

The SIMS™ 3

UNIVERSITY LIFE

EXPANSION PACK*



THIS GUIDE IS WRITTEN BY:

SimsVIP

www.simsvip.com

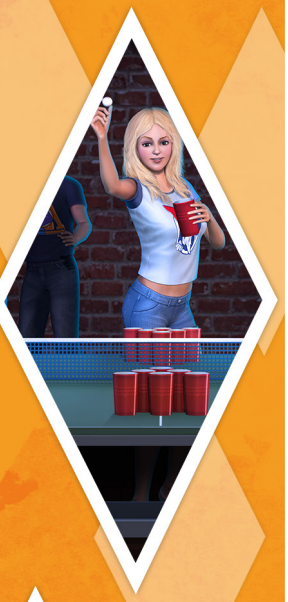
THIS IS A GAME GUIDE FOR:
THE SIMS 3 UNIVERSITY LIFE
EXPANSION PACK (PC)

*REQUIRES *THE SIMS™ 3* TO PLAY.

maxis™

EA™









SimsVIP's Sims 3 University Life Game Guide

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ABOUT EDITORS

Alexis



Hey everyone!My name is Alexis and I am the site owner and editor for SimsVIP! I am a long time simmer, 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.

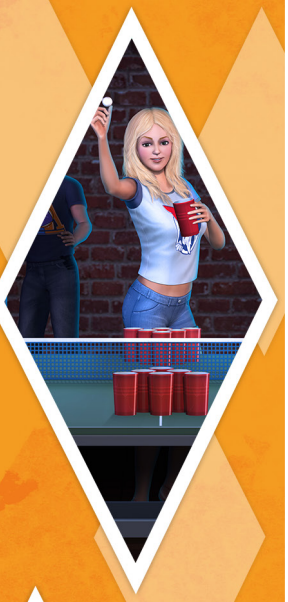
Petar



Hey Simmers, my name is Petar and I am owner of SimHrvatska. I am also designer of PDF version this guide and without great help I get from Alexis, we did our best to make this guide better than others. I live in Slatina, small town in east Croatia. Many people know me from the first guide I created for SimsVIP, and I like that job.

So you can always say if we did good job, so if we did that, contact me by e-mail: jadek.petar@gmail.com or at SimsVIP website









NEW FEATURES

New Game Options

This section includes details for all new game options available with The Sims 3 University. Images have been sized down in most cases, so click the images for a larger view.

Dumpster Diving

Sims Teen through Elder can now “Dumpster Dive” in any commercial dumpster. Sims will find an array of items while dumpster diving, and they can be found in the Family Inventory via Buy Mode.



Set Bed/Door Ownership/Access



You can now set bed ownership and specify door access to any Sim in your household. This is extremely useful when renting dorms and apartments. Click on doors and beds to access this option.

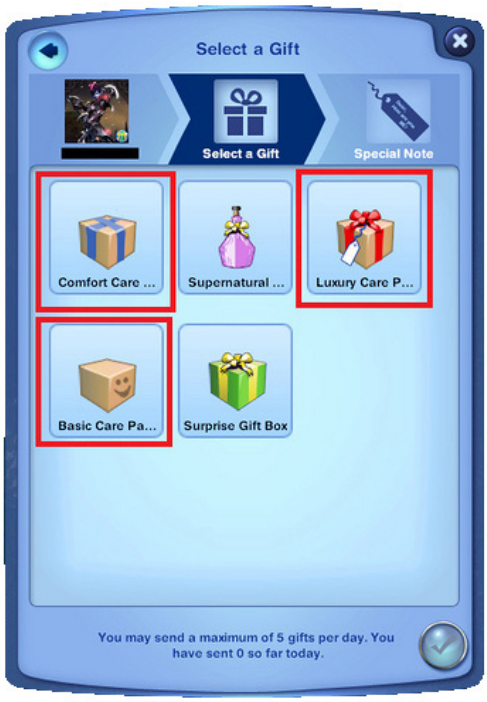


New Online Profile Gifts

When logged into your Sims 3 profile in game, you can now send new gift packages to other players. The new gift packs are: Basic Care, Comfort Care and Luxury Care.

PLEASE NOTE

Only players who have the Sims 3 University installed are able to receive these new packages.



Apartments & Roommates

Sims 3 University has added the ability to make any residential lot in the home world an Apartment Lot. When selecting any residential lot in Edit Town Mode, simply choose the new residential lot type from the drop down menu.

PLEASE NOTE

Rent and expenses shared between roommates will vary depending on the home value and amount of Sims residing in a single lot.

When creating an apartment in the home world, any household slots remaining in your apartment will be filled with roommates at 9 am. If any of the Sims are dismissed of their roommate duties, another Sim will take their place.

Once a residential apartment lot is filled with uncontrollable roommates, a new “Roommates” option appears when interacting with the Sims. Your Sim can “Mooch”, “Ask Roommate to Clean, Fix Broken Objects, or Make Meal”, and “Dismiss Roommate”.

Dismissing a Roommate will remove them from the household, and they will be replaced with a new Sim. This means that a single apartment in the home world will reach capacity at all times. With so many people around the house, it would be a good idea to lock the doors, and make sure to claim your bed.



No one wants strange Sims roaming around their room!

If a Sim builds up a strong romantic relationship with a roommate, they can eventually wed and live happily ever after. When playing in the home world, any roommates your Sims marry will become a controllable part of the household.

Non-Apartment Roommates

If you would rather pick and choose who can and cannot live with you, then non-apartment roommates are the ones for you. There is no interaction difference with these types of roommates, the only difference is how you invite them to live with you on your own purchased lot. Instead of automatic placement by the game, you pick and choose specifics.

Once your Sim has built a high enough relationship with another Sim they can “Ask to be Roommate“. If the Sim accepts they will automatically become a roommate and share the household expenses.

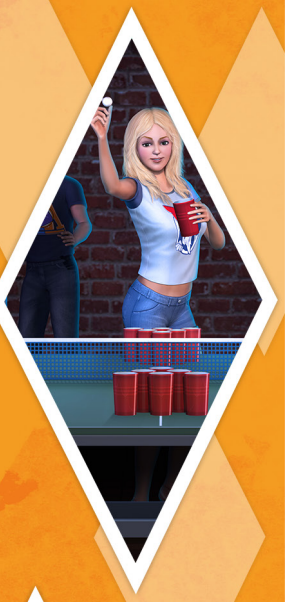
PLEASE NOTE

This option will not appear if the receiving Sim is married



Another way to pick and choose roommates is to use Roommate Services. Using a phone, select the Real Estate and Travel Services option, and select “Roommate Services”.









Roommate services will allow the game to fill your home with however many Sims and gender types you specify. Once these Sims are dismissed, you can call in for new roommates, or wait until 9am for the home to refill again.

PLEASE NOTE

Use the “Disable Roommate Services” option to clear a home of roommates and to stop the game from refilling your home at 9am

Streaking

Sims Young Adult to Elder have the option to run around town streaking! Sims will strip to their birthday suits and run around for about 30 minutes. This interaction gives the Sim a +20 “Streaker” moodlet.



PLEASE NOTE

This option is only available if there are no children or teens present on the lot

Smartphone

University upgrades the typical “blackberry” looking cell phone, to a more updated, interactive, “touch screen” smartphone. The phone menu is more organized, and offers an array of new interactions. Sims can now blog, text and use social apps on their cell phones.

As Sims level up in the Social Networking Skill, they can unlock new apps, interactions and phone skins. All the new smartphone interactions are further detailed in the “New Skills” section of the guide.

Smartphones are also equipped with the ability to crack. This does not disable the smartphone, but it does create a very messy screen. If your Sim accidentally drops their smartphone, you can repair it for 150 simoleons.



Laptops

Until now, laptops could only be used when set on a table. With the Sims 3 University, Sims who have a laptop in their inventory can select the “Use Laptop Here” interaction to sit on the ground anywhere around town. This allows Sims to study and play on the go!



New "Quick Meal" Options



University Life has added new meal options that can be consumed by using the “Have Quick Meal” interaction on refrigerators and microwaves.

The new "Quick Meal" items are…

- Green Salad (Fridge)
- Yogurt (Fridge)
- Curry Wurst (Microwave)
- Popcorn (Microwave)
- Pizza (Microwave)
- Breakfast Burrito (Microwave)
- Ramen (Microwave)
- Cold One (Only available with the Mini Fridge)

New Party Types

University Life introduces 2 brand new party types. As Sims level up in the "Jock" social group, they will unlock the ability to host these special parties. If these parties get out of control and become a nuisance after 11pm, police will come by and break them up.

PLEASE NOTE

- If you have the Late Night Expansion installed, you will also receive invitations to attend these new parties in the home world.

- When attending University, Sims will receive invitations to party on campus.



Bonfire Party

(Requires Level 4 Jock Skill) – Bonfires will keep your Sims toasty warm and well entertained. While enjoying some quality time around the fire, Sims have a number of interactions available to them. More information on bonfires can be found in the "Interactive Objects" section of the guide.





Juice Kegger

(Requires Level 2 Jock Skill) – Buy a juice keg and let the good times roll! Chug! Chug! Chug! Buying more than one juice keg is ideal for this party, but just make sure everyone drinks responsibly. More information on juice kegs can be found in the "Interactive Objects" section of the guide.



New Romantic Socials

Blow a Kiss

Sims with the "Irresistible" trait can blow kisses to other Sims. If a Sim has established a good relationship with the receiving Sim, they will be filled with joy to snag this kiss. If a Sim has not established a good relationship with the receiving Sim, they will not accept this behavior.



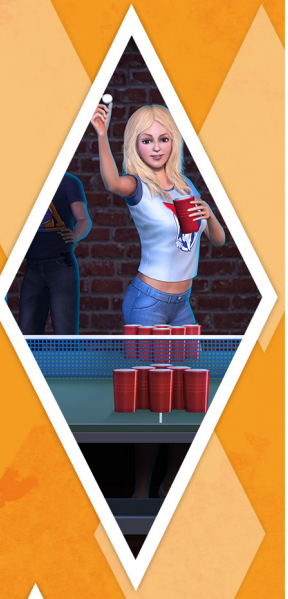
Farewell Hug Non-Romantic

When Sims prepare for University by taking the aptitude test, or enrolling in University, they will unlock this new interaction for the duration of the "Preparing for University" moodlet.



Cinnamon Woohoo & Kiss

Add Cinnamon to any group meal and grab a plate to eat. Sims who eat Cinnamon infused meals will receive the “Cinnamon Woohoo” and “Cinnamon Kiss” romantic interactions. There are no new interactions with these socials, however, Cinnamon does boost the success of romantic socials when consumed.



Heat of the Moment Kiss

The heat of the moment kiss is available to all Sims. Sims who accept this kiss will instantly become romantic interests. If the receiving Sim does not accept this kiss, the relationship will take a small dive.





Juiced Woohoo & Kiss

When two Sims drink a little too much from the Juice Keg, they will receive the “A Little Juiced” moodlet. Once acquired, the moodlet unlocks the new “Juiced Woohoo” and “Juiced Kiss” interactions. Both Sims must have the juiced moodlet for these options to appear.



Kiss and Make Up

When Sims use the “Mean” socials to argue and poke some hate at each other, they are able to let bygones be bygones by using this new friendly interaction.

Rebound Kiss

This interaction is available to Sims who have the “Betrayed” or “Broken Heart” moodlets. Receiving Sims who accept the rebound kiss will automatically become romantic interests, while other sims will get creeped out!



Take Romantic Photo Together

Two Sims who are in a romantic relationship have the option to take romantic photos together. The photos are then found in the Smartphone’s storage, and can be dragged out for display.



Wink

Sims with the “Irresistible” trait can wink at other Sims. If a Sim has established a good relationship, the receiving Sim will be filled with joy. If a Sim has not established a good relationship with the receiving Sim, they will not accept this behavior.



Woohooty Text & Woohoo

Woohooty Text & Woohoo – Sims who are in a romantic relationship can send a “Woohooty” text. If the receiving Sims accepts, they will come to your home and woohoo with your Sim. This option is only available when the receiving Sim is on a different lot.

Social Groups



University Life includes the brand new Social Group feature. Similar to building skills, Sims can gain influence in each of the three social groups: Jocks, Nerds, and Rebels. As Sims level up in social groups, they unlock new features & interactions.

To gain influence in each of the social groups, Sims must interact with certain objects, and complete certain actions. Additionally, socializing with members of certain social groups can also help a Sim gain influence. Sims can be a part of all three social groups, but they must keep up with demands. Social Group influence will go down over time if your Sims are not actively engaging in any group based activities.

PLEASE NOTE

Sims who reach Level 8 in any of the new Social Groups will be granted the option to choose one additional trait. Sims can only earn one additional trait slot, however, they can change out traits by leveling up in multiple social groups.

You can view a Sim’s progression with each social group via the Smartphone. Using the “Check Social Groups” option, you can check which activities will help gain influence, and what rewards can be obtained within each social group level.



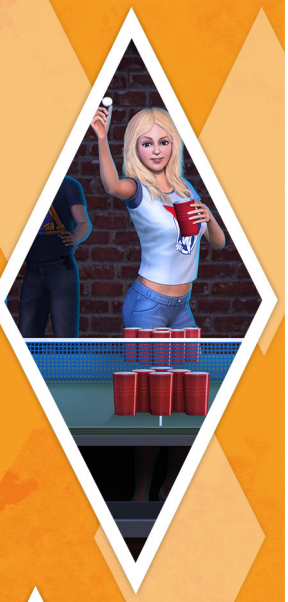
Sims who head off to University have an additional method of gaining influence. Sims who are on campus will receive special University Life related Opportunities. Many of these opportunities help Sims gain influence within certain social groups, and are also a great way to earn a few extra simoleons.



If your Sims do not receive any game generated opportunities, they can prompt them using the “University Job Board” found on Dorm/Sorority/Fraternity lots. The University Job Board includes the “Social Group Jobs” interaction that prompts a number of social group opportunities. Each opportunity gives Sims an influence boost in certain social groups.











One final way to boost a Sim's social group influence, is to purchase social group influence via Lifetime Rewards. For 2,000 points, you can boost a Sim's social group influence by one to two levels. You can continue to purchase influence until they have maxed at level 10.



Jock Social Group

Jocks are a socially motivated group that are great at balancing the social life with other needs. Having other Jock friends, throwing parties, and doing keg stands, are just some of the ways to gain Jock influence. There are a total of 10 Levels in the Jock Social Group Hidden Skill, each unlocking new interactions and rewards.



Hover over & click another Sim's avatar to call them!

♦ Prep (Level 1) – Congrats! You made it to level one. Now get moving on up!

♦ Wannabe (Level 2) – Your Sim is moving their way in with the Jocks and it shows. Your Sim can now do the School Cheer & throw Juice Kegger Parties!

♦ In Crowd Newbie (Level 3) – Increased Jock Influence

♦ Wingman (Level 4) – Sims can now host Bonfire Parties and take Self Portraits with their Smartphone Camera. Duck Face Included!



♦ Party Sponge (Level 5) – Increased Jock Influence

♦ Popular (Level 6) – Your Sim is even more popular within the Jock Social Group! Sims will now be given opportunities to host Parties for Charity.

♦ Hot Stuff (Level 7) – Increased Jock Influence

♦ Debutante (Level 8) – Your Sim has done so much ladder climbing, they can now pick an additional trait!



♦ Super Popular (Level 9) – Increased Jock Influence

♦ Big Sim on Campus (Level 10) – Reaching the top of a group is the epitome of a Jock. Your Sim has now unlocked the Sports Agent Career! (The Sports Agent Career is detailed in the "New Careers" section of the guide)

The following activities & interactions will help boost a Sim's Jock Influence

♦ Play collegiate sports in the stadium
♦ Tell stories or jokes to other Jocks
♦ Jocks love playing table tennis
♦ Prove yourself by mastering Juice Pong
♦ Bowling will strike a chord with the Jocks
♦ Put a perfect spin on the flying disc
♦ Nothing builds influence with Jocks like a bonfire
♦ Gossip about roommates to Jocks
♦ Practice your pick-up lines on available Jocks
♦ Being at parties will build influence with the Jocks
♦ Chat, Gossip, and Goof Around with other Jocks
♦ Jocks love to be complimented
♦ Socialize with prominent Jocks
♦ Host a Bonfire Party
♦ Throw a Juice Kegger party
♦ Complete Opportunities for the Jocks
♦ Perform the school cheer
♦ Take a photo with a friend using the Smart Phone
♦ Take a self-portrait using the Smart Phone
♦ Impress other Jocks by doing Keg Stands

Nerd Social Group

Being a Nerd is all about winning with superior knowledge! Reading Comic Books, playing online games, and challenging other Sims to Trivia, are just some of the ways to gain Nerd influence. There are a total of 10 Levels in the Nerd Social Group Hidden Skill, each unlocking new interactions and rewards.



Hover over & click another Sim's avatar to call them!

♦ Math Curious (Level 1) – Unlocked Socials: Berate Ignorance, Enthuse about Comic Books & Boast About Gamer Skills.

♦ Amateur Gamer (Level 2) – Being part of the Nerd group definitely has it's advantages! Your Sim has received the secret to unlocking online gaming on game consoles, and also received their very own game console free of charge…game included!

♦ Cool with the Uncool (Level 3) – Increased Nerd Influence

♦ Trivia Guru (Level 4) – Trivia Challenges unlocked! Your Sim can now issue the challenge for a friendly competition.



♦ Junior Techie (Level 5) – Increased Nerd Influence

♦ Sci-Fi Fan (Level 6) – Your Sim can now use the Mind Meld interaction to improve relationships, and learn another Sim's traits.

♦ Brain Trustee (Level 7) – Increased Nerd Influence

♦ Nerd Elite (Level 8) – Your Sim has done so much ladder climbing, they can now pick an additional trait!



♦ Think Tank Driver (Level 9) – Increased Nerd Influence

♦ Game Master (Level 10) – Reaching the top of a group is the epitome of a Nerd. Your Sim has now unlocked the Video Game Developer Career! (The Video Game Developer Career is detailed in the “New Careers” section of the guide)

The following activities & interactions will help boost a Sim’s Nerd Influence

♦ Ask other Nerds about their degree
♦ Tell stories or jokes to other Nerds
♦ Show other Sims gross videos from your smartphone
♦ Play video games
♦ Solve equations on the whiteboard
♦ Do Scientific research
♦ Work on the group science project
♦ Use the Brain Enhancing Machine
♦ Throw things into bonfires
♦ Play arcade machines
♦ Chat and Gossip with other Nerds
♦ Compliment other Nerds
♦ Socialize with prominent Nerds
♦ Complete Opportunities for the Nerds
♦ Gossip about roommates to Nerds
♦ Practice your pick-up lines on unsuspecting Nerds
♦ Nerds like boasting about their gamer skills
♦ Nerds enjoy being enthused about comic books
♦ Real Nerds do battle in trivia challenges
♦ Nerds berate ignorance when it rears its ugly head

Rebel Social Group

Rebels are an artsy type of Sim that challenges the Status Quo! Eating herbs, protesting, and dumpster diving, are just some of the ways to gain Rebel influence. There are a total of 10 Levels in the Rebel Social Group Hidden Skill, each unlocking new interactions and rewards.



Hover over & click another Sim’s avatar to call them!

♦ Hipster (Level 1) – Congrats! You made it to level one. Now get moving on up!

♦ Line Crosser (Level 2) – Being part of the Rebel group definitely has it’s advantages! Your Sim has received the Street Art Bag and a Megaphone free of charge. Your Sim can also steal exam answers and sell them for extra simoleons.

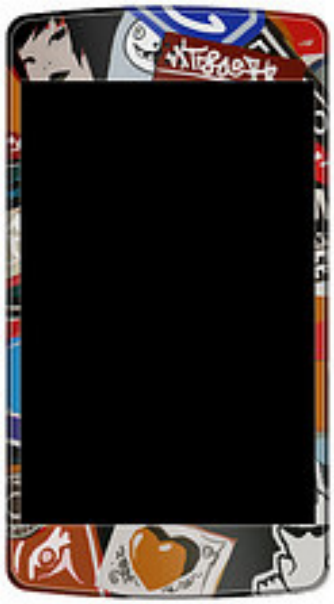
♦ Nonconformis (Level 3) – Increased Rebel Influence

♦ Free Thinker (Level 4) – Being a Rebel means you’re speaking your mind. Your Sim can now use the Megaphone to orchestrate a Hunger Strike protest, and use the podium to ask “What is Wrong with the World?”. Rebels at this level are better at cheating, and less likely to get caught cheating on exams while at University.



♦ Bohemian (Level 5) – Increased Rebel Influence

♦ Agitator (Level 6) – Your Sim can now use the Megaphone to orchestrate a Rowdy protest, and use a new social to "Show off" their gizmo. Your Sim has also unlocked a brand new "Rebel" Smartphone Skin.



♦ Revolutionary (Level 7) – Increased Rebel Influence

♦ Maverick (Level 8) – Your Sim has done so much ladder climbing, they can now pick an additional trait!



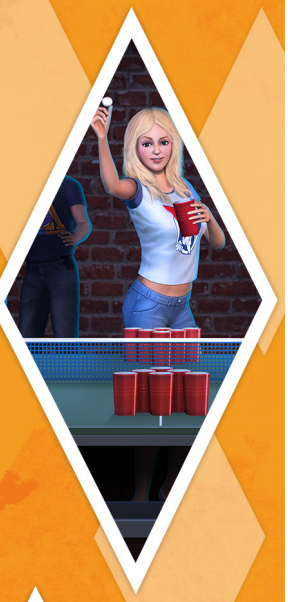
♦ Cool Cat (Level 9) – Increased Rebel Influence

♦ Trendsetter (Level 10) – Reaching the top of a group is the epitome of a Rebel. Your Sim has now unlocked the Art Appraiser Career! (The Art Appraiser Career is detailed in the "New Careers" section of the guide)

The following activities & interactions will help boost a Sim's Rebel Influence

♦ Organizing protests is for true Rebels
♦ Tell stories or jokes to other Rebels
♦ Speak your heart with an impassioned speech
♦ Rile the crowd at a rowdy protest
♦ Push societal boundaries by daring other Sims
♦ Add special herbs to food recipes
♦ Rebels love drinks from the Barista Bar
♦ Burning herbs in a fireplace is very Rebellious
♦ Step up to a podium and complain about the world
♦ Hand out protest fliers
♦ Gossip and Goof Around with other Rebels
♦ Rebels love to be complimented
♦ Socialize with prominent Rebels
♦ Complete Opportunities for the Rebels
♦ Gossip about roommates to Rebels
♦ Practice your pick-up lines on available Rebels
♦ Grab a megaphone and rant about anything
♦ Use a megaphone to proclaim your love
♦ Rebels get down and dirty when they dumpster dive
♦ Any real Rebel leaves tags or murals around the world









New Game Achievements

There are brand new Sims 3 Achievements available with The Sims 3 University Life. When completing certain actions within your game, you can unlock special badges to show off on your profile.

The Sims 3 University adds brand new Achievements for you to complete in your game. There are a total of 59 New Achievements. Below is a list explaining each brand new achievement in alphabetical order.



10 for 100 (Silver)

Description: Sell 10 blogs for at least 100 Simoleons each.



10 to the 4th Simoleons (Platinum)

Description: Earn 10,000 Simoleons by correlating Scientific Data.



Breakup Text (Bronze)

Description: Use a text message to breakup with someone.



Cinnamony (Bronze)

Description: Add cinnamon to a meal then give a cinnamon kiss and have some Cinnamon Woo-Hoo.



Communicator (Silver)

Description: Earn a Degree in Communications.



Conventional Game Conventions (Gold)

Description: As a Game Studio Head, hold 3 video game conventions.



Digital Connection (Silver)

Description: Unlock the SimFinder App and find 10 Sims.



Double Dog Dared (Silver)

Description: Complete 10 Dare Opportunities.



Everything's Better with Herbs (Gold)

Description: Add herbs to meals 20 times and burn 20 herbs in a Bonfire.



Exams for Sale (Bronze)

Description: Sell exam answers to 5 Sims.



Final Destination (Bronze)

Description: Rant about death until the Reaper arrives.



Fine Artist (Silver)

Description: Earn a degree in Fine Arts.



Following the Numbers (Bronze)

Description: As a Sports Analyst, analyze statistics on a smart phone 6 times.



Getting Physical (Silver)

Description: Earn a Degree in Physical Education.



Giving the Business (Silver)

Description: Earn a degree in Business.



Herbal Remedy (Bronze)

Description: Get a Buzz Crash then eat some Sweet Grass.



Herbs & Beans (Bronze)

Description: Eat each of the 12 Herbs and 5 Coffee Beans raw.



High Tech (Silver)

Description: Earn a Degree in Technology.



In the Buff (Bronze)

Description: Sketch 5 nude Sims.



Kegs and Pixels (Bronze)

Description: Do a keg stand and then go streaking.



Lane Champion (Silver)

Description: Go bowling with another Sim 15 times.



Logged In (Bronze)

Description: Play 5 online games.



Long Distance Kisser (Silver)

Description: Have a Sim with the Irresistible trait wink and blow kisses 20 times.



Love at First Sight (Bronze)

Description: Succeed with the heat of the moment kiss 5 times.



Major Master (Gold)

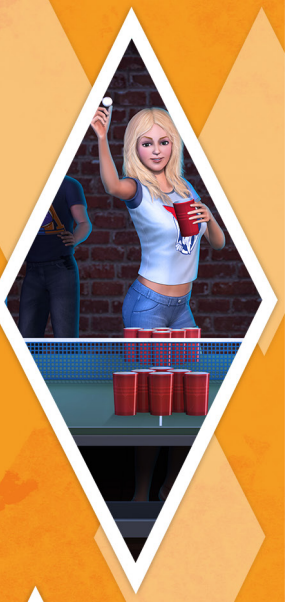
Description: Fulfill the Major Master Lifetime Wish.



Master of the Musical Destiny (Silver)

Description: Fulfill the Hit Movie Composer Lifetime Happiness Wish.











Master of the Rockin' Destiny (Silver)

Description: Fulfill the Rock Star Lifetime Happiness Wish.



My Mind to your Thoughts (Gold)

Description: Mind Meld with 10 Sims and Win 10 trivia challenges.



New Relationships (Bronze)

Description: Transmogrify 5 relationships.



New Shiny Thing (Silver)

Description: Show off a new gizmo 10 times.



On the Spot (Silver)

Description: Conduct 1 live interviews with the Mobile Radio Station.



Opportunist (Silver)

Description: Complete 30 Opportunities.



Planning Presentation (Silver)

Description: Practice a presentation 10 times with the Business Planner.



Plant Kisses (Gold)

Description: Have a PlantSim give 10 flower kisses and 10 poison kisses.



Positive Potential (Gold)

Description: Find all 4 positive outcomes from the Group Science Project.



Professional Barista (Bronze)

Description: Make 10 drinks at a Barista Bar.



Professional Student (Platinum)

Description: Earn all 6 Degrees with one Sim.



Romantic Photos (Silver)

Description: Take a ro mantic photo with someone 20 times.



Saving for School (Bronze)

Description: Complete 5 Day Jobs.



Savviest Scanner (Bronze)

Description: As a Savvy Scanner, scan 5 works of art.



Scientific Sim (Silver)

Description: Earn a Degree in Science & Medicine.



Send in The Clones (Gold)

Description: Clone 24 Sims from scientific samples.



Silver Tongue (Silver)

Description: As an Agent of Truth, negotiate 3 contracts.



So Irresistible it Hurts (Bronze)

Description: Have a Sim with the Irresistible trait boast about their good looks and talk about being irresistible 3 times.



So Rad (Bronze)

Description: Have a Sim with the Avant Garde trait describe 10 radical ideas.



So You Want a Revolution (Gold)

Description: Announce 20 protests from a Podium.



Sterling Scholar (Gold)

Description: Graduate with a perfect GPA.



Street Artist (Silver)

Description: Fulfill the Street Art Skill Lifetime Wish.



Sunlight and Water (Gold)

Description: Have a PlantSim photosynthesize and absorb 20 puddles.



Tag (Bronze)

Description: Tag 10 walls.



Tastes Like Foot (Bronze)

Description: Have a Sim with the Socially Awkward trait put their foot in their mouth 5 times.



Texterity (Gold)

Description: Send 50 text messages.



That Was It (Bronze)

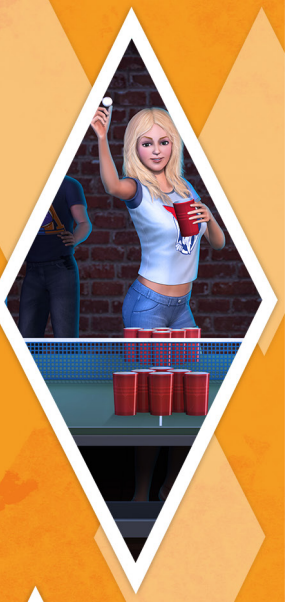
Description: Have a Sim with the Socially Awkward trait miss the opportune moment.



Tough to Please (Silver)

Description: Have a Sim with the Avant Garde Trait critique 40 times.











Trying to Fit In (Silver)

Description: Complete 10 Social Group Opportunities.



Unlocking Sim Potential (Silver)

Description: Perform the genius IQ interaction on the Brain Enhancing Machine 10 times.



We've Got Spirit, Yes We Do (Bronze)

Description: Practice the school cheer 5 times.



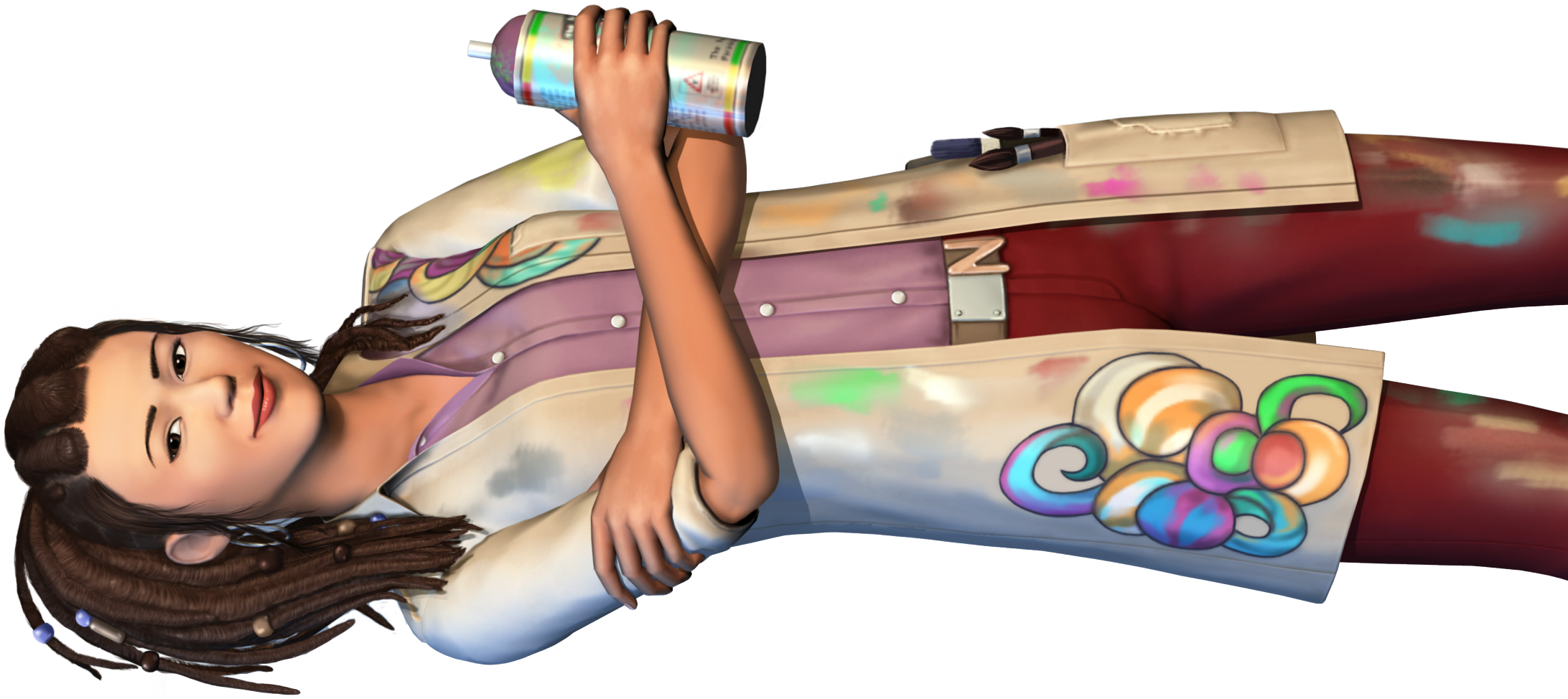
WooHoo, Herbs and Guitar (Gold)

Description: As a Rock Star burn Sweet Grass in a Bonfire and WooHoo with a Sim at the Theater

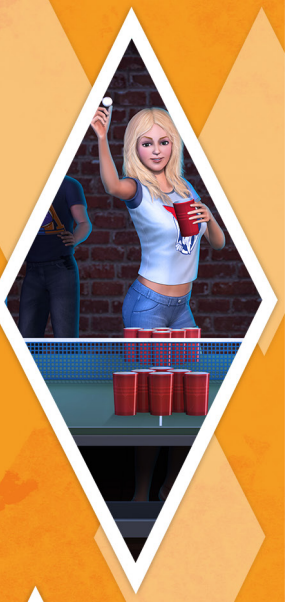


WooHooty! (Bronze)

Description: Send 3 WooHooty texts.











Create a Sim and Simology

Create A Ghost Additions

If you have the Sims 3 Supernatural installed, “Death by Ranting” & “Death by Blunt Force Trauma”, are now available options when creating a ghost in CAS.





Create A Sim Fashions

Female Adults/Elders – 6 Hairstyles, 15 Tops, 7 Bottoms, 7 Outfits, 4 Accessories, 5 Shoes, 5 Tattoos

Female Teens – 6 Hairstyles (Same as Adult Females), 5 Tops, 1 Bottom, 2 Outfits, 3 Accessories, 3 Shoes

Female Children – 1 Hairstyle, 1 Top, 1 Outfit

Female Toddlers – 1 Bottom, 1 Outfit

Male Adults/Elders – 5 Hairstyles, 20 Tops, 5 Bottom, 1 Outfit, 4 Accessories, 4Shoes, 4 Tattoos, 3 Facial Hairs

Male Teens – 5 Hairstyles (Same as Adult Males), 6 Tops, 1 Bottom, 1 Outfit, 3 Accessories, 2 Shoes

Male Children – 1 Hairstyle, 1 Top, 1 Outfit

Male Toddlers – 1 Bottom, 1 Outfit

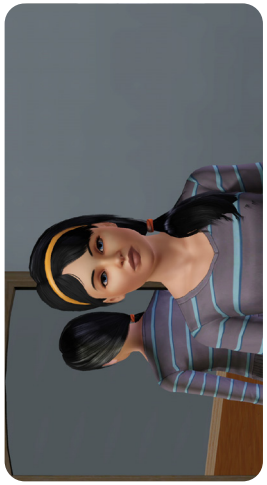
Hairstyles





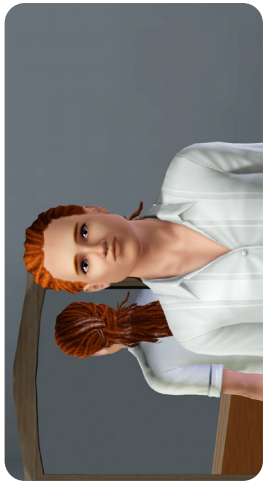




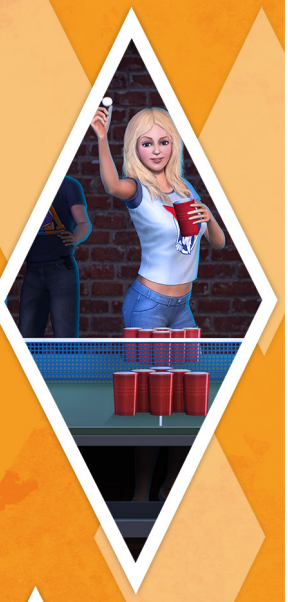




























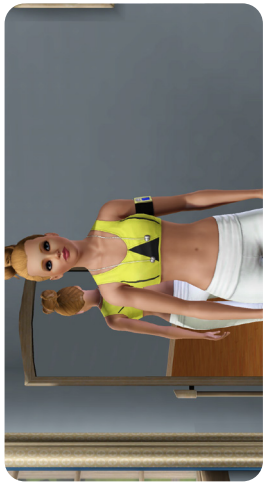


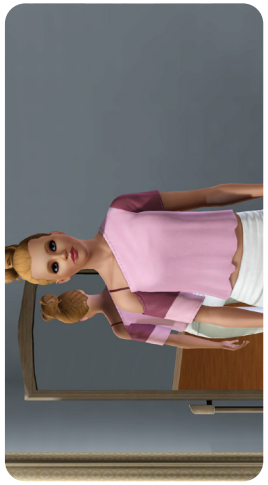


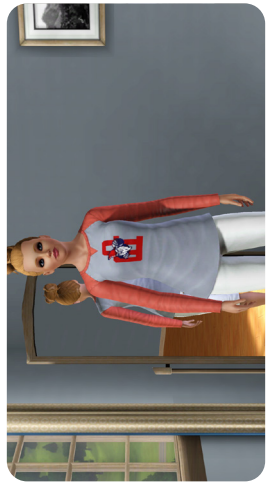
Clothing

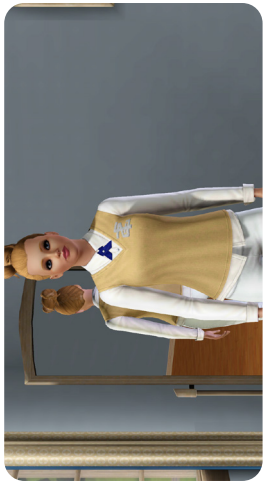




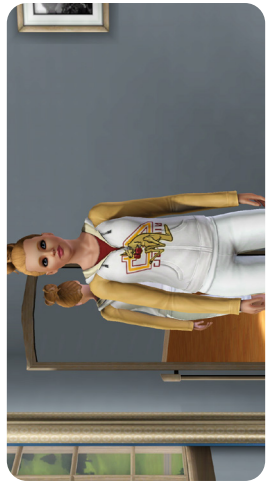




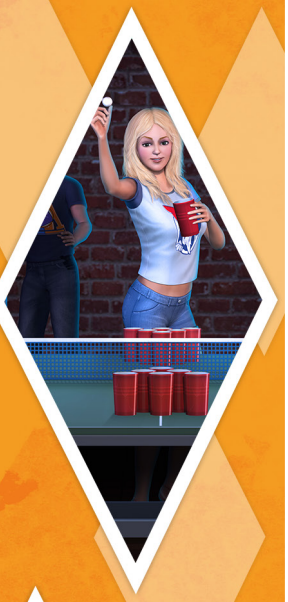































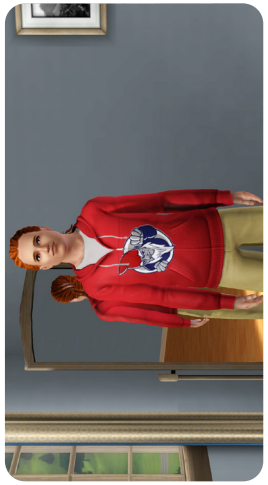




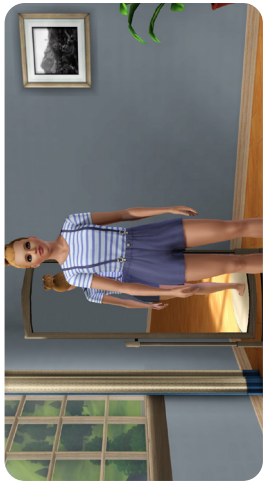
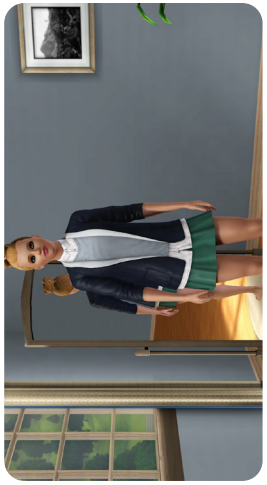
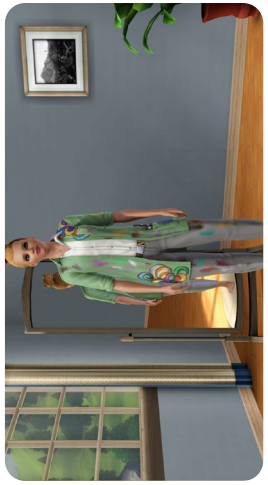
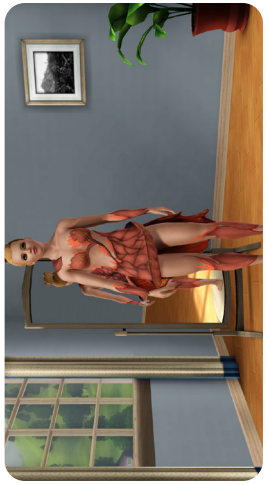




































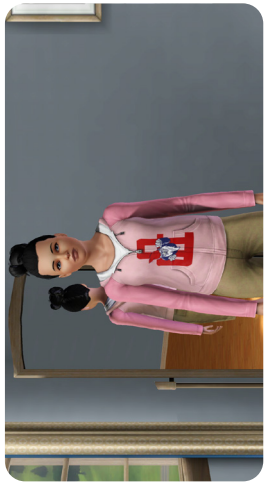
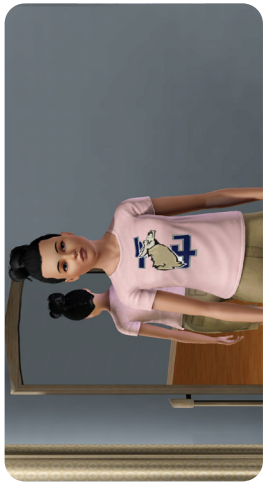
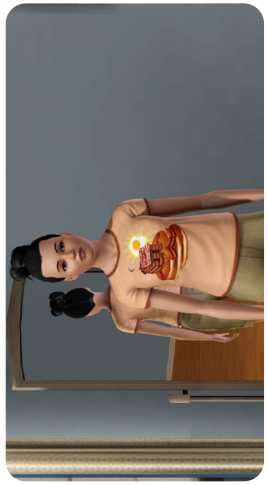




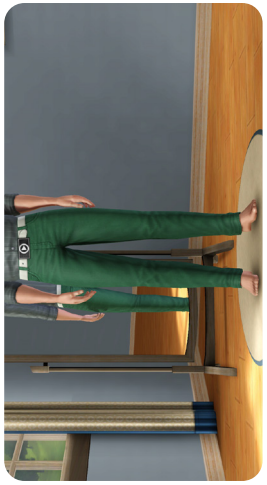


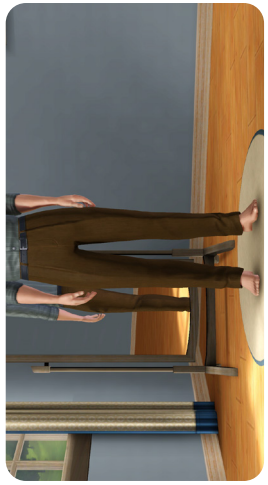
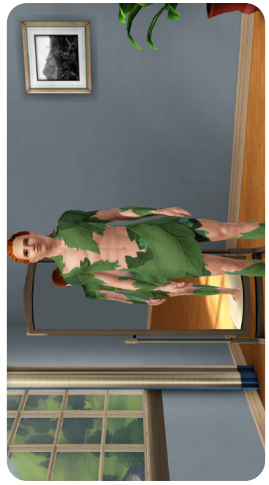




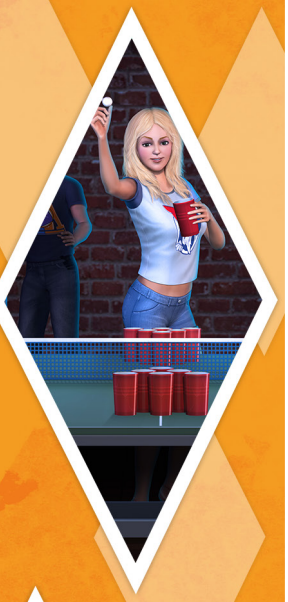


































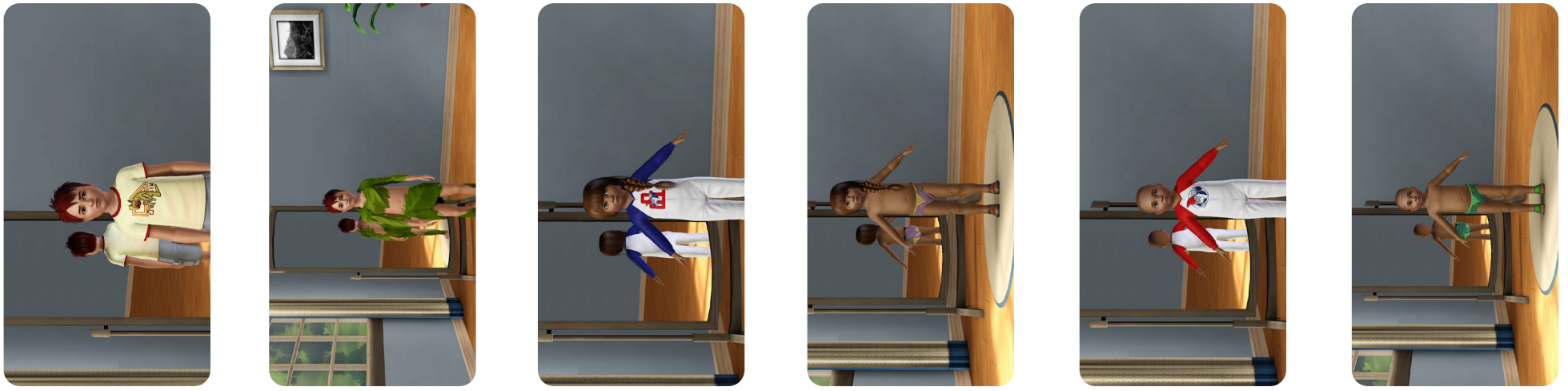




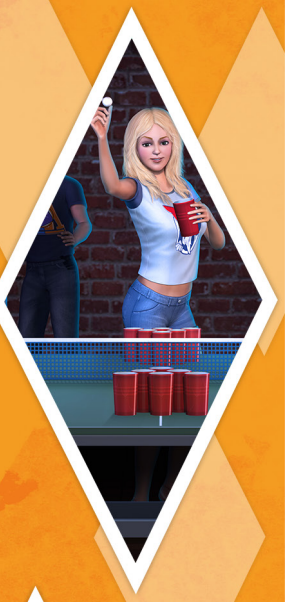


Shoes/Accessories



































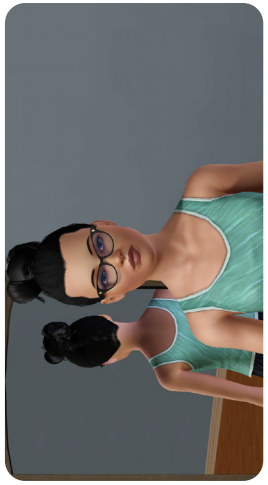






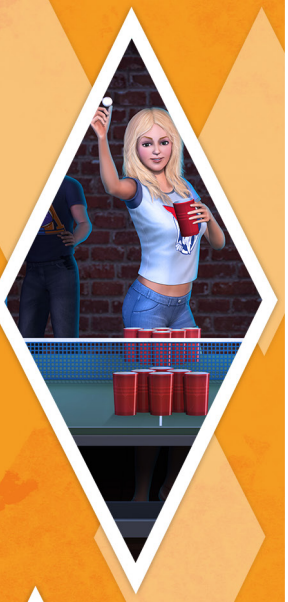














Tattoos











Male Facial Hair







New Traits



Avant Garde – Avant Garde Sims know what's art and what's not, and don't mind letting others know. It's tough to please an Avant Garde type! Avant Garde Sims will benefit in the pursuit of a Fine Arts Degree from Sims University.



Irresistible – Irresistible Sims are quite charming, although often times they may get more than they asked for! Dates will be easy to find and others will flock to socialize with them, because they're just so irresistible!



Socially Awkward – Socially awkward Sims try to fit in, but some times say the wrong thing and the wrong time. It's not easy being socially awkward, but it sure is awkward!

Additional Trait Slots

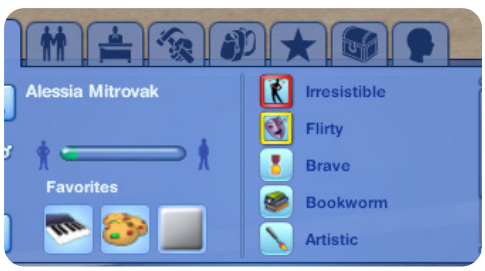
Along with the addition of new traits, University Life unlocks two more trait slots for Sims with high social group influence and academic achievements. These two new traits are in addition to the five already allowed in game. If your Sims excel socially and academically, they can have up to 7 traits total.

PLEASE NOTE

- Sims who reach Level 8 in any of the new Social Groups will be granted the option to choose an additional trait.

- Sims who complete University courses and receive a degree in any of the new majors, will be presented with the option to choose an additional trait.

Sims can only earn up to two additional trait slots, however, they can change out traits by earning multiple degrees and leveling up in multiple social groups. The additional trait slot option will re-appear with each advancement.



Lifetime Wishes



Blog Artist – A successful blogger captivates their audience and leaves them yearning for the next post. It's not easy to combine witty observations and impeccable timing, but someone's gotta keep the netizens entertained. The one who does will earn the title of Blog Artist.

(Reach level 10 in the Social Networking Skill and create a Five Star Blog)



Major Master – For some, there is no limit to the amount of learning they can endure and the thrill of class is enough to keep earning degrees. They are called Major Masters. With a bag full of books and a caffeinated drink at hand, they're a university warrior ready to learn.

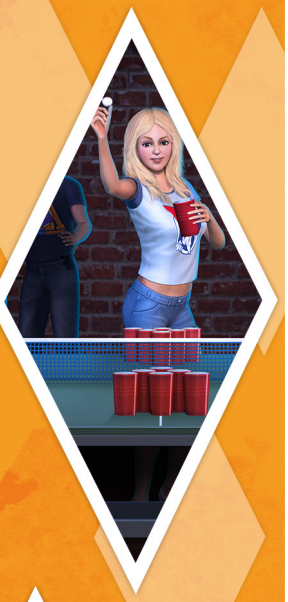
(Earn three degrees)



Perfect Student – Earning a university degree is an accomplishment all in itself. But to earn one with a perfect GPA takes as much brawn as it does brains. Late nights will be spent studying and a little luck will be needed to pass exams, but it's worth it for a perfect GPA.

(Earn a University Degree with a perfect GPA)











Reach Max Influence with All Social Groups – Being an influential Sim in one group is difficult enough, but reaching max influence across three groups? That's a challenge any social Sim will gladly accept! It won't be easy and there's much schmoozing to do, but rest assured there will be comrades to be found around every corner.

(Reach Max Influence with All Social Groups)



Scientific Specialist – The universe is a mysterious place with even more mysterious rules governing it. Few can ever hope to understand such rules, but those who live vicariously by collecting and analyzing samples will earn the title of Scientific Specialist and tell the rest of us how the universe works.

(Reach level 10 in the Science Skill and reach level 10 in any Scientific, Medical, or Business Career)



Street Credible – For a street artist armed with a spray can, the world is their canvas waiting to be painted. It takes a keen eye and a steady hand to create masterful art on the walls and ground, but a street artist wouldn't have it any other way.

(Reach level 10 of the Street Artist Skill and create 7 Masterpiece Murals)

Lifetime Happiness Rewards



Honorary Degree (50,000) - Pick a degree of your choice without attending University!



Jock Influence (2,000) - Gain a substantial amount of influence with the Jock group.



Nerd Influence (2,000) - Gain a substantial amount of influence with the Nerd group.



Rebel Influence (2,000) - Gain a substantial amount of influence with the Rebel group.

New Music Genre And Dance Moves



Geek Rock Music Station



Macot Style Dance *(Requires Mascot Training)*

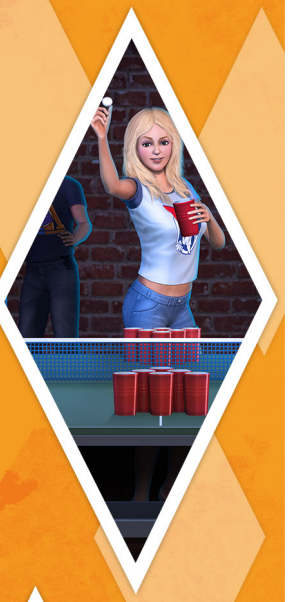


Running Man Dance *(Requires Mascot Training)*



School Cheer *(Requires Level 2 in Jock Social Group)*









LIFE ON CAMPUS

Preparing for University

University Life allows Sims who are aged Young Adult and older, the ability to pursue their academic dreams. While all adult Sims can enroll in University, having workforce and skill experience allow them to receive promotions, credits, and scholarships.



Aptitude Test



The Aptitude Test is a test designed to determine a Sim's ability in a particular skill or field of knowledge. Sims who choose to complete an aptitude test, have a chance of receiving University Credits and Scholarships. There are many factors that contribute to a high sub-score on the aptitude test, and not every Sim will receive bonuses.

PLEASE NOTE

The Aptitude Test is not a University enrollment requirement

Traits, Skills and Career Progress are the 3 most important factors in determining an Aptitude Test Score. Sims with more career experience and skill levels, are more likely to earn Partial or Full Scholarships. Other Sims who may have built a strong knowledge in certain areas, but not in others, may only receive credit bonuses and no scholarships.

Each major requires a different set of skills, traits and career progress for an aptitude test bonus to be awarded. Sims who are not advanced in any of the necessary factors, can still attend University, but they will have to foot the bill and work their way up from the bottom with no help. Below is a complete list of necessary skills, traits and career progress needed to receive scholarships and credit bonuses.

PLEASE NOTE

The list below includes skills, traits and careers from all Sims 3 expansion packs.



Business Major

♦ Skills: Charisma, Social Networking, Mixology

♦ Traits: Genius, Ambitious, Evil, Frugal, Workaholic, Born Salesman

♦ Career Progress: Business, Criminal



Technology Major

♦ Skills: Logic, Handiness, Inventing

♦ Traits: Genius, Computer Whiz, Handy, No Sense of Humor, Good, Eccentric

♦ Career Progress: Law Enforcement, Military



Science & Medicine Major

♦ Skills: Fishing, Gardening, Science, Alchemy

♦ Traits: Genius, Bookworm, Perfectionist, Socially Awkward, Green Thumb, Perceptive

♦ Career Progress: Medical, Science



Fine Arts Major

♦ Skills: Painting, Cooking, Guitar, Piano, Drums, Bass Guitar, Street Art, Sculpting, Nectar Making

♦ Traits: Genius, Avant Garde, Artistic, Natural Cook, Virtuoso, Rebellious

♦ Career Progress: Culinary, Music, Film



Communications Major

♦ Skills: Writing, Photography

♦ Traits: Genius, Charismatic, Irresistible, Schmoozer, Flirty, Social Butterfly

♦ Career Progress: Journalism, Political, Fortune Teller



Physical Education Major

♦ Skills: Athletic, Martial Arts, Riding

♦ Traits: Genius, Athletic, Loves the Outdoors

♦ Career Progress: Professional Sports

There are a total of 400 points and 18 bonus credits available for Sims to receive per major. Sims who score a 1200 or better on their Aptitude Test will also qualify for a Scholarship. Points and credits vary, and are determined by the factors mentioned earlier.

♦ Full Scholarship (1200 Points Minimum): Students will receive 2500 simoleons per term. When Sims select a two term enrollment, they will receive 5000 simoleons.

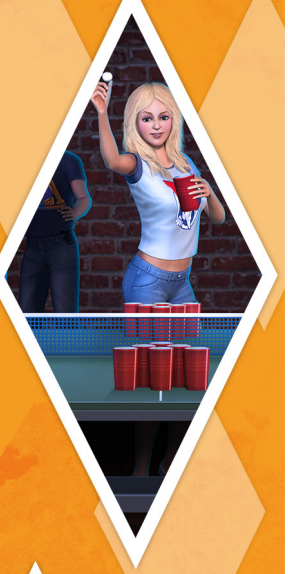
♦ Partial Scholarship (1800 Points Minimum): Students will receive 1000 simoleons per term. When Sims select a two term enrollment, they will receive 2000 simoleons.

♦ Apprentice Award Credits (250 Points Minimum): Students will receive 6 bonus credits toward a major.



♦ Distinguished Award Credits (350 Points Minimum): Students will receive 18 bonus credits toward a major.

The Aptitude Test can be taken infinite times, and does not require that you attend University immediately after. If you would like to work on your Sims score, do so and then return to the University Kit to retake the test until you are satisfied with the results.



♦ Once a Sim enrolls in University, all scholarship money received from the Aptitude Test will be redeemed. If your Sim drops out of University and does not complete the full term(s), Scholarships will be void.

♦ Sims will need to continually retake the aptitude test in order qualify for another enrollment scholarship, however, major specific credits stay with Sims until they receive the degree needed.









Enrolling in University



Enrolling in University can be done via computer or smartphone. Once your Sims has chosen to enroll, they will have to select everything from which major they want to study, to how many credits they want to complete per term.

Completing a degree requires 48 credits. If a Sim has received any award credits from their Aptitude Test, the credits will be applied towards that degree (up to 18). Any remaining credits will have to be earned by a Sim by attending University.



Sims who do not receive any Aptitude Test bonus credits will have to attend at least three terms to complete a degree, assuming they opt in for the full 18 credit term. Sims have the option of completing a minimum of 6 credits per (1) term, or doubling down for a two term session worth 12 credits. No matter how you choose to mix and match the credits and terms, Sims will not receive a degree unless they accrue 48 credits.

PLEASE NOTE

If you do not have enough credits at the end of your term, you will not earn a degree, but must enroll again to earn the remaining credits needed to graduate.

Each University term equates to one game week. The more credits your Sims apply for, the less time they will have to party and socialize on campus. If your Sims are dedicated to their academics, it would be best to throw them into a two term, 36 credit enrollment.

PLEASE NOTE

Sims can "Drop Out" of University at any time using their smartphone, but they risk loosing all progress in academics and any scholarship funds they received. If the choose to re-enroll at a later time, they will have to re-take the aptitude test to qualify for credits/funds

Tuition

Having the funds to attend University are the largest factor to consider. Sims who's financials are limited, can attend a (6 credit) term at University for as little a 500 simoleons. Sims who's financials are not limited, can attend a (36 credit) two term session at University for 3000 simoleons.

When Sims receive scholarship funds through the Aptitude Test, they will be able to use those funds towards their education. The scholarship funds are also used toward the rental of a home, or expenses while on campus. When deciding how to split your funds when scholarships are not given, always remember that while living in Dorms on the University Campus is free, you will still need to account for any expenses you may incur.

PLEASE NOTE

Sims attending University can also head to the Administration Building once every 24 hours to apply for "Extra Funds". The better a Sim's academic performance, the more money they will receive!

University Majors

There are six Majors available for Sims to choose from when enrolling in University. To complete each major and earn a degree, Sims are required to accrue 48 credits. Sims can only earn one degree at a time, but can re-enroll multiple times to receive multiple degrees.

Each major is best studied with certain skills and traits, and when a degree is completed, Sims receive benefits like higher starting pay. When enrolling in each major, Sims will receive certain major related objects (free of charge) to advance their studies.

PLEASE NOTE

The list below includes skills, traits and careers from all Sims 3 expansion packs.



Business Major

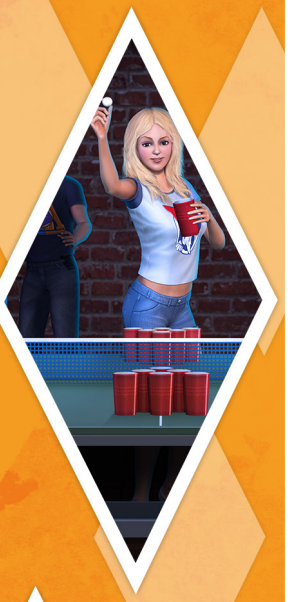
♦ Influential Skills: Charisma, Social Networking, Mixology

♦ Influential Traits: Genius, Ambitious, Evil, Frugal, Workaholic, Born Salesman

♦ Academic Object: Business Planner

♦ Benefited Careers: Business, Criminal











Technology Major

♦ Influential Skills: Logic, Handiness, Inventing

♦ Influential Traits: Genius, Computer Whiz, Handy, No Sense of Humor, Good, Eccentric

♦ Academic Object: Brain Enhancement Machine

♦ Benefited Careers: Law Enforcement, Military



Science & Medicine Major

♦ Influential Skills: Fishing, Gardening, Science, Alchemy

♦ Influential Traits: Genius, Bookworm, Perfectionist, Socially Awkward, Green Thumb, Perceptive

♦ Academic Object: Anatomy Skeleton

♦ Benefited Careers: Medical, Science



Fine Arts Major

♦ Influential Skills: Painting, Cooking, Instruments, Street Art, Sculpting, Nectar Making

♦ Influential Traits: Genius, Avant Garde, Artistic, Natural Cook, Virtuoso, Rebellious

♦ Academic Object: Sketchbook

♦ Benefited Careers: Culinary, Music, Film



Communications Major

♦ Influential Skills: Writing, Photography

♦ Influential Traits: Genius, Charismatic, Irresistible, Schmoozer, Flirty, Social Butterfly

♦ Academic Object: Mobile Radio Station

♦ Benefited Careers: Journalism, Political, Fortune Teller



Physical Education Major

♦ Influential Skills: Athletic, Martial Arts, Riding

♦ Influential Traits: Genius, Athletic, Loves the Outdoors

♦ Academic Object: Anatomy Skeleton

♦ Benefited Careers: Professional Sports

Sims University Sub-Hood



Sims University is the new Sub-Hood world that comes with University Life. This world is identical to the Sub-Hoods included with the World Adventures Expansion Pack, meaning Sims will leave their home world (as is), and travel to the University Campus via loading screen.

While attending University, any Sims left behind in the home world will not age. This includes Pets, Children, Teens, and Pregnant Sims who are not allowed on Campus anyway.
If there are any infants or toddlers left behind, Sims will have to hire a babysitter for the duration of their term(s).

PLEASE NOTE

If you have The Sims 3 Seasons Expansion installed, weather will be present in the University Sub-Hood.













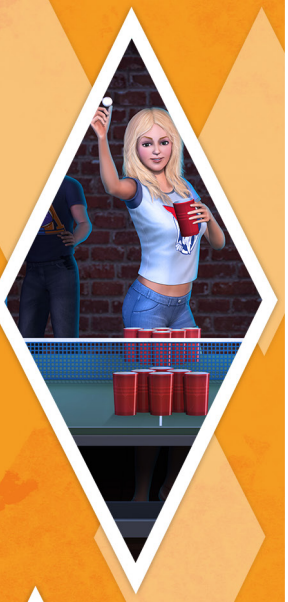
















New Community Lots/Types

The Sims University Sub-Hood comes with all new pre placed community lots. If you intend to place these new lots in your home world, use the “Edit Town” option to save them in the neighborhood bin, as they are not available there by default.

University Life adds 4 new community lot types (Home & Sub-Hood Worlds):

- B’s Bowlarama (Arcade)
- The Grotto (Rebel Hangout)
- Roasted Toasted Beans (Java Hut)
- Keith’s Komics (Nerd Shop)

University Life adds 4 new living quarters:

- Dormitory (University World)
- Fraternity (University World)
- Sorority (University World)
- Apartments (Home World)

Room And Board



Once a Sim has made it to the University Campus, it is time to decide where to live. Even though Sims use family funds for any expenses incurred, all fees for Sorority, Fraternity and co-ed Dorms are covered at the time of enrollment. These fees also include Halls of Residence costs, so your Sim has somewhere to live straight away.

If your Sims prefer not to live in dorms, they can rent a house in the village around the University. The rent paid for these private homes are paid for the entirety of their stay in one go. The fees for renting will be deducted from the family funds, or any remaining scholarship money.

Roommates

Sims who choose to live within the party house Dorms (Fraternity, Sorority & Co-Ed) around campus, will be greeted with roommates upon arrival. Roommates are Sims that share your living space and expenses, but typically aren’t controlled members of your household.

PLEASE NOTE

Rent and expenses shared between roommates will vary depending on how many Sims are residing in a single dorm.

Once a dorm lot is filled with roommates (controllable or not), a new “Roommates” option appears when interacting with the Sims. Your Sim can “Mooch”, “Ask Roommate to Clean, Fix Broken Objects, or Make Meal”, and “Dismiss Roommate”. This is a great social to use when building friendships. However, if you are not happy with any of your roommates, you can head over to the Administration Building and ask for your roommates to be re-assigned to another dorm.

With so many people around the house, make sure to claim your bed/bedroom straight away. Not every dorm has enough space for personal bedrooms, but typically there are no more than 3 beds to a room. Once your Sim has selected their living space, they can also set ownership to the other beds in the home.



No one wants strange Sims roaming around their bedroom! Lock the door!

Living in dorms on campus is the same as living in any other residence, with the exception of roommates. Fires happen, sinks break, toilets overflow, everything gets dirty, and Sims pass out on the floor after a rockin' Juice Keg party.

Attending University



Within an hour of Sims settling into a dorm or rental home, they will head over to the Student Union building for the University "Meet and Greet". It is a good idea to attend this event because it allows Sims to meet fellow students, talk to professors, and enjoy some of the on campus activities. While you're at it, pick up some of the freebies at the front desk too!



After you schmooze your way through the Meet and Greet, it is time to prepare for classes. For the duration of your stay on campus, the Career Tab is replaced with the Academics Tab. This section tells you how long until your next class starts as well as your level of academic performance.

Also available in the academics tab is your Class Schedule. Classes are scheduled Monday, Wednesday & Friday at 8am-10am, 12pm-2pm, and 4pm-6pm. Fully booked schedules will have all three time slots scheduled. Sims who have chosen to lighten their credit load will attend classes during any of the mentioned time slots.

Class schedules for each student vary, however, every student will have a guaranteed Tuesday Class Activity, and Thursday Class Lecture at the Student Union Building.



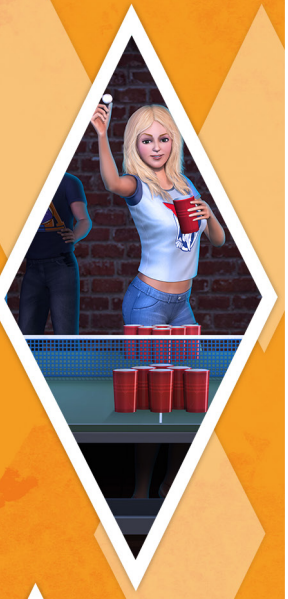
Regardless of how many classes you take, you'll earn one comprehensive grade for the entire term, and it's based on your exams scores. To do well on your Friday Exams each week, your Academic Performance should be as high as possible at the time you take the exam.

Academic Performance is increased by going to class, earning extra credit, completing academic opportunities, creating group studies, attending lectures, and studying. Additionally, the special study object given to you when enrolling in University will also help build Academic Performance.



Sims who reach the top of their Academic Performance meter will also add themselves to the “Dean’s List”. Along with this prestigious reward is a +20 moodlet that will stay with your Sim as long as they keep their Academic Performance high.

Sims who advance in their major related skills, talk to their professor’s often, and attend a professor’s party when invited, will earn extra credit. If you want to make sure you pass your exams, you can also cheat on the exams, beg your professor for a good grade, or ace the test by romancing the professor!



PLEASE NOTE

The downside of cheating is getting caught. When cheating, there is a chance you will get caught and the kicked out of the class. You then have the option of going to the Administration building to try to clear your record.



At the end of each term when Sims take their final exams, a report card will pop up and show the Sim’s Academic Performance for that term. Sims who have a passing grade of C or higher (and 48 credits), will be able to graduate.





GRADUATION



Sims who have earned 48 credits and a passing grade of at least a “C”, will graduate from University and earn their degree! All that hard work pays off now as Sims receive special bonuses for graduating.

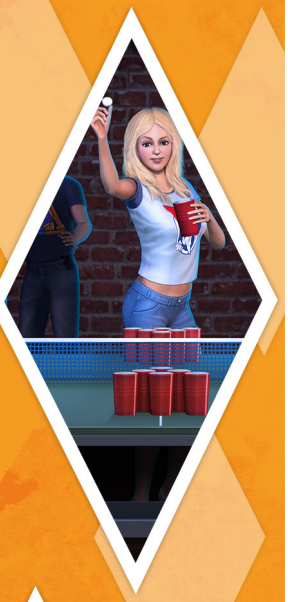
Sims who complete University courses and receive a degree in any of the new majors, will be presented with the option to choose an additional trait, and will receive a higher starting salary with their job. Along with a better salary comes an automatic job level boost.

Once your final grades are in and your 48 credits have been accrued, a graduation ceremony is scheduled for Saturday. Graduating Sims can invite family and friends from the Campus or the home world to attend the event. Celebrations end at 9pm when the moving van comes to take your Sims back home.



Until next time!









NEW SKILLS AND CAREERS

New Skills



The Sims 3 University Life includes four brand new skills for your Sims to master: Science, Street Art, Social Networking & Photography. These skills can be mastered by reading the related skill books, and using skill related objects. All of these visibly progressing skills can be tracked through the skill journal.

Science Skill



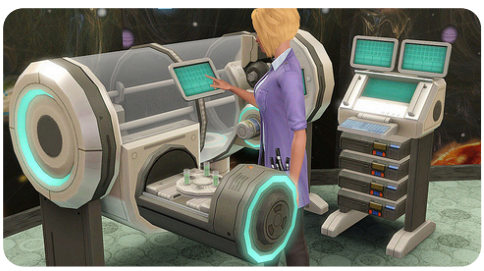
The Science Skill can be learned in variety of ways including: using the Science Research Facility, using the "Bones" Anatomy Skeleton, working on the Group Science Project, reading a Science Skill Book, attending Science Classes, analyzing collectibles, and using science specific socials.

Sims who have begun building their Science Skill will enjoy plenty of benefits, including a boost in starting salaries for the Science & Medical Careers. Sims with higher Science Skill levels will enjoy even higher starting salaries. If there is any skill you will want to spend time learning, it's this one! There are a total of 10 Science Skill Levels, each unlocking new features for Sims.

Science Skill Level 1 – Once reaching level 1 of the Science Skill, Sims can enjoy a boost in Medical & Science Career salaries, practice their Science with other Sims using the "Ink Blot", "Stimulus Response Test", and "Postulate" socials, and perform "Radiation" & "Gene Splicing" experiments on the Science Research Station.



Science Skill Level 2 – Once reaching level 2 of the Science Skill, Sims are able to research and sell Scientific Samples. Sims will receive free samples which they can sell to the Science Facility for some extra cash, or research samples at the Science Research Station. If Sims run out of tube samples and have a science skill of level 3 or higher, they can "analyze" collectibles to replenish their inventory. Additionally, Sims at level 8 of the Science Skill can replenish their scientific samples by "asking Sims for DNA".



Science Skill Level 3 – Once reaching level 3 of the Science Skill, Sims can analyze Minerals (Gems & Metals) to extract scientific samples, and perform the “Herb” & “Horticulture” experiments on the Science Research Station.



Science Skill Level 4 – Once reaching level 4 of the Science Skill, Sims can analyze Seeds & Plants to extract scientific samples. If there are any unidentified seeds in a Sim’s inventory, they can analyze them to reveal their seed type. This interaction also increases a Sim’s Gardening Skill.



Science Skill Level 5 – Once reaching level 5 of the Science Skill, Sims can Correlate Scientific Data at the nearest Science Facility. This option allows Sims to score up to 750 simoleons per trip. Sims with a higher Science Skill will receive higher rewards. You can only correlate scientific data once every 48 hours, however, if you complete the “Free Range Scientist” challenge the cool down period will decrease significantly.



Science Skill Level 6 – Once reaching level 6 of the Science Skill, Sims can analyze Insects to extract scientific samples.

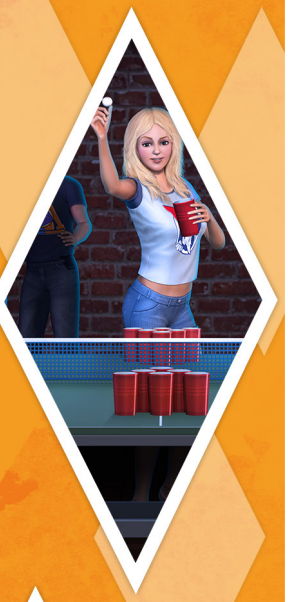


Science Skill Level 7 – Once reaching level 7 of the Science Skill, Sims can analyze Fish to extract scientific samples. Fish must be placed into a fish bowl in order to be analyzed, so you will need to purchase one in buy mode. This interaction also increases a Sim’s Fishing Skill.



Science Skill Level 8 – Once reaching level 8 of the Science Skill, Sims can extract DNA samples from other Sims. This special interaction appears when using it on the receiving Sim under Special > Science > Ask for DNA. It would be a good idea to have an established relationship with the receiving sim, otherwise, they may turn you down.











Science Skill Level 9 – Once reaching level 9 of the Science Skill, Sims can create clones from the samples they have in their inventory on the Science Research Station. This means that Sims can clone any collectible or Sim, so long as they have the DNA! This is a useful interaction for Sims who do not want to bother growing their own harvestables, or gathering collectibles. Instead, Sims can create an exact replica of any harvestable or collectible sample in their inventory.



Science Skill Level 10 – Once reaching level 10 of the Science Skill, Sims receive the Group Science Project Machine worth 4000 simoleons. Only the best of the best receive this machine, and there are plenty of things to do with it.



Group Science Project

The Group Science Project can be found on the University Campus for use by all Sims, and is also given free of charge to Sims who reach level 10 of the Science Skill. Not only does this machine help Sims improve their Science Skill, it also provides a number of benefits.

Sims can go at this machine solo, with two other Sims, or ask other Sims on the lot for assistance. There are a total of 3 different colored modules which Sims can directly work on, and one that must be unlocked with the help of others. All of these modules provide special benefits to nearby Sims. Once you have worked on and completed any of the modules, the option to “Pull the Lever of Doom” appears. Each “doom” pushes out a cloud of different results.

♦ Interface with the Green Mind Melder Module – Sims will receive the Hive Mind moodlet for 6 hours. During this time, Sims will be able to increase their skill gains significantly. If your Sims need to gain a skill, having this moodlet will help them gain it much faster.

♦ Adjust the Blue Magnatomic Pulse Array – Sims will get zapped with a power nap moodlet for 2 hours. During this time, Sims will pass out on the ground and wake up with all their motives refilled.

♦ Study the Red Pad Tie Node – Sims will receive the Uninhibited moodlet for 4 hours. During this time, Sims are not in their right mind!

♦ Positive Potential White Node (Three Level 10 Sims Required) – When three - Level 10 Science Skill - Sims work on the Group Science Project together at once, they unlock a special outcome: Free Loot! This is the ultimate achievement, and it gives Sims the Meteor shower moodlet for 3 hours. Once activates, Collectibles & Money Bags will fall out of the sky…literally!

Additionally, one level 10 Sim can create this outcome with a bit more difficulty. They will have to use each colored module 33% at a time, while paying attention to the light on the machine. Once the light is at approximately 99% full, they will also receive the White Node Outcome for tons of loot.



Science Research Station

As Sims level up in the Science Skill, brand new features and interactions become available. The following interactions are unlocked at the Science Research Station:

Research Science – Standard option that builds the Science Skill.



Radiation Experiment (Requires Science Skill Level 1 & Insects) – Allows Sims to attempt transformation of insects. If successful, the bug remains the same. If the attempt fails, the bug is lost. There is also a rare chance that Sims with a higher Science Skill will transform an insect into the all new Plasma Bug. These beetles are extraordinarily unusual and are valued between 3,400 and 4,600 simoleons.

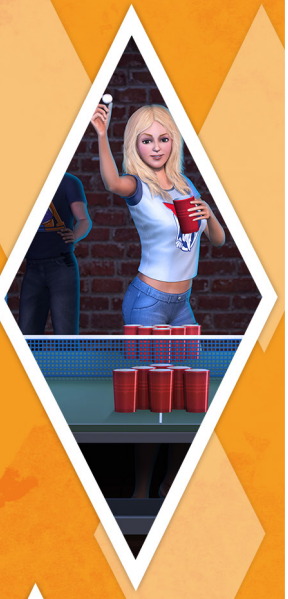


Gene Splicing Experiment (Requires Science Skill Level 1 & Seeds) – Allows Sims to attempt transformation of seeds. If successful, the seed will either stay the same, or transform into a different type of seed. If the attempt fails, the seed is lost. If your Sims come up with a "brilliant idea" while Gene Splicing, they will successfully create the Forbidden Fruit which is needed to create PlantSims.



Research Sample (Requires Science Skill Level 2) – When leveling up to Science Skill level 2, Sims will receive test tube samples in their inventory. This interaction is yet another way to boost the Science Skill. If Sims run out of tube samples and have a science skill of level 3 or higher, they can "analyze" collectibles to replenish their inventory. Additionally, Sims at level 8 of the Science Skill can replenish their scientific samples by "asking Sims for DNA".











Herb Experiment (Requires Science Skill Level 3 & Herbs) – Allows Sims to increase the quality of herbs. If successful, the herbs will increase in quality. If the attempt fails, the herb will either be lost, or decrease in quality. Sims with a higher Science Skill level will have a better success rate. This experiment also produces the “Super Spice” potion which can be used to cure PlantSims, and increase the quality of food dishes.



Horticulture Experiment (Requires Science Skill Level 3 & Harvestables) – Allows Sims to increase the quality of harvestables. If successful, the harvestables will increase in quality. If the attempt fails, the harvestable will either be lost, or decrease in quality. Sims with a higher Science Skill level will have a better success rate. This experiment may also produce a perfect quality Empanada dish (rare).



Clone From Sample (Requires Science Skill Level 9 & DNA Samples) – Allows Sims to clone any collectible or Sim, so long as they have obtained a sample if their DNA. To collect DNA samples from Sims, build a high enough relationship, and use the Special Science Interaction. To collect DNA samples from collectibles, simply use the “analyze” interaction on them.

When cloning the DNA of collectibles, Sims will reproduce the same collectible without having to plant and harvest it. This is one way Sims are able to create the ready-to-eat Forbidden Fruit. When cloning Sim DNA, the result will be an exact clone of the Sim who’s DNA was extracted. The clone will come in the form of an infant.



Street Art Skill



The Street Art Skill can be learned in variety of ways including: using the Street Art Kit to spray-paint murals & tags on the wall and ground, using whiteboards, reading a Street Art Skill Book and attending Street Art Classes. Sims who possess the "Avant Garde" trait will learn this skill at a faster rate.

Sims who have begun building their Street Art Skill will enjoy plenty of benefits, including a credibility boost in the Rebel Social Group. Sims with higher Street Art Skill levels will even enjoy the benefits of commission paid opportunities and tips. If there is any skill that can help you rise to the top and make money, it's this one! There are a total of 10 Street Art Skill Levels, each unlocking new features for Sims.

Street Art Skill Level 1 – Once reaching level 1 of the Street Art Skill, Sims will receive a Street Art Kit which will allow them to Tag Walls (small), and Paint the Ground & Wall with Murals (small).

Street Art Skill Level 2 – Once reaching level 2 of the Street Art Skill, Sims will pull out their tip jars when creating Murals. This will allow Sims to bring in some extra simoleons while doing something they love. Sims with a higher level of the Street Art Skill will receive better tips.

Street Art Skill Level 3 – Once reaching level 3 of the Street Art Skill, Sims will be given the option to create Medium Sized Wall Tags.

Street Art Skill Level 4 – Once reaching level 4 of the Street Art Skill, Sims will be given the option to create Medium Sized Wall Murals.

Street Art Skill Level 5 – Once reaching level 5 of the Street Art Skill, Sims will be given the option to create Large Sized Ground Murals.

Street Art Skill Level 6 – Once reaching level 6 of the Street Art Skill, Sims will receive better tips and game generated Commissioned Opportunities. Additionally, Sims can visit City Hall or the University Administration building to Check for Street Art Commissions. Sims who are working on commissioned street art will not be arrested.

Street Art Skill Level 7 – Once reaching level 7 of the Street Art Skill, Sims will be given the option to create Large Sized Wall Murals.

Street Art Skill Level 8 – Once reaching level 8 of the Street Art Skill, Sims receive an increase in tip amounts.

Street Art Skill Level 9 – Once reaching level 9 of the Street Art Skill, Sims have a better chance of creating a Masterpiece Ground Mural.

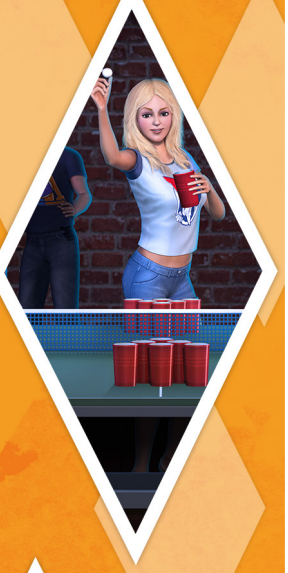
Street Art Skill Level 10 – Once reaching level 10 of the Street Art Skill, Sims have a better chance of creating a Masterpiece Wall Mural.



Removing Street Art

Unlike permanent marker, Street Art can be created and cleaned up at any time. No matter what type of street art, Sims will always have the option to clean up their messes. This option comes especially handy when you do not have lots of room to practice your Street Art Skill.





Getting Arrested

Rebellion is a blast, but getting caught isn't. Sims better be very careful when engaging in rebellious activity around town. If caught spray painting on public lots, Sims receive the negative "Being Watched" moodlet, and pay a hefty 1000 Simoleon fine to cover damages.



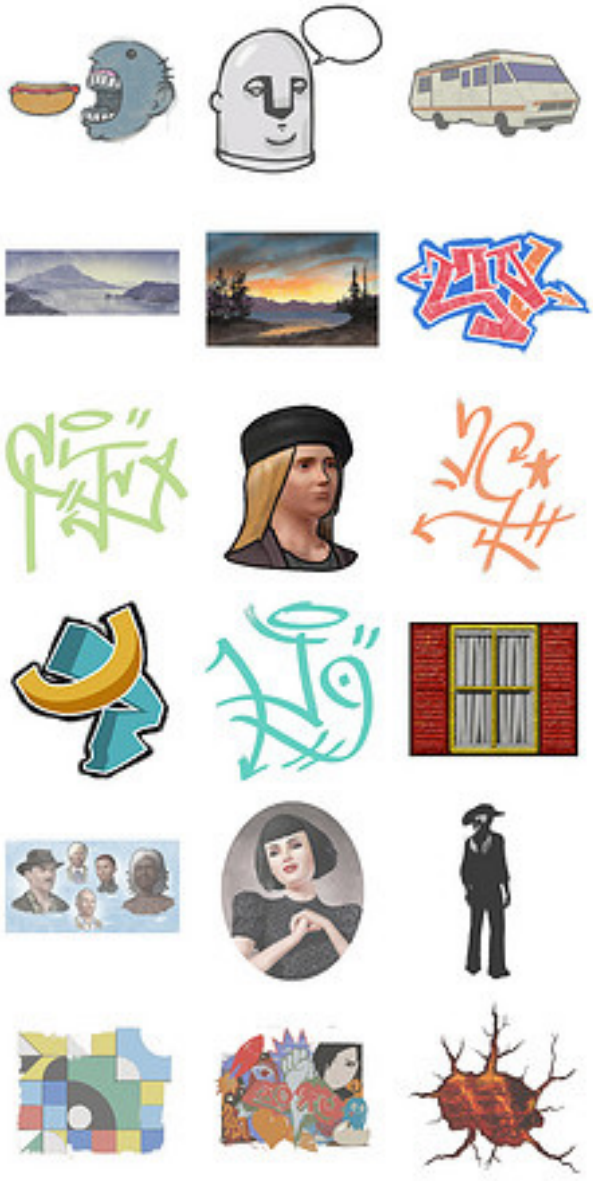


Murals & Tags

When using the Street Art interaction, Sims will create and unlock an array of different murals and tags. There are a total of 48 murals & tags that can be created in game, ranging from low level to masterpiece.







Social Networking Skill



The Social Networking Skill can be learned in variety of ways including: using the Smartphone to text, blog, stream video, and browse the web, taking a Social Networking Class, or reading a Social Networking Skill Book. This is a very easy skill to learn since building this skill is done on a Smartphone. (Which is always with a Sim!)

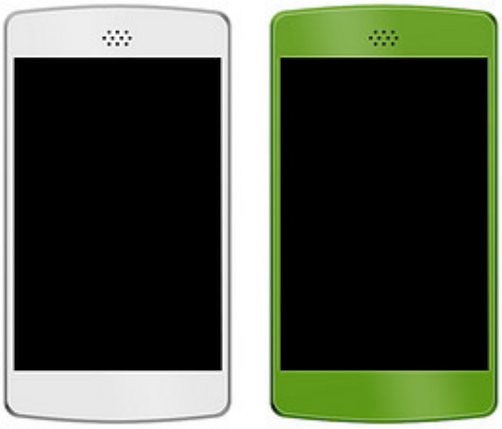
Sims who have begun building their Social Networking Skill will enjoy plenty of benefits, including new phone skins. Sims with higher Social Networking Skill levels will even enjoy the benefits of creating different blogs and using unique apps. If there is any skill that allows Sims to be social, it's this one! There are a total of 10 Social Networking Skill Levels, each unlocking new features for Sims.

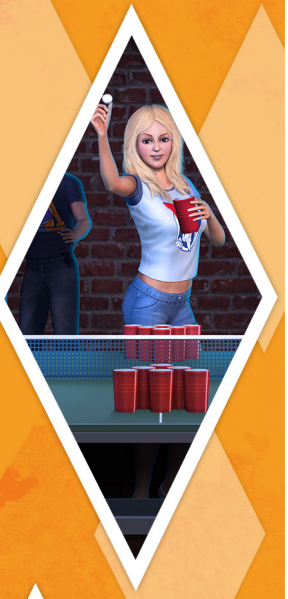
Social Networking Skill Level 1 – Once reaching level 1 of the Social Networking Skill, Sims can create and manage Personal Blogs. Using the Social Networking option on the smartphone, open the blog app to begin.





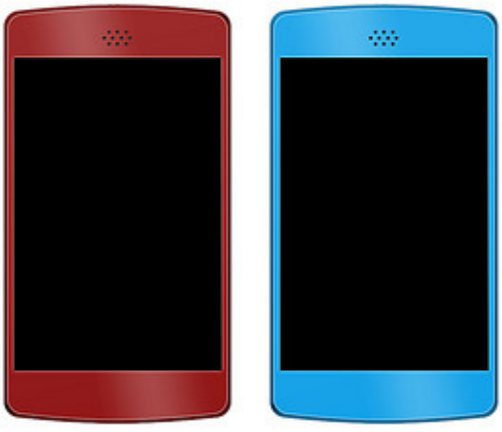
Social Networking Skill Level 2 – Once reaching level 2 of the Social Networking Skill, Sims unlock two new Phone Skins: Frosty White & Jungle Green.





Social Networking Skill Level 3 – Once reaching level 3 of the Social Networking Skill, Sims can create and manage Review Blogs. Using the Social Networking option on the smartphone, open the blog app to begin. Additionally, Sims unlock two new Phone Skins: Cherry Red & Sky Blue.









Social Networking Skill Level 4 – Once reaching level 4 of the Social Networking Skill, Sims will unlock the SimFinder App. This app allows Sims to search for Sims with specific traits, a specific gender or age, or Sims with a specific astrological sign. Once you use the search function, a Sim with the specifics will head your way. If you chose to receive a “Surprise” Sim, the game will send a random Sim your way.



Social Networking Skill Level 5 – Once reaching level 5 of the Social Networking Skill, Sims can create and manage News Blogs. Using the Social Networking option on the smartphone, open the blog app to begin. Additionally, Sims unlock two new Phone Skins: School Pride & Zebra.





Social Networking Skill Level 6 – Once Once reaching level 6 of the Social Networking Skill, Sims unlock two new Phone Skins: Age of Dragon & Cute Kitty Pink.

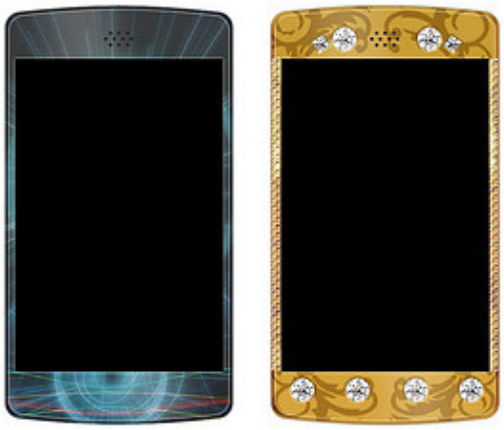


Social Networking Skill Level 7 – Once reaching level 7 of the Social Networking Skill, Sims unlock the Relationship Transmogrifier App. This app allows you to automatically set the relationship between two Sims that you know. This level starts you off with three relationship options: Friends, Acquaintances, and Disliked.



Social Networking Skill Level 8 – Once reaching level 8 of the Social Networking Skill, Sims have an additional two relationship options when using the Relationship Transmogrifier App: Romantic Interest and Stranger. Additionally, Sims unlock two new Phone Skins: Laser Show & Golden Bling.



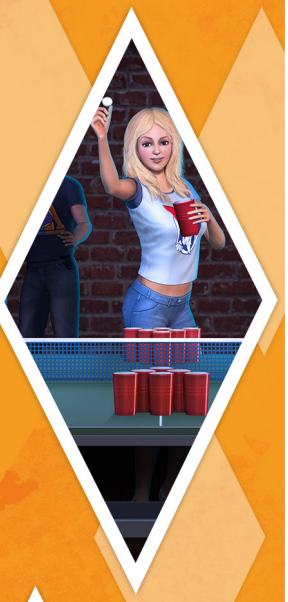


Social Networking Skill Level 9 – Once reaching level 9 of the Social Networking Skill, Sims have an additional two relationship options when using the Relationship Transmogrifier App: Enemy and Good Friend. Additionally, Sims unlock two new Phone Skins: Ocean & Mahogany.













Social Networking Skill Level 10 – Once reaching level 10 of the Social Networking Skill, Sims have an additional two relationship options when using the Relationship Transmogrifier App: Best Friend and Partner. Additionally, Sims unlock two new Phone Skins: N7 & Plumbob.





News, Personal, and Review Blogs

As you can see, the smartphone offers many new interactions for Sims who level up in the Social Networking Skill. Among the many options is the ability to create and manage blogs. There are three different blog types: Personal, Review, and News Blogs. Each blog type allows Sims to create posts, and gain followers. As blogs gain followers, even more benefits unlock for Sims.

You can change your blog theme at any time after selecting one, but you will lose a significant amount of followers each time you do so. Among the many benefits of gaining and keeping followers, is the ability to ask followers for Academic Help when attending University, and Donations to help fund your blogging time. As your Sims grow their blog, a number of new perks will unlock.



Blog Posts And Gaining Followers

Each blog requires that you continually post in order to gain more followers. The more followers your blog has, the more perks are unlocked. Sims can blog about anything and everything, however, blogging about specific topics related to the blog theme will boost your following significantly. Additionally, a Sim's Traits, Social Networking Skill and Writing Skill, also play a role in gaining followers.

When Sims complete certain actions within the game, they trigger the "Gotta Blog" moodlet. When you hover over this moodlet, it will let you know what your Sim did to trigger it. When blogging about these trigger actions, they will result in more followers.

PLEASE NOTE

Blogging gets tiring. Sims who have the "Blogged Out" moodlet should stop posting and take a break. Blogging during the two hour moodlet duration will result in a loss of followers

"Gotta Blog" Triggers

Writing articles to post on your blog that are specific to the theme of the blog, is one of the best ways to gain and keep your following. While you are able to post about anything at any time, there are certain "Gotta Blog" topics that boost your following for each blog theme. Below is a list of major triggers for each blog theme.

♦ Non-specific blog posts will give you anywhere from 1 to 30 followers.

♦ Theme specific blog posts will give you anywhere from 40 to 100 followers.

News Blog Triggers – Gather Collectibles, Witness Death, Be Arrested, Witness a Robbery, Discover new Fish Species, Witness a Fire, See the Grim Reaper or other Supernaturals, Gain a Skill Level, Have an interesting conversation with other Sims, Learn Gossip, Spot Celebrities, Read the Newspaper.

Personal Blog Triggers – Have a Baby, Get Fired, Get Hired, Change Careers, Get a Promotion, Get a Degree, Have a Romantic Relationship, Be Mean to Another Sim, Cheat on your Partner, Make a New Friend, Adopt a Child, Get Married, Woohoo, Kiss a Sim, Go to a Party, Get into a Fight, Skip Work.

Review Blog Triggers – Buy New Items for Your Home, Repair Items around Your Home, Read Books, See a Movie, Dine at a Restaurant, Get a Massage at the Spa, Gain a Cooking Skill Level, Attend a Concert, Attend a Sports Game, Purchase Art, Spot Celebrities around town.

Blog Perks

♦ One Star Blog (50 Followers) – Bloggers with a one star blog can ask followers for Donations and Help with Academics.

♦ Two Star Blog (300 Followers) – Bloggers with a two star blog will see an increased Protest Attendance, and unlock the ability to upload a Resume for Job Offers.

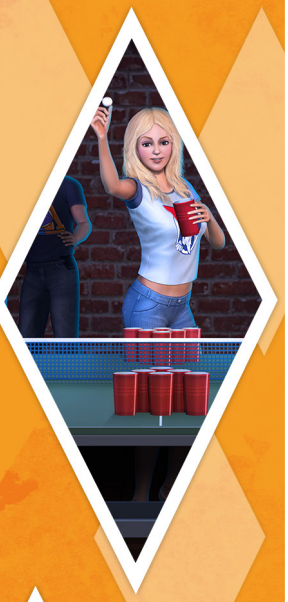
♦ Three Star Blog (750 Followers) – Bloggers with a three star blog will have an increased influence with all Social Groups.

♦ Four Star Blog (1500 Followers) – Bloggers with a four star blog will receive periodic offers to sell their blog.

♦ Five Star blog (2000 Followers) – Bloggers with a five star blog will receive more donations, and receive more money when selling their blogs.



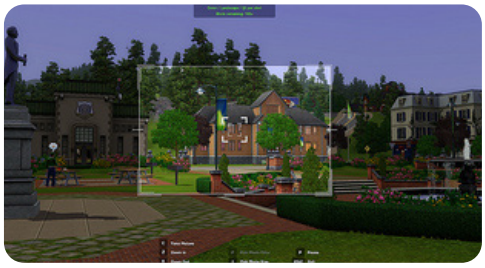








Photography Skill



The Photography Skill was first introduced to The Sims 3 series with the World Adventures Expansion Pack, and re-introduced with The Sims 3 University Life expansion. The Photography Skill between these two games vary widely. As a matter of fact, they are completely different.

PLEASE NOTE

If you only have the Sims 3 University Life installed, the photography skill can only be advanced with the use of the Smartphone Camera, as there are no handheld cameras included in the game.

If you have both World Adventures & University Life installed, the game will automatically place a cheap handheld camera in your Sim's inventory for skill advancement. (Smartphone camera will be disabled for Photography)

If you have any of the Sims 3 Expansions installed, you will be able to complete "Photo Collections" within the game.

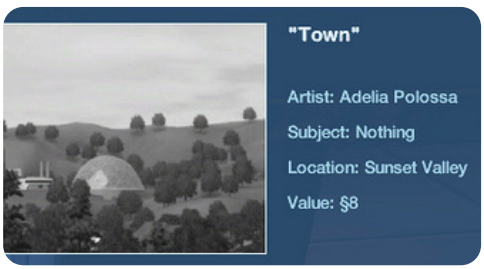
The Photography Skill for those with only University Life installed, can be learned in variety of ways including: using the Smartphone Camera to take photos, and reading a Photography Skill Book.

Sims who advance in the Photography Skill will enjoy plenty of benefits, including several camera effects. Sims with higher Photography Skill levels will even enjoy the benefits of using different filters for their photos. There are a total of 10 Photography Skill Levels, each unlocking new features for Sims.

Photography Skill Level 1 – Once reaching level 1 of the Photography Skill, the entire world is an open canvas. Any photos a Sim takes with their camera will be worth a little more.

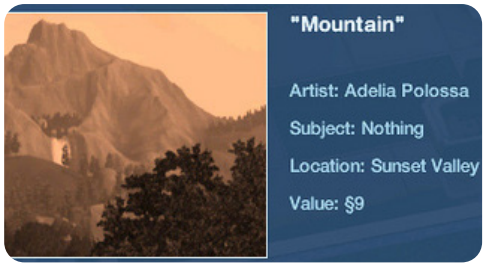


Photography Skill Level 2 – Once reaching level 2 of the Photography Skill, Sims can set their camera to the "Black & White" filter.



Photography Skill Level 3 – Skill Advancement

Photography Skill Level 4– Once reaching level 4 of the Photography Skill, Sims can set their camera to the "Sepia" filter.



Photography Skill Level 5 – Skill Advancement

Photography Skill Level 6 – Skill Advancement

Photography Skill Level 7 – Skill Advancement

Photography Skill Level 8 – Once reaching level 8 of the Photography Skill, Sims unlock a more powerful Camera Zoom.

Photography Skill Level 9 – Once reaching level 9 of the Photography Skill, Sims can set their camera to the "Vignette" filter.



Photography Skill Level 10 – Skill Advancement

Camera Settings And Selling Photos

The Smartphone camera only comes with a few settings: Photo Size (Portrait & Landscape) & Style (Color, Black & White, Sepia & Vignette). When amateur photographers begin taking their first photos, they will notice quite a few low resolution results. As they build their Photography Skill, these low res photos will fade away and come out clearer.



Aside from the camera specific options, a variety of camera controls are also available to you when taking a photo. Zoom in, zoom out, pick a filter, or exit.

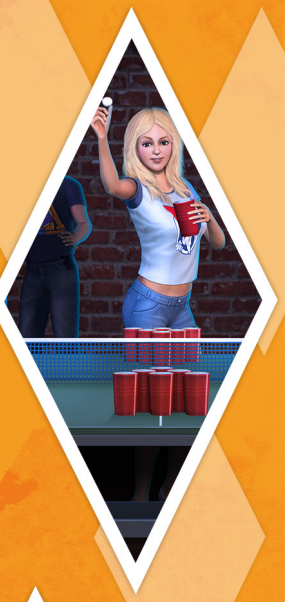


The more photos your Sim takes, the better their chances of snapping photos worth a chunk of Simoleons. You can sell your photos at any time using the "Sell Photos" option via the smartphone. This is a quick way to earn some extra cash!

PLEASE NOTE

If you have The Sims 3 Ambitions expansion installed, you can sign up as a self employed Photographer at City Hall









New Careers



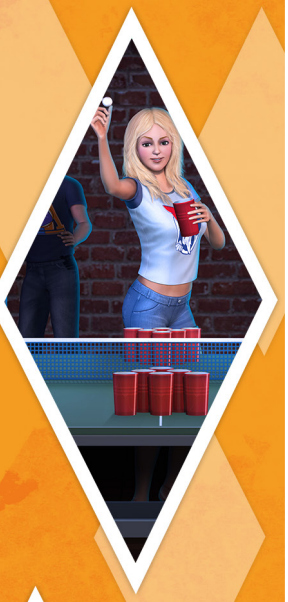
The new Careers available with University Life are awarded to Sims who have made it to the top level of Social Groups. There are three Careers total:

- Sports Agent (Jocks)
- Video Game Developer (Nerds)
- Art Appraiser (Rebels)

Once a Sim has made it to level 10 of each Social Group, they will be offered each social group specific career. If you choose to decline any of the careers at the time they are offered, Sims can sign up for them at any time on their computer.











PLANTSIMS

PlantSims are a unique organism that maintain a different set of motives due to their genetic nature. PlantSims absorb nutrients from their surroundings, and in return, do not need to eat. PlantSims are also very efficient in utilizing fluids, and never need to empty their Bladder.



PLEASE NOTE

There are five ways to meet/become/add a PlantSim to your household.

- ♦ Run into a PlantSim in your town (Rare)
- ♦ Plant, grow, and eat the Forbidden Fruit
- ♦ Plant, grow, and pick the Forbidden Fruit
- ♦ “Try For Baby” as/with a PlantSim
- ♦ Come down with Botanitis Minorous as a Science “Test Subject” (20% Chance)

Creating a PlantSim

One of the easiest ways to create and become a PlantSim, is to discover the Forbidden Fruit. Unlike other collectibles, the Forbidden Fruit can only be created using the Gene Splicing Experiment on the Science Research Station.

One your Sim has at least one level in the Science Skill and at least one seed in their inventory, they can begin the Gene Splicing process.



Gene Splicing a seed does not always result in the forbidden fruit, however, Sims with a level 3 and higher in the Science Skill have a better chance of success. If successful, the forbidden fruit will be placed in a Sim’s inventory.

Once created, the Forbidden Fruit must be planted in order to serve as useful. Sims must have a level 7 or higher Gardening Skill in order to plant this fruit. Once planted, it will take 4 days for the fruit to fully bloom.



Make sure to tend to the plant when needed!

PLEASE NOTE

Once the fruit has fully bloomed and is ready to be harvested, Sims can do one of the following:

- Tend Garden
- Pick Forbidden Fruit

When using the “Tend Garden” interaction, Sims will harvest and store the fruit in their inventory. There is only one fruit and life cycle per plant, so once you harvest, the plant will become barren.

Once the fruit is in a Sim’s inventory, they can re-plant the fruit, or eat it. Eating the fruit will give Sims the “Botanitis Minorous” moodlet that lasts for 4 hours. Unless Sims head to the Science Facility to be cured of this moodlet, they will transform into a PlantSim.

PLEASE NOTE

The Forbidden Fruit can only be eaten by Sims Teen-Elder!



When using the “Pick Forbidden Fruit” interaction on a fully bloomed plant, there is a 50% chance of picking a PlantSim baby. There is also a 50% chance of receiving nothing more than another fruit.

If a PlantSim baby awaits within the plant, it automatically becomes the son/daughter of the Sim who “picked” it. The PlantSim baby only has a direct relationship with the person who brought them life.



PLEASE NOTE

- Picking a PlantSim via the Forbidden Fruit, is the only way to add a PlantSim baby to your household.

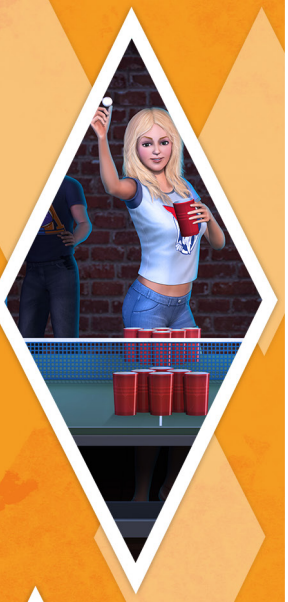
- PlantSim babies come readily equipped with their special powers for use when they become Teens.



Now that you have successfully gene spliced and planted your way to the PlantSim life, you are now able to get the forbidden fruit much easier. When Sims try for a baby with a male PlantSim, a forbidden fruit seed is automatically placed in the female Sim’s inventory.

If gene splicing and gardening is not the way you want to go about getting a PlantSim, there is always another option. While on campus during a term at University, Sims can head to the School of Science and offer to be a test subject. There is a 20% chance that they will exit the testing with the “Botanitis Minorous” moodlet. If it goes uncured, they will turn into a PlantSim 4 hours later.





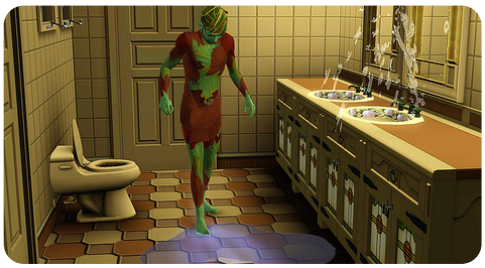




Life of a PlantSim

Event though PlantSims do not need to eat any food or empty their bladder, there is one substance they do need; Water. Water is very important for PlantSims, and if they are not fully hydrated, they will dry out. In order to ensure your PlantSims are always happy, make sure their “Water” motive is full.

Showering, bathing and swimming are all the typical ways to keep a PlantSim hydrated. Since PlantSims absorb nutrients from their surroundings, they also have the ability to “Absorb Puddles”. This is a quick and easy way to hydrate a dried up PlantSim.



Sleeping is a great way for PlatSims to rejuvenate, but why settle for the old fashioned “sleep on a bed” solution? During the day, PlantSims have the ability to “Photosynthesize”, which allows them to burrow under the ground to absorb Energy and Water.



Special Interactions

Ask for Herbs – Non PlantSim Sims can ask PlantSims to give them herbs. The request is not always granted, but if it is, the herbs will appear in a Sim’s inventory.



Give Flower Kiss – PlantSims who want to find true love can use this interaction on other Sims. The receiver of this kiss receives the “Obsessed” moodlet for 8 hours, and is instantly attracted to the PlantSim.



Give Poison Kiss – If a PlantSim declares any Sim a “Nemesis”, they can give even their most bitter enemies a poisoned kiss. Sims who receive this kiss will be plagued with a 3 hour long skin discoloration, and a “Poisoned” moodlet.



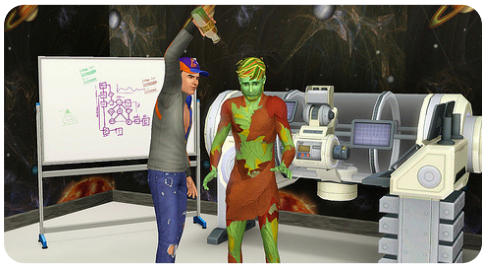
Curing Botanitis Minorous

Don't think that you're stuck being a PlantSim forever. If at any time you want to rid your Botanitis Minorous, there are three options available:

♦ Be cured for 3000 simoleons at the Science Facility

♦ Create a bottle of Super Spice via the Science Research station

♦ If you have the Sims 3 Supernatural Installed, purchase or create the Level 7 Potent Cure Elixir and use it on your PlantSim



Aliens & The Forbidden Fruit

If you have The Sims 3 Seasons Expansion installed, the Forbidden Fruit offers a new way to create and add an Alien to your household. Aliens who "pick" the forbidden fruit have a chance of receiving an "Alien Plant Baby". This type of PlantSim baby will not acquire the PlantSim occult trait.

Aliens who are successful at picking a Plant Baby will pass on 50% of their DNA bloodline. Any DNA percentage lower than 20%, is no longer considered an Alien in the game, and therefore has no alien powers. Babies who have less than 20% of Alien DNA will acquire the PlantSim powers.

PLEASE NOTE

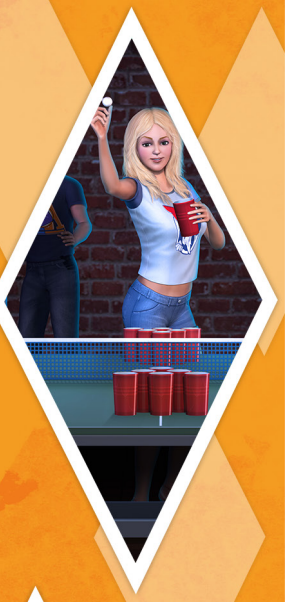
These are DNA samples from a test I personally conducted, so results will vary in different games

♦ 100% Alien DNA + Forbidden Fruit Baby Pick = 51.8% (+/- 10%) Alien DNA

♦ 50% Alien DNA + Forbidden Fruit Baby Pick = 21.3% (+/- 10%) Alien DNA

♦ 21.3 Alien DNA + Forbidden Fruit Baby Pick = 15.2% (+/- 10%) Alien DNA (No Alien Powers; Is PlantSim)







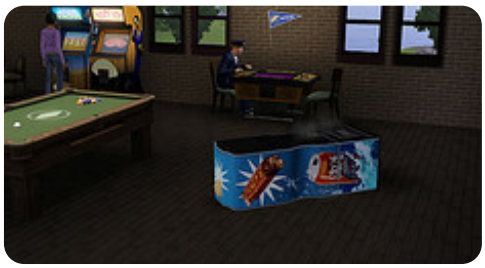


New Death and Woohoo

New Deaths

Death by Blunt Force Trauma -Vending Machine-

Vending Machines offer sweet drinks and candy bars, but when those rebellious Sims go shaking the vending machine, it may strike back at them. When using the “Shake” interaction on the vending machine, there is a chance it will topple over your Sim and kill them.





Death by Blunt Force Trauma -Murphy Bed-

Murphy Beds save lots of space and are a must have for every home. When pulling down the bed from its upright position, there’s a good chance it may crush you…to death.





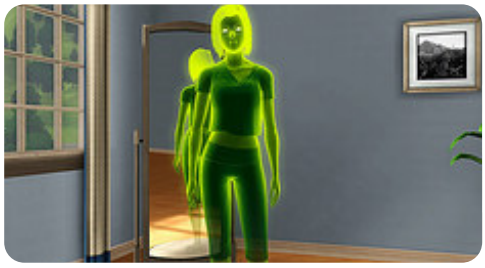
Death by Ranting About Death

Ranting and protesting with the Megaphone has its ups and downs. While one day it may bring you closer to controlling local government, the other day it may bring you closer to death.

Sims who Rant about Death, are most certainly going to be paid a visit by the man himself; The Grim Reaper. Maybe your Sim didn’t know this, but death is not happy when Sims use his name in vein.

The first time the Grim Reaper visits, he gives you a second chance and a warning. Sims will also receive the “There and Back Again” moodlet which lasts for 12 hours. If you do not heed the warning, he will return and take your life. Simple as that!





New Woohoo Interactions/Spots



♦ Photo Booth Woohoo – Sims who are in a romantic relationship can woohoo and try for baby in the photo booth. Although the photo booth was first introduced in the Sims 3 Showtime Expansion, it is also a brand new object added with University.

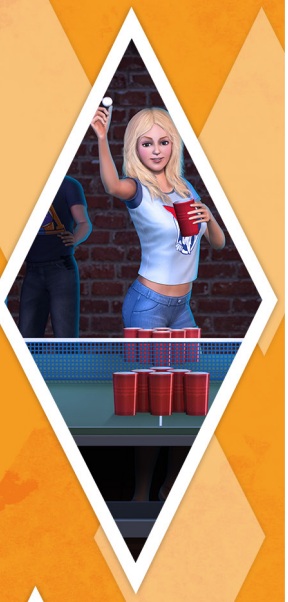
♦ Cinnamon Woohoo – Add Cinnamon to any group meal and grab a plate to eat. Sims who eat Cinnamon infused meals will have a new interaction in the romantic options called “Cinnamon Woohoo”.

♦ Woohooty Text Woohoo – Sims who are in a romantic relationship can send a “Woohooty” text. If the receiving Sims accepts, they will come to your home and woohoo with your Sim. This option is only available when the receiving Sim is on a different lot.

♦ Murphy Bed Woohoo – Although there isn’t really much of a difference between a regular bed and a Murphy Bed, it is a new interactive object that Sims can woohoo on.

♦ Juiced Woohoo – When two Sims drink a little too much from the Juice Keg, they will receive the “A Little Juiced” moodlet. Once acquired, the moodlet unlocks the new “Juiced Woohoo” interaction.









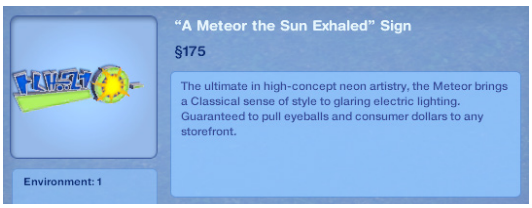
NEW OBJECTS

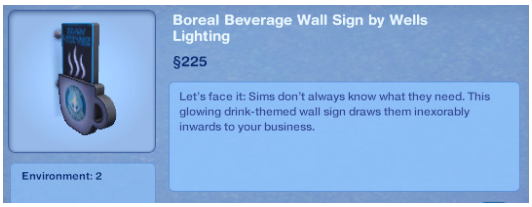
Edit Town & Buy Mode Objects

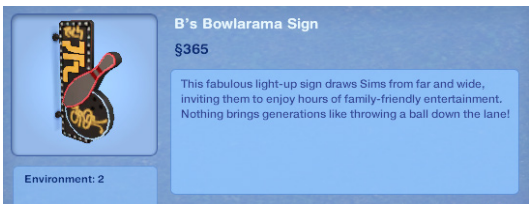
The Sims 3 University Life adds brand new community & residential objects that allow you to decorate and customize your town. Some objects are only found in certain categories, so check out the break down below.

Edit Town Community Lot Objects

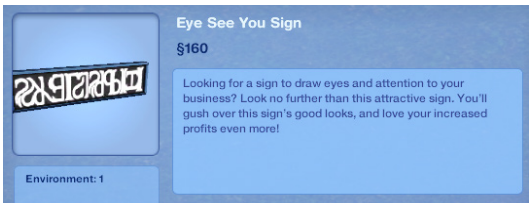




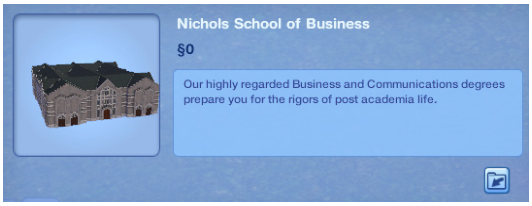




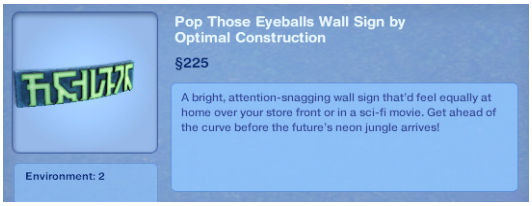


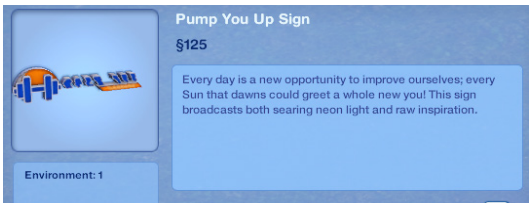


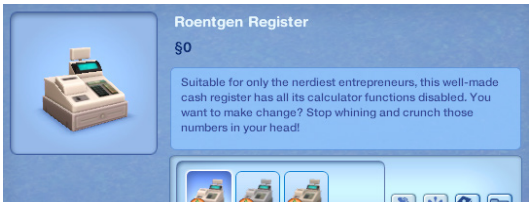


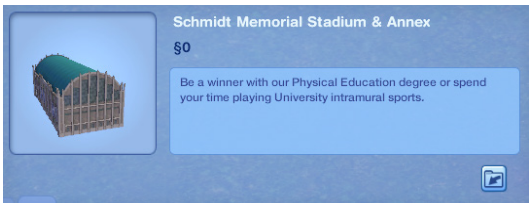




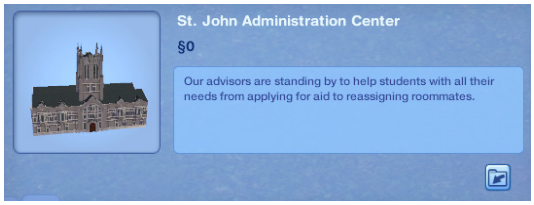


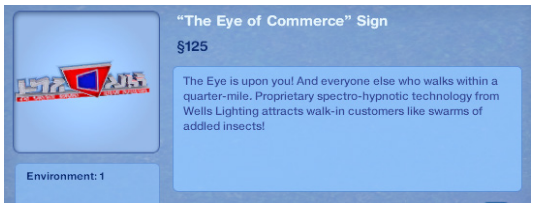


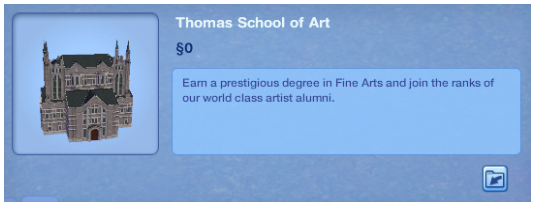










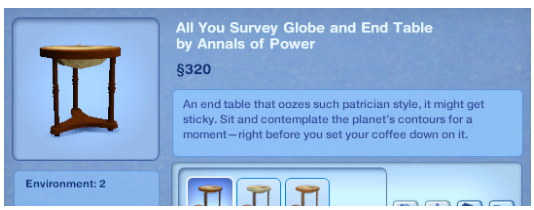


Buy Mode Objects

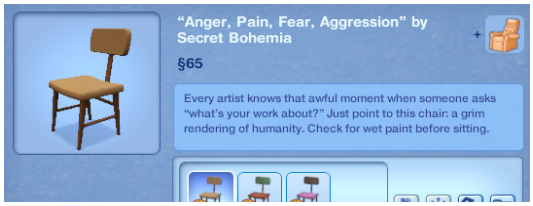


















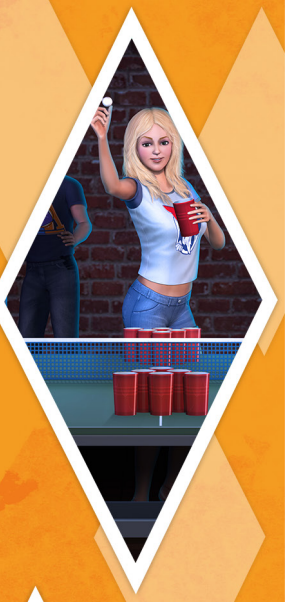
















Bend it Like Bananas Soccer Ball
§75
Enjoy the world's most popular game with friends and family! With grinding hours of practice, a talented athlete might match the skills of the legendary Tommy Wobbler: Soccerball Wizard.
Fun: 5
+ Athletic

Big Stomper Rug by GoTeamGo
§60
The plus-sized addition to GTG's classic "Stomp on 'Em" rugs. These buffed-up monsters fill the largest spaces with team spirit. They really tie the room together.
Environment: 1

Blaze of Glory Table Lamp by GoTeamGo
§105
Let your team spirit shine with the Blaze of Glory table lamp! The Lampgineers at GoTeamGo have left ample room beneath the shade for the beverage of your choice.
Environment: 2

Bodkin Laptop Computer by PeachySoft
§1,800
High-speed processor, gorgeous display, and a full suite of pre-loaded software round out this all-in-one package. This computer is so thin, it can be slid under most doorways.
Fun: 7
+ Portable

Bolt Ceiling Lamp by TrackStar
§45
Lamps are so last season, always casting the same light. Accelerate your life with Bolt track lighting! Four prehensile bulbs draw eyes to the highlights in any room.

Brash Banner by GoTeamGo
§15
Jazz up your den or dorm room with the Brash Banner, the first product GoTeamGo ever made. It's a classic the world over, printed for forty-eight sports in fifty-five countries.
Environment: 1

Fight Song Flag
§5
Slapping this colorful mascot-inscribed banner on your wall leaves no doubt as to loyalties. Oh, you root for our school? I root for our school too! What a coincidence.
Environment: 1

Bumbling Stumbling End Table by GoTeamGo
§20
The world is full of sturdy tables, but they lack folding legs! Deploy this team-logo'd end table for your next party. Safety warning: do not load over 30 lbs.

Bumper Buffer Parking Stripe
§150
A crucial addition to any parking spot, particularly those with trees and other obstacles. Protect your vehicle!

Bumper Buffer Parking Stripe
§150
A crucial addition to any parking spot, particularly those with trees and other obstacles. Protect your vehicle!

Buttercups Wall Lamp by Elegance Asserted
§275
This beautiful lamp hangs from the wall like a gilded floral arrangement. Light and luxury pour from every bulb in such bounty you'll have to squint entering the room.
Environment: 1

Cadet Chair by Optimal Construction
§95
This chair means business. Simple space-age structures support your rear with just enough rigid discomfort to keep your mind focused. Ideal for libraries, offices or college dormitories.

Cerebralizing Brain Enhancing Machine 1.0
§1,200
There's no way a bad haircut is getting in the way of real genius! This brain-enhancing machine is an amateur model, but the accidental electrocutions are worth the IQ boost.
Using this machine to conduct brain studies and testing also enhances the academic performance of University
+ Portable

Cerebralizing Brain Enhancing Machine 2.0
§6,500
Inexperience held back the prototype of this brain-enhancing machine. Using a kitchen strainer in the construction didn't help. This model comes fully loaded with all the options.
Using this machine to conduct brain studies and testing also enhances the academic performance of University
+ Portable

Chandrasekhar Particle Accelerator by Optimal Construction
§125
The O.C. brings you the world's smallest, cheapest particle accelerator! Forge new subatomic particles in the comfort and privacy of your home. Warning: incorrect use may destroy the planet.
Environment: 1

Chest of Champions by GoTeamGo
§40
Stash your jerseys, bats, balls, and helmets in this heavy-duty chest from GoTeamGo. Features include ample surface area for decals, and built-in deodorizing panels. Comes in Lemon, Cinnamon, and Lavender.
Environment: 1

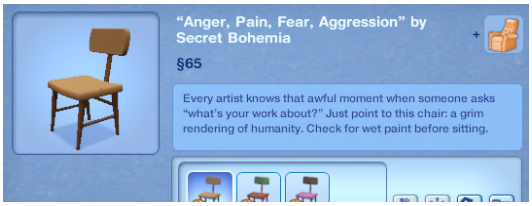
Choosy Choices Vending Machine
§2,250
Vending machines don't offer enough choice: one's got candy, the other's got soda. What Sims really want are candy AND soda, packaged together in one convenient machine!
Hunger: 10

Common Space Comfort Sofa by Standard Issue
§390
Perfect balance and Standard Issue's famous Ultra-Scratch upholstery come together in Common Space. You wouldn't let your friends sit on it. But hundreds of anonymous Sims passing through? Sure!
Environment: 1


Crashing Pins Bowling Lane
§5,150
Fill your life with excitement: clattering pins, the rumble of balls cruising down the hardwood. Play with friends or furiously hone your own skills for a guaranteed good time.
Fun: 9
Group Activity


Fiery Fandom Wall Clock by GoTeamGo
§65
It's not enough to root for the home team. You have to rub it in everyone's face. "This is MY team, MY room, and everyone's gonna know it!"
Environment: 2


Cubist Crating Wall Shelf by Standard Issue
§150
For those who need less structure than the Syllabus Shelf provides, we present this utilitarian wall storage option. Like the modernists, S.I. breaks walls down.
Environment: 1


"Anger, Pain, Fear, Aggression" by Secret Bohemia
§65
Every artist knows that awful moment when someone asks "what's your work about?" Just point to this chair: a grim rendering of humanity. Check for wet paint before sitting.


Darn Wright Table Lamp by Standard Issue
§70
Late night. Hunched over a desk. Coffee pot's empty. Only one thing can keep you awake: searing bright light. The Darn Wright lamp stands alone, vigilant against the darkness.
Environment: 1


Fire in the Skies Arcade Machine
§1,500
John Badguy was a common street thug. But when flying saucers descend on his city and throw it into chaos, only John has what it takes to save humanity.
Fun: 7


Disposable Heroes Floor Cutout by Standard Issue
§45
For the fan who geeks without shame, Standard Issue offers full-sized cutouts of your favorite pulp-fiction figures. Superheroes, robots or lumbering ogres: friends will gape, parents will sigh.
Environment: 2


Fizzy Festival Vending Machine
§2,000
It's the end of a long day with a long night ahead. Nothing picks up flagging Sims like a quick fizzy drink. Nothing delivers that drink like the Fizzy Festival!
Hunger: 9

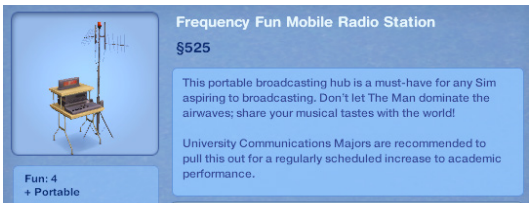

Drying on the Line Wall Sculpture by Secret Bohemia
§25
Digital cameras have ruined the art form; true photography demands a dark room full of noxious chemicals. Silver, formaldehyde and vinegar turn any photo into genius.
Environment: 1


Flat 'n' Scratchy Dining Chair by Standard Issue
§140
This sturdy chair stands above the competition in two ways. First: a perfect ninety degree angle between seat and back. Second: an absurdly low thread count on the cushions.


Enlightenment or Bust! By Weighty Concepts
§140
Sir Henry Waddlesworth Manfredgensensten, the greatest novelist of the 1840s, is a figure worth commemorating in this fabulous bust sculpture. Also serves as an ideal platform for ironic decorations.
Environment: 1


Flippity Flop Foosball Table by GoTeamGo
§6,250
Line up across from your best friend or worst enemy for the ultimate test of worth: Foosball. No matter where the ball goes, just keep spinning. Everything will work out.
Fun: 9
Group Activity


Everything in Moderation Wall Sculpture by Stinky 'n' Sloppy
§20
Some folks mount trophies on their walls. Others find different trophies to mount on their walls in the form of empty bottles. Either way, your walls need decorating!
Environment: 1


Frequency Fun Mobile Radio Station
§525
This portable broadcasting hub is a must-have for any Sim aspiring to broadcasting. Don't let The Man dominate the airwaves; share your musical tastes with the world!
University Communications Majors are recommended to pull this out for a regularly scheduled increase to academic performance.
Fun: 4
+ Portable


Face in the Crowd End Table by Standard Issue
§45
The best furniture knows when to fade into the background. This self-effacing end table sits modestly in a corner, keeping it off the ground and watching the action.


Fuzzy Drawers Dresser by Standard Issue
§365
Standard Issue buys up miles of excess material every year, and some of it goes on the uniquely scratchy drawers of this dresser. Note the right angles in every component!
Environment: 1


Field Surgery by Standard Issue
§115
For the techie who's not content to plug and play. EZ-Open claps let you open the case and get your hands in some electronic guts. Upgrades, downgrades, sidegrades—your screwdriver's ready.
Environment: 1

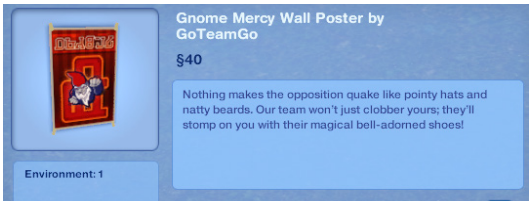

Glug! Glug! Glug! Juice Keg
§385
The bigger the party, the bigger the thirst. Hard-partying Sims impress their peers with the legendary Keg Stand: the perfect union of good fun and bad decisions.
+ Hunger











Gnome Mercy Wall Poster by GoTeamGo

§40

Nothing makes the opposition quake like pointy hats and natty beards. Our team won't just clobber yours; they'll stomp on you with their magical bell-adorned shoes!

Environment: 1



Hope and Love Kicky Bag

§35

Kicky Bag is the ultimate community game; only cooperation and goofy antics will keep our society off the ground. Play with friends for the admiration (or scorn) of your peers.

Fun: 5
+ Athletic



"Goats on a Boat" Rug by Palo Jackson

§15

The masterpiece from abstract painter Palo Jackson is now available in rug form! Printed with splatters of paint, they're instant conversation pieces and not too crusty.

Environment: 1



Hunker Bunker End Table by Gal Pals

§55

Ideal for students and adults alike, this end table features decorative decals and a storage space for drawers, books or up to twenty pounds of fresh Pacific shrimp.

Environment: 1



Grindstone Cowboy Desk by Standard Issue

§475

For the late nights working, writing or reading, choose Standard Issue. This desk is a workaholic's dream, featuring ultra-hard surface lamination to head off wasteful napping.

Environment: 1



Hypnotic Hymns Wall Sign by Annals of Power

§125

Stare into my sign. Closer. Closer, and breathe slowly… that's it. You see the beauty of the circles. You will do whatever I command. Now go forth and BUY MY MERCHANDISE!

Environment: 2



Halfback Hamper by GoTeamGo

§25

It's hard doing your own laundry. It's even harder when you're just throwing dirty clothes under the bed. The Halfback Hamper rustles all your sweaty clothes into one pungent pile.



Idols and Anchors Wall Painting by Gal Pals

§125

Posters show the world what matters most to you and proclaim your coolness. Show off a foxy starlet, a dreamboat athlete, or that cult movie you're always yammering about.

Environment: 2

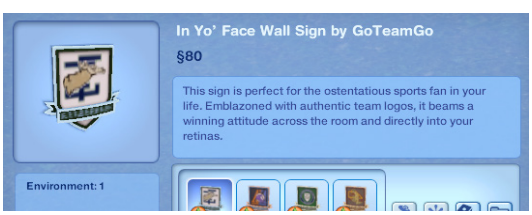


Hang 'Em High Ceiling Pennants by GoTeamGo

§20

Following one team is boring and sometimes they lose. So why not root for every team? Hoist your fickle fancies to the rafters with this five-piece pennant set.

Environment: 1



In Yo' Face Wall Sign by GoTeamGo

§80

This sign is perfect for the ostentatious sports fan in your life. Emblazoned with authentic team logos, it beams a winning attitude across the room and directly into your retinas.

Environment: 1



"Hello, Friendship Explosion!" Wall Poster by Sanjiten

§15

Sanjiten's animation brings its characters to life for this tasteful three-panel poster. All your favorites are available, from Soopi the Llama to Kokudo the Bear!

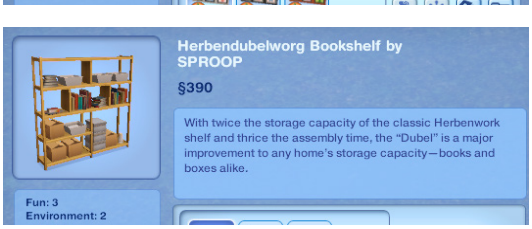
Environment: 1



Instant Inspiration Whiteboard

§135

How did our ancestors survive in a world full of non-writing surfaces? Notes, game plans and scientific proofs appear on the whiteboard, only to disappear with an eraser swipe!

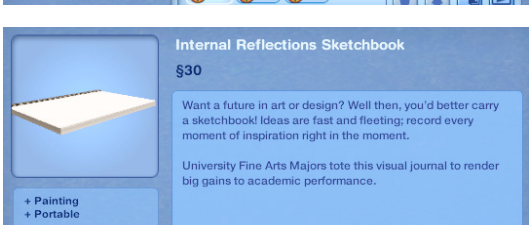


Herbendubelworg Bookshelf by SPROOP

§390

With twice the storage capacity of the classic Herbenwork shelf and thrice the assembly time, the "Dubel" is a major improvement to any home's storage capacity—books and boxes alike.

Fun: 3
Environment: 2



Internal Reflections Sketchbook

§30

Want a future in art or design? Well then, you'd better carry a sketchbook! Ideas are fast and fleeting; record every moment of inspiration right in the moment.

University Fine Arts Majors tote this visual journal to render big gains to academic performance.

+ Painting
+ Portable

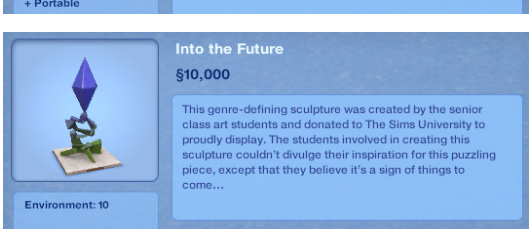


Herbenworg Bookshelf by SPROOP

§330

Purchased from a foreign warehouse store that smelled like sausage, assembled by hand and Allen wrench on your floor. Mistakes were made, but at least it's standing. You're an adult!

Fun: 3
Environment: 1

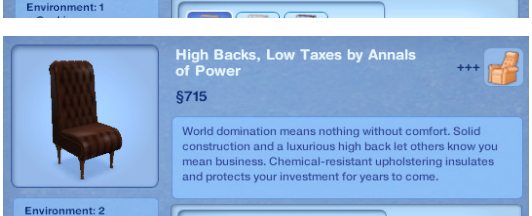


Into the Future

§10,000

This genre-defining sculpture was created by the senior class art students and donated to The Sims University to proudly display. The students involved in creating this sculpture couldn't divulge their inspiration for this puzzling piece, except that they believe it's a sign of things to come…

Environment: 10



High Backs, Low Taxes by Annals of Power +++

§715

World domination means nothing without comfort. Solid construction and a luxurious high back let others know you mean business. Chemical-resistant upholstering insulates and protects your investment for years to come.

Environment: 2



King of the Basement Living Chair by That Dumpster Out Back ++

§75

An old mattress and empty milk crates are all the support your rump needs. Yes, there are stains. And a smell that attracts stray cats. But it's all yours.


"King of the 'Gate" Fold-Out Chair by GoTeamGo
§65
Give your team the support they need on game day by stuffing yourself in a crowded parking lot! Mars Rover gyro-technology ensures stability on even the roughest asphalt.


Manse Mini-Fridge
§325
A lightweight refrigerator ideal for students or anyone who loves snacking. Those seeking full meals, look elsewhere. Put one in every room for easy access to your snacks!
Hunger: 5


King of the Lounge Pool Table by Weighty Concepts
§5,150
A heavy, solid, regulation-sized pool table to decorate a dorm lounge or finish off a home game room. Face off across the felt: two Sims enter, one Sim leaves!
Fun: 9
Group Activity


Marsupial Mayhem Wall Poster by GoTeamGo
§35
As every Biology major knows, kangaroos are the most vicious of all major land herbivores. GoTeamGo has harnessed their boundless marsupial rage into this eye-catching wall poster.
Environment: 1


Layered Tastes by Standard Issue
§15
A new dorm room is a desert with acres of barren white wall space. These posters are the oasis of cool, conveniently stacked on one another for that devil-may-care attitude.
Environment: 1

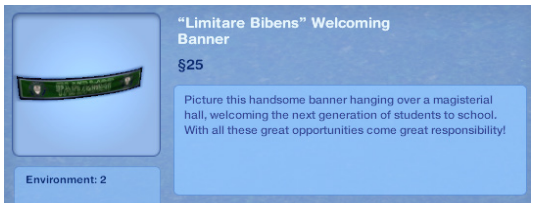

Mastodon Television by Standard Issue
§550
Who doesn't miss their first TV, showing five channels and weighing 300 lbs.? For the nostalgics, Standard Issue presents the Mastodon: theft deterrent because it's so heavy, but not guaranteed.
Fun: 4
+ Cooking


Legible Luxury Sofa by Elegance Asserted
§1,325
Sink into this sofa's luxurious cushions. That tingle you're feeling is E.A.'s patented hydro-ergonomic technology, which re-directs plasma from the nether regions to the brain for better reading comprehension.
Environment: 3


"Me Too!" Megaphone
§55
Sometimes the cries of brave Sims go unheard. Maybe society is against them, or maybe they're just not shouting loud enough? Inspire crowds and wake up others with this megaphone.
+ Portable

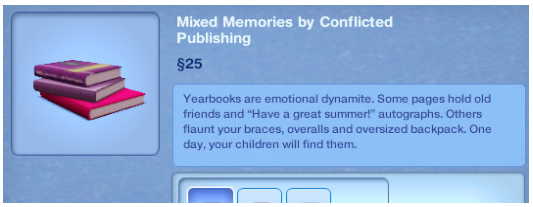

Light and Truth End Table by Elegance Asserted
§195
Emblazoned with your alma mater's seal, the Light and Truth table features ample surface area and an underslung magazine rack. Its vaguely nautical shape evokes afternoons rowing on the river.
Environment: 1


Melville and Milk Crates Bookshelf
§390
An artisanal bookshelf made from nature's own materials. Also breaks down to fit in the trunk of your car! Perfect for students, drifters or anyone who moves often.
Fun: 3
Environment: 2


"Limitare Bibens" Welcoming Banner
§25
Picture this handsome banner hanging over a magisterial hall, welcoming the next generation of students to school. With all these great opportunities come great responsibility!
Environment: 2


Mini-Nozzle Table Lamp by Wells Lighting
§65
Introduce your workspace to the wonders of flexible lighting! The tentacular specialists at Wells Lighting outdid themselves: the Mini-Nozzle is the first commercial lamp you can actually tie in knots.
Environment: 1


Literati Inspirational Statue
§15,000
Celebrating the great Sir Litero of Lesen, this towering statue celebrates learning! Sir Litero's historically famous Reading Crusade is embodied in this powerful statue to inspire all.
Environment: 10


Mixed Memories by Conflicted Publishing
§25
Yearbooks are emotional dynamite. Some pages hold old friends and "Have a great summer!" autographs. Others flaunt your braces, overalls and oversized backpack. One day, your children will find them.

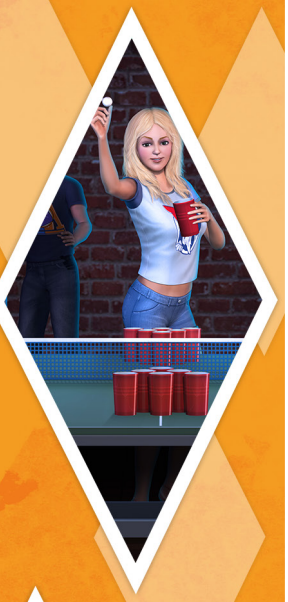

Little Lanterns Wall Sculpture by Wells Lighting
§60
Wells Lighting brings you an arrangement as tasteful as it is non-functional. At last your home can benefit from the exotic elegance of paper lanterns without the enormous fire hazard!
Environment: 2


MyPuter by PeachySoft Systems
§2,250
Sleek wireless hardware makes this system easy to set up, easy to use and easy to look at. Show off your summer vacation photos during the day, hammer out term papers at night.
Fun: 7


Longhorns and Laser Beams Arcade Machine
§1,500
When Sam "Straight-Teeth" Jordan's cattle herd is kidnapped for alien experiments, he embarks on an epic quest to rescue his livelihood and bring frontier justice to the green fiends.
Fun: 7


Narcissa Wall Mirror by Gal Pals
§280
Narcissa is more than a mirror: it's a scrapbook for your wall! From your first kiss with Billy, to your first fight with Billy, to realizing you could do better.
Fun: 1
Environment: 2











Night of the Shambling Shades IV Arcade Machine

§1,500

After three nights of zombie-slaying mayhem, Matt Ragewire may have found the key to victory. But to use it, he'll have to side-scroll his way through an undead wasteland.

Fun: 7

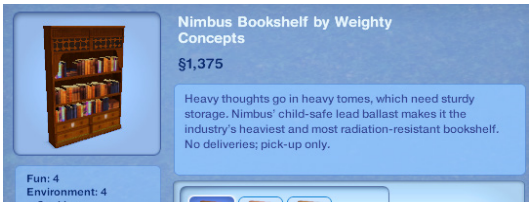


Pondering Throne by Weighty Concepts +++

§1,225

Recline and repose with a good book in the Pondering Throne. "Ulysses" couldn't be read on a deck chair; shouldn't your literary tastes match your furniture?

Environment: 3

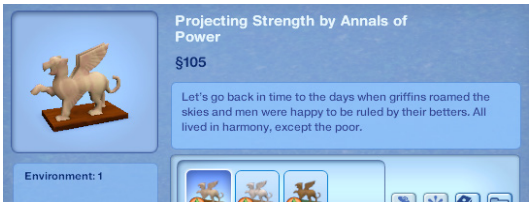


Nimbus Bookshelf by Weighty Concepts

§1,375

Heavy thoughts go in heavy tomes, which need sturdy storage. Nimbus' child-safe lead ballast makes it the industry's heaviest and most radiation-resistant bookshelf. No deliveries; pick-up only.

Fun: 4
Environment: 4



Projecting Strength by Annals of Power

§105

Let's go back in time to the days when griffins roamed the skies and men were happy to be ruled by their betters. All lived in harmony, except the poor.

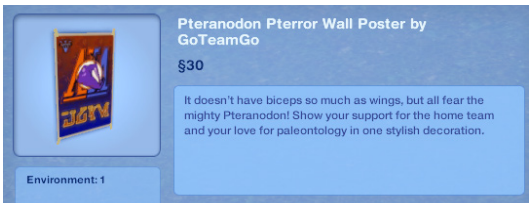
Environment: 1



One of a Million by Standard Issue +

§75

This simple chair proclaims, "I'll keep your rear off the floor. I'm solid, I'm comfy, and every university freshman gets two of me in their dorm room."



Pteranodon Pterror Wall Poster by GoTeamGo

§30

It doesn't have biceps so much as wings, but all fear the mighty Pteranodon! Show your support for the home team and your love for paleontology in one stylish decoration.

Environment: 1



One Shelf Fits All Wall Shelving by Standard Issue

§65

Just look at that empty wall: flat, boring and unproductive. Put that lazy vertical plane to work with this simple, sturdy wall shelf. Supports objects weighing up to several pounds.

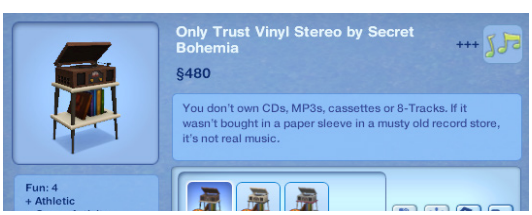
Environment: 1



Quacklit Lamp

§75

Is it a noble waterfowl? A table lamp? A delightful nugget of mid-century kitsch? Hand-crafted by noted former municipal employee Rich Swardson, the Quacklit lamp is all of the above.

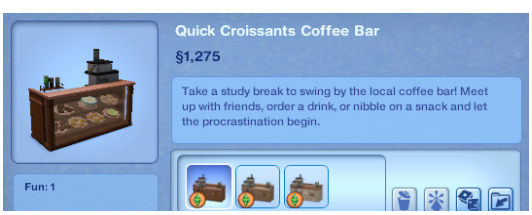


Only Trust Vinyl Stereo by Secret Bohemia +++

§480

You don't own CDs, MP3s, cassettes or 8-Tracks. If it wasn't bought in a paper sleeve in a musty old record store, it's not real music.

Fun: 4
+ Athletic



Quick Croissants Coffee Bar

§1,275

Take a study break to swing by the local coffee bar! Meet up with friends, order a drink, or nibble on a snack and let the procrastination begin.

Fun: 1

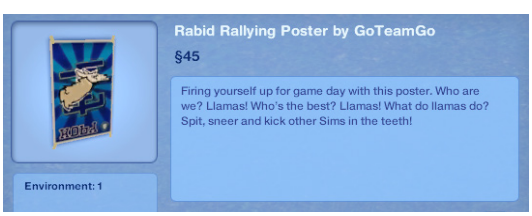


Pelts on the Wall Pennants by GoTeamGo

§15

"Remember that time when we won that thing?" "Oh yeah, and the time those jerks won the thing!" This trio of wall banners keeps the past sharp in your memory.

Environment: 1



Rabid Rallying Poster by GoTeamGo

§45

Firing yourself up for game day with this poster. Who are we? Llamas! Who's the best? Llamas! What do llamas do? Spit, sneer and kick other Sims in the teeth!

Environment: 1

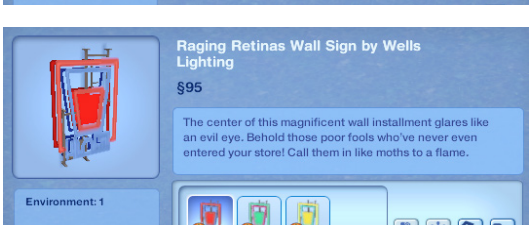


Sowerberry Floor Lamp by Elegance Asserted

§310

Old-world craftsmanship and warm, soft lighting add up to the classiest lamp on the market. A rotating stem lends the Sowerberry versatility, whether reading or trying to find your change.

Environment: 2



Raging Retinas Wall Sign by Wells Lighting

§95

The center of this magnificent wall installment glares like an evil eye. Behold those poor fools who've never even entered your store! Call them in like moths to a flame.

Environment: 1

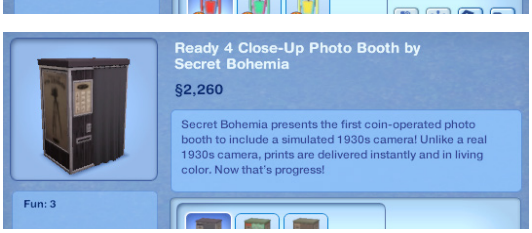


Plink Plonk Tennis Table

§495

This table is an altar of competition, awarding bragging rights and inspiring trash talk. Sharpen your skills at The Gentleman's Miniature Sport or line up for casual party games.

Fun: 9
+ Group Activity



Ready 4 Close-Up Photo Booth by Secret Bohemia

§2,260

Secret Bohemia presents the first coin-operated photo booth to include a simulated 1930s camera! Unlike a real 1930s camera, prints are delivered instantly and in living color. Now that's progress!

Fun: 3



Pollack Art Desk by Secret Bohemia

§95

Artists don't need desks; they need altars of creation! The Pollack art desk eschews such bourgeois features as drawers, stripping the concept of Desk down to its rawest expression.



Relocation Rover

§15,600

Your typical vehicle isn't a giant two-seater with a garish paint job and terrible fuel mileage. But your typical vehicle can't transport a king-sized bed with space to spare!

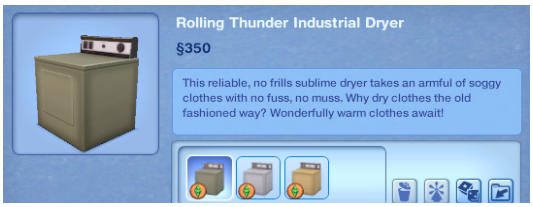
Speed: 4


Rip-Roaring Bonfire
§325
A summer evening classic, this bonfire is the perfect social catalyst. When carefully maintained, it'll keep your Sims extra toasty warm and well entertained. Enjoy a bonfire tonight!
Fun: 4
Hunger: 2


Show It If You Got It Display Case by Optimal Construction
§195
Sturdy four-post construction and modular shelves flaunt anything from Baroque sculptures to dinosaur bones! For the more typical customer, photos and comic books are also supported.
Environment: 2


RoboMechaTron Action Figure by Sanjiten
§25
You don't own toys; those are for children. You own collectibles, which are more grown-up because they stay in the box and nobody ever gets to play with them.
Environment: 1


Sit Down and Hush Desk by Optimal Construction
§140
Everything a desk demands, nothing more. Flat, wide surface? Done. Space for a chair? Check. O.C. even threw in a drawer. Don't say we never did anything for you.


Rolling Thunder Industrial Dryer
§350
This reliable, no frills sublime dryer takes an armful of soggy clothes with no fuss, no muss. Why dry clothes the old fashioned way? Wonderfully warm clothes await!

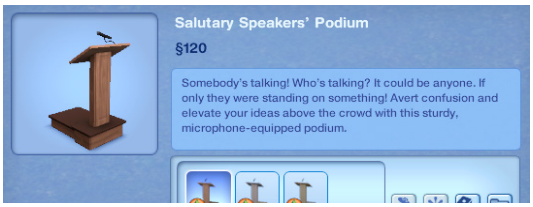

Skip the Mess by Secret Bohemia
§25
You won't quit painting until your work fills museum galleries. Secret Bohemia loves your drive. Just set your tools on a cloth, please. Think of the security deposit.


Ruddy Rudyard Coffee Table by The East West Indies Company
§190
Class up the joint with this reproduction of an old-time traveling chest, complete with authentic-looking baggage decals and mothball smell! Warning: hinges are not real. Do not attempt to open.
Environment: 1


Slouch and Deliver Easel by Secret Bohemia
§325
Like cutting a peach in half, painting exposes the soul's darkest pit. The Slouch and Deliver easel supports any art project, from pastoral landscapes to portraits beyond imagination.
Fun: 2
+ Painting


Rumbly Tumbly Washing Machine by Standard Issue
§295
Built for heavy workloads, the Rumbly Tumbly washer cranks out industrial grade cleanliness at shocking speed. Your clothes will never feel so clean!

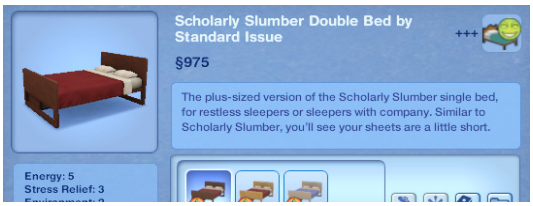

Sowerberry Floor Lamp by Elegance Asserted
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Environment: 2

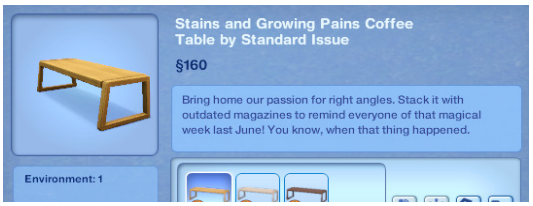

Salutary Speakers' Podium
§120
Somebody's talking! Who's talking? It could be anyone. If only they were standing on something! Avert confusion and elevate your ideas above the crowd with this sturdy, microphone-equipped podium.


Spinnin' and Winnin' Flying Disc
§45
Baseballs and footballs are tools of The Man, man. Subvert existing power structures by playing catch with a gnarly friend. Made from organic Amazonian plastic.
Fun: 6
+ Athletic


Scattered Visions by Erick van Hoogueven
§100
Dutch master Erick van Hoogueven works alone in a dark underground cave, so his eyes can't ruin his heart's vision. Nobody else questions the results, so why should you?
Environment: 1


Stacked and Racked Bunk Beds by Optimal Design
§1,300
Inspired by the sleeping conditions on Navy ships (only more spacious!), Stacked and Racked bunk beds feature bilateral ladders and heavy-duty guardrails for even the most spastic sleeper.
Energy: 4
Stress Relief: 3

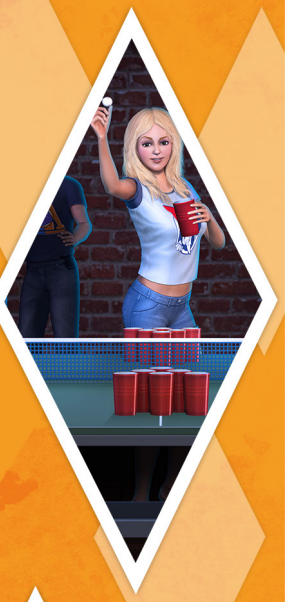

Scholarly Slumber Double Bed by Standard Issue
§975
The plus-sized version of the Scholarly Slumber single bed, for restless sleepers or sleepers with company. Similar to Scholarly Slumber, you'll see your sheets are a little short.
Energy: 5
Stress Relief: 3


Stains and Growing Pains Coffee Table by Standard Issue
§160
Bring home our passion for right angles. Stack it with outdated magazines to remind everyone of that magical week last June! You know, when that thing happened.
Environment: 1


Scholarly Slumber Single Bed by Standard Issue
§545
Active minds need rest, and where better to get it? Scholarly Slumber fits easily in the smallest rooms and is light enough to be carried up on the roof.
Energy: 4
Stress Relief: 3


Stomp on 'Em Rug by GoTeamGo
§45
GoTeamGo presents logo-inscribed rugs for use in the home, garage or locker room. Rub your feet lovingly on your favorite mascot's face, or turn the opposition into literal doormats.
Environment: 1











Sugar Slide Vending Machine

§1,850

This vending machine is like heaven for the sweetest of sweet tooth: all the candy you can eat! No matter the contours of your sweet tooth, the Sugar Slide will satisfy.

Hunger: 8



The Foot Tapestry Rug by Elegance Asserted

§55

Wall tapestries lost their luster years ago. It was a tragedy on par with the death of the corset. Now we can only keep them on the floor.

Environment: 1



Sweet Find, Bro! Living Chair from That Dumpster Out Back

++

§180

The dumpster yields sweet fruit: actual furniture, not just sturdy trash you can build into furniture. It's patched with tape and something may have laid eggs in it.



The Fruits of Victory by GoTeamGo

§80

As a wise man once said, you play to win the game. But you win the game to get the hardware! And even if you lose, trophies are sold in stores.

Environment: 1



Syllabus Wall Shelf by Standard Issue

§165

Engineered to S.I.'s specifications, Syllabus holds all the books a normal Sim might require in a school year. Afterwards you can store them, because you'll TOTALLY read them again.

Environment: 1



The Maru Crate by Sanjiten

§10

Instant noodle soups are simply starch and seasoning, but they're the cheapest meals around. At the heart of the Venn diagram between "loves salt" and "dirt poor": college students.



Tacky Memories Bulletin Board by Gal Pals

§75

Photos, cards and artwork are too precious to lock away. Tack them to the supple cork of a bulletin board, setting your memories in a perfect mosaic! Tacks not included.

Environment: 1



The Nozzle Floor Lamp by Wells Lighting

§415

Open your mind and prepare it to receive...The Nozzle. Four prehensile stalks emerge from the floor and blossom out like a glowing alien plant. Unlike a plant, it needs electricity.

Environment: 2



Taste in Two Dimensions Wall Painting by Secret Bohemia

§495

Art is a retreat from life's messy realities. Fill any room with beauty: portraits, Impressionist landscapes, hand-drawn maps or avant-garde watercolors.

Environment: 3



The Perfect Sim by Standard Issue

§75

This infinitely poseable figure sits in your office or living room reminding all visitors of the best Sim virtues: silence and flexibility.

Environment: 1

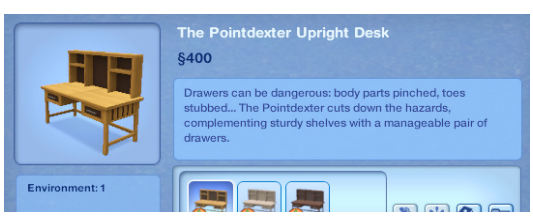


Teasing Triangles Wall Sign by Wells Lighting

§105

A multi-colored neon display and our patented Super-Legible light-up lettering let your business stand out from the crowd. Even when the crowd is also using bright neon signs!

Environment: 1



The Pointdexter Upright Desk

§400

Drawers can be dangerous: body parts pinched, toes stubbed... The Pointdexter cuts down the hazards, complementing sturdy shelves with a manageable pair of drawers.

Environment: 1



The Altar of Progress by Secret Bohemia

§75

Just look at that broad, smooth platform. It's practically throbbing with possibility. You could sculpt anything on it—the next Venus, the next David, or even the very first Steve.

Environment: 1



The Waiting Room Sofa by Annals of Power

+++

§1,175

Power means telling others to wait. Real power means having an entire room and furniture where others are sent to wait. The Waiting Room: where comfort and shame collide.

Environment: 3



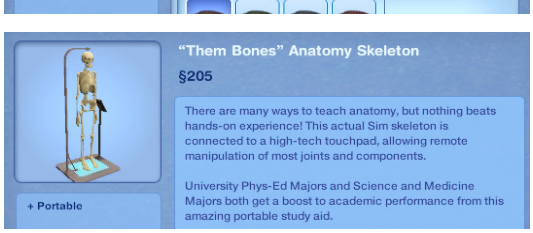
The Big Sleep Murphy Bed

++

§875

Maybe you're hurting for bedroom space. Maybe you want to feel like an old-timey detective. Whatever the case, a Murphy bed is the furniture solution for outside-the-box sleepers!

Energy: 4
Stress Relief: 3



"Them Bones" Anatomy Skeleton

§205

There are many ways to teach anatomy, but nothing beats hands-on experience! This actual Sim skeleton is connected to a high-tech touchpad, allowing remote manipulation of most joints and components.

University Phys-Ed Majors and Science and Medicine Majors both get a boost to academic performance from this amazing portable study aid.

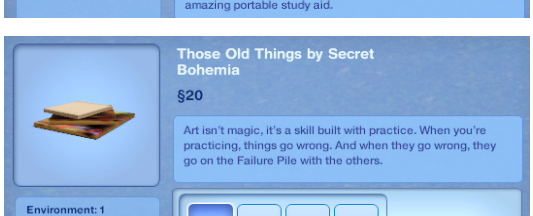
+ Portable



"The Flood" by Secret Bohemia

§145

Light is crucial to art, so Secret Bohemia brings you the fourth-brightest lamp ever built. With this halogen monster, that poseur DaVinci might have actually amounted to something.



Those Old Things by Secret Bohemia

§20

Art isn't magic, it's a skill built with practice. When you're practicing, things go wrong. And when they go wrong, they go on the Failure Pile with the others.

Environment: 1



Tile for the Pile Wall Sculpture by GoTeamGo

§30

If hanging cloth isn't your thing, this sleek sports-themed plaque just might be. Unless you're not a sports fan—in which case the door is that-a-way.

Environment: 1



"Vive the Revolution" Wall Flag by GloboCon Textiles LLC

§55

College is a time to explore new ideas: frightening, revolutionary ideas. You'll abandon them when you learn about things like rent and car insurance. But for now, buy this flag!

Environment: 1

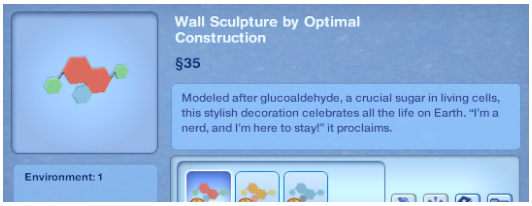


Tilt 'n' Itch Living Chair by Standard Issue

++

§215

Inclined cushions run against S.I.'s philosophy, but our customers demanded chairs for relaxation rather than work. So kick back, open a book, and keep your back scratcher close to hand.



Wall Sculpture by Optimal Construction

§35

Modeled after glucoaldehyde, a crucial sugar in living cells, this stylish decoration celebrates all the life on Earth. "I'm a nerd, and I'm here to stay!" it proclaims.

Environment: 1



Titan Desk by Weighty Concepts

§915

The Titan Desk's heavy construction and broad profile pushes less-worthy souls to an appropriate distance. It's more than a collection of drawers—it's an institution.

Environment: 3



We Ain't Gonna Take It Protest Signs

§25

These purely decorative protest signs are a powerful and low-effort way to show visitors what really matters to you. Llama experimentation is wrong. So are ring-back songs on cell phones.

Environment: 1



Tools of the Trade Makeup Kit by Gal Pals

§75

This travel-sized box holds the most sophisticated makeup arsenal permitted by law. From foundation to mascara and depilatory cream, Gal Pals makes you the undisputed master of your own face.



"We Did This" Wall Plaques by Standard Issue

§70

Every building on campus holds a plaque like this in some musty back hallway. It celebrates those who came before, did great things, and couldn't keep quiet about it.

Environment: 1



Toting Totem Backpack

§65

Don't nap on this knapsack! Twin straps provide ample lumbar support, but you can look cool by switching to one strap. Oh, that's not cool anymore? It's hard keeping track.

+ Portable



Well Used Paintbrushes by Secret Bohemia

§10

If brushes could speak, they'd have quite the artistic story to tell! These well used brushes have seen it all and are the perfect complement to any artistic minded Sim.

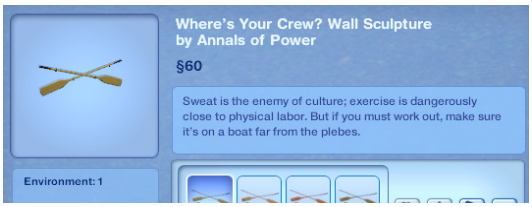


Tripod Ceiling Lamp by Wells Lighting

§145

"Is that an alien invasion on your ceiling, or are you just the coolest person I've ever met?" Wow friends and family with this three-piece UFO-inspired appliance.

Environment: 1



Where's Your Crew? Wall Sculpture by Annals of Power

§60

Sweat is the enemy of culture; exercise is dangerously close to physical labor. But if you must work out, make sure it's on a boat far from the plebes.

Environment: 1



Truth Odor Dare? Love Seat by That Dumpster Out Back

+

§125

It's amazing how many mattresses folks throw away. This one became a cheap and romantic sofa for two. Your sweetie might hate the stains, but she'll love the initiative.

Environment: 1



Work in Progress by Optimal Construction

§90

Having a human arm lying around your room would be weird. Robot arms are more socially acceptable. And if the robot arm starts moving, that's way less scary.

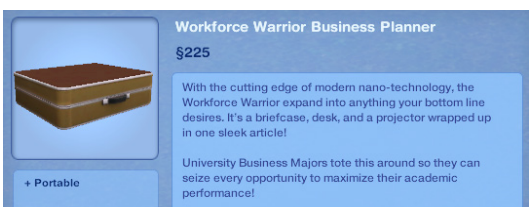
Environment: 1



University Campus Lamp

§335

Nothing screams University like an old fashioned lamp and a decorative banner proudly sporting the University's logo. Place one today and don't let others forget which campus they're one!



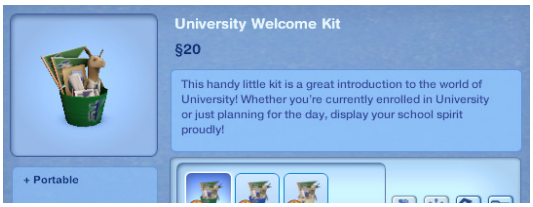
Workforce Warrior Business Planner

§225

With the cutting edge of modern nano-technology, the Workforce Warrior expand into anything your bottom line desires. It's a briefcase, desk, and a projector wrapped up in one sleek article!

University Business Majors tote this around so they can seize every opportunity to maximize their academic performance!

+ Portable



University Welcome Kit

§20

This handy little kit is a great introduction to the world of University! Whether you're currently enrolled in University or just planning for the day, display your school spirit proudly!

+ Portable



Wumpbox Stereo by Optimal Construction

++

§215

A stylish, lightweight stereo ideal for teens and college-bound students. Specially-modulated speakers project gorgeous sound while dampening the bass notes. Blast your jams without enraging parents or nosy neighbors.

Fun: 4
+ Athletic

NEW OBJECTS









Build Mode Objects













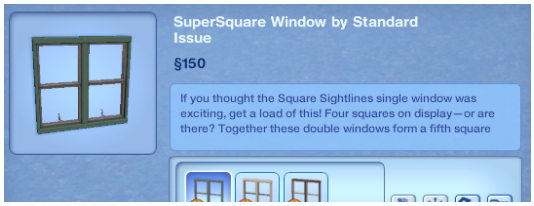




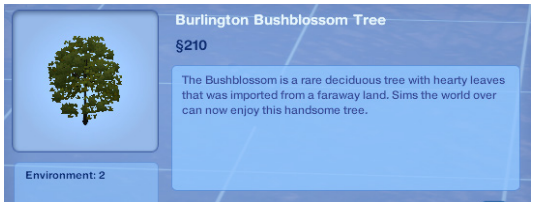




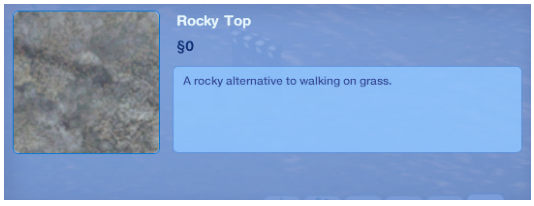




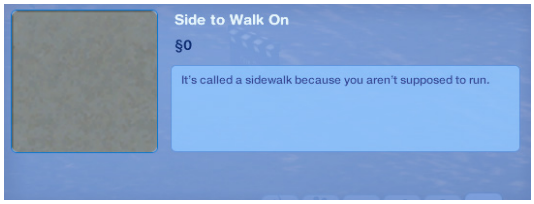




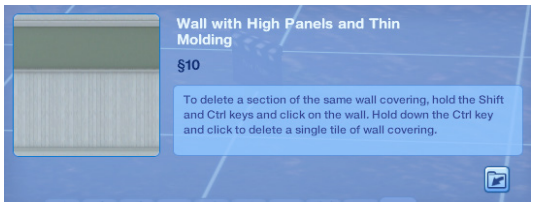


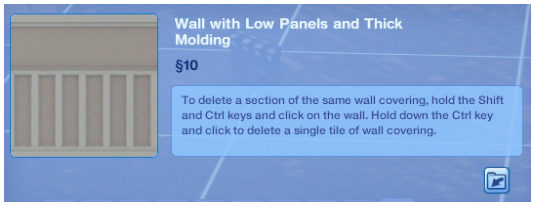




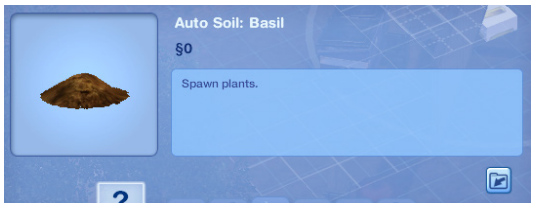








BUYDEBUG OBJECTS



















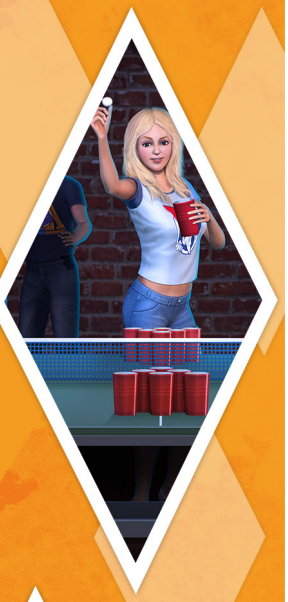
















Auto Soil: Peppermint
§0
Spawn plants.

Auto Soil: Red Berry Bean
§0
Spawn plants.

Auto Soil: SweetGrass
§0
Spawn plants.

Auto Soil: Wonderpetal
§0
Spawn plants.

Fence Farming Long
§0
Fence Farming Long

Fence Farming Post
§0
Fence Farming Post

Fence Farming Short
§0
Fence Farming Short

Fence Stone Long
§0
Fence Stone Long

Fence Stone Short
§0
Fence Stone Short

Graduation Gnome
§1,000
Graduation Gnome

Library Shell
§0
Library Shell

Parked Car Coupe A
§0
Parked Car Coupe A

Parked Car Coupe B
§0
Parked Car Coupe B

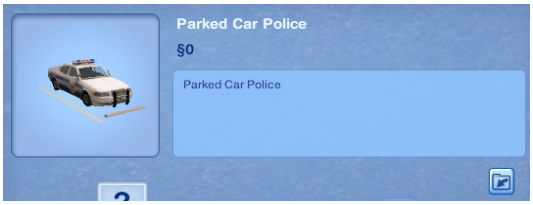
Parked Car Hatchback A
§0
Parked Car Hatchback A

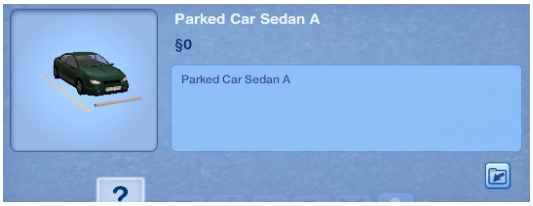
Parked Car Hatchback B
§0
Parked Car Hatchback B

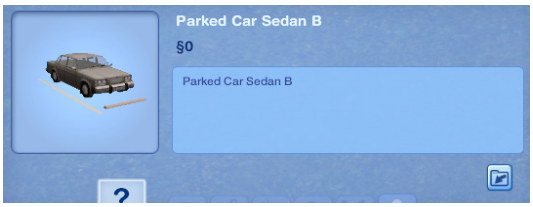
Parked Car Hatchback C
§0
Parked Car Hatchback C

Parked Car Hatchback D
§0
Parked Car Hatchback D

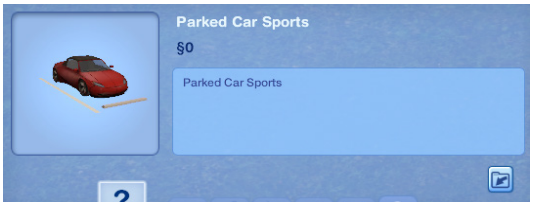
Parked Car Pickup
§0
Parked Car Pickup


Parked Car Police
§0
Parked Car Police


Parked Car Sedan A
§0
Parked Car Sedan A


Parked Car Sedan B
§0
Parked Car Sedan B

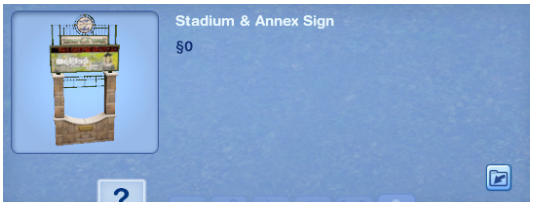

Parked Car Sport Utility
§0
Parked Car Sport Utility

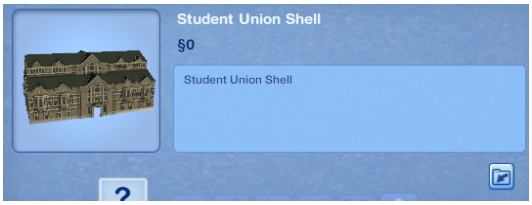

Parked Car Sports
§0
Parked Car Sports


Parked Car Van
§0
Parked Car Van

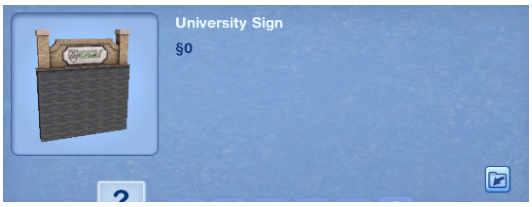

Planter Concrete Cylinder
§0
Planter Concrete Cylinder


Planter Concrete
§0
Planter Concrete


Stadium & Annex Sign
§0


Student Union Shell
§0
Student Union Shell

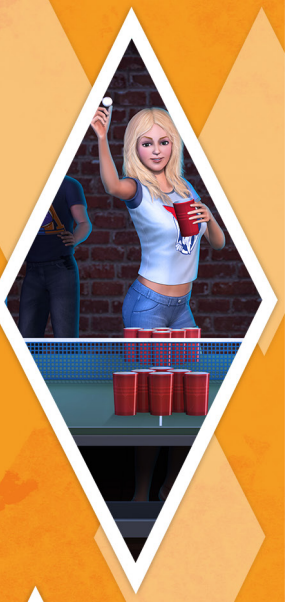

Traffic Sign - Highway Exit
§0
Traffic Sign - Highway Exit


University Sign
§0



Interactive Objects

The Sims 3 University Life includes a variety of new interactive objects that advance a Sim's skills, or simply gives them that "fun" motive boost. These objects allow for new gameplay interactions that were not previously available in game.



University Welcome Kit



The Sims 3 University Life includes a variety of new interactive objects that advance a Sim's skills, or simply gives them that "fun" motive boost. These objects allow for new gameplay interactions that were not previously available in game.

Whether you're planning on attending University or not, the University Welcome Kit is worth the simoleons. Typically this package will be dropped off at your home by the University Mascot, but if he/she is a no show, just purchase this kit in buy mode.

The following options are available with the University Welcome Kit:

- Summon Mascot
- Get University Freebies
- Take Aptitude Test

Summon Mascot



When the Mascot is no longer nearby, you can summon them back at any time using the University Welcome Kit. Besides being great company, school Mascots can unlock new outfits and dance moves for your Sims. Once you build a high enough relationship with the Mascot, you can successfully ask for, and receive, "Mascot Training".





University Freebies



The University Kit freebies give Sims a chance to proudly show off their school pride. When selecting this option, Sims will receive a school flag to wave, and school spirit T-shirt.







Aptitude Test



The Aptitude Test is a test designed to determine a Sim's ability in a particular skill or field of knowledge. Sims who choose to complete an aptitude test, have a chance of receiving University Credits and Scholarships. There are many factors that contribute to a high sub-score on the aptitude test, and not every Sim will receive bonuses.

PLEASE NOTE

The Aptitude Test is not a University enrollment requirement

Traits, Skills and Career Progress are the 3 most important factors in determining an Aptitude Test Score. Sims with more career experience and skill levels, are more likely to earn Partial or Full Scholarships. Other Sims who may have built a strong knowledge in certain areas, but not in others, may only receive credit bonuses and no scholarships.

Each major requires a different set of skills, traits and career progress for an aptitude test bonus to be awarded. Sims who are not advanced in any of the necessary factors, can still attend University, but they will have to foot the bill and work their way up from the bottom with no help. Below is a complete list of necessary skills, traits and career progress needed to receive scholarships and credit bonuses.

Business Major

♦ Skills: Charisma, Social Networking, Mixology

♦ Traits: Genius, Ambitious, Evil, Frugal, Workaholic, Born Salesman

♦ Career Progress: Business, Criminal

Technology Major

♦ Skills: Logic, Handiness, Inventing

♦ Traits: Genius, Computer Whiz, Handy, No Sense of Humor, Good, Eccentric

♦ Career Progress: Law Enforcement, Military

Science & Medicine Major

♦ Skills: Fishing, Gardening, Science, Alchemy

♦ Traits: Genius, Bookworm, Perfectionist, Socially Awkward, Green Thumb, Perceptive

♦ Career Progress: Medical, Science

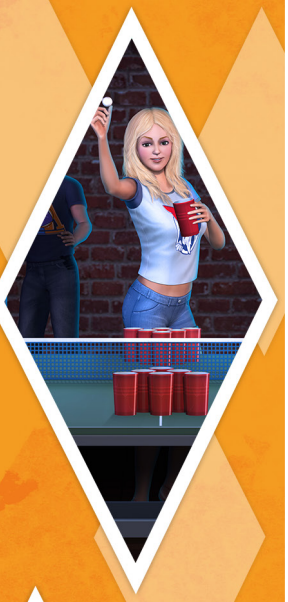
Fine Arts Major

♦ Skills: Painting, Cooking, Guitar, Piano, Drums, Bass Guitar, Street Art, Sculpting, Nectar Making

♦ Traits: Genius, Avant Garde, Artistic, Natural Cook, Virtuoso, Rebellious

♦ Career Progress: Culinary, Music, Film









Communications Major

♦ Skills: Writing, Photography

♦ Traits: Genius, Charismatic, Irresistible, Schmoozer, Flirty, Social Butterfly

♦ Career Progress: Journalism, Political, Fortune Teller

Physical Education Major

♦ Skills: Athletic, Martial Arts, Riding

♦ Traits: Genius, Athletic, Loves the Outdoors

♦ Career Progress: Professional Sports

There are a total of 400 points and 18 bonus credits available for Sims to receive per major. Sims who score a 1200 or better on their Aptitude Test will also qualify for a Scholarship. Points and credits vary, and are determined by the factors mentioned earlier.

♦ Full Scholarship (1200 Points Minimum): Students will receive 2500 simoleons per term. When Sims select a two term enrollment, they will receive 5000 simoleons.

♦ Partial Scholarship (1800 Points Minimum): Students will receive 1000 simoleons per term. When Sims select a two term enrollment, they will receive 2000 simoleons.

♦ Apprentice Award Credits (250 Points Minimum): Students will receive 6 bonus credits toward a major.

♦ Distinguished Award Credits (350 Points Minimum): Students will receive 18 bonus credits toward a major.

The Aptitude Test can be taken infinite times, and does not require that you attend University immediately after. If you would like to work on your Sims score, do so and then return to the University Kit to retake the test until you are satisfied with the results.

♦ Once a Sim enrolls in University, all scholarship money received from the Aptitude Test will be redeemed. If your Sim drops out of University and does not complete the full term(s), Scholarships will be void.

♦ Sims will need to continually retake the aptitude test in order qualify for another enrollment scholarship, however, major specific credits stay with Sims until they receive the degree needed.



Sketchbook



Sims who want to advance their painting skill can purchase the Internal Reflections Sketchbook in buy mode. Sims who enroll in the Fine Arts major will receive this item free of charge to advance their studies. This object raises the painting skill just like the painting easel, except Sims can enjoy sketching their art on the ground. Any art created by this sketchbook can be named and hung on the wall.

PLEASE NOTE

Sims who carry the Sketchbook in their inventory can also sketch Nude Sims! Use the “Friendly” interaction on another Sim, and see if they are willing to strip down to nothing!

Kicky Bag



The Kicky Bag is a new object which boosts the fun motive, and also raises the Athletic Skill. Sims can play solo, or ask a nearby Sim to play with them.

Street Art Kit



The Street Art Skill is detailed in the “New Skills” section

The street are kit is a must have for all the artistic Sims. While raising your Street Art Skill, this kit unlocks special Mural and Wall Tagging sizes/ designs with each level.

Sims can tag the wall and ground all over town, but they need to be careful! Sims who are caught spray painting the property of others, may get caught by the police and thrown in jail.

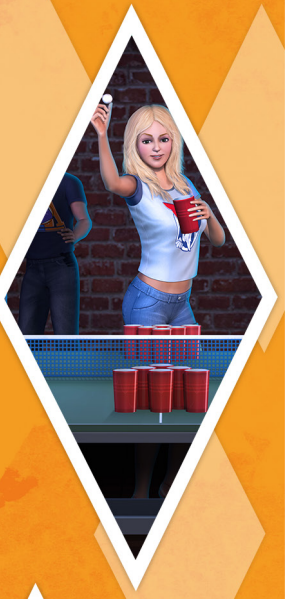
Flying Disc



The Flying Disc is a new object that boost a Sim’s fun motive. Even though some Sims are great at throwing and catching, once in a while they’ll end up with disc in face!











Megaphone



Vocal Sims rejoice! When you want something done, the best way to get it done is to do it yourself. The megaphone has an assortment of interactions, with even more interactions unlocked when Sims have level up in the Rebel Hidden Skill.

The following options are available with the Megaphone:

- Announce Protest
- Rant
- Proclaim Love
- Loud Greeting
- Wake Up
- Scare

Announce Protest



There's no better way to change the world than by holding a protest. Sims have the option of announcing three different types of protests at City Hall and Parks around town. There are numerous topics to protest, some of which offer extra benefits with the completion of a successful protest.

When Sims choose to hold a protest, they will first be given the option to select a location, and then select the protest topic and type.

The following protest types are available:

- Standard Protest
- Hunger Strike (Requires Level 4 Rebel Skill)
- Rowdy Protest (Requires Level 6 Rebel Skill)



Protests range from Easy to Difficult, but the higher Rebel Skill level a Sim has, the better the chances of a successful protest. Sims with a lower level Rebel Skill should most definitely hand out flyers prior to the protest. This will help boost the turnout when Sims are not as influential.



Sims who accept your protest flyers will attend. Once the time comes to begin the protest, Sims will gather around the Speaker's Podium with picket signs and megaphones. Since your Sim has organized the protest, it would be ideal to use the podium in order to keep the momentum going.

PLEASE NOTE

Using the Podium also increases a Sim's Charisma Skill



Sims can "Rile the Crowd", "Lend a Chant", and "Give Impassioned Speech". Using these podium interactions will help keep protesters going and attract more Sims to the event.

PLEASE NOTE

If the momentum fails during a protest, the police will come in a break it up.



If the momentum stays steady and the protest is successful, Sims will gather after the protest to celebrate.



Rant About



If protests are not your "thing", pull out the megaphone and scream at the top of your lungs. Some may listen to you, others not so much. Either way, Sims can express their feelings about a number of topics, one of them being death.

Sims who Rant about Death, are most certainly going to be paid a visit by the man himself; The Grim Reaper. Maybe your Sim didn't know this, but death is not happy when Sims use his name in vein. When ranting about death, there is a good chance your Sim will die.

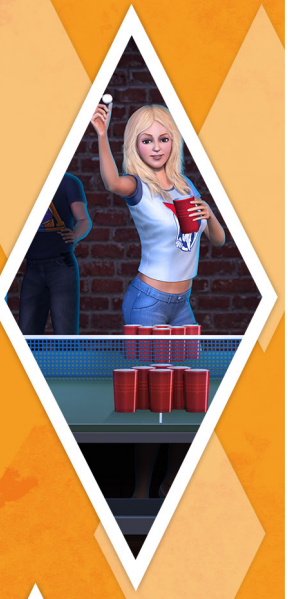
The first time the Grim Reaper visits, he gives you a second chance and a warning. Sims will also receive the "There and Back Again" moodlet which lasts for 12 hours. If you do not heed the warning, he will return and take your life. Simple as that!

Proclaim Your Love For...



The final option on the megaphone is to proclaim your love about someone. When selecting this option, you can proclaim your love for any Sim that is located on the same lot as your Sim. This interaction does not return any special results, but it does shoot out heart bubbles!









Loud Greeting, Wake Up And Scare



If your Rebellious Sims want to wreak havoc on others, use the megaphone to pop an ear drum, or scare the day-lights out of someone. Pull out the megaphone and let the noise begin!

Backpack



Backpacks are a new interactive accessory for Sims. Sims who attend University will automatically walk around with them on campus, but even in the home world, Sims look stylish.

Soccer Ball



The Soccer Ball is a new object which boosts the fun motive, and also raises the Athletic Skill. Sims can play solo, or ask a nearby Sim to play with them.

Whiteboard



The Whiteboard is a new interactive object that allows Sims to perform a number of different actions. The whiteboards can be purchased in buy mode, and they are also present in the Student Union & Lecture Hall on campus.

The following options are available with the Whiteboard:

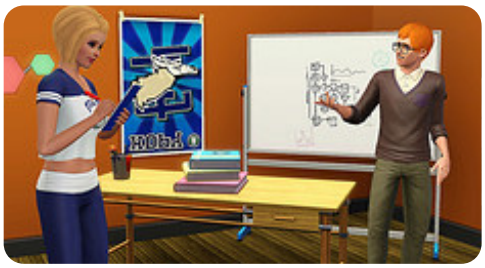
- Make a Chart (Raises the Social Networking Skill)
- Draw a Diagram (Raises the Science Skill)
- Design Sports Play (Raises the Athletic Skill)
- Outline an Idea (Raises the Writing Skill)
- Solve Equation (Raises the Logic Skill)
- Create Concept Art (Raises the Street Art Skill)
- Erase
- Give Presentation
- Continue

Once a sim has completed any of the above actions, they have option to Give a presentation on what they created. Presentations can be given to a specific Sim, but typically all Sims in the room will come over to watch and take notes.

PLEASE NOTE

If there is already something written on the whiteboard, use the “Erase” interaction to remove it.

Sims can “Continue” any whiteboard action that was not completed by another Sim.





SPEAKER'S PODIUM

Vocal Sims rejoice! When you want something done, the best way to get it done is to do it yourself. The Speaker’s Podium has an assortment of interactions, and even helps boost the Charisma Skill.

The following options are available with the Speaker’s Podium:

♦ Practice Speech
♦ Give Lecture About…
♦ Announce Protest
♦ “Say What’s Wrong With The World” (Requires level 1 in the Hidden Rebel Skill)

PRACTICE SPEECH

“Practicing Speech” on the speaker’s podium is a new way to raise the Charisma Skill. The better a Sim is at speaking, the more successful they can be!



GIVE LECTURE/WHAT'S WRONG WITH THE WORLD



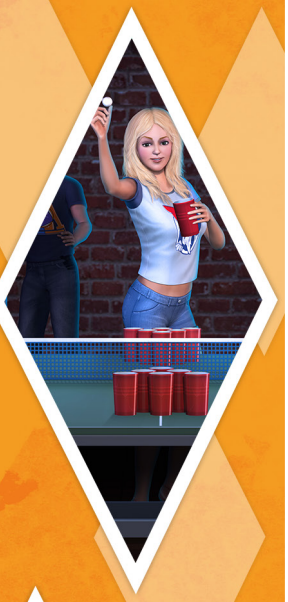
Giving lectures at the speaker’s podium is as easy as having a skill level! Sims can give lectures about any skill specific subject, so long as they have at least one skill level. This interaction does not raise the Charisma Skill.

ANNOUNCE PROTEST



There’s no better way to change the world than by holding a protest. Sims have the option of announcing three different types of protests at City Hall and Parks around town. There are numerous topics to protest, some of which offer extra benefits with the completion of a successful protest.









When Sims choose to hold a protest, they will first be given the option to select a location, and then select the protest topic and type.

The following protest types are available:

♦ Standard Protest

♦ Hunger Strike (Requires Level 4 Rebel Skill)

♦ Rowdy Protest (Requires Level 6 Rebel Skill)



Protests range from Easy to Difficult, but the higher Rebel Skill level a Sim has, the better the chances of a successful protest. Sims with a lower level Rebel Skill should most definitely hand out flyers prior to the protest. This will help boost the turnout when Sims are not as influential.



Sims who accept your protest flyers will attend. Once the time comes to begin the protest, Sims will gather around the Speaker's Podium with picket signs and megaphones. Since your Sim has organized the protest, it would be ideal to use the podium in order to keep the momentum going.

PLEASE NOTE

Using the Podium also increases a Sim's Charisma Skill



Sims can "Rile the Crowd", "Lend a Chant", and "Give Impassioned Speech". Using these podium interactions will help keep protesters going and attract more Sims to the event.

PLEASE NOTE

If the momentum fails during a protest, the police will come in a break it up.



If the momentum stays steady and the protest is successful, Sims will gather after the protest to celebrate.



Anatomy Skeleton



If there's one hands-on object every Science Major needs, it is the anatomy skeleton. Sims who enroll in the Science/Medicine and Physical Education majors will receive this item free of charge to advance their studies. This object offers Sims two interactions that help raise the new Science Skill:

- Test Skeletal Structural
- Bone Up On Anatomy



The skeleton loves scaring unsuspecting Sims!

Additionally, if you have The Sims 3 Supernatural Expansion installed, Bonehilda will occasionally flirt with this skeleton. Love at first bone!



"Why, hello there handsome! Have we met?"

Photo Credit: Sepia Sims

Business Planner



The Business Planner is a new interactive object that helps advance the academic performance of Business Majors. Sims who enroll in the Business major will receive this item free of charge to advance their studies.

- Present Business Plan
- Work on Business Plan

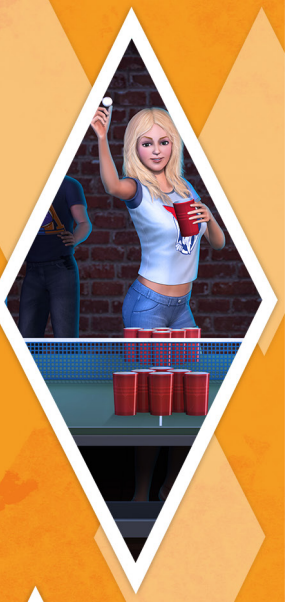


Bonfires



Bonfires will keep your Sims toasty warm and well entertained. While enjoying some quality time around the fire, Sims have a number of interactions available to them. When using some of the interactions on the bonfire, Sims will also score a boost within certain social groups.









The following options are available with the Bonfire:

♦ Light Bonfire

♦ Add Wood – (Raises the "Jock" Social Group Status)

♦ Poke Bonfire – (Raises the "Jock" Social Group Status)

♦ Throw Test Tube – (Raises the "Nerd" Social Group Status)

♦ Watch Bonfire

♦ Spice Up Bonfire – (Raises the "Rebel" Social Group Status; Requires Herbs in the Sim's Inventory)

♦ Put Out Bonfire

Lighting up the bonfire is as easy and 1, 2, 3. Keeping the flame going? That takes effort. Bonfires will not stay lit indefinitely, which means Sims must continue to add wood to the flames. As long as there is wood being added, the flame will continue to burn.

The more wood that is added to the bonfire, the higher it will stack. If wood is no longer being added, even at the highest stack, the bonfire will continue to decrease in size until the flames go out.



Sims who choose to "spice up" or "throw a test tube" into the bonfire will receive various moodlets. Some herbs and test tubes give a mood boost, and others make your Sims nauseous! Special effects included!





Vending Machines



When Sims run from one class to another, there isn't always time to grab a meal in between. The vending machines provide a new way for Sims to satisfy their hunger. Vending Machines can be found in many of the community lots on campus, or you can purchase them for your home world in buy mode.

There are a total of three new vending machines: Candy Machine, Soda Machine, Candy & Soda Machine.

The following Candy Bars are sold in vending machines:

♦ Ballard's Blueberry Bites
♦ Rollie Loellie's Snack Cakes
♦ Gooey Nut Log
♦ Chunky Nugat Surprise
♦ Sblonked!!!
♦ Carmel Crunch
♦ Chocolate Peanut Butter Discs
♦ Lily Lonka's Golden Voucher Bar



The following Soda Cans are sold in vending machines:

- Glunka Classic
- Citrus Oxide
- All Fizz
- Mountain Runoff
- Diet Mountain Runoff
- The New Glunka
- Diet Glunka Cola
- Golden Can Soda

Each and every time you purchase anything from the vending machine, you have a 10% chance of landing a Golden Soda, or Golden Candy Bar. If you manage to get your hands on one of these rare items, eating them will give your Sim a whopping 1000 simoleons!

If your Sims are not making big bucks cashing in golden snacks, they may want to “Shake” and “Slam” the machine. When using these interactions, Sims can un-jam the machine to free their paid snack, and even get a snack or two for free.



WARNING: When using the “Shake” interaction on the vending machine, there is a chance it will topple over your Sim and kill them.

Mini Fridge

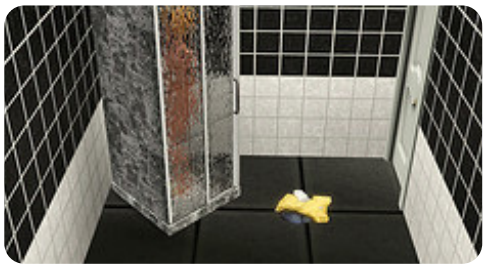


If eating candy and soda all day is not your thing, yet you do not have enough money to splurge on groceries, it may be a good idea to buy a Mini Fridge. The mini fridge allows Sims to eat quick meals that boost their hunger motive, and are easy on the wallet.

PLEASE NOTE

The mini fridge only provides the “Quick Meal” options.

Washer And Dryer



Laundry is a new system that allows Sims to wash and dry their clothes. Originally introduced with the Sims 3 Ambitions expansion, doing laundry is a way to give Sims an extra chore, and some freshly scented moodlets.

To enabled the laundry system in game, you must place a washer or the new hamper onto your lot. Sims who change in their bedrooms, or in their bathrooms when showering, will leave behind a pile of clothes on the floor. If you have the hamper placed in your home, the clothing will automatically be placed inside.



It takes about an hour to wash clothing, and about an hour and a half to dry them. The washer and dryer are cheap, so they will leave puddles of water on the ground, break down often, tremble at times, and even leave your Sims with a sopped moodlet.



Coffee Bar



Running low on energy with finals hours away? Need a quick bite to eat on the way to class? The Coffee Bar has you covered! Complete with special moodlets, this coffee bar introduces an amazing selection of brand new snacks and drinks.

PLEASE NOTE

If the Coffee Bar is added to a community lot, an NPC will attend to it and sell the items

The coffee bar can be found in many of the university lots, and also purchased in buy mode for personal home use

The following snack options are available with the coffee bar:

- Brownie
- Cookie
- Donut
- Bagel
- Muffin
- Key Lime Pie
- Cheese Danish
- Slice of Cake



Organic Brews

- Organic Kona Lift
- Organic Midnight Mud
- Organic Cortado
- Organic Red Rocket
- Organic Maui Slapuccino

Herbal Teas

- Ginseng Tea
- Sweetgrass Tea
- Cinnamon Tea
- Basil Tea
- Lavender Tea
- Peppermint Tea
- Wonderpetal Tea
- Chamomile Tea
- Bumbleleaf Tea
- Greenleaf Tea
- Licorice Tea
- Buzzberry Tea

Energy Drinks

- Chamomile Kick
- Greenleafapalooza
- Peppermint Party
- Garlicious
- In Your Face Lime
- Spud Suds Shock
- Watermelon Mushroom Cloud
- Licorice Energsplosion

♦ Buzzberry Rush
♦ Wondrous Onyum
♦ Ridiculous Red Apple

Hot Beverages

♦ Strawberry Lite Frothiccino with Caramel Whipped Cream
♦ Cinnamon Lite Latte with Strawberry Sprinkles
♦ Triple Caramel Frothiccino with Banana Sprinkles
♦ Caramel Non-Fat Cappuccino with Extra Foam
♦ Soy Chai with Strawberry Whipped Cream
♦ Non-Fat Chai with Strawberry Sprinkles

Juice Keg



Chug! Chug! Chug! No party is complete without the awesome juice keg! Sims can pour themselves a drink, or do “keg stands” with other Sims. Be careful though! There’s a good chance the Sim carrying you might drop you!

Table Tennis/Juice Pong

This table is an altar of competition, awarding bragging rights and inspiring trash talk. Sharpen your skills, or line up for a casual round of juice pong!

This object helps Sims increase their Hidden Table Tennis Skill, and also boosts their status within the Jocks social group. As they increase their table tennis skill, they can return those tricky shots and play at more competitive level.

There are a total of 5 skill levels in table Tennis:

♦ Level 1 – Serve it up and hit the ball back and forth waiting for the perfect time to hit a blazing smash shot past your opponent.

♦ Level 2 – Hit smash shots at lightning speed.

♦ Level 3 – Play at a faster, more competitive level.

♦ Level 4 – Technique boost.

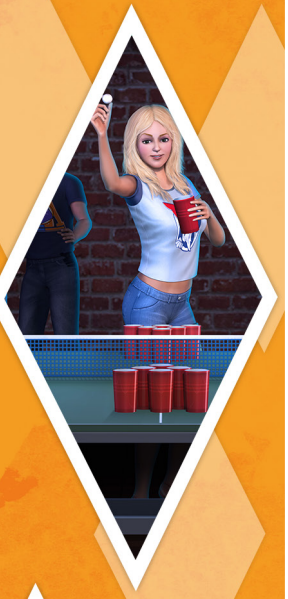
♦ Level 5 – Return those tricky smash shots and stay in the game longer.



When you’re not spending the time boosting your table tennis technique, find a partner and play some Juice Pong! The point of the game is to aim your ball into the opponent’s cups, and if successful, they take a swig of juice! Please Juice Pong Responsibly.











Pool Table



The pool table can be used by Teenagers, all the way up to ol' gramps! Sims can Play Pool solo, Play Pool with another Sim, and even perform trick shots! Sims will get better as they increase their Hidden Pool Table Skill, and the tricks gone wrong will definitely decrease too! There are a total of 10 Skill Levels in Pool Table, each improving a Sim's game.

Tricks

8-Ball Frappe – Sims will set up a blender full of billiard balls and attempt to get the white ball inside while the blender is on! If the trick fails, the blender will tip and a few balls will be heading for his/her face!



Shave and a Haircut – Sims will set up a Xylophone and attempt to hit brush it with the ball and make it into the pocket If the trick fails, the white ball will fall off the table!



Hole in Two – Sims will set up a plastic cup and attempt to get the ball into the cup, for it to fall backwards and pour it into the pocket for a hole in two! If the trick fails, the ball will fall off the table!



Putt Putt Gnome – Sims will set up their billiard ball design and attempt to cheat the gnome and get the ball in the pocket. If the trick fails, Mr. Gnome will spin and whip the ball back in your face!



Arcade Machines



The new Arcade Machines can be enjoyed by Sims of all ages. As Sims play with both the upright and table top arcades, they will also level up in their Hidden Arcade Skill. There are a total of 10 Skill Levels in Arcade Gaming, each improving a Sim's technique.

Photo Booth



Bring on the normal, silly and romantic photos! Children and Teens can pack the booth, and take all the crazy photos their hearts desire! Adult couples that are in love can take romantic photos, and even WooHoo in the Photo Booth!

All photos that Sims take in the Photo Booth will be automatically added to their Inventory. You can then click and drag them out to display.



Be careful with those WooHoo photos! Sims should destroy all the evidence!

Foosball



What better way to challenge another Sim, than by playing at the Foosball Table. As Sims continue to play foosball, they increase their Hidden Foosball Skill. There are a total of 10 Skill Levels in Foosball, each improving a Sim's technique.

Mobile Radio Station



This portable broadcasting hub is a must-have for any aspiring broadcasters. Sims who use this object will practice producing quality radio content, raise their Charisma Skill, and increase revenue when advertising. Sims who enroll in the Communications major will receive this item free of charge to advance their studies.

There are a total of 5 interactions with the Mobile Radio Station:

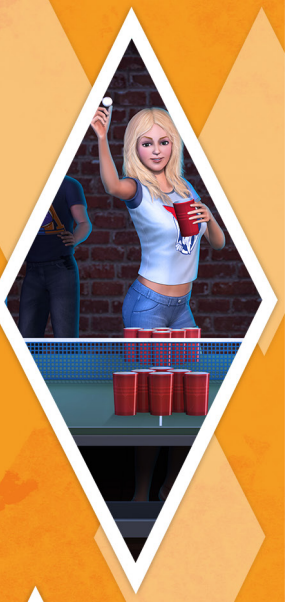
- Report Campus Events (Only available on University Campus)
- Report Worldwide Events (Only available in the Home World)
- Align Radio Dishes
- Run Advertisements
- Conduct Interview

Brain Enhancing Machines



The Brain enhancing Machines are must-haves for aspiring Technology Majors. Sims who use this object can conduct testing on themselves and other Sims. Sims who enroll in the Technology major will receive this item free of charge to advance their studies.









There are two versions of the Brain Enhancing Machine: 1.0 & 2.0. Version 1.0 is the basic machine given to Sims who enroll in the technology major. Once your Sims have saved up a few extra simoleons, they can purchase version 2.0, which comes with even more options.

The following interactions are available with the Brain Enhancing Machines:

♦ Find Test Subject 1.0 (Observe Brain Enhancement) – Gives the receiving Sim a one level boost of any skill.

♦ Find Test Subject 2.0 – Along with Observing Brain Enhancement, version 2.0 also includes the ability to use the exclusive 2.0 options on Test Subjects.

♦ Personality Programming (Only Available with 2.0) – This option allows Sims to change their Traits & Full Name, and can be used infinite times.

♦ Genius IQ (Only Available with 2.0) – When using this interaction, Sims will receive a 12 hour brain boost moodlet. During this time, exams and studies will increase 50% more than usual.

♦ Brain Enhancement – Sims who use this interaction on themselves or other Sims can select from a list of skills and receive a one level boost.

♦ Study Brain – This is an interaction that increases progress as a Technology Major.

♦ Remote Viewing of Random Sim (Only Available with 2.0) – This option allows Sims to learn more about a specific Sim in their relationship panel. They can learn everything from traits, to relationships. This option is similar to the “Get to Know” interaction when speaking with other Sims.

♦ Remote Viewing of Specific Sim (Only Available with 2.0) – This option allows Sims to learn more about random Sims around town. If the Sims are not already in your relationship panel, they will be automatically added. They can learn everything from traits, to relationships. This option is similar to the “Get to Know” interaction when speaking with other Sims.



Science Research Station

The Science Research Station allows Sims to gain the Science Skill, offering new options as they level up. Some interactions require Sims to have certain items in their inventory, however, others require a specific Science Skill Level.

The following interactions are available with the Science Research Station:

Research Science – Standard option that builds the Science Skill.



Radiation Experiment (Requires Science Skill Level 1 & Insects) – Allows Sims to attempt transformation of insects. If successful, the bug remains the same. If the attempt fails, the bug is lost. There is also a rare chance that Sims with a higher Science Skill will transform an insect into the all new Plasma Bug. These beetles are extraordinarily unusual and are valued between 3,400 and 4,600 simoleons.



Gene Splicing Experiment (Requires Science Skill Level 1 & Seeds) – Allows Sims to attempt transformation of seeds. If successful, the seed will either stay the same, or transform into a different type of seed. If the attempt fails, the seed is lost. If your Sims come up with a "brilliant idea" while Gene Splicing, they will successfully create the Forbidden Fruit which is needed to create PlantSims.



Research Sample (Requires Science Skill Level 2) – When leveling up to Science Skill level 2, Sims will receive test tube samples in their inventory. This interaction is yet another way to boost the Science Skill. If Sims run out of tube samples and have a science skill of level 3 or higher, they can "analyze" collectibles to replenish their inventory. Additionally, Sims at level 8 of the Science Skill can replenish their scientific samples by "asking Sims for DNA".



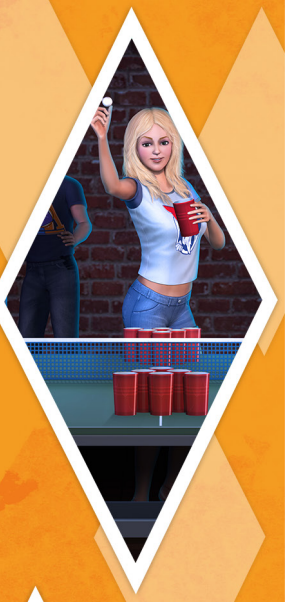
Herb Experiment (Requires Science Skill Level 3 & Herbs) – Allows Sims to increase the quality of herbs. If successful, the herbs will increase in quality. If the attempt fails, the herb will either be lost, or decrease in quality. Sims with a higher Science Skill level will have a better success rate. This experiment also produces the "Super Spice" potion which can be used to cure PlantSims, and increase the quality of food dishes.



Horticulture Experiment (Requires Science Skill Level 3 & Harvestables) – Allows Sims to increase the quality of harvestables. If successful, the harvestables will increase in quality. If the attempt fails, the harvestable will either be lost, or decrease in quality. Sims with a higher Science Skill level will have a better success rate. This experiment may also produce a perfect quality Empanada dish (rare).











Clone From Sample (Requires Science Skill Level 9 & DNA Samples) – Allows Sims to clone any collectible or Sim, so long as they have obtained a sample if their DNA. To collect DNA samples from Sims, build a high enough relationship, and use the Special Science Interaction. To collect DNA samples from collectibles, simply use the “analyze” interaction on them.

When cloning the DNA of collectibles, Sims will reproduce the same collectible without having to plant and harvest it. This is one way Sims are able to create the ready-to-eat Forbidden Fruit. When cloning Sim DNA, the result will be an exact clone of the Sim who’s DNA was extracted. The clone will come in the form of an infant.



Bowling Lanes



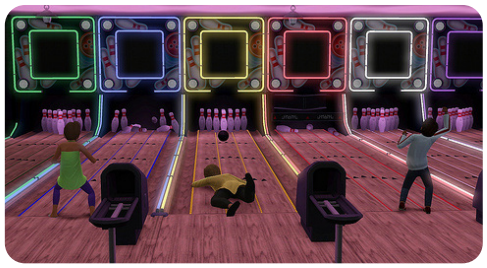
Bowling is a brand new way for Sims – as young as children – to boost their fun motive. Playing solo, or with others, Sims will gain experience as they level up in the Hidden Bowling Skill. There are a total of 5 skill levels, each improving a Sim’s technique.

PLEASE NOTE

The Bowling Lanes keep score, and will present a notification of the score after a Sim has finished bowling.

Amateur bowlers are more likely to end up face first on the hardwood floors.

The Bowling Lanes are very colorful, so turn off the lights for a “Cosmic Bowl” effect.



New Harvestables, Collectibles, Food Dishes And Books



New Harvestables

Gardening in The Sims 3 has been expanded, giving Green Thumbed Sims new plant options. Herbs and Coffee Beans are brand new types of harvestables that offer new benefits and moodlets.

Coffee Bean seeds can be found around town, planted, nurtured, and then harvested. Eating coffee beans will temporarily give a Sim the "Buzzed" and "Coffee Breath" moodlets, however, there are some benefits to eating those raw coffee beans.

Coffee beans are also used in the new coffee options available with the new Coffee Bar. The effects of coffee beans are present when consumed raw, or in the form of a drink.

There are 5 brand new coffee beans available in University Life:



Midnight Bean – This coffee bean temporarily boosts a Sim's success at all competitive games.



Cortado Bean – This coffee bean temporarily slows the decrease of a Sim's bladder motive.



Midnight Bean – This coffee bean temporarily boosts a Sim's success at all competitive games.



Red Berry Bean – This coffee bean temporarily slows the decrease of a Sim's hygiene motive.



Kona Bean – This coffee bean temporarily gives Sims a major energy boost, and does not produce a buzz crash.

Herb seeds can be found around town, planted, nurtured, and then harvested. Eating herbs will temporarily give Sims special beneficial moodlets, and some even unlock special Romantic options. One brand new interaction available is to "Add Herbs" to any group meal. All herbs found in a Sim's inventory can be used to infuse a meal.

Herbs are also used in new drink options available with the new Coffee Barista Bar. The effects of herbs are present when consumed raw, or in the form of infused food servings and drinks.

There are 12 brand new herbs available in University Life:



Greenleaf – This herb temporarily helps Sims lose weight at a faster rate.

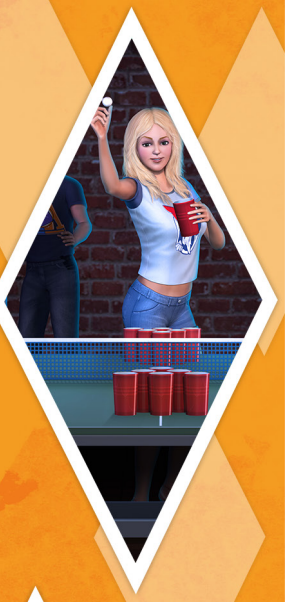


Licorice – This herb temporarily curbs a Sim's appetite.



Basil – This herb temporarily gives Sims an ambitious boost which results in more promotions and revenue at a faster rate.











Wonderpetal – This herb temporarily gives Sims a brain boost. Benefits include learning skills & progressing academically at a faster rate.



Bumbleleaf – This herb temporarily makes Sims "invincible". Benefits include fire immunity and decreased chances of getting caught cheating.



Chamomile – This herb temporarily helps Sims level up in the Charisma Skill & Social Groups at a faster rate.



Cinnamon – This herb temporarily increases success with Romantic Interactions. This herb also unlocks two brand new romantic interactions consumed via any group meal: Cinnamon Woohoo & Cinnamon Kiss.



Ginseng – This herb temporarily prevents Sims from passing out when energy motives are in the red.



Buzzberry – This herb temporarily helps Sims increase their Athletic Skill at a faster rate.



Peppermint – This herb temporarily boosts a Sim's mood & energy motive.



Lavender – This herb temporarily slows down the decay of a Sim's energy motive, and allows for quicker energy restoration when sleeping.



Sweet Grass – This herb removes all negative moodlets.

The Sims 3 University also introduces the brand new "Forbidden Fruit", adding to the plethora of plants available in game. The Forbidden Fruit is rarely seen around town, so chances are you will have better luck creating it.

The Forbidden Fruit can be created using the Gene Splicing & Clone Experiments on the Science Research Station. Once your Sim has at least one level in the Science Skill and at least one seed in their inventory, they can begin the Gene Splicing process.

PLEASE NOTE

Sims who are at level 9 of the Science Skill and already have a forbidden fruit, are able to "analyze" the fruit to extract DNA. Once you have the Forbidden fruit DNA, you can clone the sample to create a ready-to-eat Forbidden Fruit.

Gene Splicing a seed does not always result in the forbidden fruit, however, Sims with a level 3 or higher in the Science Skill have a better chance of success. If successful, the forbidden fruit will be placed in a Sim's inventory. Once created, the Forbidden Fruit must be planted in order to serve as useful. Sims must have a level 7 or higher Gardening Skill in order to plant this fruit, and will need to wait 4 days for the fruit to fully bloom.



For more information on the Forbidden Fruit, please see the "PlantSims" section of the guide.

New Collectibles

University Life has added an extraordinarily unusual beetle: The Plasma Bug. Plasma bugs can only be created when using the “Radiation Experiment” in the Science Research Station. The creation of this insect is rare, but worth the effort! If trying to create them is not your thing, send your Sims, Supernaturals, or Pets to find them!



New Food Dishes

University Life does not include any new recipes for Sims to create in the kitchen, however, there are new Quick Meal options available with refrigerators and microwaves. In addition to the new Quick Meal options, there are an array of new dishes and drinks available for purchase at the Coffee Bar.

The new “Quick Meal” items are…

- Green Salad (Fridge)
- Yogurt (Fridge)
- Curry Wurst (Microwave)
- Popcorn (Microwave)
- Pizza (Microwave)
- Breakfast Burrito (Microwave)
- Ramen (Microwave)
- Cold One (Only available with the Mini Fridge)

The following snack options are available with the coffee bar:

- Brownie
- Cookie
- Donut
- Bagel
- Muffin
- Key Lime Pie
- Cheese Danish
- Slice of Cake

The following drink options are available with the coffee bar:

Organic Brews

- Organic Kona Lift
- Organic Midnight Mud
- Organic Cortado
- Organic Red Rocket
- Organic Maui Slapuccino

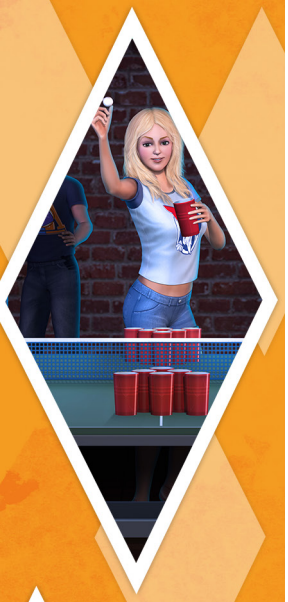
Herbal Teas

- Ginseng Tea
- Sweetgrass Tea
- Cinnamon Tea
- Basil Tea
- Lavender Tea
- Peppermint Tea
- Wonderpetal Tea
- Chamomile Tea
- Bumbleleaf Tea
- Greenleaf Tea
- Licorice Tea
- Buzzberry Tea

Energy Drinks

- Chamomile Kick
- Greenleafapalooza
- Peppermint Party
- Garlicious
- In Your Face Lime
- Spud Suds Shock
- Watermelon Mushroom Cloud
- Licorice Energsplosion
- Buzzberry Rush
- Wondrous Onyum
- Ridiculous Red Apple









Hot Beverages

♦ Strawberry Lite Frothiccino with Caramel Whipped Cream
♦ Cinnamon Lite Latte with Strawberry Sprinkles
♦ Triple Caramel Frothiccino with Banana Sprinkles
♦ Caramel Non-Fat Cappuccino with Extra Foam
♦ Soy Chai with Strawberry Whipped Cream
♦ Non-Fat Chai with Strawberry Sprinkles

New Skill/Comic Books

University Life includes three levels of skill books for all four of the new track-able skills, as well as a new type of entertainment book: Comic Books. Both the skill books and comic books can be purchased at the local bookstore.



Magical Gnome

Graduation Gnome – The graduation gnome will pop up whenever Sims are doing anything and everything related to academics. This gnome will most likely appear in your books while attending class, and will also be awarded to Sims who graduate University.



NEW FEATURES
CREATE A SIM & SIMOLOGY
LIFE ON CAMPUS
NEW SKILLS & CAREERS
PLANTSIMS
NEW DEATH & WOOHOO
NEW OBJECTS

Discover the world of Academics with The Sims 3 University Life!



- Explore Life on Campus!
- Learn how to master the new Social Networking, Street Art, Photography, and Science Skills!
- Play with PlantSims!
- Check out the new Create-a-Sim fashions!

THIS GUIDE IS WRITTEN BY:

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