The Sims 2 FAQ/Walkthrough

by grayfox_2510

Updated to v1.1 on Nov 7, 2005

This walkthrough was originally written for The Sims 2 on the GBA, but the walkthrough is still applicable to the DS version of the game.

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Version 1.1

The Sims 2 (GBA Version)

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 if you still need to contact me for an inquire, then put a subject relevant
 to the game such as, but not limited to "The Sims 2."
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- 2) In addition to the previous point, I reserve the right to answer or not, and as such, I will only answer questions that I missed to detail here at all, or extreme cases. Mails asking about information that is already found here might, and probably will end up in the trash can on my mail account.
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- 4) Lastly, I check my mail around twice a day. Some times even more, but on the rare occasion, allow up to two business days for a reply. If they are gone and you haven't heard back from me, then either the mail got lost, both mine or yours. That, or I ignored your mail for X reason, such as, but not limited to: Crappy grammar, inquires already answered here, etc.

So what if it's a long TOS, it needs to be done nowadays... *Rolls eyes*

-----Contents-----

BE SURE TO USE THE [] WHILE SEARCHING WITH THE KEY, OTHERWISE YOU MIGHT, AND PROBABLY WILL LAND IN ANOTHER PLACE.

+ Finished

~ Under Construction

- To do

##. Section [Key]

00. ToDo, Updates & Forewords[000]+
01. Introduction[001]+
02. Controls[002]+
02.01. House & Needs[021]+
03. Main Menu & Pause[003]+
04. Episode List
04.00. Starting the Game[040]+
04.01. Season 1
04.01.01. Episode 1: Buried by the Mob[411]+
04.01.02. Episode 2: What Digs Beneath[412]+
04.01.03. Episode 3: Aliens Arrived[413]+
04.02. Season 2
04.02.01. Episode 1: Blackout![421]+
04.02.02. Episode 2: A Brand New Scent[422]+
04.02.03. Episode 3: The New Cola[423]+
04.02.04. Episode 4: There Was This Mummy[424]+
04.03. Season 3
04.03.01. Episode 1: Triassic Trouble[431]+
04.03.02. Episode 2: The Doomed Earth[432]+
04.03.03. Episode 3: It All Came to an End
04.03.04. Episode 4: A Very Special Reunion[434]+
04.04. Unlocking Episodes[044]+
04.05. List of Wants & Errands[045]+
05. Mini-Games[005]+
06. Plot Twists![006]+
07. Social Moves![007]+
08. Inventory (Later)
09. Neighborhood & Stores
09.01. Strangetown "Townies"[091]-
09.02. Stores[092]-
09.03. Junk[093]-
•
10. Conclusion[010]+
10.01. Credit List[101]+
[000]00. ToDo, Updates & Forewords
ŢŢŢŢŢŢŢŢŢŢŢŢŢŢŢŢŢŢŢŢŢŢŢŢŢŢŢŢŢŢŢŢŢŢŢŢŢŢ
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-> Finish the subsections of 09.
-> Do the Inventory list
s so one inventer, itself.
Indatos:
Updates:
-> Version 1.1 - November 07, 2005 ~ 76 KBs
Added section 02.01 about needs and furniture, section 04.04 on how to
unlock all the Episodes, and 04.05 listing all the Wants and Errands.
Still some more work to do I should have called the last version
1.0 by the way
-> Version 0.5 - November 06, 2005 ~ 68 KBs
All episodes done! I also added the locations of all mini-games.
-> Version 0.3 - October 31, 2005 ~ 51 KBs
Did a few more episodes and some other stuff.
-> Version 0.1 - October 30, 2005 ~ 34 KBs

Starting up. Not much to say. Done with the first 4 sections, this one included. S1E1 and E2, as well as S2E1... Did some work on the following

sections.

Forewords:

Not much to say here with this game...

[001]-----01. Introduction-----

I hope you aren't expecting a port of the PC Sims 2 to the GBA, because this isn't that. It's a good game, that will definitely keep you busy for at least some time though.

You only have your character, which you create, and are actually part of one of those "Live" TV shows. You are playing the lead part in doing stuff that is denoted by the episode of the season you are playing and completing plot points (Think objectives) to finish the episode.

At first, like the Sims 2 actual game, you are kinda low on everything. Low cash, low aspiration (more details later), no skills, etc.

In the "Introduction" on how the game works, you get some money and starting equipment, but overall, getting money is up to your junk collecting hobby and mini-games. (See their respective sections.)

Skills are obtained by purchasing books from some guy and reading them, you then get a skill point. You can't just keep reading a book like in the Sims 2 though, you must purchase a book each time per skill point, and they grow up in price as you do in skill.

The Aspiration part... There are three aspirations: Friendly, Romantic, and Intimidating. You can do three kinds of conversations in the game that follow these same names, though you can only do Romantic conversations with people of the opposite sex unlike the PC version.

These conversations are much like a pseudo-battle. You start only with two "moves" in each one of these:

Friendly: Chit-Chat and Entertain.

Romantic: Sweet Talk and Flirt.

Intimidating: Annoy and Insult.

They each have levels, and I believe the max is Lv3. They all start at 1 of course. The level raises as you successfully keep using these actions, and with each level they grow in accuracy on doing what you want.

It's easier to understand once you see this.

By the way, some actions can be "backfired" to you. Such as getting you embarassed and such, locking those moves out. You must wait 12 sim hours for them to become available again.

More details, such as your rating bar and such are explained in the introductory chapter of the walkthrough section.

[002]-----02. Controls------

-> D-Pad

- -> Move your character around.
- -> Move the cursor in a menu.

-> A Button

- -> Confirm a selection.
- -> Use a move in a conversation.
- -> Use the selected tool.

- -> B Button
 - -> Back out of a selection/confirmation.
 - -> Press and hold to run while moving.

-> L Button

- -> Used to rotate furniture that you are placing.
- -> Scroll the Status screen around.

-> R Button

- -> Switch between tools.
- -> Used to rotate furniture that you are placing.
- -> Scroll the status screen around.

-> Start Button

-> Open up the status screen. (See next section.)

-> Select Button

-> Open up the pause screen. (See next section.)

[021]-----02.01. House & Needs-----

I have to give thanks to Kathy Quinn in a way because if it weren't for her, I probably would have never added this (read: I forgot about this stuff).

This section explains how to place furniture, moving it, selling, etc, as well as the needs of your Sim and how to satisfy them.

Furniture 101

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To place furniture down, you must first have it of course. When it is in your inventory, simply select it (Open up the pause menu, hit L or R until you get to the Props screen, move the cursor over the piece of furniture and hit A).

Next, you will be presented with the normal game camera, except that you are moving a box or figure with dotted lines of sorts and a big arrow in the middle. This is the piece of furniture you are placing down, or rather, the layout and size. You can rotate using the L and R buttons and place it down with the A button. If the box goes red, something is in the way.

To put it away, either to move it or sell it, simply hit A near the object when the yellow arrow is above it and select "Put in Pocket." Then either follow the process above to place it, or go to the Pawn Shop and sell it.

Your Needs and Strange Effects on your Perfomance

I suppose that you can't really act with a full bladder or falling sleep, but otherwise I find the "You are thirsty/hungry/sleepy/etc and your perfomance bar is droping" strange...

Anyway, so a quick run down of everything...

Thirsty: This is represented by a weird bottle/jug of well, a liquid. To get this cleared simply go to a store (the Saloon is good here) and purchase a beverage, then go to the Props menu and use it.

Hungry: Same as thirsty, just that we get the usual fork and knife symbol floating above us. Just get food and use it like described on Thirsty.

Bladder: The icon of a bathroom, or a throne more like it. ;p -- Just go to

your house or the ice caves, go near the bathroom and hit Use.

Hygiene: You see the icon of a shower, so, run to your house and use the Shower.

Sleepy: Symbol of a bed, go to your house and sleep.

There.

[003]-----03. Main Menu & Pause-----

By Main Menu I refer to the screen in which your boss appears and you can save, select episodes, etc...

There are six options here:

Top left: The Rating Board

This lets you see how well you did in the last episode you played. You can usually obtain a total of 100 points max.

Left-most Bottom: Change Clothes

The name says it all. Just a quick fix if you want a new look.

Middle-left Bottom: Episode Select

You can select an episode to replay or a new one here.

Middle-right Bottom: Save Game

Do I really need to tell you what this is?

Right-most Bottom: Plot Twists!

These let you purchase new Episodes. Refer to their own section to see what they add.

Top right: Social Moves!

You can purchase new social moves here.

I call the screen that comes up when you press Start the Status Screen.

Plot Points:

You can see your current objectives here, as well as your hidden want.

Cast:

You can see the whole set here, as well as your levels of friendship, romance, and intimidation. A little bio of them as well.

Props:

Your cellphone to call people, the junk you have collected and your items.

Skills & Items:

You can see your skills here, as well as the items you have. The current level of your aspiration is shown here as well.

The Pause Screen is the one that shows when you hit Select.

World Map:

See the map of Strangetown and the buildings.

Options:

Change the music/sound levels, see the credits or change the language.

Quit Episode:

Tired of this episode? Then bail out.

Save Game:

'nuff said...

Quit Game:

Why would you want to do this?

-----04. Episode List------

[040]------04. Starting the Game------

Ok, so you load up the game into your GBA and fire it up. First of all, we've got to "Create-a-Sim."

So select the option. The process is very simple though, just follow these easy steps.

Step 1: Select the name you wish to be called by. Then hit Done at the bottom. Really, you MUST hit Done...

Step 2: Now, select your gender and skin tone.

Step 3: Your hairstyle out of the ones available and the color.

Step 4: Your shirt style and its color.

Step 5: Your leg wear, its color and the color of your shoes.

Step 6: Finally, your aspiration.

You will then see your boss throwing some sort of tantrum. You will leave after the introduction.

NEW PLOT POINT

+ Go upstairs and explore the town.

Do as it says. Head up and you will have a look at your house, which is too empty for our tastes by the way. No sense in staying here right? So head out.

You'll meet Dusty Hogg here. You'll have your first shot at a conversation here.

This is a friendly conversation, and since you are starting up, you only have Chit-Chat and Entertain. Note that with each failure your rating bar (the green bar at the bottom) drops a bit, but if you successfully make a conversation (of any kind) it'll fill back up.

Keep playing with the two moves you have until the diamond fills up.

NEW PLOT POINT

+ Buy a piece of furniture from the Pawn Show.

You get 499 Simoleons to go to the pawn shop and get yourself some goods. Just follow the road up and enter the shop with well, the pawn sign to your left.

Dusty is here too. Feel free to ignore him.;p
The shop selection changes with every day, so you are free to check back each day. Right now, you need a bed and a shower mostly. Everything else can wait since you have a toilet being installed.

As you close the shop screen Dusty talks to you again, but what's that? You

need to go to the bathroom. How he knew I don't know...

#### NEW PLOT POINT

+ Use the toilet!

Anyway, run back to your home to your newly installed bathroom. As you leave the shop though, your boss comes in. Your rating, or perfomance meter at the bottom will begin draining if you have an urgency flashing above you, and satisfying the need will probably fill it up. If you were to let the bar drop to none, you'll pass out.

Ok, an alien in our bathroom? Right... Talk to the guy. Try to leave the bathroom and your boss will come in.

#### NEW PLOT POINT

+ Intimidate the alien off the toilet.

So, do as your boss said, walk up to the alien and select the Intimidate Conversation. Just Annoy or Insult the green guy until he walks away.

Your boss will then show up and give you some Radiation Squeege, whatever the heck that is...

#### NEW PLOT POINT

- + Fix the toilet.
- + Meed Daddy Bigbucks in the boardroom downstairs.

First select the toilet and hit Repair, which I believe should be clean in this case... Anyway, once it's done, use it.

Head down then for the last plot point. Hit A near the valve to open up the secret door and go in.

Now come Commercial breaks. They are basically mini-games that you have no control of. Since you are just thrown into them every now and them. But you get money, so you can't complain...

Play King Chug (refer to the mini-games section for more details).

After the game, your boss mentions Dusty wants to see you in the saloon and also gives you a cellphone.

## NEW PLOT POINT

+ Go to the Saloon to see what Dusty wants.

The Saloon is north-west of the pawn show, in the same screen. Seems like it was just a surprise welcoming party.

#### EPISODE COMPLETE

Seems like we are rated by the Goth family... Anyway, at the end of an episode we get Rating Points, which we can spend of new episodes or new moves.

[411]-----04.01.01. Buried by the Mob-----

Summary: Mobster Frankie Fusilli has a favor to ask of just about everyone in town. Where do your loyalties lie?

Difficulty: 1/5

~~~~~

As you begin, Jimmy "The" Neck will be banging at your door. So head out to talk to him. Seems he won't budge.

You might have a hard time here, as we need to intimidate him and it can be a bit hard sometimes.

NEW PLOT POINTS

- + Find and return the Briefcase to Jimmy 'the' Neck.
- + Investigate the Pawn Shop and the Saloon for clues.
- + Gain Frankie Fusilli's confidence.

Let's start with the easy ones. Head to the Saloon and look at the sand pile on the left side of the screen.

Talk to Dusty while we are here. Remember this freezer door, as that's the hidden want of the episode, but we'll come back to it later.

Now head to the Pawn Shop and to the left, past and up the door to the stairs. Another pile of sand, this one with red paint and headlight glass... Hmm...

We are done here, head south a screen, into the house south of yours. This is Frankie's house. Head down all the way and talk to him with a normal "What's Up?"

He wants help with his daughter, Ara, so...

NEW PLOT POINT

+ Make friends with Ara Fusilli.

Head a screen north now, north of the Pawn Shop near where the casino is. Do a "What's Up?" with her. Seems she won't budge, so we need to become a little friendly.

NEW PLOT POINT

+ Get something to distract Giuseppy Mezzoalto so Ara can go to the Casino.

Head to the Pawn Show and buy the Paddleball for 250. If you don't have enough feel free to go around collecting junk or play mini-games (see their own sections).

When you have the paddleball, talk to Giuseppy (he's above Ara) and give him the Paddleball, then talk to Ara.

Before we get back though, head West from the casino and West another screen. Then go up the stairs into the Zoo. Talk to Sancho and ask for an Errand. We'll get back to this later.

Anyway, head back to Frankie in his house.

NEW PLOT POINT

+ Speak to Jimmy the Neck about what you learned.

Jimmy is standing next to the entrance of your home, so talk to him. You get the Shovel, and:

NEW PLOT POINT

+ Dig in the desert and bring the briefcase back to Jimmy.

Now, before we do this, let's finish up some stuff.

Remember the errand? Go one screen east of the zoo, or one west from the main screen of town (to the nuclear plant). Go east and down into the parking lot and then look for the stairs up and follow the path until you get inside the plant. Go all the way back and select Give Item with kAYLEIGH, the only girl here and select the Dam Plug.

Now for the hidden want. You need one mechanical point for this though. Head one screen south of your house and go west through the wood bridge and talk to the guy atop the red ship thingy. He sells books for skill upgrades. Get a Mechanical one and use it.

While we are here, head a bit south until you see a red car stuck in a tree. Select your shovel (hit R button) and dig on the patch of dirt there to get the briefcase. DO NOT speak to Jimmy yet.

First head to the Saloon and through the north door to fix the door and talk to Dusty afterwards. Then make sure your aspiration meter is full. Once all this is done, you can talk to Jimmy.

You will geth the Super Drencher tool and...

EPISODE COMPLETE

[412]-----04.01.02. What Digs Beneath-----

Summary: Something strange is lurking under the arid sands of Strangetown. Is it a friend... or a fore?

Difficulty: 1/5

~~~~

You begin this episode talking to Jimmy about how an elephant sat on him and stuff... And then the earth crumbles and rats start coming out in numbers...

## NEW PLOT POINT

+ Investigate where all the rats are coming from.

Before we do anything, head to Frankie's house. Head down the stairs to where Jimmy is and check the chimney-like thing above him, where the arrow shows up to get the Microfiche, give it to Jimmy to finish the Hidden Want.

And while we are side-tracking, we might as well pick up the errand. Head a screen East from the main town and go up the path and talk to Jebediah, the guy with the brown cap and ask for your errand. You will get a Luxury Chair.

We'll get to this later, for now, head a screen up from the main town and west into the salt mines. Keep going all the way in to talk to the Lord Mole.

## NEW PLOT POINTS

- + Pluck the spines of a flowing Spiny Cactus.
- + Acquire a chunk of fissionable plutonium.
- + Find a pair of rubber waders.
- + Get a pile of scrap iron.

Leave the mines and Penelope Redd will ask you about what just happened and

says the moles are building a weapon of mass destruction... Anyway, feel free to ignore the rambling while we keep going with our business.

In this same screen, go a bit right and into the Factory. Talk to Optimum Alfred to start a mini-game: Chop shop.

Unfortunately, we can't really grab the scrap iron. So, how do we do this?

#### NEW PLOT POINT

+ Find someone strong to help rip out the iron.

Go back to Frankie's house and ask Jimmy. Do a friendly conversation to make him follow you to the factory. We got the Scrap Iron.

Go to the Pawn Shop, they should have Heavy Work Gloves in stock for 450, buy them and head south from the screen of your house and hit A by the first cactus you see to your right.

Now, because my inventory was getting full, I decided to do the errand right now, so head into the Nuclear Plant Office. Momma Hogg is in the parking lot, so give her the chair. There, now head to the Casino. Talk to Luthor, the guy in the middle of the first screen. Use the "What's Up?" option and give him 300 simoleons afterwards, then talk to the pirate to your right.

#### NEW PLOT POINT

+ Dig up the waders in the field behind the Factory.

First, go back to your house and check your mailbox, then get the note inside.

## NEW PLOT POINT

+ Pick up the plutonium behind the City Hall.

Let's do that, head behind the city hall and grab that green bottle. Now go North and head behind the Factory and dig the patch of dirt there for the last item, the Waders.

## NEW PLOT POINT

+ Return to Lord Mole with all of the items.

Now, you sure you did your aspiration meter, the errand and the hidden want? If not, this is your last chance. Feel free to play some last minute mini-games as well, but head into the Mines when you are ready.

You should get a commercial break before going in most probably though. Play some more King Chug Chug...

Now you can head inside, where Redd will show up again. Talk to the Lord Mole and Redd will show up again, now you have to choose between those two.

## NEW PLOT POINT

+ Choose who to side with by talking to Penelope Redd or Lord Mole.

It's the same, trust me. Just that after you pick one, you are faced into a strange whack-a-mole-esque game, but if you sided with the moles, you gotta hit the humans, and viceversa. The end-result is the same though...

#### EPISODE COMPLETE

Summary: The shrewd Emperor Xizzle launches a full scale invasion... with a twist: you may not be able to findhis army. Be careful!

Difficulty: 4/5

~~~~

We start talking to Dusty before Tank shows up speaking awfully weird. He then walks away, along with Dusty.

NEW PLOT POINT

+ Give Tank's "bouquet" to Kayleigh.

Now, as usual, before we move on with the actual plot... Go to the City Hall and talk to Penelope, then head to the Gothic Gardens and ask Ava for your Errand, then simply go back to Penelope and deliver her the bottle of green goo.

Now we can continue with our business. Go to the Nuclear Plant. It seems Kayleigh is not in the mood to listen to Dusty, but a quick look at the bouquet we have will say otherwise. Now we gotta go at him.

NEW PLOT POINT

+ Confront Tank at his barracks about his gift.

He seems to know nothing and then, what the crap? Two Tanks? Do we really need two of those guys? -- I mean, yeah, you all go out and see how the fake Tank turns into an alien!

Commercial break!

NEW PLOT POINT

+ Check the Canyon and Dam areas for a way to reveal the alien impersonators.

As Kayleigh asked. Head over to the canyon south of us, but nothing here it seems. So let's head to the Dam.

NEW PLOT POINT

+ Drench the aliens!

Weak to water? Pathetic~

So get your NERF Super Soaker (ok, so it isn't nerf, but come on, nerf sounds.. Ok, not good...) and move along. You should see an alien in the desert just as you come back. Get it!

NEW PLOT POINT

+ Go to the Dance Club to save it from the aliens!

Go there, which is just northwest from our current position and...
IT'S A TRAP! OH NO! (Long story http://www.4chan.org/flash/adventurequest.html)

Well, we were thrown into the Salt Mines... The exit has been blocked though so we need to find a new one. Talk to the Lord Mole here.

NEW PLOT POINT

+ Enlist the aid of Bigfoot and Optimum Alfred to defend the town.

Head to the very south-west here and dig around, you should spot the dirt easily. Use this secret exit and switch to your NERF SS again to spray the aliens outside here. Don't kill them all, well, you can, but you will have to

do this area later again then...

Back in the desert, be sure to head to the Club again and kill them all for sthe Hidden Want.

You should find Optimum on your way to the main town (no, he's not in the factory, he's just by the screen switch).

NEW PLOT POINT

+ Clear the Factory of aliens, then speak to Optimum Alfred.

Head into the Factory and kill those green bastards. You'll know you are done when the music changes. Then head back to Alfred and speak to him.

Now, go into the main part of town and go near the exit to the Nuclear Plant. You should see Bigfoot there, talk to him.

NEW PLOT POINT

+ Clear the Nuclear Plant of alines, then speak to Bigfoot.

Well, he does mention the dam, but whatever... Go to the Nuclear Plant and kill them all.Again, use the music as your cue, they are only outside by the way. Talk to Bigfoot afterwards.

NEW PLOT POINT

+ Return to Lord Mole.

Head back to the Lord using the secret entrance/exit we found.

NEW PLOT POINT

+ Clear the Dam of aliens, then speak to Lord Mole.

Yeah, just go out and get the job done then go back to the Lord.

NEW PLOT POINT

+ Stop the aliens at their ship near Jebediah Jerky's ranch.

You know the place right? Right twice from the main town. Kill the four aliens here, then grab the object the last one drops to transform into an alien.

Go inside the spaceship and move up for the emperor to order you.

NEW PLOT POINT

+ Disable the alien's weapons in the computer!

Go to the object above the emperor (where the arrow is) and reroute the wires.

EPISODE COMPLETE

Summary: A suspicious power failure at the Nuclear Plant raises question of sabotage. Is the guilty party one of your friends? Or are greaters forces at work?

~~~~

You begin talking to Pete the pirate and Kayleigh when suddenly... BOOM! And the lights go down.

#### NEW PLOT POINT

+ Investigate the explosion at the Nuclear Plant.

Let's sidetrack for now as usual. Head a screen east and talk to Jeb, you know, the guy in the brown cap, he'll mention some goo... Keep this in mind for later but now, head to Frankie's house and ask him for an errand. You'll get a lava lamp, which you must give to Luthor. You can find him on the "cave" above the Salt Mines. Just head up the ramp by the entrance to the mines.

Now, go to the Nuclear Plant and head up.

#### NEW PLOT POINTS

- + Bring 10 Nuclear Fuel Rods to Mamma Hogg.
- + Ask around town about the little Insignia.

Head to the hospital right now.

Now, go around town picking up Nuclear Fuel Rods. I don't know if they are fixed or not though.

Do not give them to Hogg when you get them though, go to the Pawn Shop and talk to Ava there. She'll mention that Kent Hackett starred as Chaz Dastard in the show by almost the same name.

Now you can go with Hogg, well, you could earlier, but it was to save time...

#### NEW PLOT POINT

+ Investigate the Warehouse.

So yeah, head down to the Warehouse, you'll see Kent moving around the vents. He's actually locking them. Some claim the combination is the same, some claim it's not...

The true part is that the combination is in reverse order (actually, you just switch vents 1 and 3 around, the 2 stats wherever it was). If you fail, you get sent to jail.

## NEW PLOT POINT

+ Find a way past the locks and enter the Warehouse.

In my case, it was the middle one, then the left-most one, and finally the right-most one. Use the left vent to go in. As soon as you do though, you'll pass out form excess radiation and wind up in the hospital.

## NEW PLOT POINTS

- + Recover Kent's nuclear rod stockpile.
- + Get the radiation protection from Penelope Redd.

You can find Penelope in the City Hall. Talk to her.

## NEW PLOT POINTS

- + Get the Skin Cream from Misty Waters.
- + Find Thorium in the Salt Mines.

Apparently she doesn't have enough of the mix, so we gotta gather some stuff

up. You can find Misty in the Gothic Gardens all the way to the west. You gotta cough up 1000 simoleons though...

Head to the Salt Mines afterwards and speak with the Lord Mole. We need to use the drencher to find Thorium... From the entrance of the mines, head south through the passageway, around the corner and to that purple crystal on the wall, spray that, you should get some Thorium. If not, look around for some other purple crystals.

Anyway, head back to Penelope to get your strange sun-block and into the warehouse. Commercial break first though.

Go into the actual warehouse and grab all the rods there. Also, be sure to pick up the green bottle of goo there. BE SURE TO GIVE THIS TO JEB.

Once you've picked them all up, you should get a phone call from Hogg telling you Kayleigh is better.

#### NEW PLOT POINT

+ Bring the Nuclear Rods to Kayleigh Wintercrest.

She's at the factory, as per usual. Give her all 45 rods and we are done!

EPISODE COMPLETE

[422]------04.02.02. A Brand New Scent-----

Summary: Kayleigh Wintercrest's sweet new perfume has surprising effects on the single men of Strangetown.

Difficutly: 2/5

~~~~

We begin with Honest Jackson being jealo-- I mean, caring about his town and this new perfume Kayleigh has gotten that can apparently persuade anyone into loving her...

NEW PLOT POINT

+ Use the Pawn Shop telescope to spy on the eligible bachelors of Strangetown.

First go into the casino though, and to the right room to talk to Misty Waters. This is part of the hidden want. Then leave the casino and talk to Redd outside. Head to the Gothic Gardens and talk to Ava there. Next, go and talk to Ara Fusilli outside her house then back to Misty Waters. Hidden Want out of the way.

Now, head into the Pawn Shop and use the telescope at the top.

Dust Vale: You see Tristan and Giuseppi here...

Death Gulch: Nothing...

Nuclear Plant: You see the Emperor Xizzle...

Canyonero Grande: Nothing...

Strangetown Zoo: Jeb and Sancho here.

Wastelands: Ara and Auda.

NEW PLOT POINT

+ Go see Honest Jackson at City Hall.

Wait, don't do this yet, head to the Salt Mines and talk to the Lord Mole and ask for an errand. He'll give you a map for Penelope, who is outside the

casino, give it to her to finish the errand.

Now you can go and talk to Honest Jackson. As usual, he is so worried about the city... *Cough*

NEW PLOT POINT

+ Ruin Sancho's gift for Kayleigh.

Go to the Zoo and talk to Sancho out there.

NEW PLOT POINT

+ Ask Jeb what he knows about the Desert Fuzz Beetle.

Go find Jeb where he usually is, east of the main town. Talk to him.

NEW PLOT POINT

+ Soak the Desert Fuzz Beetle with your Drencher.

Seems the beetle doesn't like water, so anyway, you know what to do. That thing looks... Weird without hair...

NEW PLOT POINT

+ Go see Honest Jackso at City Hall.

Haul tail back to that guy.

NEW PLOT POINT

+ Ruin Auda's reservations at the Casino.

Go to the casino and talk to Pete. Oh, he won't budge? Nothing good friendly conversation won't change. Auda will come and well, no luck for him tonight.

NEW PLOT POINT

+ Go see Honest Jackson at City Hall.

Again...

NEW PLOT POINT

+ Ruin Tristan's planner horse ride.

Go find Tristan east from the main town and talk to him. He's making Giuseppi clean huh? Go talk to him a bit above from you.

NEW PLOT POINT

+ Get manure from Jebediah Jerky to spoil the clean barn.

Talk to Jeb just a few steps away from you. Hope you know what's coming next... Yep, mini-game time. And now we are carrying poo... Anyway, go to the barn and drop it with the use of the arrows there.

NEW PLOT POINT

+ Go see Honest Jackson at City Hall.

I'm getting tired of writing that... Anyway, again...

NEW PLOT POINT

+ Find out what Emperor Xizzle's plans are, and foil them.

Head to the Nuclear Plant.

NEW PLOT POINT

+ Acquire make-up from the Warehouse.

Go to the warehouse and talk to Kent, who'll give you over-expired make-up. Go back to the Nuclear Plant and give it to this green guy.

NEW PLOT POINT

+ Go see Honest Jackson at City Hall.

ARGH! If this were the PC version I would have b-slapped that guy already...

No new plot points... Leave the building and commercial break... Yay...

(Hand... Hurts... 135 or so in King Chug Chug... Pain...)

Kayleigh will talk to you out here, seems she wants to get rid of the perfume.

NEW PLOT POINTS

- + Find the perfume in the Kayleigh's office at the Nuclear Plant.
- + Ask Optimum Alfred to dispose of the perfume safely.

"In the Kayleigh's office"? Nice sintax... Anyway, go there and get the perfume the drop it off with Alfred at the car factory.

EPISODE COMPLETE

[423]-----04.02.03. The New Cola-----

Summary: A delicious new cola with a secret formula has an unexpected effect on your Sim.

Difficulty: 3/5

~~~~

Before we begin, let me say there is no errand here, so you have 25 free points already.

We begin with Ava and Dusty arguing somewhat before Tank shows up. He'll give Dusty and Ava some new cola and you get thrown into a King Chug Chug minigame. Afterwards you drink one too and then you and Tank shrink. o.o

You get a scene with Kayleigh and Hogg about how the cola company wants spent Nuclear Rods and then we are thrown back to our character, who is a bit too small to see...

## NEW PLOT POINT

+ Find a way to return to normal size!

Start going through the only path available to you. Before you know it you'll see killer ladybags... Ok, maybe they aren't killer, but at your size...

## NEW PLOT POINT

+ Defeat the Lady Bugs blocking the path.

Don't go at them yet, instead head south to a can of repellent. Hit A by it to fill your Super Drencher with it, then you can go and spray some ladybugs. If the ladybugs were to get to you, you will suffer damage, which actually translates to your rating/perfomance bar.

Follow the path north and you will end up surrounded, not to mention that the lights will turn off as well. Tank then runs off like a little girl and leaves you with 3 of these bugs right above you.

#### NEW PLOT POINT

+ Find Tank!

Quickly run and spray these things before you start going after that guy. If you've taken damage, head northeast from here to find what I believe are jelly beans or something like that, they will boost your rating/perfomance bar. Then head a bit south and go through the opening in the hose and resume heading north to a path down by climbing a shoe-lace.

In this next screen, start heading west through the opening and you'll find Tank again.

## NEW PLOT POINT

+ Intimidate Tank into Fleeing.

You saw it. Switch back to your hand tool and intimidate him. Once you are done, start heading north through the box to see one huge-ass black ladybug. Tank will run away again back south, but we want to get rid of that black ladybug, as that's the hidden want.

Keep spraying the bugger. Every time you spray it, it'll probably jump at you then run back up and summon some more lesser ladybugs. Dispose of them to make him come back down. Keep at it, eventually he'll die.

Head back to Tank and just keep walking. If he doesn't follow try Intimidating or being Friendly. But head back up the shoelace.

A can of Glug Glug cola has been spilled, and the lights are back on.

## NEW PLOT POINT

+ Investigate the Broken Bowl.

'nuff said, head over. You might find a ladybug or two, but nothing major. Drink the cola when you can and you are back to normal!

EPISODE COMPLETE

(That was a 3/5 difficulty?)

[424]-----04.02.04. There Was This Mummy-----

Summary: When things start disappearing in Strangetown, your Sim vows to unravel the cause.

Difficulty: 4/5

~~~~

We begin talkking to Penelope inside the club before Luthor charges in to inform you about a robbery, but Penelope says it's not her problem and goes away. We end up having to help Luthor.

NEW PLOT POINT

+ Find Luthor's gold medal.

Leave the club and go down to see Bigfoot going talking with Jeb about how "Toilet-paper" man scared him and took his teddy bear.

NEW PLOT POINT

+ Find Bigfoot's teddy bear.

Head down to the main town and Honest will tell you how he just got a call from Penelope that she was being kidnapped and then the line went dead.

NEW PLOT POINT

+ Find Penelope Redd.

Before we get to that of course, head to the Nuclear Plant and inside. Ask Kayleigh for your errand, which we must deliver to Frankie.

Done? Good, now head to the Ziggurat (on the screen below your house, on the east side) to find "Toilet-paper" man.

NEW PLOT POINT

+ Intimidate the mummy to get into the Ziggurat.

You heard them. Once that is done, he will ask you to go inside his home. As you go up the Ziggurat, you should notice a sudden yellow arrow by the water, pick up the Gold Medal here.

As the mummy is apologizing, some flies show up and we scramble. Apparently they are blood sucking flies or something... We need to find how to get rid of them since Penelope is still inside.

NEW PLOT POINT

+ Get some strong insect repellant.

Head back to the main town and you'll give Luthor his medal automatically. We need a creature expert, so it goes without saying that Sancho is the man, so head to the zoo. We need \$2000 to buy this thing, so give them to him.

NEW PLOT POINT

+ Spray the tsetse flies in the Ziggurat.

Once you have the stuff, head back to the Ziggurat. Switch to your NERF Super Soaker and use it on them. Go all the way up but it seems she is gone. Head outside and you'll find her.

COMMERCIAL! ... > >

We are taken to the City Hall automatically. We still have to find Bigfoot's bear though, so we play Hot & Cold.

Before we do this though... Head to the warehouse and talk to Kent. It seems the place is burning up and he needs our help, so it's time to pull out our NERF SS again and take care of the fire. Hidden want done.

Anyway, you know that car in the desert stuck up in the tree? Go across the bridge near it, to the south-western edge of the screen and dig there.

EPISODE COMPLETE

[431]-----04.03.01. Triassic Trouble-----

Summary: Oops! Honest Jackson has misplaced a dinosaur. Or, rather, its bones. Your Sim can help him recover the pieces.

Difficulty: 3/5

~~~~

It seems we were talking to Pete, but Jimmy "teh" Neck (Yes, I did wrote teh) shows up. It seems he forgot what he was doing... Anyway...

#### NEW PLOT POINT

+ Talk to Frankie Fusilli at his house.

Before we move out, talk to Pete here to get your errand. We must deliver a Penguin Invoice to Sancho Paco Panza. We might as well do this and the hidden want before we move, since they are in the same place... Go to Paco and give him the invoice, then talk to him.

Head out and go south from there, but in the same screen. Go behind the bridge and you should see a small patch of dirt. Dig up to find a Megalodon Jawbone, which of course, we are giving to that guy. Now we are done with the extra stuff, so we should speak with Fusilli now.

Head into his house and go down to find him and Ara. He mentions dinosaur bones and stuff and how he wants some. So yeah, it's up to us to go to Jeb's farm and pillage the dirt.

#### NEW PLOT POINT

+ Dig up all the dinosaur bones on Jeb's ranch.

Just head to the ranch and start digging the dirt patches.

There are five pieces scattered in the area. Once you get them all, go back to Frankie... Oh snap! We got busted by Jeb and Jackson!

Honest Jackson my ass... So anyway, now we gotta work for that guy...

## NEW PLOT POINTS

- + Put the bones in the proper boxes.
- + Tell Frankie Fusilli about Honest Jackson's actions.

Just hit A by each box and select the only option. Do this with all of them and Jeb will move away. So head down with Frankie. Once you are done with him, your boss phones in for a Car Commercial.

We travel in time to the next morning, where Jimmy is already coming for us again. Anyway, he can't remember again...

## NEW PLOT POINT

+ Go see Honest Jackson at City Hall.

Deja vu? (You know, the A New Scent episode...)
So yeah, go to him. Oh yay! We get a free T-shirt for helping him!

## NEW PLOT POINT

+ Recover the bones from the buyers for Honest Jackson.

Check the table southeast of Jackson to look at the invoice. We have Kayleigh Wintercrest, Aca Cadavra, Big Foot, Misty Waters and Helen Hogg. Let's do this...

Misty Waters can be found, as usual, in the casino on the right wing.

#### NEW PLOT POINT

+ Buy a really expensive chair and trade it for Misty's ribcage chair.

So, let's head to the Pawn Shop. Hope you've got enough, since we need a bit over 3000 simoleons here to buy a Golden Chair. Go back to Misty Waters and we get the chair in exchange.

Kayleigh can be found in the Nuclear Plant as usual, talk to her.

#### NEW PLOT POINT

+ Pay Kayleigh for the dinosaur spine.

500? Deal! Easy cash for us anyway.

Ava Cadavra can be found in the Gothic Gardens like usual as well, but she wants something creepier than a skull...

#### NEW PLOT POINT

+ Search the Ziggurat for a really old decoration for Ava.

Head there. The Ziggura is east from the guy who sells skill books, just head south near the screen exit and go east down the ramp.

Go all the way back and pick up the urn there but before you can, the Mummy will show up and says you aren't scary enough to give you the urn. So, I guess I don't need to say we need to Intimidate him.

There, go back to Ava and give her the urn. Now pay a visit to Big Foot outside the zoo.

#### NEW PLOT POINT

+ Get enough strength to massage Bigfoot's foot.

I wonder if that was a pun...

According to Zhen Jie Tan, you only need 1 point in Strength to be able to massage his foot.

Last one, we gotta see Hogg in Dusty's trailer.

## NEW PLOT POINT

+ Convince Dusty to pretend to be allergic to dinosaurs.

Who eats dinosaurs anyway? Besides them of course but, whatever... We can find Dusty in the Saloon. We need to be friendly with him though, so persuade the big guy into lying. You will then get the last piece, which we must take to that 'Honest' Jackson. Good, he came to his senses...

## NEW PLOT POINT

+ Find a place to display the dinosaur bones.

As you leave the place, Frankie calls you...

## NEW PLOT POINTS

- + Assemble the skeleton correctly as Honest Jackson asked.
- + Or assemble the skeleton inccorectly, as Frankie Fusilli asked.

Believe it or not, this goes in the Saloon, so go inside.

The correct order is: Leg, Tail, Spine, Ribs and Head.

It's the same however if you do it right or wrong, you will still be done.

#### EPISODE COMPLETE

[432]-----04.03.02. The Doomed Earth-----

Summary: An errant asteroid hurtles towards Earth, much to Emperor Xizzle's delight. Stop this natural accident before it's too late!

Difficulty: 4/5

~~~~

We see Xizzle and his crew mentioning the asteroids coming and how they are planning to run away. Then we switch to your character talking to Jeb by his farm. Seems he needs money in order to keep his farm going.

NEW PLOT POINT

+ Give \$500 to Jebediah.

500 is not too much if you ask me. Go ahead and help the poor guy. I mean, we have to in order to advance anyway. Kent shows up almost right away and while they are arguing... WHAM! An asteroid comes crashing down.

As Kent leaves, and you try as well, Penelope shows up. Seems she's going story-crazy again.

NEW PLOT POINT

+ Acquire a Telescope.

It seems Tank has one, as Misty mentions (she's outside the casino). Before we do this, go to the Cavern Club (you know, above the mines) and ask Auda for your errand. He'll give you some Shark Jaws for Dusty, who can be found in his trailer.

Go a bit south and enter the House Barracks below the Hospital to find Tank there. He seems a little shakey when you ask him about the telescope... Nothing we can do, so go back to Misty. Seems he has been stalking Ara with his telescope.

NEW PLOT POINT

+ Find someone to flirt with Ara Fusilli.

I think you can pretty much convince any male here, just get them in a Friendly conversation.

NEW PLOT POINT

+ Meet Ara in front of Frankie Fusilli's house between 6 PM and 11 PM.

So head there between those two hours and watch the scene unfold.

NEW PLOT POINT

+ Follow Ara into Frankie Fusilli's House.

Go inside and head all the way down. And... Oh Snap! We've been busted!

NEW PLOT POINT

+ Calm Frankie Fusilli Down.

Friendly conversation is the key here. Once this is done, walk out and you will see Tank running to Ara.

NEW PLOT POINT

+ Check out Tank's Place while he is still distracted.

Go go go~! Grab the telescope and run for dear life.

NEW PLOT POINT

+ Give Penelope Redd a Telescope.

Not much to say, get to her and give her the Telescope.

NEW PLOT POINT

+ Ask around town for help in stopping the Asteroid.

Go to the Car Factory and talk to Alfred there. He needs 5000 Simoleons to get you what you need though.

NEW PLOT POINT

+ Pay \$5000 to Optimum Alfred.

Not much we can do, so cough up. He requests that you return at the end of the day and we get a commercial break. Back to live we go.

NEW PLOT POINT

+ Return to Optimum Alfred's Workshop after Midnight.

Ok, start killing time however you wish, but head back when you it's time. So, we can teleport into the asteroid and blow it up...

NEW PLOT POINT

+ Destroy the Asteroid!!!

Go up and use the quantum matter transporter. Head south on the asteroid and don't ask me how you can be here like nothing without any kind of protection... Anyway, go south and look at that crevasse with light coming out of it. Place the bomb there.

Hit A by the bomb and we get three choices. Select the middle one. Not only do we get the hidden want, but we also get an...

EPISODE COMPLETE

[433]-----04.03.03. It All Came to an End------

Summary: In a scheme for higher ratings Daddy Bigbucks decides a tragedy should befall Strangetown in this season ending cliffhanger!

Difficulty: 5/5

~~~~

So, it seems we want to end with a grand finale, or rather, Bigbucks wants to. We need someone like Emperor Xizzle, but under his control, so how about Alfred?

## NEW PLOT POINT

+ Get a high-powered Super Drencher from Emperor Xizzle.

Go to the City Hall first and talk to Penelope Redd. It seems she's still trying to find something that would make an alien invasion immanent. Then head to the Salt Caves, near the throne to find a bottle of plutonium. Then go back to Penelope to clear the Hidden Want.

Now go right from the City Hall to see the alien Emperor. Head around and go

inside his spaceship, then talk to him. Intimidate the guy to convince him.

#### NEW PLOT POINT

+ Drench Optimum Aldred to turn him evil!

Talk to the alien that just warped in to get an errand. He'll give you a Ray Gun we gotta give to Xizzle, who is by the zoo now. Leave the spaceship and go into a commercial break. Be sure to give the item to Xizzle before you head to the Car Factory.

He is outside, so get your newly improved NERF Super Soaker to spray him. I like this music... Anyway, seems our little friend went totally BOOM! Ara and Dusty show up and wonder what the heck happened, but they decide to ask Tristan for help.

#### NEW PLOT POINT

+ Report back to Daddy Bigbucks in his boardroom.

That guy is losing it...

#### NEW PLOT POINT

+ Find all five pieces of Optimum Alfred.

Ok... Near where he exploded is one.

Second one is by the dam.

Third piece is by the Gothic Gardens.

Fourth piece is by the warehouse.

And the last one is in the desert above the warehouse, near the first bridge. Holy crap he's alive! Well... Whatever, so now we are double-crossing Bigbucks.

## NEW PLOT POINT

+ Convince Tristan Legend to rebuild Optimum Alfred.

You can find this guy in the casino. Talk to him.
As usual, friendly conversation. Watch the scenes that unfold.

When you are in prision, the game kinda splits in two in a way. Either you ask Bigbucks to get you out (Scenario 1), or you go against him (Scenario 2).

## [Scenario 1]

We gotta convice people that this is just a prank of sorts.

## NEW PLOT POINT

+ Convince three people that Optimum lied.

#### Here we go...

Momma Hogg is by Dusty's trailer. Friendly conversation...

Ara is in her house. Same as with Hogg.

Pete just south of the Saloon.

## NEW PLOT POINT

+ Get Optimum Alfred to leave town!

Find him in the factory as usual. Talk to him. Give the greedy bastard 4000 Simoleons to make him go away. Hmm? We need to go to the town center? Head south and enjoy.

EPISODE COMPLETE

#### [Scenario 2]

Jimmy comes up and says he's going to watch over you while the town decides what to do.

#### NEW PLOT POINT

+ Convince Jimmy the Neck to let you out of jail!

Friendly conversation as usual. It seems now we have to prove to him we are on his side, so we gotta find all the cameras around town and bash them.

#### NEW PLOT POINT

+ Destroy all of the town's surveillance cameras (one per area).

NOTE: The game is kinda bugged here, I don't know if this is a killer bug or not, but DO NOT GO INTO THE CASINO!

Here we go... You can destroy them by using your NERF Super Soaker.

In the area by your house, there's is one outside Dusty's trailer.

There's another one by the guy in the boat, south of your house.

Another one in the warehouse, by the second streetlamp.

Another one in the right wall of the casino (outside of course).

In the Nuclear Reactor, go up the ramps to the first console.

Done.

#### NEW PLOT POINT

+ Report back to Daddy Bigbucks in his boardroom.

Drama!

EPISODE COMPLETE

[434]-----04.03.04. A Very Special Reunion-----

Summary: Five years after the final episode, it's time to cash-in on Strangetown's cult status. Help Kent Hackett find the best loved stars and most reviled villains for one last action-packed adventure!

Difficulty: 5/5

~~~~

We begin reading the description from a paper about what the heck is going on. We talk to Xizzle, but he doesn't seem to intrigued about the idea...

NEW PLOT POINTS

- + Convince Emperor Xizzle to host a reunion.
- + Arrange a ride with Frankie Fusilli for Kayleigh, Ava and Giuseppi.

Friendly conversation for the win?

Anyway, go to the Factory right now. Holy crap, it's Alfred! Talk to him and he mentions how we can't do 5 jobs in a row...

So yeah, go around and play EVERY minigame and come back to this guy to get the Hidden Want done.

If the "Hidden Want Complete!" doesn't trigger, leave and enter the Factory.

Anyway, now we can go for Frankie at his house. We need 2000 Simoleons for

this, which is easy cash for us basically. Leave and you will hear a message from Tank about how he is planning a rebellion against the aliens. Kent will phone you afterwards.

NEW PLOT POINT

+ Find Tank and convince him to attend the reunion.

The Ice Caves should be open now. Go inside and talk to the Yeti, and ask him for your errand, which is to give a doll to Bigfoot who is in the zoo. Tank is also here, but for all purposes, doll first, Tank later.

Talk to him then.

NEW PLOT POINT

+ Knock some sense into Tank.

Intimidation is the key. The guy is paranoid though.

NEW PLOT POINT

+ Get Tank's house barracks back for him.

Leave the place and commercial...

Anyway, go to the barracks and talk to the green fella. We gotta give him 500 simoleons to make him go away, so feel free to pay. Then go back and talk to Tank.

NEW PLOT POINT

+ Go to the Club for the reunion!

You know the one. Near the Salt Mines?
Anyway, head in. Oh snap! IT'S A TRAP! OH NO!
Ok, so we gotta find the bomb...

NEW PLOT POINT

+ Disarm the bomb!

Part of me wants to think this is random but whatever. There are several arrows showing up everywhere here, look around. For me, it was in the bushes on the right side by Misty Waters. Aww... No trap...

EPISODE COMPLETE

[044]-----04.04. Unlocking Episodes-----

There are four unlockable episodes, you can see them in the Episode Select screen actually, and they are greyed out. They are:

- + Aliens Arrived
 - -> Unlock by purchasing the "New Plot Weirdness" option in the Plot Twists! with 50 RP.
- + There Was This Mummy
 - -> Unlock by purchasing the "New Plot Mystery" option in the Plot Twists! with $50\ \text{RP}.$
- + It All Came to an End
 - -> Finish all the episodes of Seasons 1 and 2, as well as the episodes Triassic Trouble and The Doomed Earth from Season 3.
- + A Very Special Reunion

-> Link up with a GBA or DS. That, or use a GameShark or something. XD

[045]-----04.05. List of Wants & Errands-----

For those who want to see these quickly without scrolling through the actual walkthrough of each episode...

Season 1

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Episode 1: Buried by the Mob

- + Hidden Want: Fix Dusty's freezer in the back of the saloon. You need at least 1 Mechanical skill point.
- + Errand: Talk to Paco in the Zoo and give the Valve to Kayleigh in the Nuclear Plant.

## Episode 2: What Digs Beneath

- + Hidden Want: Find the Microfiche and give it to Jimmy. This can be found in the fireplace at Frankie's house.
- + Errand: Talk to Jeb the farmer and give the chair to Momma Hogg. I think she was in the Nuclear Plant...

## Episode 3: Aliens Arrived

- + Hidden Want: When Aliens start to take over, head to the Club (the one above the now-closed Salt Mines) and spray all of them with your NERF Super Soaker.
- + Errand: Talk to Penelope and get a bottle of green goo from Ava (who can be found in the Gardens as usual), then give it to Penelope.

## Season 2

~~~~~~

Episode 1: Blackout!

- + Hidden Want: Talk to Jeb, he mentions something about green goo. When you can get access to the Warehouse and are safe from the radiation, get a bottle of green goo from inside, then give it to Jeb.
- + Errand: Talk to Frankie Fusilli, then give the Lava Lamp to Luthor.

Episode 2: A Brand New Scent

- + Hidden Want: Talk to Misty Waters in the sauna (?) area of the Casino. Then talk to Penelope, Ava, Ara and then back to Misty.
- + Errand: Talk to the Lord Mole in the Salt Mines, then give the map to Penelope outside the Casino.

Episode 3: The New Cola

- + Hidden Want: After you find Tank in the lower level, if you go north he'll run like a little girl because of the giant black ladybug. Go ahead and kill it by spraying lots of time with your NERF Super Soaker.
- + Errand: No errand. FREE POINTS! ^0^

Episode 4: There Was This Mummy

- + Hidden Want: When you are playing the Hot & Cold game (could be possibly done before but whatever), head to the Warehouse, which is literally on fire even though the mummy says you are cold. Go inside and put out the fires with your NERF Super Soaker.
- + Errand: Talk to Kayleigh, who'll give you a couch. Give this to Frankie.

Season 3

~~~~~

Episode 1: Triassic Trouble

- + Hidden Want: Talk to Paco in the zoo, then go out of the zoo, but in the same screen, head south from the bridge, until you are in the dirt just above the water level. You should notice the patch of dirt, so dig there and give the jaw to Paco.
- + Errand: Get the Penguin Invoice from Pete the pirate and give it to Paco.

## Episode 2: The Doomed Earth

- + Hidden Want: After you place the bomb in the asteroid thingy, hit the MIDDLE choice to get this done.
- + Errand: Talk to Auda inside the club above the mines. He'll give you some Real Shark Jaws or whatever to give to Dusty.

#### Episode 3: It All Came to an End

- + Hidden Want: Talk to Penelope inside the City Hall, then go to the Salt Mines and get the seemingly harmless jar of plutonium. Oh, but what's this? Boss battle! -- Wait, wrong game. Just get that back to Penelope.
- + Errand: After upgrading your NERF SS to the NERF Ultra Soaker 2510 (Yes, I blatantly made that up, same as the NERF SS name) from Emperor Xizzle, an alien will appear there. Give the Ray Gun he gives you to Xizzle in the screen of the Nuclear Plant.

## Episode 4: A Very Special Reunion

- + Hidden Want: Meet Optimum Alfred in the Car Factory and talk to him. Then go around doing all five minigames (Bigfoot Loves Chickens, Canyon Jumping, Cattle Cleanup, Chop Shop and Keelhaulin' Cards). I don't know if you can pretty much lose in a horrible fashion or need to win something though.
- + Errand: After you get the broadcast from Tank, go to the Ice Caves and talk to the Yeti. Take the doll and give it to Bigfoot who is outside the zoo.

There, all done.

## Bigfoot Love Chickens

...but he's picky about their color. Use the +Control Pad to find the correct color combination that will satisfy this sasquatch. Press the A Button to see if your combination matches Bigfoot's appetite!

Level 1: No requirements.

Level 2: Score 0:30, and Intellect 1.

Level 3: Score 0:25, and Intellect 2.

Level 4: Score 0:15, Intellect 3, and Strength 1.

Level 5: Score 0:10, Intellect 4, and Strength 2.

Basically, a Mastermind game. You get four chickens, and they can rotate colors at your leisure. As you send them flying, if sasquatch doesn't eat them, he will give a number followed by a /4. Meaning you got that number of chickens right. Which one? Who knows, it's up to you to try.

So try to get your winning strategy.

Location: Inside the zoo.

## Canyon Jumping

Tap the A Button repeatedly for a good take-off speed. After the jump press B

Button to pop out your wings. Use the +Control Pad to find a perfect angle that will keep your speed up! Watch out for geese and weather ballons, and DON'T FORGET TO LAND!

Level 1: No requirements.

Level 2: ???

Level 3: Score 975, Mechanical 2, and Intellect 2.

Level 4: Score 1000, Mechanical 3, and Intellect 3.

Level 5: Score 1050, Mechanical 4, and Intellect 5.

The game is overall fun, just keep moving in the air to keep yourself there and when you see land below you, start falling because if you don't, you'll crash.

Location: Near the ice cave. Go above the dam and then hug the right wall as you go near the canyon.

#### Car Commercial

Take Amazonite's latest ride for a test drive! Your quick responses to marketing department slogans will boost your score! Careful though... crash this car and your score will drop.

Level 1: No requirements.

Level 2: Score 750, Confidence 1, and Hotness 1.

Level 3: Score 800, Confidence 2, and Hotness 2.

Level 4: Score 1000, Confidence 3, and Hotness 4.

Level 5: Score 1500, Confidence 4, and Hotness 5.

This game is easy actually. You get several slogans on top like "All Terrain Vehicle" so just go into the rough. Or "Easy Handling" so just go between two of those orange weird posts. There's "It's Fast," so keep the top speed on and such... By the way, you are allowed to crash when you get a "Dual-Side Airbags" slogan. In fact, you have to...

Location: Only playable through Commercial Breaks.

## Cattle Cleanup

Help Jeb clean-up his farm. Fill your canisters by collecting poo! Watch out for the charging bull and the green radioactive poo. If you have any methane left, hit the L Button or R Button for a boost!

Level 1: No requirements.

Level 2: Score 8, and Mechanical 1.

Level 3: Score 10, Mechanical 2, and Strength 1.

Level 4: Score 10, Mechanical 3, and Strength 2.

Level 5: Score 11, Mechanical 5, and Strength 3.

I don't really like this game. But basically, just hit A to dash and move around collecting poo and avoiding crashing.

Location: By Jeb's farm.

#### Chop Shop

Welcome to Mr. Fusilli's private and not-so-legal chop shop. Help sort the

various car parts. Press the A Button to grab a part and use the +Control Pad to pick a bin to drop it in. Your score is based on the bin with the least amount of parts. So make sure you separate them evenly!

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Level 1: No requirements.
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Level 2: Score 8, and Strenght 2.

Level 3: Score 9, Mechanical 1, and Strength 3.

Level 4: Score 10, Mechanical 2, and Strength 4.

Level 5: Score 12, Mechanical 3, and Strength 5.

This game isn't hard at all. Just grab and item and hit the pad in the direction the bin is. I suggest you just keep grabbing at random, only when you are close to running out of time, should you try to get items of the least you have.

Location: Inside the Car Factory, between two cars in the lower floor.

#### Keelhaulin' Cards

Collect pirate cards and earn three of a kind. Turn them in and watch your pirate walk the plank. Play a ghost card for extra points! At the end of your turn, don't forget to discard. First played with at least 200 points at the end of a round: WINS!

Level 1: No requirements.

Level 2: Score 200, Intellect 1, and Personality 1.

Level 3: Score 200, Intellect 1, and Personality 2.

Level 4: Score 200, Intellect 2, and Personality 3.

Level 5: Score 200, Intellect 3, and Personality 4.

This is a slightly weird game. Basically, you get several cards. If you have three or more of a kind, you can play them to add points to the vault. Ghost cards can be played if the last pirate that walked the plank is the same as the card, or in some ocassions they don't seem to have rules, haven't figured that one well.

Anyway, the one who ends a turn with no cards, wins the points in the vault and this keeps going until someone goes over 200 at the end of a round.

Location: Inside the casino.

## King Chug Chug

Don't let King Chug-Chug catch you! Tap the A Button repeatedly to run away. But be careful: if you run too fast your cola will explode. Press Down to drink and relieve the pressure, and Up to jump over obstacles.

Level 1: No requirements.

Level 2: Score 60, Hotness 1, and Personality 1.

Level 3: Score 60, Hotness 3, and Personality 1.

Level 4: Score 60, Hotness 4, and Personality 2.

Level 5: Score 45, Hotness 5, and Personality 3.

The game is fairly simple, though it can wreak havoc on your finger. Just keep tapping A as fast as you can and keep an eye on your cola gauge and the boxes of colas. Drink when the icon of your cola is flashing red and keep hitting A to run away from that giant psycho-cola.

Location: Only playable through Commercial Breaks. [006]-----06. Plot Twists!-----New Plot - Mystery Plot (50 RP) What the audience wants is more intrigue! -> Adds "There Was This Mummy" to Season 2. New Plot - Weirdness (50 RP) Glowing lights, goofy gadgets, quirky contraptions... make it happen! -> Adds "Aliens Arrived" to Season 1. New Set - Friendly (65 RP) Fun and frivolous objects will make the scene more festive and lively! -> Changes the decor of your house to make it seem more friendly. New Set - Romantic (85 RP) Add some pillows, soft music, and a little candlelight to set the mood in -> Changes the decor of your house to make it seem more romantic. New Set - Intimidating (75 RP) A house full of bold and brazen items will certainly give viewers something to -> Changes the decor of your house to make it seem more intimidating. New Prop - The Chopper (150 RP) Get your paws on the throttle! Built by Dusty Hogg himself, this fine ride will make you the envy of Strangetown. -> Adds a bike you can ride around town. [007]-----07. Social Moves!-----Friendly Moves: Hug (??? RP) Wrap your arms around them and squeeze! Brag (80 RP) You're proud of yourself and you aren't afraid to show it. Apologize (100 RP) Go on, say you're sorry. It's OK. Everything will be fine. Romantic Moves: Blow Kiss (40 RP) Lighter than air and more romantic than a regular kiss. Kiss (85 RP) Plant a big smooth right where it counts. Show Off Bod (Body? -- ??? RP) You're totally buffed up and proud of it. Intimidating Moves: Threaten (60 RP) You aren't going to this lying down! Rude Gesture (75 RP) This gesture is forbidden in over 30 countries around the world. Karate Moves (115 RP)

[010]------10. Conclusion------

Fists of steel, feet of stone, stomach of iron.

Hope you enjoyed the guide and it helped you, as it really takes a while to finish these things (when they are finished...).

Of course, any problems or suggestions you can always email me.

Anyway, as you know, most of us FAQ writers do this pretty much just for the heck of it or to help other people who are having trouble (yes, I know some people wonder how we can actually do this...).

So if you ever feel like repairing me one way or another, money is the way~! ^^

Seriously, if you ever have a spare buck you wish to send me, it would be greatly appreciated. What's it used for? To keep me alive, help keep my comp up to date, pay my ISP bill and stuff, and rarely you can contribute to buying a game I'm writing a guide for. So in one way or another, they help me keep getting these coming out.

How to do so? Well, if you are interested, how kind of you. Just enter into the page below, though I believe you would need a PayPal account, not sure... https://www.paypal.com/row/cgi-bin/webscr?cmd=\_transaction-run

Just enter my email into the "Recipient's Email" field and the rest is up to you. Giving a note as well would be appreciated. Thank you.

## Thanks to:

- -> Maxis and whoever else was involved in the creation of this game.
- -> Zhen Jie Tan, for the minimum Strength needed to massage Bigfoot's foot.
- -> Kathy Quinn, well, she did brought to my attention stuff on section 02.01, so I decided to write it.

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