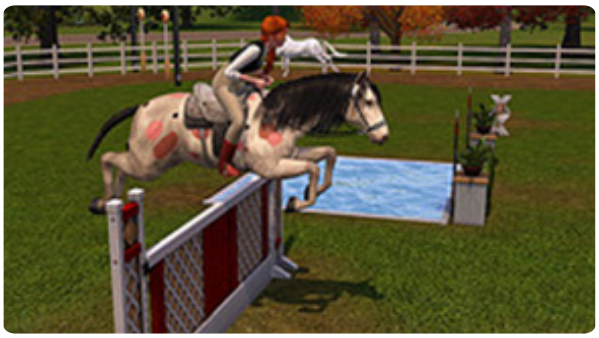


Level 4 – Improved Riding Skill

-Level 5 – Your Sim can now ride a Horse bare-back.

-Level 6 – Your Sims can now enter Equestrian Center Cross-Country competitions.

-Level 7 – Your Sim may now strike a dramatic Heroic pose while riding.



-Level 8 – Your Sim may now adopt Wild Horses.

-Level 9 - Improved Riding Skill

-Level 10 – Your Sim may now Whisper To horses to earn their trust.



Skill Challenges – Riding (Sims)

After mastering the Riding Skill, you can then go ahead and complete the Skill specific Challenges.

-Equestrian Champion – Equestrian Champions have won at least 20 Equestrian Center competitions at the Advanced or International level. They are so well-known in the riding world that they receive extra prize money from sponsorship's at every competition they win.

-Mustang Master – Mustang Masters have adopted at least 3 Wild Horses, so they know how to bring out the best in a Horse. When a Mustang Master adopts a Wild Horse, (s)he can choose some of the Horse's traits

-Horse Friend – Horse Friends have been Friends with at least 10 Horses. They're at ease around their equine buddies, and the Horses know it! Horses rarely shy away from being handles by a Horse Friend.

-Rider of Legends – To become a Rider of Legends, a Sim must win all three types of Equestrian Center competitions at the International Level. For their dedication to the art of horsemanship, these Sims receive a truly epic equine statue.

New Career – (Sims) Skill Based

Sims who choose to become one with the Equine life can head on over to City Hall and register and a Self-Employed Horseman/Horsewoman. With this Skill based career, your Sim can earn money by winning Equestrian Center Competitions and selling Horses. The only responsibility you will need to take on this career are earnings. The better rider a Sim is and the

better racer/jumper your Horse is, the more Simoleons you will make to increase your career level.



Being a professional Horseman/woman requires a love of all things Horse. Push yourself and your mount to your limits, and you'll soon be a celebrated rider and trainer. Don't think that it's all braided manes and fancy saddles — you'll encounter your fair share of Horse fertilizer along the way. A Sim should take their well trained Horse to the Equestrian Center and begin entering the numerous types of competitions, or start breeding and selling Horses to makes some cash.

Below are the 10 Career Levels and the amount of simoleons needed to advance to the next.

1 Trail Dust Taster — 500
2 Apprentice Saddle Polisher — 800
3 Barn Sanitation Technician — 1,600
4 Mane Quality Supervisor — 2,800
5 Warm-Up Jockey — 4,800
6 Consistently Upright Rider — 8,000
7 Pony Partner — 12,000
8 Blazer of Trails — 17,000
9 Horse Psychic — 24,000
10 Equestrian Master

With all new stuff for your Sim there is a clothes for Sims. We put just few but for you to know, The Sims 3 Pets brings us loads!







Create A Pet

Create a Pet offers players the ability to create and customize any Cat, Dog or Horse they want! Also, for the first time ever, you are able to play as the pet within a household. In order to add a Pet to a household, there must be at least one Sim in the family. You can create a new pet to add to a household with Sims, or use the Telephone to adopt a pet. Animal only households are not possible.

You can however create Pets in CAP without a Sim and they will automatically be saved into the neighborhood bin for you to add to any household at a later time. Upon exit from CAP, you can also choose the relationship between pets.

The Household limit has been upgraded to 10 members. You can have a maximum of 8 Sims and 6 pets per household. Combined, the members cannot exceed 10 per household, and also cannot exceed the max allowed per species. Collectible Pets (Birds, Lizards, Snakes, Rodents etc) do not have a max allowance. As long as you can afford them, you can have as many as you would like.

One of the newest features for Sims & Pets in CAS/CAP is the Random Name Generator. You now have the option to allow the game to randomly choose what you name your Sims & Pets. Select the Name Randomizer button in CAS/CAP to see the different options available.



Just like Sims, if you create your own unique type of Pet and want it saved for future use, you can go ahead and save the Pet to your bin in CAP. You can also use the same function to upload your Pets to the Sims 3 Exchange.



Pre-Made Breeds

When starting off in Create-A-Pet you can begin with a bare Cat, Dog or Horse and create your own, or you can select from over 100 pre-made breeds.

Even if you choose to select a pre-made breed,

you can make any changes to the pet that you want to make. Everything from coat markings to eye color, you can customize it all!

Cats

Abyssinian
American Bobtail
American Longhair
American Shorthair
American Wirehair

Balinese
Bengal
Birman
Black Cat
Bombay
British Longhair
British Shorthair
Burmese

Calico
Chartreux
Colorpoint Shorthair
Cornish Rex

Devon Rex

Egyptian Mau
German Rex

Havana Brown
Himalayan

Japanese Bobtail
Javanese

Korat
Kurilian Bobtail
La Perm

Maine Coon
Manx
Norwegian Forest

Ocicat
Oriental
Oriental Shorthair

Persian

Ragdoll
Russian Blue

Savannah
Scottish Fold
Shorthair Tabby
Siamese
Siberian
Singapura
Somali

Tonkinese
Turkish Angora
Tuxedo

Dogs

Afghan Hound
Airedale Terrier
Akita
Alaskan Malamute
American Eskimo
American Foxhound
American Staffordshire Terrier
Australian Cattle Dog
Australian Shepherd

Basenji
Beagle
Bedlington Terrier
Bernese Mountain Dog
Bichon Frise
Black Russian Terrier
Black and Tan Coonhound
Bloodhound

Bluetick Coonhound
Bocker
Border Collie
Borzoi
Boston Terrier
Boxer
Brittany
Bull Dog
Bull Mastiff
Bull Terrier

Canaan
Cardigan Welsh Corgi
Cavalier King Charles Spaniel
Chesapeake Bay Retriever
Chihuahua
Chow Chow
Chow Lab Mix
Cocker Spaniel
Collie
Curly Coated Retriever

Dachshund
Dalmatian
Dingo
Doberman Pinscher

English Cocker Spaniel
English Foxhound
English Setter
English Springer Spaniel
English Toy Spaniel

Field Spaniel
French Bulldog

German Shepherd
German Shorthair Pointer
Giant Schnauzer
Golden Doodle
Golden Retriever
Great Dane
Great Pyrenees
Greyhound

Havanese
Highland Terrier

Ibizan Hound
Irish Red and White Setter
Irish Setter
Irish Terrier
Irish Wolfhound
Italian Greyhound

Jack Russell Terrier

Keeshond
Kerry Blue Terrier

Labradinger
Labradoodle

Mastiff
Mini Schnauzer
Mini Pinscher

Newfoundland
Norsk Elk Shepherd

Old English Sheepdog
Otterhound

Papillion
Parson Russell Terrier
Pekingese
Pembroke Welsh Corgi
Pharaoh Hound
Pitbull
Pit Bull Terrier
Pointer
Polish Lowland Sheepdog
Pomeranian
Poodle
Pug
Puggle

Redbone Coonhound
Rhodesian Ridgeback
Rottweiler

Saint Bernard
Samoyed
Schipperke
Schnoddle
Scottish Terrier
Shetland Sheepdog
Shiba Inu
Shih Tzu
Siberian Husky
Silky Terrier
Smooth Fox Terrier
Staffordshire Bull Terrier
Standard Schnauzer

Tibetan Mastiff
Toy Fox Terrier

Vizsla

Weimaraner
Welsh Springer Spaniel
West Highlander Terrier
Wheaten Terrier
Whippet
Wire Fox Terrier

Yorkshire Terrier

Horses

Akhal-Teke
American Quarter Horse
American Standardbred
Andalusian
Anglo Arab
Appaloosa
Arabian
Australian Stock Horse
Barb
British Warmblood

Clydesdale

Friesan

Gelderlander
Gypsy Vanner

Hanoverian
Holstein

Irish Draught

Lipizzaner
Lusitano

Morgan
Mustang

Paint
Palomino
Pinto

Salerno
Selle Francais
Shire Horse

Thoroughbred
Trakehner

Welsh Cob

Pet Customization

Create a Pet allows you to create any unique pet. You can customize everything from ears to eyes, legs to tails and more! Everything you need to make your unique pet is at your fingertips and the options are endless!

Cats



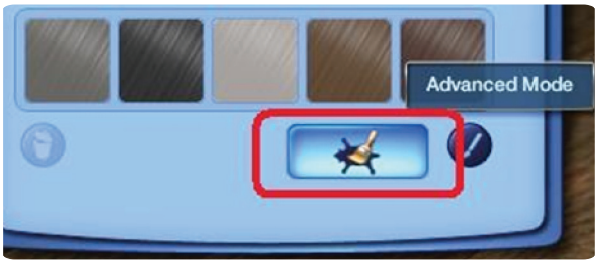
Once you begin Cat creation in CAP, you can choose from a number of Pre-Made Breeds, or create your own unique type. To begin creating your own Cat from scratch, select the “Create Cat” bare/blank cat available in the breeds section. This will give you a default Cat with no customization.



Once you begin customizing your Cat, the first option is going to be the Coat Color. You can select from a number of pre-made coats, or create a unique color of your own. In this case, I chose to create a blue colored solid coat to start.



Now if I just wanted a solid blue cat, I would be finished now. However, I want to make this pet as unique as possible! I will now Select the “Advanced Mode” to get into the more particulars.



I now have the option to choose and cover a complete region of the pet, or just use individual markings all over it’s body. All markings and Region marks are pre-made. You can also add a new layer for markings using the options to the right of the screen. By putting together different markings, you can even create your own unique marks as well.

The Full body mode allows you to make changes to specific areas (legs, tail, full middle torso etc), while the markings option allows you do add marks (stars, stripes blotches etc) to any part of the body by moving them around.



You can add as many full body marks or individual marks as you would like and you can color them all differently. To do this, simply use the right side panel options in advance mode. As you can see, the options are endless!



The next section in CAP to choose from is the Fur Shape. Select from a variety of pre-made fur shapes, or again, head into Advanced mode to change and customize the fur and save your coat type. (see above)



The 3rd section of customizing the cat will be to give the cat a tail, or stub. Enter Advanced mode for more fluffiness options and colors. You have two tail options for Cats.



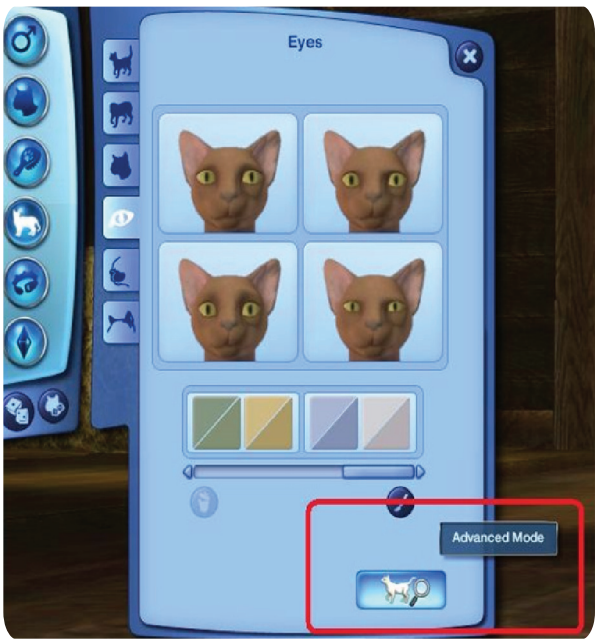
Once you have finished with the basics of customization, you can now fiddle with the Shape of the cat. You can change the shape & size of the body, head, eyes, snout and ears. Once you click on the Full Body tab, you can choose from pre-made body shapes, or enter adavnced mode and completely customize the neck, chest and stomach.





Now that you are finished with the main body of the cat, you can now enter the Eye Mode. Pets can have any type of eye color, size, shape you wish, and they can also have two different eye colors! Yes, pretty exciting for those of you that want to create an exotic looking pet.

You have now completed Cat Customization and can go on to choose accessories (collars) & traits for you Pet. If you want to keep your Pet saved for later use, make sure to save the pet into the Pet Bin in CAP.





Dogs



Once you begin Dog creation in CAP, you can choose from a number of Pre-Made Breeds, or create your own unique type. To begin creating your own Dog from scratch, select the "Create Dog" bare/blank dog available in the breeds section. This will give you a default Dog with no customization.



Once you begin customizing your Dog, the first option is going to be the Coat Color. You can select from a number of pre-made coats, or create a unique color of your own. In this case, I chose to create a red colored solid coat to start.



Now if I just wanted a solid red Dog, I would be finished now. However, I want to make this pet as unique as possible! I will now Select the "Advanced Mode" to get into the more particulars.



I now have the option to choose and cover a complete region of the pet, or just use individual markings all over it's body. All markings and Region marks are pre-made. You can also add a new layer for markings using the options to the right of the screen. By putting together different markings, you can even create your own unique marks as well.

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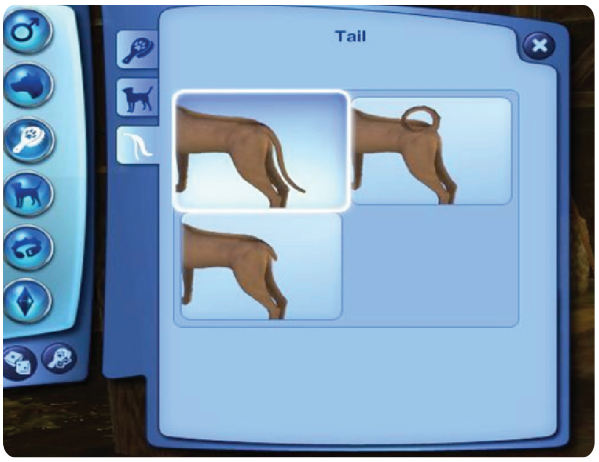


You can also use the 2nd and 3rd tabs on the advanced mode below to save (and share to the exchange) your coat color and change the current Fur options as well. Again, options are endless!

The next section in CAP to choose from is the Fur Shape. Select from a variety of pre-made fur shapes, or again, head into Advanced mode to change and customize the fur and save your coat type.



The 3rd section of customizing the dog will be to give the dog a tail, or stub. Enter Advanced mode for more fluffiness options and colors. You have three tail options for Dogs.



Once you have finished with the basics of customization, you can now fiddle with the Shape of the Dog. You can change the shape & size of the body, head, eyes, snout and ears. Once you click on the Full Body tab, you can choose from pre-made body shapes, or enter adavnced mode and completely customize the neck, chest and stomach.



Now that you are finished with the main body of the dog, you can now enter the Eye Mode. Pets can have any type of eye color, size, shape you wish, and they can also have two different eye colors! Yes, pretty exciting for those of you that want to create an exotic looking pet.



You have now completed Dog Customization and can go on to choose accessories & traits for you Pet. If you want to keep your Pet saved for later use, make sure to save the pet into the Pet Bin in CAP.



Horses



Once you begin Horse creation in CAP, you can choose from a number of Pre-Made Breeds, or create your own unique type. To begin creating your own Horse from scratch, select the "Create Horse" bare/blank horse available in the breeds section. This will give you a default Horseg with no customization.



Once you begin customizing your Horse, the first option is going to be the Coat Color. You can select from a number of pre-made coats, or create a unique color of your own. In this case, I chose to create a purple colored solid coat to start.



Now if I just wanted a solid purple Horse, I would be finished now. However, I want to make this pet as unique as possible! I will now Select the "Advanced Mode" to get into the more particulars.

I now have the option to choose and cover a complete region of the pet, or just use individual markings all over it's body. All markings and Region marks are pre-made. You can also add a new layer for markings using the options to the right of the screen. By putting together different markings, you can even create your own unique marks as well.

The Full body mode allows you to make changes to specific areas (legs, tail, full middle torso etc), while the markings option allows you do add marks (stars, stripes blotches etc) to any part of the body by moving them around.



You can add as many full body marks or individual marks as you would like and you can color them all differently. To do this, simply use the right side panel options in advance mode. The options are endless!



You can use the 2nd tab on the advanced mode below to save (and share to the exchange) your coat color and markings. Horses do not have a fluffiness, so fur options are not available.

The next section in CAP to choose from is the Mane. Select from a variety of pre-made mane lengths and colors, or head into Advanced mode to change and customize the colors.



The 3rd section of customizing the horse will be to give the horse a tail type. You have four tail options for Horses.



The 4th basic Horse customization will be to select the feathering of their hooves. You can include feathering, or leave them hairless. You have 4 options.



Once you have finished with the basics of customization, you can now fiddle with the Shape of the Horse. You can change the shape & size of the body, head, eyes, snout and ears. Once you click on the Full Body tab, you can choose from pre-made body shapes, or enter adavnced mode and completely customize the head, legs and full body.



Once you are in advance mode, you can make changes to the face, cheeks, ears, muzzle nose etc. All the options you need to make your unique pet are readily available. Click the smaller.



Now that you are finished with the main body of the Horse, you can now enter the Eye Mode. Pets can have any type of eye color, size, shape you wish, and they can also have two different

eye colors! Yes, pretty exciting for those of you that want to create an exotic looking pet.



You have now completed Horse Customization and can go on to choose accessories (Bridles, Saddles & Leading Acccessories) & traits for you Pet. If you want to keep your Pet saved for later use, make sure to save the pet into the Pet Bin in CAP.

Traits (Pets)

Each Pet is allowed up to 3 Traits when creating them in CAP. Animals can also gain and lose other (hidden) traits as they progress in specific skills. Hidden traits will be listed below in a separate section related to skill gaining. Below are all the traits available to choose from with the first letter of each pet representing a pet-specific trait. (Horses, Cats, Dogs)



Adventurous (C,D) – Adventur ous Pets are very curious and love to explore.



Aggressive (H,C,D) - Aggressive Pets aren't inherently mean, they usually just have a bad attitude when interacting with other Pets. A bad attitude that usually leads to fights that is.



Agile (H) – Agile Horses are nimble, strong and love to jump. They make awe some show jumping competi tors, but get bored if the don't stay active.



Brave (H) – Brave Horses have an extra helping of courage to help them deal with the chaos of sprinklers, fireworks, burglar alarms and other terror-inducing everyday objects.



Clueless (H,C,D) – Clueless Pets tend to forget what they're do-ing and are easily distracted. They don't learn skills and traits too quickly, but they do get along well with absent minded Sims.



Destructive (C,D) – Whether destroying furniture or digging holes in the yard, Destructive Pets are sure to cause chaos wherever they are!



Fast (H) – Fast Horses are the speed demons of the animals kingdom. They love to gallop and have a natural talent for racing, but they need plenty of exercise to stay satisfied.



Friendly (H,C,D) – Pets with the friendly trait not only get along better with other pets, but they'll usually have better relationships with Sims as well.



Genius (H,C,D) – Genius pets are always thinking on their paws (or hooves). They learn new skills & traits quickly and get along well with other Genius pets & Sims.



Hates Jumpin (H) – Some Horses prefer to have their hooves on the ground. When a Horse hates jumping, it will refuse to jump more often and do worse at Show Jumping and Cross-Country competitions. It may even take anger out on your new shiny training obstacles!



Hunter (C,D) – Pets with the Hunter trait are excellent at stalking and catching prey.



Hydrophobic (D) – Hydrophobic Dogs have a natural aversion for anything that relates to water. When in the water, they are definitely not happy.



Hyper (C,D) – Hyper Pets are super active and never like staying in one place. They are able to build energy much more quickly and have a slower energy decay.



Independent (C,D) – Independent pets not only prefer to be on their own, but have more fun when playing on their own than in big groups or other social situations.



Lazy (H,C,D) – Lazy pets just love to lie down or stay in one place as they get tired easily



Likes Swimming (D) – Contrary to popular belief, not all breeds of dogs like to swim. However, when given this trait, Dogs just can't enough satisfaction from taking a dip!



Loyal (D) – "A Dog is a Sim's best friend" is a saying that certainly holds true! Loyal Dogs love spending time and interacting with their Sims, and even seem to learn skills faster than other Dogs.



Neat (H,C,D) – Neat pets are naturally clean and love to be bathed.



Nervous (H) – Nervous Horses see danger everywhere and can be startled by the most insignifi cant things. They tend to get along well with neurotic Sims who have the same problem.



Noisy (H,C,D) – Noisy Pets are very vocal and provide a special accompaniment when Sims are playing instruments.



Non Destructive (C,D) – Non Destructive Pets are very gentle, and never destroy furniture or dig holes in the yard.



Obedient (H) – Obedient Horses are more willing to do what a Sim wants than other Horses. They'll usually go along with a Sim's wishes, even if they don't know that Sim very well.



Ornery (H) – Ornery Horses are stubborn and don't deal well with other Sims. They don't like to be approached by Sims they don't know – or even Sims they do know, for that matter.



Piggy (H,C,D) – Piggy Pets are voracious eaters who don't mind munching garbage or drinking from the toilet.



Playful (H,C,D) – Playful Pets always want to have fun and have a happy-go-lucky attitude.



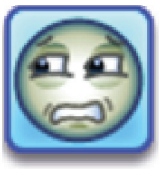
Proud (C,D) – Proud Pets think they're better than others and make their own image a top priority; they can't stand having low hygiene.



Quiet (H,C,D) – Quiet Pets do not make much noise.



Shy (H,C,D) – Pets with the Shy trait prefer and are happiest when around their Sim. Being around other Pets and Sims make them nervous.



Skittish (C,D) – Skittish Pets have a nervous disposition and are easily startled.



Untrained (H) – Untrained Horses aren't accustomed to having saddles and Sims on their backs. They need to spend some time being saddled and ridden by a trusted Sim to accept any rider.

Lifetime Happiness Rewards (Pets)

Below are all the Lifetime Happiness Rewards available to choose from for Pets, with the first letter of each pet representing a pet-specific reward. (Horses, Cats, Dogs). Also included, is the amount of LTH points needed to claim these rewards.



Alpha Pet (C,D) (7,500) – Your pet is gifted with heightened senses when searching for prey or collectibles. Results from hunting are greatly improved.



Atomic Grazer (H) (4,000) – Gain the ability to Graze on any type of surface.



Attitude Adjustment (H,C,D) (7,500) – Have you ever wondered how your favorite pet would be if they were loud instead of quiet? Neat instead of Piggy? Go ahead and choose new traits for your Pet.



Beloved Animal (H,C,D) (5,000) – Your pet gains more social fulfillment from interacting with humans.

Best Behavior (C,D) (2,500) – Save your furniture! Save your House! This reward will make it so your pet will never bite or scratch furniture, roll around in puddles and get into the trash can and litter box…unless of course you really want them too!



Bottomless Pet Bowl (C,D) (15,000) – Give your pet a pet bowl that provides high quality sustenance and never needs re filling.



Celestial Salt Lick (H) (10,000) –A little taste of paradise, disguised in the form of a sparkling salt lick. It refills both hunger and thirst.



Clone Voucher for Pets (H,C,D) (15,000) – The Pet that purchases this reward gets a clone voucher. Redeem it at the Science Facility to have a young clone of your pet join the household. You cannot purchase this reward if your household is full.



Desert Pony (H) (5,000) – An ability often taught in the arid lands of Al Simhara, but can now be bestowed upon your Horse. Quenching your Horse's thirst will occur less often.



Equine Zen (H) (6,000) – Your Horse will be able to channel it's inner strength more efficiently. With this reward, exercise motives refill much faster.



Fearless Foals (H) (2,500) - Foals can venture away from their Mother's grasp without feeling sad or lonely.



Fertility Treatment for Pets (C,D) (5,000) – Puppies & Kittens galore! This guarantees larger litters for your pet.



Friend of the Herd (H) (4,000) – Be the most popular Horse in town. Wild Horses are often attracted to your home lot.



Gardener's Delight (H) (5,000) –Make your box stalls as eco-friendly as possible. Fertilizer from box stalls used by this Horse, is always of the highest quality.



Lucky Mount (H) (4,000) – Riders of this Horse are often showered with Good Luck.



Never Nauseous (C,D) (2,500) - Pets become immune from getting nauseous and vomiting.



Pet Hygienator (C,D) (10,000) – Landgraab Industries' latest solution in high tech pet hygiene. Use it to keep your pets squeaky clean and free of fleas.



Self Cleaning Box Stall (H) (12,500) – Every pet deserves a clean place to live. Give your Horse a Box Stall that never needs to be cleaned.



Steel Bladder for Pets (H,C,D) (4,000) – Never again worry about those fretful accidents. Pets with steel bladders lose the urge to pee.



Super Smart Pet (H,C,D) (7,500) – Your Pet becomes super smart and can learn skills much faster, while making praising and scolding much more effective.



Super Swank Pet Bed (C,D) (10,000) – A really swank pet bed, so your pet can sleep in style.



Vomit Machine (C,D) (1,500) – Here's a way to get your owners attention. Gain the ability to vomit at will.



Young Again Potion for Pets (H,C,D) (20,000) – This potion will magically turn back the time on your pet's Life. Here's to starting over!



Be A Pet

Be the Pet. Wield control of your Sim's pet to chase, dig, tackle and more. Be the perfect companion or wreck havoc on your Sims!

Skills (Cats)

Hunting

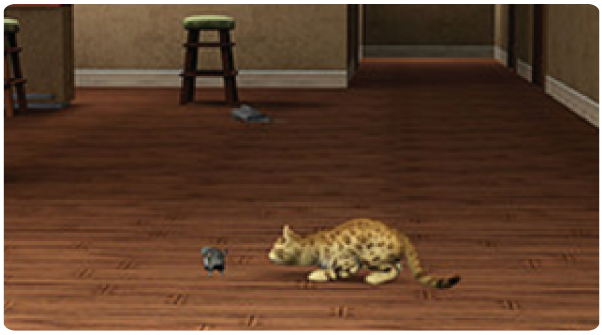


Cats have their very own hunting skill. Your Cat can begin learning this skill by playing with items found it the Pet Toy Crate! After your Cat has learned the hunting skill, it can start stalking & catching birds, bugs, reptiles and more. Once your Cat approaches any of the previously mentioned creatures, they have the option to watch & catch any of their prey and continue raising this skill . The Hunting Skill consists of 10 levels. Each level offers more experience and options to the Cat.

-Level 1 – You can now Stalk, Fish & Catch a variety of prey including birds, bugs, reptiles & more! No matter what the skill level, delicious creatures are just a prowl away! Devour critters on the spot, or present them to your favorite Sims to show how much they are loved.

-Levels 2 to 6 – Improved Hunting Skill

-Level 7 – Improved Hunting Skill and also gives a new type of skill option. An option when clicking the Cat will appear named "Hunting". When selected your Cat has the option to "Locate Prey" and can select which prey to look for. This allows for selective catches of Turtles, Birds, Snakes etc.

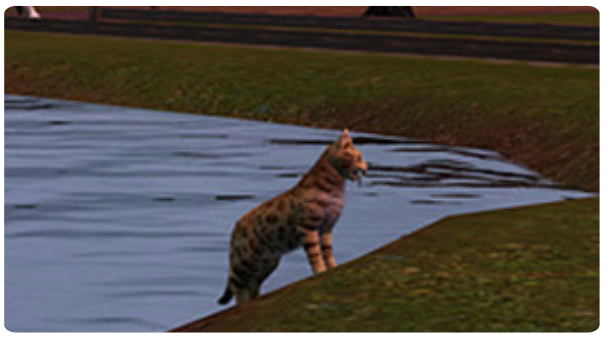


-Levels 8 to 10 – Improved Hunting Skill

Once your Cat has learned all the ropes in Hunting, Sims can also have them fetch for a specific type of prey to bring back home. Have a Sim interact with a Cat and use the "Hunting > Go Catch A…" Interaction.

Skill Challenges – Hunting (Cats)

After mastering the Hunting Skill, your Cat can then go ahead and complete the Skill specific Challenges.



-Creeping and Crawling – A Creeping and Crawling expert has caught 20 Beetles. As a reward, the chance of catching and finding rarer Beetles is increased.



-Slither Stalker – A Slither Stalker has caught 20 reptiles. As a reward, lizards, snakes and turles will always successfully be caught.

-Feline Fisher – A Feline Fisher has caught 20 Fish. As a reward the chance of catching rarer fish is increased.

-Homing Whiskers – Cats with Homing Whiskers have caught at least 20 rare prey. As a reward the amount of time it takes to find prey is decreased.

Skills (Dogs)

This expansion bring on 2 new types of skills for Dogs to learn. Hunting and Tricks. Hunting is useful for sniffing up collectibles and new types of broken fragments, while trick learning is a hidden skill useful for performing tricks at a dog show.

Hunting



You can begin teaching your Dog to learn how to hunt via a Sim. Unlike Cats, Dogs will not be able to"stalk and fish for prey", they will however be able to fetch Gems, Rocks, Metal Scraps (Ambitions) and other rare collectibles and fragments. The Hunting Skill consists of 10 levels. Each level offers more experience and options to the Dog.



-Level 1 - Your Dog can now learn to "Sniff Out Collectibles" throughout the neighborhood. This action will also increase the Dog's skill.

-Levels 2 to 6 – Improved Hunting Skill

-Level 7 - Improved Hunting Skill and also gives a new type of skill option. An option when clicking the grounds around you will appear named "Locate Collectible". When selected your Dog has the option to locate and fetch a specific

collectible. (Gems, Rocks, Metals & Fragments)

-Levels 8 to 10 - Improved Hunting Skill

Once your Dog has learned all the ropes in Hunting, Sims can also have them fetch for a specific type of collectible to bring back home. Have a Sim interact with a Dog and use the "Hunting > Go Find.." Interaction.

Skill Challenges – Hunting (Dogs)



-After mastering the Hunting Skill, your Dog can then go ahead and complete the Skill specific Challenges.

-Gem Finder – Gem Finders have found 50 or more Gems and have developed the ability to find rare gems more easily!

-Metal Finder – Metal Finders have found 50 or more Metals and have developed a knack for finding rare metals more easily!

-Rock Finder – Rock Finders have found 50 or more Rocks and have gained a boosted ability to find rare rocks more easily!

Tricks (Hidden)



Another skill type a Dog is able to learn are Tricks. Dogs can only learn this skill from a Sim. Using a Sim, select the dog and use the "Teach Trick" interaction. There are 6 different types of Tricks for a Dog to learn. These tricks are useful for entering Dog Shows where your Dog can earn cash and win awards. The following tricks are available for a Dog to learn.



Sit — Sit Up — Shake Hand



Speak — Play Dead — Roll Over



Trick Exhibition (aka: Dog Trick Shows) is a new interaction available to a Sim when interacting with a Dog that has learned at least 4 Tricks. This interaction will allow a Dog to show off their tricks to Surrounding Sims. Performing them will increase their experience (per trick) and help a Dog prepare for Dog Shows. If you take your Dog to a nearby location (for example the Park), your Sim can put down a tip jar and have the Dog perform a trick exhibition. The better skilled the dog, the more simoleons you can make.

There are not any skill challenges related to Tricks, however the game will keep stats on how many times the Dog has performed a specific trick via the skill journal.



Skills – (Horses)

This expansion bring on 2 new types of skills for Horses to learn. Racing and Jumping. These skills help Horses become better trained for Racing, Cross Country and Show Jumping Competitions.

Racing



To begin raising the Racing skill, simply click the Horse and select the option to "Gallop Around". A Horse will also gain the racing skill by galloping around town or when being ridden by a Sim. The Racing Skill consists of 10 levels. Each level offers more experience and options to the Horse.

-Level 1 – Feel the need for Speed! The Horse may be pokey for now, but if (s)he continues to gallop around, follows a race training routine, and finds a good jockey, your Horse can join the storied ranks of the greatest racehorses of all time!

-Level 2 – Your Horse is now able to turn the tables! Horses can now help train their rider while training for a racing competition.

-Level 3 – Your Horse may now enter Advanced Racing & Cross-Country Competitions at the Equestrian Center. (qualified rider required)

-Level 4 – Your Horse can now try Endurance Training while training for a racing competition to stay between the posts longer. (Gallops are now faster)

-Level 5 – Your Horse will now feel especially satisfied after a good race training session.

-Level 6 – Your Horse can now push their pace to a "Hard Gallop" while training for a racing competition in order to intensify the session at the cost of fatigue.

-Level 7 – Your Hose may now enter International Racing & Cross Country Competitions at the Equestrian Center. (qualified rider required)

-Level 8 – Your Horse may now set a "Perfect Pace" while training to get the most benefit of their time.

-Level 9 – Improved Racing Skill



-Level 10 – Your Horse's Gallop is blazingly fast. Who needs a car when you have this Horse? Thanks to all those long hours of hard work, this Horse is up there with some of the greatest racehorses of all time!

Skill Challenges – Racing (Horses)

After mastering the Racing Skill, your Horse can then go ahead and complete the Skill specific Challenges.

-Champion Racehorse – Champion Racehorses have won more than 15 Advanced or International Racing Competitions at the Equestrian Center. Their racing fame makes them and their offspring far more valuable to horse buyers and breeders.

-Long Distance Racer – To be a Long Distance Racer, a horse must gallop more than 20,000 meters. After achieving this milestone, every second spend galloping brings the utter joy and satisfaction of knowing one was born to run with the wind.

-Endurance Equine – The title of Endurance Equine is given to horses that have spent 12 hours Training for Races. These horses have built up their endurance to the point that they no longer get fatigued from race training.

Jumping



To begin raising the Jumping skill, you can take a Horse to the Equestrian Center for training, or purchase jump trainers for your home lot via buy mode. The Jumping Skill consists of 10 levels. Each level offers more experience and options to the Horse.



-Level 1 – Some Horses might be content to stay on the ground, but your Horse has taken a different path. Becoming a skilled jumper will take a lot of practice on different jumping obstacles and courses, but with dedication and the right rider, your Horse can become an Equestrian legend!

-Level 2 – Improved Jumping Skill

-Level 3 – Your Horse may now enter Show Jumping and Cross Country Competitions at the Equestrian Center. (qualified rider required)

-Level 4 – Improved Jumping Skill

-Level 5 – Your Horse will now feel especially satisfied after a perfect Jump.

-Level 6 – Improved Jumping Skill



-Level 7 – Your Horse may now enter International Show Jumping & Cross Country Competitions at the Equestrian Center. (qualified rider required)

-Levels 8 to 9 – Improved Jumping Skill

-Level 10 – Your Horse has achieved a level of leaping prowess seen only in the greatest equestrian masters. Nothing can block this Pony's path! Now that your Horse has reached this pinnacle, it's time to test their skill against the most extreme jumping obstacle – the Flaming Hoop!

Skill Challenges – Jumping (Horses)

After mastering the Jumping Skill, your Horse can then go ahead and complete the Skill specific Challenges.

-Jumping Star – Jumping Stars have won more than 15 Advanced or International Show Jumping Competitions at the Equestrian Center. Their jumping fame makes them and their offspring far more valuable to horse buyers and breeders.

-Tireless Leaper – Tireless Leapers have attempted more than 100 jumps on jump obstacles. They've tried jumps and run jumping courses so much that they no longer get fatigued from any jump training.

-Frequent Flyer – Frequent Flyers have made more than 50 perfect jumps over jumping obstacles. They've become so confident in their jumping abilities that they'll never refuse a jump, no matter how daunting.

Horse Jumping & Racing Competitions

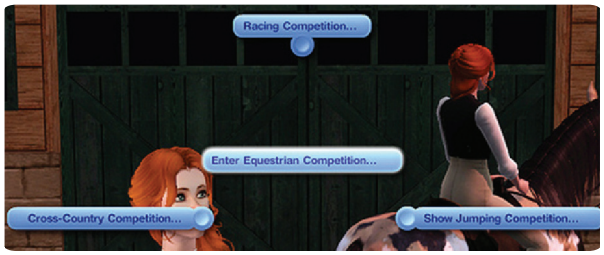


As low as level 3 in Racing, Jumping & Riding, a Sim and their Horse can enter Equestrian Center Competitions. To enter these competitions, simply visit the Equestrian Center Monday-Saturday (5-9pm). Once you select to "Enter Competition…" , you will be able to decide which type of Competition and which level you want to enter.

Level 7 of the Riding, Racing & Jumping Skill are required to enter the International Competitions.

International Competitions are very hard, so unless you plan on leaving in last place, make sure your Sim & Horse are a level 10 in their skills.

Beginner, International & Advanced levels are available to Sims and Horses with proper skill levels. If your Rider lacks in Riding, the Horse may not be able to enter a certain type of Competitions or levels until the rider advances in the riding skill. (…andVice versa)



Once you begin a competition, you will be able to select what type of effort you want to give (Pace). There are several options available and all have benefits and downfalls. You will also notice that during the competitions, your placement may advance or drop. Sims & Horses with higher levels in skills, have a better chance of winning 1st place.



Not only do the competitions earn you money, winning first place will also land your Sim some awesome trophies to display with pride.







Memories – Pets



This expansion is also memory-compatible with Pets. Pets will generate all kinds of memories while interacting with life. Pet memories can be found in their scrapbook.

For more information on how memories work, refer to the Generations Game Guide. Also remember that sharing these memories will get you some exclusive content for your game.

When sharing and uploading memories either through Facebook or Sims3.com, you will receive special Store Content, as well as game

badges for your My Page.. You can check out the badges here: Community Badges and the Special Sims 3 PC Content here: Memories & Store Content

Hidden Skills



Tricks (Levels 1-5) – Although the skill is measured in the skill panel journal, tricks are considered a hidden skill. The more tricks performed, the better your dog performs the tricks.

Wild Life Friend (Levels 1-6) - Animals and Sims can interact with the new wildlife (Deer, Wild Horses & Racoon) to gain a sense of skill with the wild animals. Sims who interact with Wildlife often have a better chance of getting a Unicorn and can adopt wild horses with more ease.

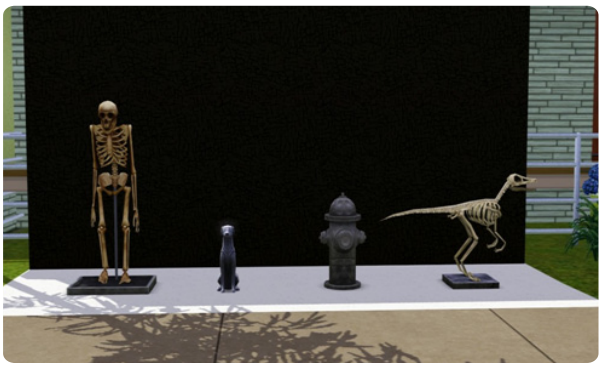
Pets who interact with wildlife more often have better relationships and interact more often as many new interactions become available.

New Collectible Fragments (Dogs)



Besides searching for Gems, Rocks and Metals, a Dog with a level 10 in Hunting can also head out into town and dig up new fragments!

Find Dig spots around town, and start collecting fragments to reconstruct one of the 4 new Collectibles. Starting from Left to right:



While your Dog is out searching for these collectibles, they may even dog up some other oddball items, such as Snake Skin, a Maple Leaf and even a colored feather. There will always be something to bring back home.

Adoption



Besides creating your own Pet and adding it to your household, you can also decide on adopting the many neighborhood pets without a home. There are two ways to adopt. One of the more modern methods is to place a phone call from your cell or landline, and another is to find the neighborhood adoption center.

Using the Phone method allows for a variety of different pets to be adopted. Pick up the phone and select “Adopt a Pet from Shelter”, and a pop up with all the available animals will show. There are always all 3 kinds of Pets to adopt using the phone. If any pets become too overwhelming for you, you can give them a better home by using the phone you to “Place a pet for Adoption”.



You can scroll through all the different Cats, Dogs, Horses and babies to decide which ones you would like to adopt. All info needed to decide is right there in the pets. If you have recently had the social worker take away your pets, it is unlikely you will be able to adopt until your punishment period ends. (You will be able to adopt back pets that were taken from you, once this time limit is up and assuming your pets are still available for adoption.)

The second method to adopting pets is looking for your neighborhood adoption home. There will always be one home in each town that has certain pets up for sale. There is a possibility to have more than one household have their pets for adoption, however it will only be one household at a time. To “Adopt from a Neighbor”, simply locate the home via map view and pay them a visit.



Once you arrive at the home, begin a standard conversation with the household members. If there are more than one person in a household, you will need to make sure you check for the Adopt option on all members. Not everyone in the house has the OK to give away the pets. Once you find the “seller”, you will notice a new option.



Once the owner gives an OK to adopt, they will shake your hand and you will be able to select from whichever pets they are giving up for adoption. (Pop up as shown above). Once you have adopted, you will now be able to leave and go home to start a new life with your new pet. Again, if the pet becomes too much, simply dial the phone and put the pet up for adoption.

Breeding & Selling Horses

The Equestrian Center offers a few other options for your Horses. Your Sims can take their Female Horse to be bred, offer their Male Horses as a stud and also sell their fast, agile and competition winning Horses for some extra money.

When you want to breed your Female Horses, simply select the "Breed Mare" option in the menu. You will receive a variety of different stallions to choose from (traits, breeds etc) and you can then breed your Horse, for a cost. The pregnancy tunes will sound and the gestation period has begun.



If you want to make some extra cash without giving up and selling your horse, you can "Offer Stallion as Stud" to reproduce. The better trained and experienced your Horse, the more money you will receive. You will be reimbursed a stud fee for providing a stallion to breed with other females.

If you want to make some extra cash without giving up and selling your horse, you can "Offer Stallion as Stud" to reproduce. The better trained and experienced your Horse, the more money you will receive. You will be reimbursed a stud fee for providing a stallion to breed with other females.

Other/Collectible Pets

You can catch and purchase many new smaller pets in the game. These smaller Pets may be brought to you via your Cats, your Sim can catch them with a high enough wildlife skill (hidden) or you can purchase the small pet specific terrarium. Sims can give these small pets as gifts to other Sims and are able to interact with them. Also, if you no longer want these small pets, you can sell them from your inventory, or "Set them Free" via the interactions panel. These minor Pets do not take up a space in your household, so you can have as many as you can afford!

These pets are non-controllable, however you can care for them and interact. You can also use the "Collection Helper" to help you find these small pets.



Be sure to put these pets in their cages and terrariums or you risk losing them if they sit in your inventory too long!

Being friends with animals of all shapes an sizes increases your chances of befriending and adopting a Unicorn!

Make sure to clean and take care of their cages/ terrariums. If you forget to feed them, they will die! It is a good idea to keep them away from cats…unless of course you don't mind your cat feasting on your pet.

Turtles



There are a total of 8 Turtle types ranging in rarity and worth. Below are photos of each type of Turtle, along with their species specific information. Note that only 3 common turtle types are available via the"stock a terrarium" option. (Eastern Box, Red Eared slider & Western Painted turtles) The rest of the uncommon and rare turtles must be caught in the wild.

Snakes

There are a total of 8 Snake types ranging in rarity and worth. Below are photos of each type of Snake, along with their species specific information. Note that only 3 common snake types are available via the "stock a terrarium" option.

(Emerald Tree Boa, Garter & Mini Python snakes) The rest of the uncommon and rare snakes must be caught in the wild.



Rodents



There are a total of 7 Rodent types ranging in rarity and worth. Below are photos of each type of Rodent, along with their species specific information. Note that only 3 common rodent types are available via the "stock a terrarium" option. (Rat, Squirrel & Womrat rodents) The rest of the uncommon and rare rodents must be caught in the wild.

Lizards

There are a total of 8 Lizard types ranging in rarity and worth. Below are photos of each type of Lizard, along with their species specific information. Note that only 3 common Lizard types are available via the "stock a terrarium" option.

(Anole, Gecko & Iguana Lizards) The rest of the uncommon and rare Lizards must be caught in the wild.

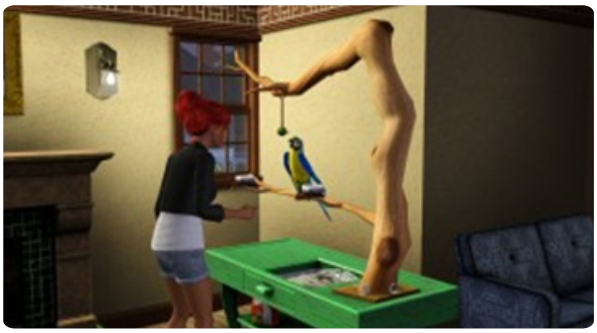


Birds

Unlike the other Minor Pets in the game, birds are a bit more sociable with Sims and are even able to interact a bit more with them. Birds come in Large and Small types ranging from your commons to the rarest of rare! There are a total of 15 birds in the game, ranging from small to large.

Sims who are out in town and happen to run into the more uncommon and rare of the species, will have an option to "Befriend (type of bird)". Sims with a higher Wildlife skill have a better chance of befriending and capturing the birds. Large birds can be kept in a cage or on a Bird Tree, whereas smaller birds are only kept in cages.

The Larger Birds also offer interactions that are not available with the small birds. Not only do they appear in the friendship panel, Sims can teach large birds how to talk as well! There are plenty options. Birds will also count towards the Charisma Skill challenges.



Small Birds



There are a total of 7 Small Bird types ranging in rarity and worth. Below are photos of each type of small bird, along with their species specific information. Note that only 3 common small bird types are available via the "stock cage" option. (Goldfinch, Parakeet & Pigeon small birds) The rest of the uncommon and rare small birds must be caught in the wild.

Large Birds



There are a total of 8 Large Bird types ranging in rarity and worth. Below are photos of each type of large bird, along with their species specific information. Note that only 3 common large bird types are available via the "stock cage/bird tree" options. (African Grey Parrot, Blue-Gold Macaw & Cockatoo large birds) The rest of the uncommon and rare large birds must be caught in the wild.

Wild Animals/NPC's

The game also comes with a few NPC wild animals that roam the town. Deer and Racoons are the two NPC wildlife throughout the game, however they cannot become a pet and enter a household. Wild Horses and Foals, are also roaming town. Sims can interact with these wild animals by "watching" and "petting". Pets however have many more interactions with these wildlife creatures (chase, growl, socialize etc).



When it comes to Wild Horses, Sims will have few interactions at first, however the options will increase the more your Sim befriends it. Sims with a Level 8 Riding skill will be able to adopt, train and take in Wild Horses. The horse then becomes a part of your family.

Racoons are around to cause trouble, and Deer are around for your viewing pleasure. The Unicorn also makes an appearance around town, but only once in a while!

Cat, Dog & Horse Woohoo/Babies

What better way to bring some new babies into your home than from your Pets mating? Having a new litter of kittens, puppies or a new foal, can bring joy to any household. Cats and Dogs can have up to 3 babies in a litter, and Horses can have up to 2 foals at once. The fertility treatment does help increase the chances for more babies. Remember that you can only have up to 6 pets per household, and babies do count towards that number.

Cats/Kittens

Kittens are the cutest aren't they? Well how about you get yourself some bundles of joy! Cats are allowed to mate with any cat they choose, as long as the relationship is high enough. Once any two cats woohoo, they will automatically be "Mates". You will see the wedding rings symbol on their photos in the friendship panel. To try for kittens, simply select the other cat and choose "Try for Baby". Make sure to have a Pet House around the house in order for the Cats to mate.



The Woohoo portion of mating is full of music and a house which jumps up and down! If your Cats are successful at mating, the "pregnancy" tone will sound and this means you should be expecting Kittens soon! Once it is confirmed your Cat is pregnant, the game will inform you

to be ready for Kittens soon.

Gestation period for Cats in the game is 48 hours. Soon as the 2 days are over, your Cat will give birth to her kittens. Once your cat gives birth, make sure to name the kittens. To do so, select them and choose "Name Pet". By default the game names all pet babies Kitten 1, Kitten 2…etc.



Genetics play a big role in Pet mating, and depending on what colors and fur shapes the two pets have, depends on how the offspring will look. In this example, all kittens took the color of their father, however one of them has the fur shape of their mother.



Kittens need love, attention and playtime. They cannot learn any skills, however they can play, run around, scratch, eat and sleep all they want. Kittens are hyper and even their parents may get annoyed with their hyperactivity sometimes and hiss. Sims can scold and reinforce certain behavior the cats & kittens acquire. This may lead to gaining or losing specific traits. Cats have 3 life stages; Kitten, Adult & Elder. Depending on how long you set your Pets Life Spans to, will depend on how long the Cats will live in each stage life.



Dogs/Puppies

Time for Puppies! How adorable!! Dogs can mate with any cat they choose, as long as the relationship is high enough. Yes, this means Large and Small dogs interbreeding! Once any two dogs woohoo, they will automatically be "Mates". You will see the wedding rings symbol on their photos in the friendship panel. To try for puppies, simply select the other dog and choose "Try for Baby". Make sure to have a Pet House around the house in order for them to mate.

When interbreeding small and large dogs, you have a 50/50 chance of getting a small or larger offspring.



The Woohoo portion of mating is full of music and a house which jumps up and down! If your Dogs are successful at mating, the "pregnancy" tone will sound and this means you should be expecting Puppies soon! Once it is confirmed your Cat is pregnant, the game will inform you to be ready for Kittens soon.

Dogs cannot use the "Run Around" interaction while Pregnant.

Gestation period for Dogs in the game is 48 hours. Soon as the 2 days are over, your Dog will give birth to her puppies. Once she does, make sure to name the puppies. To do so, select them and choose "Name Pet". By default the game names all pet babies Puppy 1, Puppy 2…etc



Genetics play a big role in Pet mating, and depending on what colors and fur shapes the two pets have, depends on how the offspring will look. In this example, all puppies took the color of their mother, however they all have some markings from their father.



Puppies need love, attention and playtime. They cannot learn any skills, however they can play, run around, chew, eat and sleep all they want. Puppies are hyper and even their parents may get annoyed with their hyperactivity sometimes and growl. Sims can scold and reinforce certain behavior the dogs & Puppies acquire. This may lead to gaining or losing specific traits. Dogs have 3 life stages; Puppy, Adult & Elder. Depending on how long you set your Pets Life Spans to, will depend on how long the Dogs will live in each stage life.



Horses/Unicorns/Foals

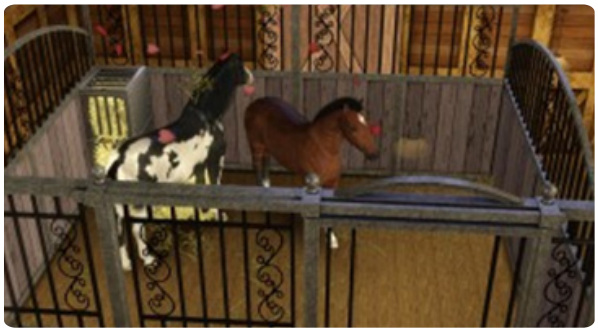
Awww, Foals! Awww, Unicorn Foals? Yes! Horses can mate with any type of Horse or Unicorn they wish. Unicorns can also mate with other

Unicorns or Horses. Once any two of them have a high enough relationship, they will be able to Woohoo in a Box Stall outside your home. After they woohoo, they will become mates and you will see the wedding rings symbol on their photos in the friendship panel. To try for foals, simply select the other dog and choose "Try for Baby". Make sure to have a Box Stall outside the house in order for them to mate.

When mating Unicorns with Unicorns, there is a 50/50 chance of a Unicorn or Regular Foal.

When mating Unicorns with Horses, there is a 50/50 chance of a Unicorn or Regular Foal.

When mating Horses with Horses, the result is always a regular foal.



The Woohoo portion of mating is full of music and a box stall full of Hay and Hearts! If your Horses are successful at mating, the "pregnancy" tone will sound and this means you should be expecting a Foal(s) soon! Once it is confirmed your Horse is pregnant, the game will inform you to be ready for a Foal(s) soon.

Horses cannot Gallop around while they are Pregnant.

Sims cannot mount a Horse while the Horse is Pregnant

Gestation period for Horses/Unicorns in the game is 48 hours. Soon as the 2 days are over, your Horse will give birth to her foal(s). Once she does, make sure to name the foal(s). To do so, select them and choose "Name Pet". By default the game names all pet babies Foal 1, Foal 2…etc



Genetics play a big role in Pet mating, and depending on what colors the two pets have, depends on how the offspring will look. In this example, the foal has clearly taken pieces of both mother and father. (Mostly the father)



Foals need love, attention and playtime. They cannot learn any skills, however they can play, gallop around, nicker, graze and sleep all they want. Sims can scold and reinforce certain behavior the Horses & Foals acquire. This may lead to gaining or losing specific traits. Horses/Unicorns have 3 life stages; Kitten, Adult & Elder. Depending on how long you set your Pets Life Spans to, will depend on how long the Horses/

Unicorns/Foals will live in each stage life.



Fetch a Date – (Dogs)

Does your Sim have a hard time dinging a soul mate? Well look no further than your loyal pooch! Dogs in the Sims 3 Pets have the ability to go and "Fetch a Date" for their owners. The Dog must have a level 5 in the hunting skill in order to gain this ability however. Fetching a Date for a Sim is only possible in the Clubs and venues that came with the Late Night Expansion pack.



Once you are ready to go out to town, make sure you take along your Loyal Pup. Click on the location you want to visit, and select who you will take with you. Once you are in the venue and are ready for your loyal pup to find you a date, simply select the dog and have him fetch you a date!



Once you command your pooch to fetch you a date, he will sniff around the venue for a single Sim to bring back to you. If for some reason you do not like the Date your dog fetched for you, you can simply instruct him to go find you another date. If all goes well with your date, perhaps it could lead to marriage or at least some Haystack woohoo!

Death & Ghost Pets

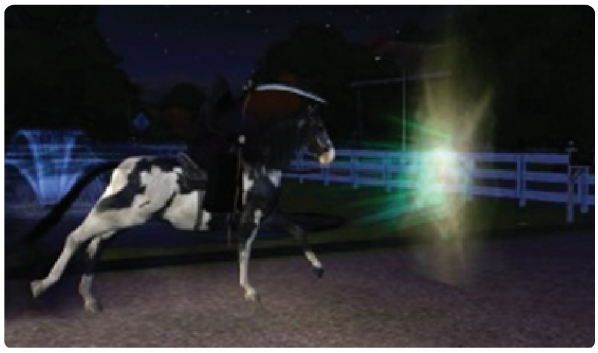
There comes a time in every Pets life when they must move on to the "afterlife". Minor Pets such as Lizards and Birds will eventually pass on of old age, being the meal of your Cat, or neglectful Sims. The main playable Pets (Cats, Dogs, Horses & Unicorns) will only die of Old Age. How long will your Pets live? Well that all depends. Some Elder Pets live much longer than expected and sometimes even passed the Life Span counter.



Ghost Pets come in two colors. Blueish-Grey and Red. Red Ghosts are the standard color for Pets who have died of old age, however when mating, their offspring will always be a Blueish-Grey color.

When the time comes for your pet to pass on, the Grim Reaper makes the departure comfortable for your Pet. Grim hugs the animals before departure and then takes them to the afterlife in style. Don't be too sad when your Pet leaves, you can always revive their ghost at the Science Facility.





All Pets have their own dedicated tombstones and Urns, which you can place outside or inside your home. If your Sim receives the "Oh My ghost" opportunity, you will be able to go to the Science Facility and bring your Pet back to life. Once you do so, the Pet will be added to your household in ghost form. Ghost Pets should be treated just like any other Pets. You will need to feed, take care of and socialize with them. If you'd like, you can even have the ghost pets mate with other ghost pets or animals to produce offspring.





Appaloosa Plains

Pets comes complete with a new Town, Community Lots, Pre-made Households and beauty. Below is all the detail on this new Western Style town.

The new Town that comes with this expansion is called Appaloosa Plains. This town has a Country, "autumn-ish" type of feel to it. Plenty of room for you to ride your Horses, run around with your Dogs & Cats, and just an overall beautiful looking town. Appaloosa Plains comes complete with it's own unique community lots as well. Some lots and parks were made to be Appaloosa specific.













New Community Lots

Sims 3 Pets bring any of your neighborhoods many new types of community lots. Some of the lots will only be available in your game if you have other expansion installed. For example, without Ambitions you will not have the new Junkyard or Tattoo Parlor. Some parks and community lots in Appaloosa Plains were made specifically for that town and you will not find them in the Community Lot Bin. You can however go into Edit Town and Save those lots to the bin for future use.

With this expansion, you also receive new Community type options in Edit Town. Please note that the Pet Store option is only available to those who purchased the Limited Edition of the game and received the Pet Shop.



My Dear Unicorn

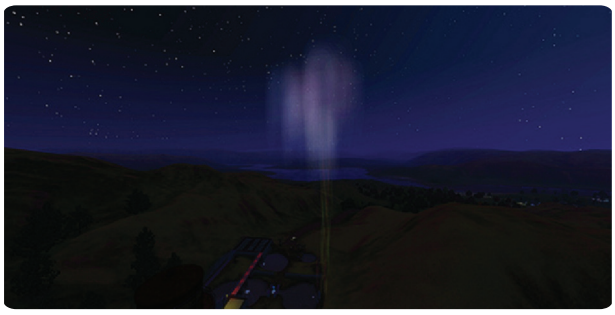
Pets are more magical with- unicorns! They can bless you - or even make you broken and sad. You can adopt them and have your life better or even 'not so much better.'

This expansion brings on a new type of creature to the game. The Unicorn. Unicorns come in a black and white colors, but of course you can customize them anyway you like once they are a part of your household. Unicorns are not a very easy creature to stumble upon, however when a Sim interacts more often with Wildlife (wild horses, deer, falcons & raccoons) they are bound to increase the Hidden Wild Life Skill which is a must if you plan on adopting a Unicorn. Unicorns will only agree to be adopted if you have showed them how much you care for all animals.



After interacting with wildlife NPC's and raising your hidden wildlife skill to a level 6, your Sim will then have the chance to encounter a Unicorn. When you believe your Sim has had enough experience with Wild Life, search into the darkness at night for the beautiful Aurora that glows above the area where a Unicorn exists.

Unicorns only appear between 8pm and 5am!



Unicorns tend to hang out in the rural areas of Town (mostly fishing spots), so don't go looking for them downtown. If you get stumped along the way, you can even check out a few signs around town that will lead you to the common areas of Unicorn appearances.

Once you have found the aurora of a gleaming Unicorn, your Sim has the chance to approach it and interact with it. Just like any other relationship, you must interact and build a friendship for the Unicorn to feel comfortable with you. Sims have the options to feed them treats, rub their neck pet them, and of course, adopt them. You cannot add a Unicorn to your household if you have already exceeded the max allowed for Pets in your home.



Once you have a high enough wildlife skill and relationship with the Unicorn, you can successfully ask the Unicorn to move into your household. If you do not have a high enough Wildlife skill however, the Unicorn will refuse.

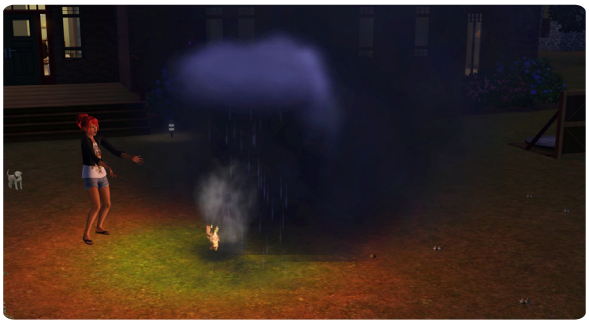


If you are finding it difficult to interact with wildlife outside your home, you can purchase the Wildlife stray Gnome to attract some wildlife to your lot. This makes is a tad easier for you to gain experience with wildlife without searching all over town.



Once you have managed to bring home a Unicorn, there are many things to learn about them. For one, they always have a graceful way of showing off their uniqueness. Be while eating, running, blessing, cursing or playing, a Unicorn is a clean and beautiful creature. Unicorns can do many extra's that regular horses cannot do.

Unicorns can bless and curse Sims & Plants, they can ignite fires on command, they can help garden plants grown when they bless them and they can extinguish fires! Another plus is that a Unicorn can also cure Sims and Pets of various moodlets and the Mummy Curse.



Among all these things Unicorns can do, they can also mate with regular Horses or other Unicorns! With the genetics of the game, there is no tellin' what you'll get when the two mate!



If you no longer can keep up with a Unicorn and it's needs (or any other reason), you can always let it back into the Wild.

Limited Edition Content

The Sims 3 Pets comes with regular version and Limited version. So with Limited version is added Pet Shop to download and play in game. So see here how it looks like.

The Limited Edition Pet Shop is an exclusive bonus item that came with the Limited Edition Sims 3 Pets Expansion. The shop adds 10 exclusive items to the game that can only be purchased/used by having this Pet Shop in your game. Besides the Pet Shop, a register which allows players the ability to create their own Pet Shop is included. There are also items in the store that you can only add to your house when you purchase them from the Pet Shop or by using the buydebug cheat.



In Appaloosa Plains, there is a special pre-set lot that is perfect for the Pet shop. In any case you can place the lot anywhere you would like from Edit Town (using the new Pet Store community type option), under the community lot tab. The lot is 30×20, so plan accordingly. Here are a few photos of the gift shop in game, and the items that are available for purchase.



The Pet Shop itself has many items for sale – functions as the consignment shop – however there are the extra 10 items included as well. Note that you cannot find the 10 exclusive items in regular buy mode.




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