



## Introduction

The Sims has been finally been ported to the Nintendo Wii. Unlike the PC version, you won't have to worry about pesky needs like eating, bathing, and using the bathroom. Instead, you take the responsibility of a town handyman (Bob Villa or Norm Abram, if you will), who must build not only build furniture and homes, but build relationships with the town's quirky citizens. With the help of IGN Guides, you'll be building televisions, erecting two-story mansions, and forming relationships with people like BeeBee, the leader of the bunny people (no kidding) in no time.

*In this MySims strategy guide, you'll find:*

- **BASICS** // An extensive introduction to MySims, with tips on creating a Sim and puttin' up buildings.
- **COMMERCIAL SIMS** // Info on all Commercial Sims in the game and the tasks they give you.
- **TOWNIE SIMS** // A complete list of Townie Sims that details their interests and hates.
- **ESSENCES** // A list of all essences in the game with tips for finding them.

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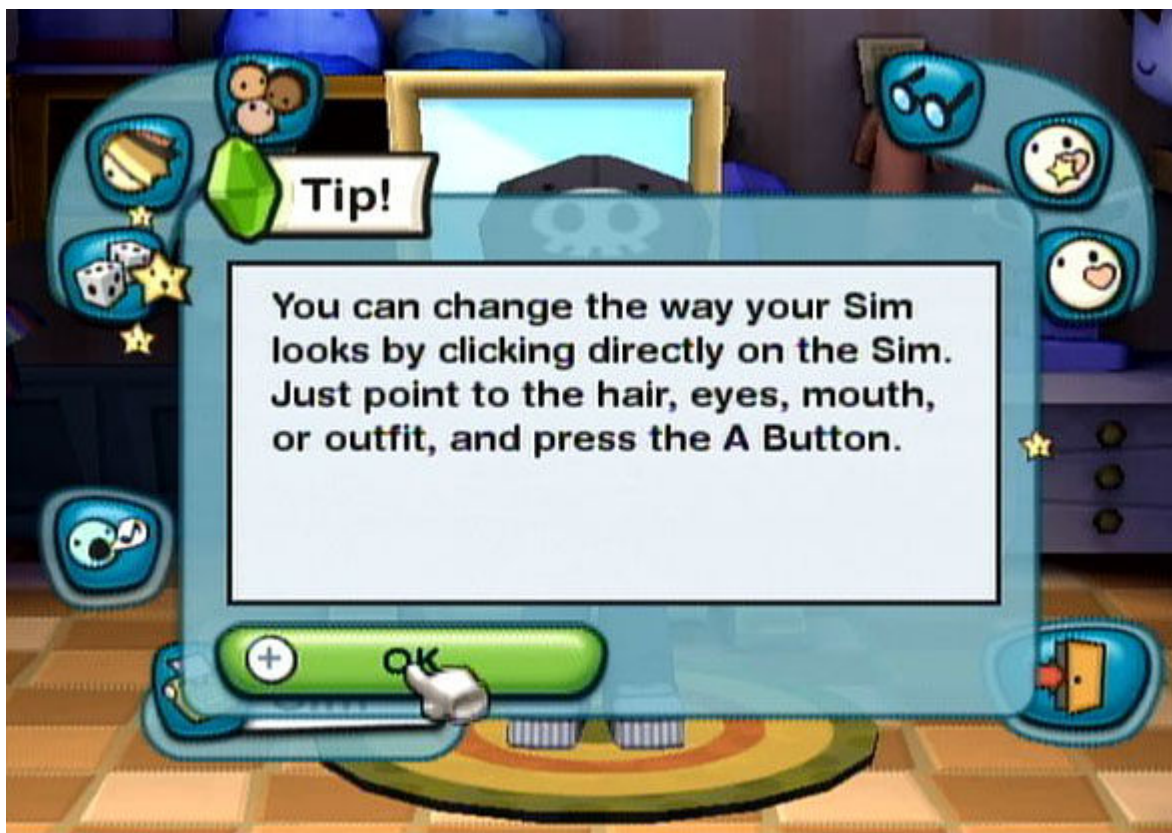
## MySims Basics

In the following section, we will take you through the early portions of the game. We'll explain how to create your Sim, build houses, and even construct furniture.

Create Your Sim	Erecting a Building	The Workshop
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One of the very first things you will need to do in *MySims* is create the character you will be controlling. You may wish to create someone that looks just like you. Then again, you can create someone completely different; it's all up to you!

The randomly generated Sim you begin with is completely customizable. With the A button, click on the Sim's hair, eyes, clothes, and mouth to find the options you want. The A button advances you through the options, while B shows you the previous option.



With the A button, click on the Skin Tone option in the upper-left corner. Scroll through the options by using the A button to advance through the options and B to go back.

Below the skin tone options is the Hair Color button. Click it and find the hair color you want.

The Randomizer is next. This feature will randomly create a Sim for you, but we don't recommend this option since it takes a lot of the fun out of the game. You're going to be controlling this character for a while - why would you want the computer to generate him/her?

The fourth option on the left side of the screen allows you to control your Sim's voice. The number of voice pitch possibilities is nearly endless! Adjust the sliders to find the one you are happy with.



In the upper-right corner, you'll find options for adding glasses and face paint. As before, scroll through the options until you have found one which makes you happy. Then again, perhaps you don't want any paint or eyeglasses.

Before you finish, don't forget to give your Sim a name. Click the name button in the lower-left corner of the screen and use the QWERTY keyboard to enter your desired name. Now, you can click the "Done" button.

**Reminder:** Many of these options (hair and clothes, for instance) can be changed later in the game.

Create Your Sim	Erecting a Building	The Workshop
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As the town builder, you are responsible for the design and construction of every new building, whether it be a business or a house. Before you attempt to build something, do your homework. The Sims you build for have certain interests. A building which meets his/her interests will improve your relationship with them and improve that interest on the town's interest wheel, attracting more visitors who have the same interest. If you are unsure of what the person's interests are, look at the Relationship Book in your "My Stuff" menu. Scroll through the names and select the person you need to build a house/business for. The resulting screen will show you that person's interest. It's our opinion that you should try and achieve 100% in the person's first (favorite) interest. So, if the person is Goth Boy, for instance, make a very Spooky house.



When it comes down to actually constructing the building in question, zoom out using the Control Stick and grab onto a base block by pressing the A button. Move it to where you want it and press A to release the block. If you want to resize a piece, pick it up and press up/down on the directional pad.

Holding down the B button allows you to place a block and have another of the same type already in your control. This can really speed up the process when adding accessories to the house.

Pressing, but not holding down, the B button will delete the block from your control.



**Note:** Your building can only be one or two stories high.

Once you have laid down the base blocks, it's time to add a roof. If you used round base blocks, it would make sense to use a circular roof. Just like the base blocks, roofs can be resized to properly fit the base of the structure.



With the actual structure complete, you can begin placing doors, windows, etc to the exterior. When doing this, remember that some of the pieces have interests with them. Match them to that of the Sim for the best effect. Unfortunately, there isn't an easy way to know which piece has what interest with it. Thankfully, you can place a piece on the lawn or building and delete it.



The controls for placing windows, doors, etc are the same for placing the base blocks and roof. Just keep in mind that you can't resize windows and doors.

**Note:** In the beginning of the game, the number of options are relatively limited. You can remodel the building's exterior at a later time to improve the structure's interests.

With the exception of your home, every building needs a sign of some kind. There will be one in the first list of options. Place more than one since they have the Sim's favorite interest and will improve the building's interest level.

As you are adding the accessories to the building and the yard, watch the interest wheel to the left. It will show you which interests the building is meeting and in what percentage. The goal here is to meet 100% of the Sim's favorite interest. Accomplishing this will increase the town's interest and encourage Sims with similar interests to visit the town.

When you have the building done, it's time to paint. A building isn't finished without a fresh coat of paint, is it? Click the paint brush icon in the upper-left corner and point to a section of the house. Press the A button to begin scrolling through the paint options, and hit B to go back.

Painting the base blocks is only the start. You can paint the roof, windows, doors, etc. Just about everything can be changed. Once you have finished, click the "Done" button and the owner will move in.

### Mailbox Options

When you walk up to the building's mailbox, you will have three options: remodel, relocate, and kick out Sim. Remodeling allows you to change the house's exterior. This is a good option later in the game, since you can improve the building's interests by adding newly-unlocked pieces to the property.

Relocating a Sim allows you to move the building to another lot. We don't recommend using this option very often because of the fact that you will have to re-build the house, from the ground up. This isn't a very time-saving method of moving Sims around.

The last option is kicking out a Sim. No one wants to be kicked out of their house/business, but it is necessary if you want to see all of the Sims in the game. Kicking a Sim out of the city may sound harsh, but you can invite them back to town by using the Relationship Book.

Create Your Sim	Erecting a Building	The Workshop
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Your job as town handyman isn't limited to erecting houses and businesses. You are also responsible for furnishing the homes and businesses with chairs, tables, cabinets, toilets, etc. To do this, use your workshop which Mayor Rosalyn guides you to in the tutorial.

### Workshop Menu

As you enter the Workshop, you'll be given up to three options: Work on a Task, Create New Item, or Edit an Item.

The Work on a Task option only appears when you have received an official task from one of the Commercial Sims. Click on the option, and you'll be shown a list of Sims who have requested items from you. Click on the name and choose a specific task. If you don't have enough Essences to complete it, you can either work on the item with the supplies you have, or you can just leave the workshop to retrieve the necessary Essences.



The Create New Item option is always available to you. Once you select this item, a list of available blueprints will appear. Scroll through them and select the one which you want to work on. This is always the menu option for building things for your own house or to give a gift to a Townie Sim.

Lastly, the Edit an Item option only appears when there is a project in your backpack. You can either edit the project or copy it. Copying the project is a easy way of duplicating something since sometimes you may have to make toilets or beds for several new Sims. Copying them can accomplish this quickly. When doing this, make sure the project isn't painted. If it is painted, copying the project will require you to have the same number of Essences you used to originally paint the project. Copying an un-painted project won't require any Essences and you can go in and edit each project to apply just the right Essence paint for each Sim.

### Constructing A Project

The Workshop is fairly straightforward like the house/business building mode. A blueprint is shown on a circular platform, but the blueprint is shown in a ghost image. Use the highlighted pieces and place them in the blueprint to complete the project. This becomes more challenging in later stages of the game, where you'll have to use smaller pieces to assemble the object.

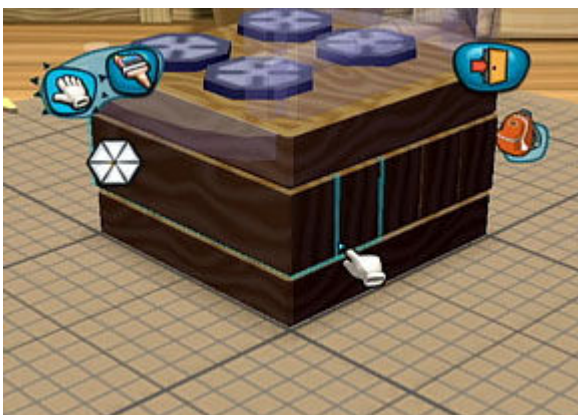




Use the A button to pick up and place a block, while the B button can be pressed to delete the piece you have in your control. If you hold down B and press A, you can rapidly place a number of blocks in a short period of time. To rotate a block, pick it up and use the directional pad on your controller. The 1 button will turn the ghost image on/off, while the C button will turn the Slide-Under mode on/off and the Z button can disengage block-snapping while being held.



**Tip:** Just like a house, furniture is build from the bottom up. Things up top need to be supported, so start building from the bottom.



You don't have to wait until the project is complete to begin painting it. You can paint as you go. In fact, for some blueprints, we recommend it. Depending on the blueprint, you are forced to place blocks on top of other blocks in a manner in which makes painting the lower blocks impossible.



As you paint, remember what the Sim's favorite interest is. You want to match it as best as you can, and make the interest 100% in the interest wheel to the left. If a Sim wants a Cute chair, for instance, paint it with Yellow Crayon Essences. Reaching 100% in the interest wheel will improve the town's interest level and encourage others with similar interests to visit the town. To reach 100%, you may have to build outside of what the blueprint calls for.

Once you have completed the project, click on the "Done" button and the completed project will appear in your backpack.

## MySims Commercial Sims

Commercial Sims are very unique compared to the Townies. Unlike Townies, Commercial Sims not only want you to build them a place to live and work, but they will give you certain tasks to complete. This always requires you to build something and paint it with the appropriate Essences. As you complete tasks, the Sims will reward you with new blueprints, decoratives, and get you closer to the next Star Level.

**Tip:** As you work on completing tasks, create additional pieces of furniture for the Sims. Paint them in a manner which pleases them and give the finished project to the Sims. These bonus gifts are great for improving relationships and increasing the town's interest levels.

Below, you will find a list of the Commercial Sims in the game, along with a list of tasks they will give you. Use this information to plan out your course of action ahead of time. You can build a lot of the items ahead of time using this information, and will speed up your game.

**Note:** All Commercial Sims are listed in alphabetical order to make searching quicker.



Buddy the Bellhop	
Interests	Geeky and Tasty
Hates	Spooky
Tasks	
Buddy the Bellhop is the only Commercial Sim who doesn't give you any tasks.	

Cap 'n Ginny		
Interests		Fun and Cute
Hates		Studious
Tasks		
#	Project	Essences Required
1	Jukebox	16 Angry Essences + 20 Music Note Essences
2	Dresser	20 Heart Essences + 20 Spade Essences
2	Costume Chest	15 Diamond Essences + 15 Club Essences
3	Hot Tub	30 Beachball Essences
3	Pirate Ship	20 Magic Carpet Essences + 30 Angry Essences

Chef Gino Delicisio		
Interests		Tasty and Fun
Hates		Geeky
Tasks		
#	Project	Essences Required
1	Pizza Oven	4 Stone Essences + 8 Red Apple Essences
2	Chair	5 Green Apple Essences
2	Table	4 Green Apple Essences + 4 Red Apple Essences
3	Sink	3 Stone Essences + 5 Red Apple Essences
3	Stove	3 Stone Essences + 5 Red Apple Essences
3	Refridgerator	2 Stone Essences + 5 Red Apple Essences

Chef Wantanabe		
Interests		Tasty and Studious
Hates		Cute
Tasks		
#	Project	Essences Required
1	Sink	20 Rainbow Trout Essences
2	Bathtub	30 Crab Essences
3	Hot Tub	20 Octopus Essences + 30 Rainbow Trout Essences
4	Karaoke Machine	10 Stone Essences + 20 Organic Essences

DJ Candy Supergroove		
Interests		Fun and Geeky
Hates		Tasty
Tasks		
#	Project	Essences Required
1	Stereo	9 Happy Essences
2	Couch	4 Clown Fish Essences + 2 8-Ball Essences
2	Table	1 8-Ball Essence
3	Turntable	6 8-Ball Essences + 14 Clown Fish Essences

Dolly Dearest		
Interests		Cute and Fun
Hates		Spooky
Tasks		
#	Project	Essences Required
1	Costume Chest	30 Sunflower Essences
2	Mirror	15 Purple Crayon Essences + 20 Sunflower Essences
3	Bed	14 Yellow Crayon Essences + 14 Red Crayon Essences
4	Table	15 Puppy Essences
4	Chair	15 Tim Doll Essences
4	Chair	15 Tina Doll Essences

Dr. F		
Interests		Geeky and Tasty
Hates		Cute
Tasks		
#	Project	Essences Required
1	Stereo	20 Spring Essences
1	Stove	20 Gear Essences
2	Turntable	30 Robot Essences
2	Refrigerator	10 Tire Essences
3	Karaoke Machine	20 Soccer Ball Essences
3	Toilet	15 Tiny Shark Essences
4	Zap-o-Tron	25 Gear Essences + 25 Robot Essences

Elmira		
Interests		Studious and Spooky
Hates		Fun
Tasks		
#	Project	Essences Required
1	Bookshelf	12 Dark Wood Essences
2	Desk	4 Terra Cotta Essences + 4 Dark Wood Essences
2	Chair	9 Dark Wood Essences
3	Small Television	5 Dark Wood Essences
3	Couch	16 Dark Wood Essences
4	Bookshelf	20 Scary Essences
4	Bookshelf	20 Happy Essences
4	Bookshelf	20 Rose Essences

Goth Boy		
Interests		Spooky and Studious
Hates		Fun
Tasks		
#	Project	Essences Required
1	Couch	16 Sad Essences
1	Chair	10 Sad Essences
2	Bed	20 Thorn Essences + 20 Spider Essences
3	Bathtub	30 Black Rose Essences
4	Pipe Organ	30 Jack-o-Lantern Essences + 30 Thorn Essences

Madame Zoe		
Interests		Spooky and Geeky
Hates		Tasty
Tasks		
#	Project	Essences Required
1	Chair	20 Snake Essences
1	Table	10 Voodoo Doll Essences + 5 Eyeball Essences
2	Mirror	16 Skeleton Essences + 14 Fish Bone Essences
3	Sarcophagus	20 Ghost Essences + 20 Black Apple Essences
4	Fortune Crystal	30 Eyeball Essences + 25 Ghost Essences

Master Aran		
Interests		Fun and Studious
Hates		Cute
Tasks		
#	Project	Essences Required
1	Training Dummy	12 Tiger Essences + 10 Elephant Essences
2	Training Dummy	15 Angry Essences + 15 Spider Essences
3	Training Dummy	15 Octopus Essences + 15 Crab Essences
4	Training Dummy	15 Mega Lizard Essences + 30 Tiny Shark Essences



Mayor Rosalyn		
Interests		Studious and Tasty
Hates		Geeky
Tasks		
#	Project	Essences Required
1	Chair	None
2	Podium	4 Red Apple Essences

Ms. Nicole		
Interests		Cute and Studious
Hates		Tasty
Tasks		
#	Project	Essences Required
1	Bed	8 Rose Essences + 4 Purple Crayon Essences
2	Mirror	14 Plum Blossom Essences
3	Dresser	10 Dark Wood Essences + 10 Rose Essences
3	Dresser	10 Light Wood Essences + 10 Plum Blossom Essences
4	Changing Booth	20 Rose Essences + 20 Plum Blossom Essences

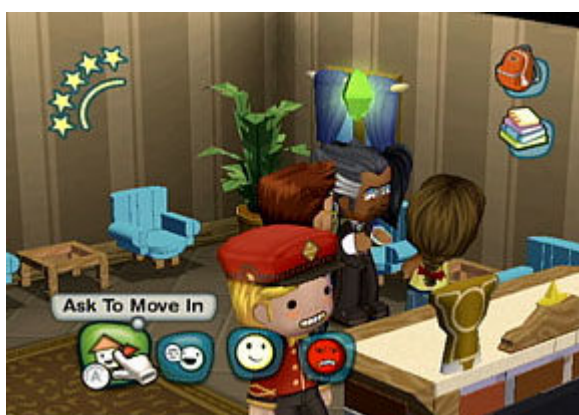
Poppy		
Interests		Cute and Studious
Hates		Tasty
Tasks		
#	Project	Essences Required
1	Flower Stand	2 Happy Essences
2	Bed	2 Yellow Blossom Essences
3	Flower Stand	8 Yellow Blossom Essences

Professor Nova		
Interests		Geeky and Studious
Hates		Fun
Tasks		
#	Project	Essences Required
1	Telescope	20 Star Essences + 25 Metal Essences
2	Bookshelf	15 Pencil Essences + 20 Light Wood Essences
3	Couch	10 Star Essences + 10 Metal Essences
3	Small Television	10 Alien Essences + 10 Metal Essences
4	Arcade Machine	15 Alien Essences + 20 Rocket Essences

Roxie Road		
Interests		Tasty and Cute
Hates		Studious
Tasks		
#	Project	Essences Required
1	Ice Cream Freezer	14 Happy Essences + 12 Gingerbread Man Essences
2	Refrigerator	10 Happy Essences + 10 Gingerbread Man Essences
2	Sink	10 Happy Essences + 4 Chocolate Cake Essences
3	Table	14 Cherry Blossom Essences + 10 Cake Essences
3	Chair	16 Cherry Blossom Essences
4	Bathtub	20 Cherry Blossom Essences + 20 Cake Essences
4	Sink	20 Cherry Blossom Essences + 10 Cake Essences

Shirley		
Interests		Cute and Tasty
Hates		Spooky
Tasks		
#	Project	Essences Required
1	Salon Chair	20 Red Crayon Essences
2	Flower Stand	20 Yellow Blossom Essences + 20 Rose Essences
3	Stove	20 Lime Essences
3	Refrigerator	20 Orange Essences
3	Counter	20 Lemon Essences
4	Salon Chair	20 Gold Essences
4	Salon Chair	40 Kissing Fish Essences

Sir Vincent Skullfinder		
Interests		Spooky and Studious
Hates		Cute



Tasks		
#	Project	Essences Required
1	Sculpture	8 Stone Essences
1	Sculpture	8 Dead Wood Essences
2	Desk	7 Dead Wood Essences
2	Chair	5 Dead Wood Essences
3	Sarcophagus	20 Scary Essences + 10 Stone Essences

Trevor Verily		
Interests		Studious and Fun
Hates		Geeky
Tasks		
#	Project	Essences Required
1	Changing Booth	20 Pawn Essences + 10 Knight Essences
1	Costume Chest	30 Rook Essences
2	Salon Chair	30 Hopi Doll Essences + 10 Moai Essences
3	Counter	15 Pawn Essences + 15 Rook Essences
4	Stage	30 Globe Essences + 20 Dinosaur Fossil Essences

Vic Vector		
Interests		Geeky and Spooky
Hates		Cute
Tasks		
#	Project	Essences Required
1	Arcade Game	10 Video Game Essences
2	Couch	10 Action Figure Essences
2	Television	10 Action Figure Essences + 4 Chocolate Cake Essences
3	Refrigerator	10 Bacon Essences
4	Arcade Game	4 Tire Essences
4	Arcade Game	16 Snake Essences
4	Arcade Game	6 Octopus Essences + 14 Crab Essences



## MySims Townie Sims

Unlike Commercial Sims, Townies don't give you specific tasks. This doesn't mean they don't need anything. In fact, they usually start off with a pretty plain house. It's up to you to fully furnish the home and turn the Townie into a best friend by applying the correct Essences to the pieces of furniture.

Below, you will find a list of the Townie Sims in the game, along with their interests. This is a great section to refer back to while in the game.

**Note:** All Townie Sims are listed in alphabetical order to make searching quicker.

Sim Name	Interests	Hates
Abigail	Studious and Cute	Fun
Amazing Daryl (Uber)	Fun and Spooky	Studious
Amelia	Studious and Tasty	Geeky
Annie Radd	Fun and Geeky	Studious
Bean Bradley	Cute and Fun	Studious
BeeBee	Cute and Geeky	Tasty
Billy	Cute and Tasty	Geeky
Blaine	Spooky and Fun	Tasty
Brandi	Spooky and Geeky	Cute
Brendan	Geeky and Studious	Spooky
Cassandra (Ghost)	None	None
Chancellor Ikara (Uber)	Tasty and Geeky	Fun
Chaz McFeely	Fun and Spooky	Geeky
Clara	Cute and Studious	Spooky
Clayton Dander	Geeky and Cute	Spooky
Crystal	Spooky and Fun	Cute
Edwin	Tasty and Geeky	Spooky
Eliza	Studious and Tasty	Cute
Esma	Spooky and Cute	Fun
Gertrude Spackle	Geeky and Spooky	Fun
Gordon	Studious and Geeky	Tasty
Grandma Ruthie	Tasty and Studious	Spooky
Hopper (Uber)	Cute and Fun	Tasty
Ian Arneson	Geeky and Tasty	Fun
Iggy	Tasty and Spooky	Studious
Jenny	Geeky and Studious	Spooky
Jeremy Snoars	Cute and Tasty	Fun
Jimmy	Tasty and Fun	Studious
Karine	Tasty and Cute	Spooky
Liberty	Geeky and Cute	Studious
Linda	Studious and Tasty	Geeky
Luis	Studious and Cute	Spooky
Makoto	Studious and Spooky	Fun
Maria	Tasty and Studious	Geeky
Matt	Studious and Geeky	Tasty
Mel (Uber)	Spooky and Fun	Tasty

<b>Morcurbus</b>	Spooky and Tasty	Cute
<b>Noelle</b>	Tasty and Cute	Studios
<b>Odin Revolution</b>	Fun and Spooky	Studios
<b>Pablo</b>	Fun and Geeky	Spooky
<b>Patrick</b>	Tasty and Spooky	Geeky
<b>Penelope</b>	Cute and Fun	Studios
<b>Pinky</b>	Cute and Geeky	Studios
<b>Raven</b>	Spooky and Studios	Geeky
<b>Ray</b>	Spooky and Studios	Fun
<b>Renee</b>	Cute and Tasty	Geeky
<b>Rhonda</b>	Fun and Tasty	Cute
<b>Rob</b>	Geeky and Spooky	Cute
<b>Roger</b>	Fun and Studios	Tasty
<b>Samurai Bob (Uber)</b>	Studios and Fun	Cute
<b>Sandra</b>	Fun and Studios	Geeky
<b>Sasha</b>	Tasty and Cute	Geeky
<b>Spencer</b>	Geeky and Tasty	Fun
<b>Star (Uber)</b>	Geeky and Spooky	Tasty
<b>Stephen</b>	Geeky and Fun	Cute
<b>Summer</b>	Fun and Cute	Tasty
<b>Taylor</b>	Cute and Studios	Spooky
<b>Travis</b>	Fun and Geeky	Cute
<b>Violet</b>	Spooky and Fun	Cute
<b>Yuki</b>	Spooky and Cute	Fun
<b>Yvette</b>	Studios and Spooky	Tasty

As we're sure, you probably noticed the "Uber" Sims are listed above. These Sims only appear when your town's interest wheel has reached 100% in their favorite interest:

- **Amazing Daryl** - Fun
- **Chancellor Ikara** - Tasty
- **Hopper** - Cute
- **Mel** - Spooky
- **Samurai Bob** - Studios
- **Star** - Geeky

Also, Cassandra, the ghost, doesn't have any interests/hates. She only appears at the end of a seance. Be nice to her and let her scare you to become friends over time.

## MySims Essences

In order to paint your Workshop projects, you will need to collect something called Essences. They are scattered throughout the Town Center, Forest, and Desert. All of these Essences fall under one of six different categories: Cute, Fun, Geeky, Spooky, Studious, or Tasty. These categories are referred to as Interests within the game. Each Sim has a pair of Interests, with the first being their favorite. Painting or building projects in a manner which pleases a Sim will make the Sim a closer friend and will have a positive effect on the town's interest wheel.

Gathering Methods	Essences List
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You can gather Essences in a few different ways. We'll cover these below.

### Social Interactions

Interacting with Sims can often result in the Sim dropping various Essences. Depending on what type of interaction is taking place and with which Sim you or someone else is interacting with, you will get a particular Essence. For instance, being nice to most Sims will likely result in the Sim dropping Happy Essences.

### Fishing

Your town has four piers from which you can fish from. You won't use your Control Stick at all in this mini-game. With your Wii Remote, move the bobber to the bubbles which surface. As the bobber is pulled under, pull on the B button and yank back on the Remote. This combined action will set the hook and haul in whatever Essences you have caught. When you wish to quit, move the Control Stick in any direction.



### Trees

You'll notice weird objects growing on trees from time to time. While holding down the B button, grab onto the tree and shake the controller side to side. This action will cause the tree to let go of the Essence which it is growing. To encourage the tree to grow even more Essences, water it.





Another option to encourage growth is fertilizing the tree. Although the Essence-bearing trees will produce a "burst" of Essences, the use of fertilizer harms the health of the tree. The tree turns brown and doesn't produce Essences very quickly. To bring the tree back to full health, water it numerous times.



When you chop down a regular tree, you'll receive one of three different Essences, Light Wood, Dark Wood, or Dead Wood. What type of tree you cut down will result in a particular Essence. Metal trees, when melted down, will produce Metal Essences.

**Tip:** When watering or oiling a tree, you can move away from the tree with your Control Stick as soon as you see water/oil coming out of the can. The liquid will still pool up just as it would if you were to stand there for the entire animation. With this method, you can quickly water or oil a number of trees in a brief period of time.

When you have tree-grown Essences, you can plant them in the orchards. When using Essences, make sure you leave one in your backpack so you can re-plant it.

### Prospecting

When you see a small pile of crystals nearby, you will be able to prospect in the area. Your Sim will whip out a little metal detector and you will have to move the Sim around, trying to detect the treasure chest which is buried. When you find a chest, dig it up and your treasure will be revealed.



**Tip:** When collecting Essences, we recommend collecting 99 before heading back to your Workshop. This will reduce the number of trips you'll have to make to collect the Essences. It may take a while to max out your Essences, but it's worth it in the long run!



<b>Gathering Methods</b>	<b>Essences List</b>
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In the following section, we're going to provide you with a full list of the Essences found in the game, along with a very brief description as to where to find them.

<b>Cute Essences</b>	
<b>Essence Name</b>	<b>Location Description</b>
<b>Garnet</b>	Prospecting in the NE corner of the desert.
<b>Gold</b>	Fishing off the southern most pier in the desert.
<b>Happy</b>	Positive social interactions with many Sims.
<b>Kissing Fish</b>	Fishing off the northern pier in the desert.
<b>Plum Blossom</b>	Grows on trees past the large trees in the forest. Follow the winding path to the left to find the orchard.
<b>Puppy</b>	Prospected SW of the central orchard in the desert.
<b>Purple Crayon</b>	Prospected near the railroad on the Town Center map.
<b>Red Crayon</b>	Prospected in the cave SW of the central orchard in the desert side of the plateau.
<b>Rose</b>	Grows on trees past the large trees in the forest. Follow the winding path to the left to find the orchard.
<b>Sunflower</b>	Grows on trees in large desert orchard.
<b>Tim Doll</b>	Prospected in the cave SW of the central orchard in the desert side of the plateau.
<b>Tina Doll</b>	Prospected in the cave SW of the central orchard in the desert side of the plateau. Also for participating in tea parties.
<b>Yellow Blossom</b>	Grows on tree in the southern orchard on the Town Center map.
<b>Yellow Crayon</b>	Prospected in the cave SW of the central orchard in the desert side of the plateau.

<b>Fun Essences</b>	
<b>Essence Name</b>	<b>Location Description</b>
<b>8 Ball</b>	Prospected near the railroad on the Town Center map.
<b>Angry</b>	Negative social interactions with many Sims.
<b>Beachball</b>	Fishing off the southern most pier in the desert.
<b>Clown Fish</b>	Fishing at the pond on the Town Center map.
<b>Clubs</b>	Grows on trees in a cave in the SW corner of the desert.
<b>Diamonds</b>	Grows on trees in a cave in the SW corner of the desert.
<b>Hearts</b>	Grows on trees in a cave in the SW corner of the desert.
<b>Hopi Doll</b>	Prospected SW of the central orchard in the desert.
<b>Magic Carpet</b>	Prospecting in forest cave, SE of where the organics and terra cotta are found.
<b>Musical Note</b>	Prospecting in forest cave, SE of where the organics and terra cotta are found.
<b>Soccer Ball</b>	Prospecting in forest cave, SE of where the organics and terra cotta are found.
<b>Spades</b>	Grows on trees in a cave in the SW corner of the desert.
<b>Tiger</b>	Prospected SW of the central orchard in the desert.
<b>Topaz</b>	Prospecting in the NE corner of the desert.

Geeky Essences	
Essence Name	Location Description
Action Figure	Prospecting in the cave at the western side of the Town Center, along the stream.
Alien	Prospected in the desert junkyard (NW corner).
Gears	Grows on trees in the cave in the back of the desert junkyard (NW corner).
Mega Lizard	Prospecting near the dinosaur remains in the northern part of the desert.
Metal	Melt down metal trees which are found in the cave in the back of the desert junkyard (NW corner).
Robot	Grows on trees in the cave in the back of the desert junkyard (NW corner).
Rocket	Prospected in the desert junkyard (NW corner).
Sapphire	Prospecting in the NE corner of the desert.
Snake	Fishing at the only pier in the forest.
Springs	Grows on trees in the cave in the back of the desert junkyard (NW corner).
Star	Prospected in the desert junkyard (NW corner).
Tiny Shark	Fishing off the northern pier in the desert.
Tire	Fishing at the pond on the Town Center map.
Video Game	Prospecting in the cave at the western side of the Town Center, along the stream.

Spooky Essences	
Essence Name	Location Description
Amethyst	Prospecting in the NE corner of the desert.
Black Apple	Grows in tree in forest cave you must cross the two bridges to reach it.
Black Rose	Grows on tree in the small orchard in the NE corner of the desert.
Dead Wood	Chop down dead trees.
Eyeball	Grows in tree in forest cave you must cross the two bridges to reach it.
Fish Bones	Fishing off the northern pier in the desert.
Ghost	Grows on trees inside the cave past the desert graveyard.
Jack o Lantern	Grows in tree in forest cave you must cross the two bridges to reach it.
Sad	Positive social interaction with Spooky Sims.
Scary	Positive social interaction with Spooky Sims or scare other Sims.
Skeleton	Prospecting near the dinosaur remains in the northern part of the desert.
Spider	Prospecting in the desert graveyard in NE corner.
Thorn	Grows on tree in small orchard behind your house and workshop.
Voodoo Doll	Prospecting in the desert graveyard in NE corner.



Studios Essences	
Essence Name	Location Description
Dark Wood	Chop down Cute or Studios trees.
Dinosaur Fossil	Prospecting near the dinosaur remains in the northern part of the desert.
Elephant	Prospected SW of the central orchard in the desert.
Globe	Prospected in the desert junkyard (NW corner).
Jade	Prospecting in the NE corner of the desert.
Knight	Grows on trees in northern hilltop in forest; access requires the blowtorch to remove the metal gate on the path.
Light Wood	Chop down Fun or Tasty Trees.
Moai	Prospecting near the dinosaur remains in the northern part of the desert.
Organic	Prospected in southern portion of the forest map. Also collected by pulling flowers out of the ground.
Pawn	Grows on trees in the cave on the other side of the blocked bridge in the forest.
Pencil	Prospected in the desert junkyard (NW corner). Also received at the end of some social interactions meetings with Studios Sims.
Rook	Grows on trees in the cave on the other side of the blocked bridge in the forest.
Stone	Prospected near the railroad on the Town Center map.
Terra Cotta	Prospected in southern portion of the forest map.

Tasty Essences	
Essence Name	Location Description
Amber	Prospecting in the NE corner of the desert. Also prospecting on other side of first log water crossing in forest.
Bacon	Collectable after you participate in a picnic.
Cake	Prospecting on other side of first log water crossing in forest.
Cherry Blossom	Grows on tree to the left of the large tree in the forest.
Chocolate Cake	
Crab	Fishing at the only pier in the forest.
Gingerbread Man	Prospecting on other side of first log water crossing in forest.
Green Apple	Grows on trees in the southern orchard on the Town Center map.
Lemon	Grows on trees in large orchard in the desert.
Lime	Grows on trees in large orchard in the desert.
Octopus	Fishing at the only pier in the forest.
Orange	Grows on trees in large orchard in the desert. Also grows on tree to the right of the large tree in the forest.
Rainbow Trout	Fishing at the pond on the Town Center map.
Red Apple	Grows on trees in the southern orchard on the Town Center map.