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The Sims™ Unleashed™

SPIKE

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*Requires *The Sims*™ or *The Sims*™ Deluxe Edition to play

Prima's Official Strategy Guide

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Introduction

With the arrival of family pets in *The Sims Unleashed*, bladder control takes on a new meaning, as you accept the challenges of housebreaking your new Dog and keeping the Cat's litter box clean. But pet ownership is fun, with tricks, raccoon fights, gopher patrols, pet shows, and attack training.

The Sims Unleashed has some bonuses as well, including five new careers, a gardening function, and the introduction of Community Lots, where your Sims shop, play, and mingle. You can also build your own business, with more than 125 new items in Buy and Build modes.

This guide covers all the new features of *The Sims Unleashed*, including a glossary of new objects, and step-by-step instructions for adopting, raising, and breeding family pets. After millions of copies sold, *The Sims* still attracts new converts every day, so we also cover the original game, with updated interaction tables and complete tutorials on all aspects of Sim life. So, whether you're a veteran or a newbie, everything you need to find happiness and fulfillment as a Sim is within these pages. Here is a summary of what you'll find in this guide.

Part I: *The Sims*

The first part takes you on a detailed tour through the original *The Sims* game. We explain how a Sim thinks, acts, and reacts in various situations; and we teach you how to select and blend your Sim's personality traits. We cover each of the eight Motives, the primal urges that drive all Sims, and show you how to manipulate your Sim's world to create happiness and contentment.

Sims are social creatures; this can be a blessing or a curse. We show you how and why a Sim interacts with others, and explain the benefits and pitfalls that accompany every short-term and long-term relationship. If marriage and children are in your Sim's future, you can find out what to expect when the blessed day arrives.

Sims spend simoleans at a staggering rate, so you must think about a successful career. We cover all the career paths, with extensive tables detailing salaries, work schedules, and promotion requirements.

After analyzing the Sim psyche from all directions, we shift our focus to the physical world, which consists of a home and its many objects. Our building tutorials take you through every step of the construction process, from putting up the framing to slapping on the final coat of paint. Our topics include walls, windows, doors, wall coverings, stairways, second stories, pools, and landscaping.

A Sim home is empty until you fill it with stuff, and we provide facts and statistics on every object you can buy, over 150 items in all. In addition to data and descriptions, we use detailed lists and tables to show how items relate to each other, and how some objects can alter the effectiveness of others.

Part 2: *The Sims Unleashed*

Your Sims will find seven new Community Lots in *The Sims Unleashed*. We begin the second part of our guide with an in-depth tour of each location, including:

* **Gothic Quarter**
* **Lake Barrett**
* **McArthur Square**
* **Sim Quarter**
* **Pet Paradise**
* **Sim Central Park**
* **Custer's Market**

Next, we feature Dogs and Cats, the first new interactive personalities since the original *The Sims*. Topics include:

* **Pet motives**
* **Housebreaking**
* **Obedience training**
* **Commands and tricks**
* **Pet show competitions**
* **Hunting**
* **Getting rid of pests**
* **Breeding**

If your Sims are too busy for Dogs and Cats, they can ease into pet ownership with alternative animals, including Birds, Fish, Turtles, and Iguanas. These creatures require care and attention, but not as much as Dogs and Cats. Along with animals, your Sims have five new career tracks—Fashion, Culinary, Animal Care, Circus, and Education. As you climb the corporate ladder, consult our tables for promotion requirements, salaries, and working hours.

Finally, we include a complete glossary of new *The Sims Unleashed* objects, grouped by game menu category, and including prices, Motive interactions, and special notes. The last chapter includes extensive interaction tables, covering Sims and their new animals.

There you have it, a desktop tribute to Sims and their pets. Adopt a cat to keep the gophers out of your garden, or assemble a pack of hounds to terrorize the Gothic Quarter. The choice is yours as *The Sims Unleashed* gives you free rein to encourage your animal side.

PART I:

CHAPTER 1: WHAT'S YOUR SIM SIGN?

Introduction

When you are charged with the solemn task of creating a Sim from scratch, you have 25 points to distribute over five traits: Neat, Outgoing, Active, Playful, and Nice. Whether we admit it or not, all of us have an inherent wish to be perfectly balanced people (or Sims). Of course, you can take the easy way out and award five points in every category, creating a generic Sim. You'll spend less time managing a middle-of-the-road Sim because in most situations, he or she will do the right thing. If you'd rather play it safe, skip this chapter and move right to "Motives: I Want…I Need…Therefore, I Am a Sim". If not, read on as we describe the subtle (and sometimes dramatic) outcomes that your personality ratings will inspire.

It's in the Stars

As you play with the personality bars, you'll note the changing zodiac sign that appears on the screen. Of course, a serious astrologer would argue that a true personality profile is based on much more than five traits. However, if you have a basic understanding of newspaper horoscopes, you'll be able to recognize yourself, or someone close to you, as you create a Sim personality. In the next section we'll look at each trait and examine the potential effects of your ratings in various game situations. But first, let's take a look at basic interpersonal compatibility as seen through the eyes of the zodiac. The following table gives you the best and worst matchups for friends and lovers. This doesn't necessarily imply that any other Relationship outside of the table is doomed; it is merely an indication of how hard you'll have to work on it.

Sims Zodiac Compatibility Table

SIGN	ATTRACTED TO	REPELLED BY
Aries	Gemini/Taurus	Cancer/Libra
Taurus	Aries/Libra	Virgo/Cancer
Gemini	Pisces/Virgo	Capricorn/Aries
Cancer	Taurus/Scorpio	Gemini/Aries
Virgo	Aquarius/Sagittarius	Leo/Taurus
Libra	Virgo/Cancer	Pisces/Scorpio
Scorpio	Pisces/Leo	Libra/Aquarius
Sagittarius	Pisces/Capricorn	Libra/Scorpio
Leo	Sagittarius/Cancer	Capricorn/Gemini
Capricorn	Aquarius/Taurus	Leo/Gemini
Aquarius	Capricorn/Sagittarius	Scorpio/Virgo
Pisces	Scorpio/Gemini	Leo/Aries

Personality Traits

The following sections review what you can expect from each type of Sim, with examples of how different personality traits will manifest during the game. For our purposes, we'll divide the ratings bar into three sections: Low (1–3), Average (4–7), and High (8–10). These numbers correspond to the number of light blue bars to the right of each trait.

Neat

Low

Don't expect these Sims to pick up their dirty dishes, wash their hands after using the bathroom, or take timely showers. They are perfectly content to let others clean up their messes.

Fig. 1-1. The kitchen floor is a perfect place for this messy Sim's snack leavings.

Medium

At least these Sims keep themselves relatively clean, and you can depend on them to clean up their own messes. Occasionally they'll even clean up another Sim's garbage, but you might have to intervene if you have several cleanup items that need attention.

Fig. 1-2. After slopping water all over the bathroom during his shower, this moderately neat Sim mops up his mess before leaving the room.

High

A super-neat Sim always checks the vicinity for dirty dishes and old newspapers, and of course, personal hygiene is a big priority. One of these Sims can compensate for one or two slobs in a household.

Fig. 1-3. This fastidious Sim goes straight to the bathtub after a hard day's work.

Outgoing

Low

Shy, reserved, Sims have less pressing needs for Social interaction, so it will be more difficult to pursue friendships with other Sims, although they can still carry on stimulating conversations. Within their own home, a shy Sim may be less interested in receiving hugs, kisses, and back rubs, so if you are looking for romance, it would be a good idea to find a compatible target (see zodiac chart on p. 2).

Fig. 1-4. This Sim cringes at the thought of a back rub—poor guy.

Medium

It will be a little easier to get this Sim to mix with strangers and enjoy a little intimacy from his housemates. Don't expect a party animal, but you'll be able to entice your guests into most activities.

Fig. 1-5. Come on everyone, let's hit the pool!

High

This Sim needs plenty of Social stimulation to prevent his or her Social score from plummeting. You'll have no trouble throwing parties or breaking the ice with just about any personality type.

Fig. 1-6. This outgoing Sim is still unconscious from last night's pool party, and she has inspired the close friendship of another man. Hmmm.

Active

Low

Forget about pumping iron or swimming 100 laps at 5:00 a.m. These Sims prefer a soft easy chair to a hard workout. A sofa and a good TV are high on their priority list. In fact, if they don't get their daily ration of vegging, their Comfort scores will suffer.

Fig. 1-7. This Sim says "No way!" to a session on the exercise bench.

Medium

These Sims strike a good balance between relaxing and breaking a sweat. They dance, swim, and even shoot hoops without expressing discomfort.

Fig. 1-8. His Active rating is only a four, but that doesn't stop this Sim from shooting hoops in his jammies.

High

Active Sims like to pick up the pace rather than fall asleep on the sofa in front of the TV. Get these Sims a pool, basketball hoop, or exercise bench, and plan on dancing the night away with friends.

Fig. 1-9. Even in her business suit, this active Sim will gladly leave Mortimer on the sofa and pump some iron in the backyard.

Playful

Low

Get these Sims a bookcase, a comfortable chair, and plenty of books. If reading isn't an option, looking at a painting or playing a game of chess will do just fine.

Fig. 1-10. There's always time to watch the fish, for this less-than-playful Sim.

Medium

These well-rounded Sims are usually receptive to a good joke and don't mind a little tickling. They may not be the first ones on the dance floor, but they'll join in with a good crowd.

Fig. 1-11. This Sim is Playful enough to dance, even though she is overdue for a shower.

High

Can you spell P-A-R-T-Y? These Sims love to have a few drinks, dance to good music, and invite lots of guests over to the house. They love telling jokes, and they are usually ready to laugh at others' stories.

Fig. 1-12. This Playful kid would get the Maid in the pool for a game of chicken, if only she would respond.

Nice

Low

There is nothing redeeming about a grouchy Sim. They are always ready to tease or insult their friends, and they love to brag. A Sim with a low Nice rating should be dropped from your guest list immediately, or asked to leave if he or she shows up.

Fig. 1-13. Usually a compliment elicits a nice response, but not so with with sourpuss.

Medium

This Sim keeps an even keel about most things. Of all the traits, Nice is the least destructive if you award at least four points. Only the nastiest Sims can get under a medium-Nice Sim's skin.

Fig. 1-14. This Sim has time for a good tickle, even while mopping up the bathroom.

High

These Sims just want to make the world a better place for everyone. If there was a Sim beauty contest, the winner would be extremely "Nice."

Fig. 1-15. Even after spending the night on the kitchen floor, this Sim still knows how to compliment her mate.

Personality Tables

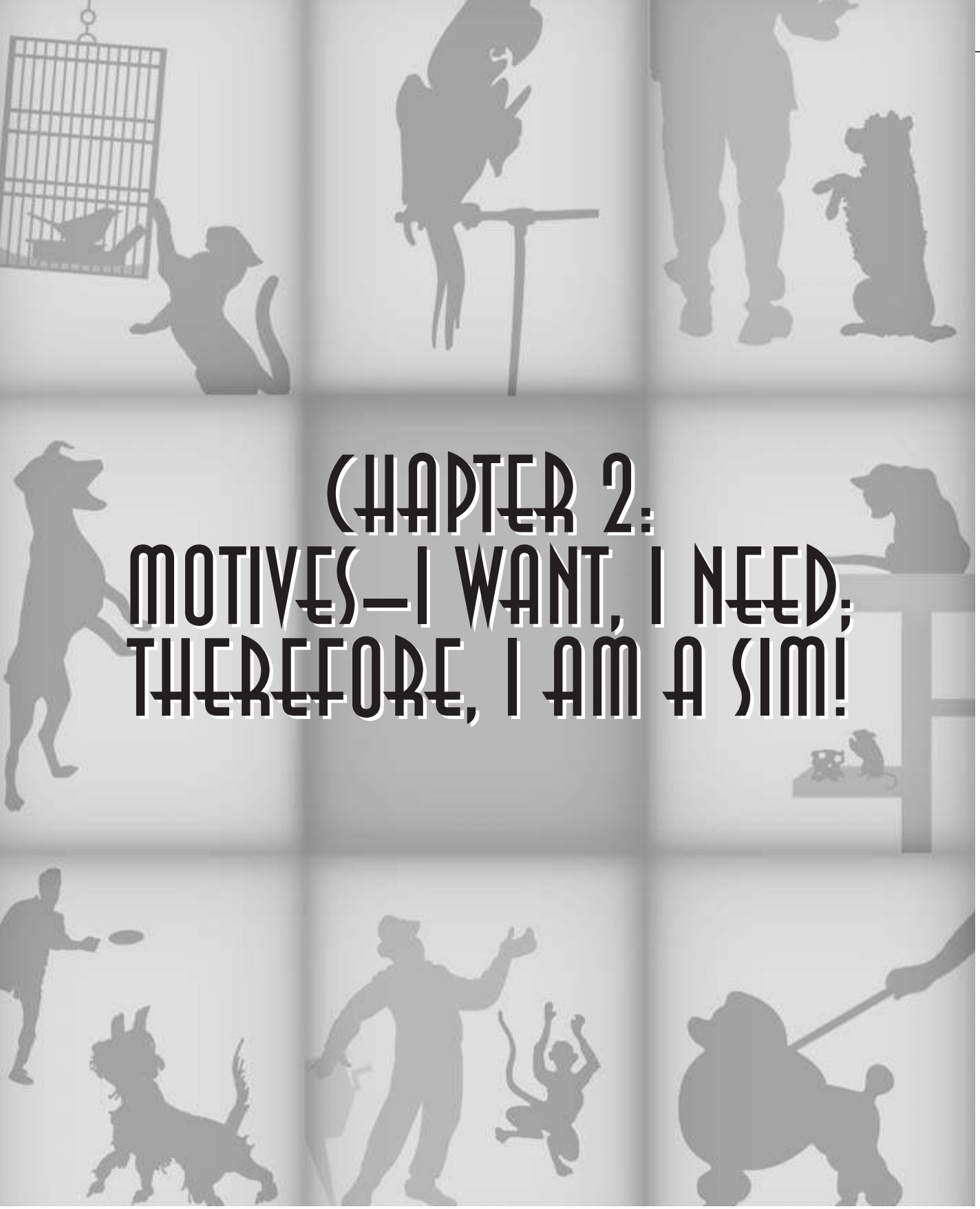
The following tables demonstrate how personality traits affect Fun scores and Skill development.

Traits that Raise Max Fun Value

PERSONALITY TRAIT	RAISES MAX FUN SCORE FOR
Playful	Aquarium, Chess Table, Computer, Doll House, Flamingo, Pinball, TV (Cartoon Channel), VR Glasses
Serious (Low Playful)	Newspaper (Read)
Active	Basketball Hoop, Play Structure, TV (Action Channel)
Outgoing	Hot Tub, TV (Romance Channel)
Grouchy (Low Nice)	TV (Horror Channel)

Skills Accelerated by Personality

SKILL	OBJECTS USED TO INCREASE SKILL	TRAIT ACCELERATOR
Creativity	Easel, Piano	Playful
Body	Exercise Machine, Swimming Pool	Active
Charisma	Medicine Cabinet, Mirrors	Outgoing



CHAPTER 2: MOTIVES—I WANT, I NEED; THEREFORE, I AM A SIM!

Introduction

When you consider how many needs, traits, and desires make up a Sim's personality, it would be an injustice to call it AI. Never before has a computer-generated character interacted so completely with both the game and the gamer while maintaining a unique (and ever-changing) personality. Is it any wonder that The Sims has topped the PC sales chart for nearly two years running?

In the previous chapter we discussed a Sim's personality traits. It painted a broad picture of the various types of Sims you might encounter in the game, much the same as a newspaper horoscope tells a superficial story of a person's life. In this chapter, we advance from broad-brush personality traits to the eight powerful Motives that drive a Sim's every action. We cover each Motive in detail, but first, let's begin with a few basic definitions.

What Is a Motive?

A Motive is, very simply, a need. Your Sims follow these needs, based on their own instincts and a little help from you. If you activate Free Will in the Options menu, your Sims will also make their own decisions, based on changing needs. After selecting a Motive to fulfill, be it Hunger or Hygiene, the Sim is "rewarded" with Motive points. These points raise the corresponding Motive score.

The eight Motive scores are displayed on the right side of the control panel. A Motive rating is considered positive if the bar is green, and negative if it is red. Internally, the game uses a 200-point system, with positive (green) ratings between 0 and 100, and negative (red) ratings from 0 to -100.

TIP When any of the Sims' eight Motives drop below a certain level, a Sim will cease an activity that doesn't improve the Motive in distress. So, you'll see low-priority items drop out of the activity queue, or your Sim will add an activity that addresses the critical need.

CAUTION

Without Free Will, your Sims depend entirely on your input to keep them alive. If you don't tell them to eat, they will starve, and eventually die.

Mood Rating

The game control panel also displays a Mood Rating, just to the right of the Sim character icons. If the rating is positive, you see up to five green bars displayed above the comedy/tragedy masks. When the Mood Rating is negative, it displays up to five red bars below the masks.

In calculating the Mood Rating, each of the eight Motives is weighted, based on how critical it is to sustaining a Sim's life. Hence, Hunger, Bladder, and Energy, which are all related to a Sim's physical well-being, carry more weight than the noncritical Motives such as Social, Fun, or Room. So, if a Sim is hungry and tired, as pictured in figure 2-1, the overall Mood Rating will be relatively low, even if several other Motives are high.

Fig. 2-1. This Sim kid's overall Mood Rating is barely positive, due to the fact that he is starving and low on Energy.

The Motives

In the following sections we describe the eight Motives, using several tables to show you how and why a Sim reacts to different objects in the environment. By recognizing the relationships between Motives and objects, you'll begin to understand how a Sim considers a perpetual barrage of options. Once you do this, the only remaining question is, "Who is really in charge here, you or the Sim?"

Fig. 2-2. This Sim family enjoys a meal together. Mom's Hunger bar is in the worst shape, so she has a second meal plate at the ready.

NOTE

Aside from the overall Motive weighting system, each Sim suffers different rates of Motive depreciation based on personality traits. For example, a Playful Sim must have more "rewards" to maintain the Fun Motive bar. Similarly, an Outgoing Sim requires more interaction with other Sims to maintain the Social score.

Hunger Score for Each Meal, Snack, or Gift

MEAL TYPE	HUNGER MOTIVE BAR POINTS
Snack	9
Quick Meal	16
Full Meal	16
Group Meal (per serving)	16
Pizza (per serving)	33
Candy Box (gift)	3 (per serving, 12 servings per box)
Fruitcake (gift)	7 (per slice, 6 slices per box)

Hunger

For obvious reasons, a Sim cannot survive for very long without food. We'll cover the details of food preparation in a later chapter, but for now let's focus on the basics. As long as you have a refrigerator, a Sim can enjoy a Snack, Quick Meal, Full Meal, or Group Meal (same as a Full Meal, except one of the Sims prepares several servings). In addition to preparing food, a Sim with a telephone can order out for Pizza, or enjoy food that was brought as a gift (Candy Box or Fruitcake). The Hunger Motive bar points awarded with each meal are outlined in the following table.

Comfort

The next category listed in the Needs section of the control panel is considerably less important than Hunger. Sims like to be comfortable, and they love cushy chairs, oversized sofas, and supportive beds. Spending more money on these objects translates into greater Motive rewards. However, if your budget is tight, you must still furnish the house with basic furniture or your Sims will express their discomfort.

Fig. 2-3. With only a cheap chair and loveseat, this Sim's Comfort score is mired in the red.

Hunger, Bladder, Energy, and Comfort are the most demanding of Motives, because if any one score drops below a certain level, the Sim will immediately exit his or her current activity to remedy the deficit. The following table lists the exit triggers for each category.

Mandatory Exit Factors

MOTIVE	SIM TYPE	EXITS CURRENT INTERACTION WHEN MOTIVE DROPS BELOW
Bladder	Resident	-85
Bladder	Visitor	-80
Comfort	Resident	-90
Comfort	Visitor	-60
Energy	Resident	-80
Energy	Visitor	-70
Hunger	Resident	-80
Hunger	Visitor	-40

Hygiene

Bad Hygiene will never kill a Sim, although it may seriously gross out others in the immediate vicinity. Solving this problem is easy—have your Sims wash their hands or take a shower. You can also combine Hygiene with other Motives. Taking a bath boosts the Hygiene and Comfort scores, while a soak in the hot tub (with friends) rewards the Hygiene, Comfort, Social, and Fun Motive bars.

Fig. 2-4. Three out of four Motive scores are on the way up while this couple enjoys a hot tub soak.

Bladder

If you can't satisfy the Bladder urge, you'll be cleaning up puddles on the floor. Just make sure you find a bathroom before the Motive bar turns full red. A Sloppy Sim creates an additional risk by not regularly flushing the toilet. If you don't issue timely reminders, the toilet could get clogged, causing a major mess.

TIP

Pay special attention to the Bladder bar when your Sim spends time at the Beverage Bar or drinks a lot of coffee.

CAUTION

The Hygiene score takes a nose dive if a Sim can't get to the bathroom in time and pees on the floor.

Fig. 2-5. This Sim's Bladder is not quite full, but unless his guest vacates the bathroom soon, he could be in trouble.

Energy

We're talking sleep, pure and simple. Ideally, a good night's sleep should turn the bar completely green. This will happen at varying rates, depending upon the quality of the mattress, so you can get by on less sleep if you splurge for an expensive bed. If your Sim can't get to the bedroom or a couch before the Energy bar turns completely red, the floor becomes your only option. If this happens, wake your Sim and find the closest bed. A night on the hard floor will degrade your Sim's Comfort level to zero, while only restoring partial energy.

If your Sim stays up too late playing computer games, a shot of espresso provides a temporary Energy boost, although it will also fill the Bladder at an increased rate. Espresso has a powerful effect, but it takes longer to consume, which could be a problem if the car pool driver is honking.

Fig. 2-6. It never hurts to send your kids to bed early, because if they are tired in the morning, a coffee jolt is not an option.

Fun

Sims like to cut loose from the daily grind and have Fun, but depending upon their personalities, they prefer different activities. For example, a Playful Sim leans toward computer games, pinball machines, and train sets; while a more Serious Sim would rather sit down to a quiet game of chess or spend a few minutes gazing at a painting.

Fig. 2-7. These two Sims enjoy a game of pool after work.

Kids need to have more Fun than adults, and the effects of a single play session deteriorate faster for kids than for their older counterparts. Hence, it is a good idea to fill the house with plenty of juvenile diversions if you have children.

There are four different types of Fun activities: Extended, One-Time, Timed, and Endless. The following lists and tables provide additional information, including exit factors, for these pursuits.

Extended Fun Activities

Sims exit the following extended activities after reaching the maximum Fun score for their personality types. Hence, a Playful, Active Sim will stay on the basketball court longer than a Serious Sim.

- **Basketball Hoop**
- **Bookshelf (reading)**
- **Dollhouse**
- **Computer (playing games)**
- **Pinball Machine**
- **Play Structure**
- **Stereo**
- **Toy Box**
- **Train Set**
- **TV**
- **VR Glasses**

One-Time Fun Activities

The following activities raise a Sim's Fun score once with each interaction. It may take several interactions with the same activity for a Sim to reach the maximum Fun level.

OBJECT	ACTION
Aquarium	Feed or watch fish
Baby	Play
Diving Board	Dive into the pool
Espresso Machine	Drink espresso
Fountain	View
Lava Lamp	View
Painting	View
Sculpture	View

Timed (Pre-set) Fun Activities

As with the one-time activities listed above, a Sim may need to repeat the following activities to achieve maximum Fun points.

- **Chess Set**
- **Pool Table**

Endless Fun

- **Hot Tub: A Sim will stay in the tub until Fun, Comfort, Social, and Hygiene numbers reach maximum levels.**
- **Swimming Pool: A Sim will keep doing laps until another Motive takes effect, or until you assign him or her to another activity.**

Social

Sims crave other Sims, especially if they are Outgoing. Although they won't die without socializing, it is a good idea to devote a portion of each day to a group activity, even if it is a simple hot tub session with your Sim's mate, or a family meal.

Fig. 2-8. A casual conversation during breakfast raises this Sim's Social score.

The following table summarizes all of the possible Social interactions between adults and children. We take this one step further in the next chapter, "Interacting with Other Sims," where we examine Relationships.

Adult-Child Interactions

Action	Adult to Adult	Child to Child	Adult to Child	Child to Adult
Apologize	X	—	—	—
Attack	X	X	—	—
Brag	X	X	X	X
Call Here	X	X	X	X
Cheer Up	X	X	X	X
Compliment	X	—	—	—
Dance	X	—	—	—
Entertain	X	X	X	X
Flirt	X	—	—	—
Give Back Rub	X	—	—	—
Give Gift	X	X	X	X
Hug	X	X	X	X
Insult	X	X	X	X
Joke	X	X	X	X
Kiss	X	—	—	—
Say Goodbye	X	X	X	—
Scare	X	X	X	X
Slap	X	—	—	—
Tag	—	X	—	—
Talk	X	X	X	X
Tease	X	X	X	X
Tickle	X	X	X	X

Social Outcome Modifiers

You didn't expect a Sim Social encounter to be simple, did you? When one Sim communicates with another, several calculations determine the outcome. Factors include age (adult or child), sex, mood, and personality traits, not to mention the current state of their Relationship. Also, a Sim with strong Social needs (but few friends) may expect more from an encounter with a Sim who has similar needs.

The following table lists the factors that govern the choices that appear on a Social actions menu. For example, two Sims who are strangers are not likely to have the options to kiss or hug. Additionally, the table lists key factors that determine the eventual outcome.

rel = Relationship
out = Outgoing
play = Playful
ff = Friend Flag
ss = Same Sex
rom = Romance Flag
age = Adult/Child
social = Social Motive Value
vis = Visitor
budget = Household Budget
nice = Nice
body = Body

Social Outcome Factors

INTERACTION	FACTORS THAT DETERMINE APPEARANCE ON THE MENU	FACTORS THAT DETERMINE OUTCOME
Apologize	rel	mood
Attack	age, nice, mood, rel	body
Back Rub	age, nice, mood, rel, out, ss	rel, out, ss
Brag	nice, out, social, rel	rel, mood
Cheer Up	ff, mood (of friend), nice	rel
Compliment	age, nice, out, mood, rel	rel, mood
Dance	age, mood, out, rel	rel, out, mood
Entertain	social, out, play, mood, rel	play, rel
Flirt	age, social, ss, out, mood, rel, rom	rel, mood, ss
Gift	vis, budget, nice, mood, rel	rel, mood
Hug	age, out, mood, rel, ss	rel, out, mood, ss
Insult	nice, mood, rel	nice
Joke	play, mood, rel	play, mood, rel
Kiss	ss, mood, rel, age	rel, mood, ss
Scare	nice, mood, play, rel	play, mood
Slap	age, nice, mood, rel	nice, mood
Talk	mood, rel, out	topics match
Tease	nice, mood, rel	rel, mood
Tickle	social, out, play, active, mood, rel	rel, play

Room

This is a combined rating that analyzes the design and contents of the current room, and translates it into a Room score. Of all the Motives, Room is the least important. However, if you love your Sim, you'll want to create the best possible environment. The most important contributing factors to Room score are:

- **Light: Sims hate dark rooms, so fill your house with sunlight (windows and paned doors), lamps, and wall lights.**
- **Room Size: Don't cramp your Sims into tiny rooms.**
- **Corners: As mentioned in the "Building a House" chapter, Sims love corners.**
- **State of Repair: Any items that are not functioning properly detract from the Room score (see following list).**

Fig. 2-9. Who wouldn't love a kitchen like this? It's bright, roomy, nicely furnished, and packed with high-tech appliances.

Negative Impact on Room Score

- **Trash**
- **Floods**
- **Dirty plates**
- **Meals with flies**
- **Full trash cans/compactors**
- **Dead plants**
- **Puddle or ash pile**
- **Dead fish in aquariums**
- **Dirty objects (shower, toilet, tub)**

The following table lists the positive or negative value of every object in The Sims.

Room Score

Object	State/Type	Room Score
Aquarium	Fish Alive	25
	Dirty	-25
	Dirty and/or Dead	-50
Ash	N/A	-10
Bar	N/A	20
Bed	Unmade (Any Bed)	-10
	Made Mission	30
	Made (Other than Mission)	10
Chair	Parisienne	25
	Empress	10
Clock (Grandfather)	N/A	50
Computer	Broken	-25
Counter	Barcelona	15
Desk	Redmond	15
Dresser	Antique Armoire	20
	Oak Armoire	10
Fire	N/A	-100

OBJECT	STATE/TYPE	ROOM SCORE
Fireplace	Library Edition (No Fire)	20
	Library Edition (Fire)	75
	Worcestershire (No Fire)	15
	Worcestershire (Fire)	60
	Bostonian (No Fire)	10
	Bostonian (Fire)	45
	Modesto (No Fire)	5
	Modesto (Fire)	30
Flamingo	N/A	10
Flood	N/A	-25
Flowers (Outdoor)	Healthy	20
	Dead	-20
Flowers/Plants (Indoor)	Healthy	10
	Wilted	0
	Dead	-10
Food	Snack (Spoiled)	-15
	Fruitcake (Empty Plate)	-5
	BBQ Group Meal (Spoiled)	-20
	BBQ Single Meal (Spoiled)	-15
	Empty Plate	-10
	Pizza Slice (Spoiled)	-10
	Pizza Box (Spoiled)	-25
	Candy (Spoiled)	-5
	Group Meal (Spoiled)	-20
	Meal (Spoiled)	-25
	Quick Meal (Spoiled)	-20
Fountain	N/A	25
Flowers (Gift)	Dead	-10
	Alive	20
Lamp	Not Broken	10
Lava Lamp	N/A	20
Newspaper	Old Newspapers	-20
Piano	N/A	30

OBJECT	STATE/TYPE	ROOM SCORE
Pinball Machine	Broken	-15
Shower	Broken	-15
Sofa (Deiter or Dolce)	N/A	20
Stereo	Strings	25
Table	Mesa	15
	Parisienne	25
Toilet	Clogged	-10
Train Set	Small	25
Trash Can (Inside)	Full	-20
Trash Compactor	Full	-25
Trash Pile	N/A	-20
TV	Soma	20
	Broken (Any TV)	-15

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