

The Sims 2™

Game Boy® Advance

Game Overview

Tape the Episodes

The game is divided into 11 episodes (and a super helpful tutorial). Every episode has a number of plot points your Sim needs to achieve to accomplish the full plot arch. You can play and replay these episodes in the order of your choosing. At any time you can disregard the plot points and pursue your own goals.

Getting the Ratings You Need

The completion of plot points is only one quarter of the material the ratings points are awarded for. There are also Errands, Hidden Wants and Aspiration Goals.

Completing an Errand is the easiest of your objectives. All you have to do is deliver an object from one NPC to another. Of course, sometimes finding the NPCs can be a challenge.

In every episode there is a Hidden Want that your Sim can discover.

Before every episode you can return to Create-a-Sim and change your Sim's clothes and aspiration. For each episode there is an aspiration goal to socialize with a specific number of Sims in a type of battle that depends upon the aspiration chosen.

Money Making Minigames

There are 7 minigames that you can play to earn simoleons. 5 of them are dispersed around the world and playable once a day. The other 2 are commercials and appear once per episode.

Secret Collecting

Everyone in Strangetown has a secret. Can you discover them all? Social Battle the characters to discover the things they wish no one would find out.

Create-a-Sim

You start by naming your Sim. Then select gender, skin tone, hair style and hair color. Next, select your Sim's shirt style and colors, leg wear and shoe color. When that's done chose your Sim's aspiration. You Sim's clothes and aspiration can be changed by selecting Change Clothes from the Boardroom menu.

Getting Around

Walking

This is direct controlled with D-pad.

Running

If you press and hold B your Sim will run. Good for traveling distances, not so good for precision movement.

The Chopper

Tired of running around? Get yourself some wheels. You can purchase a nice Chopper for your Sim to ride around town. Under the Plot Twists option of the Boardroom menu, find and select New Prop – The Chopper. Any episodes you play after that will have The Chopper outside your Sim's house.

Strangetown Secrets

Each NPC in Strangetown has a dark secret, and discovering them is half the fun. Discovering a secret requires getting an NPC to the top level of the Friendship, Romance, or Intimidation ladder, depending on the NPC. For example, getting Jimmy the Neck to the top of the Friendship ladder provokes him into revealing his secret. Some NPCs have different secret requirements, based on the player's gender.

The NPC Relationships menu tracks any of the secrets you've learned from the NPCs.

NPC	Male Interaction Type	Female Interaction Type
Frankie Fusilli	Intimidate	Intimidate
Ara Fusilli	Romance	Intimidate
Sancho Paco Panza	Intimidate	Romance
Auda Sherif	Intimidate	Intimidate
Kayleigh Wintercrest	Romance	Intimidate
Mamma Hogg	Friend	Friend
Penelope Redd	Intimidate	Intimidate
Ava Cadavra	Romance	Friend
Optimum Alfred	Friend	Friend
Tristan Legend	Intimidate	Romance
Burple	Friend	Friend
Honest Jackson	Intimidate	Intimidate
Emperor Xizzle	Intimidate	Intimidate
Lord Mole	Friend	Friend
Jimmy the Neck	Friend	Friend
Tank Grunt	Intimidate	Intimidate
Bigfoot	Friend	Friend
Mummy	Intimidate	Intimidate
Jebediah S. Jerky	Intimidate	Intimidate
Dusty Hogg	Friend	Friend
Giuseppi Mezzoalto	Intimidate	Romance
Misty Waters	Romance	Intimidate
Pepper Pete	Friend	Friend
Kent Hackett	Friend	Friend
Luthor L. Bigbucks III	Friend	Romance

NPC Gifts

When you get to a level 3 friendship, romance or intimidate relationship with an NPC they will begin sending you gifts in the mail. If you give these gifts to any NPC they will be in the mood for friendship, romance or intimidation making it easier to gain the corresponding relationship level. Be sure to use these gifts during the episode you receive them as they do not stay in your inventory.

Friendship Gifts

- Chaz Dastard DVDs
- Comic books
- Funny t-shirt
- Mix CD
- Pizza

Romance Gifts

- Chocolates
- Gold ring
- Heart-shaped pillow
- Red roses
- Teddy bear

Intimidate Gifts

- Box of cockroaches
- Dead fish
- Moldy pie
- Rotten eggs
- Wilted flowers

Collecting

Each day, the deputy at the Nuclear Plant will buy collectibles for a set amount of money. These items are scattered around the cities and can be picked up and traded in for money.

- *Empty Chug Chug cola cans* (value \$5 to \$40)
- *Cow Bells* (value \$10 to \$30)
- *Nuclear Fuel Rods* (value \$20 to \$80)
- *Alien Spaceship Parts* (value \$50 to \$100)

Minigames

World Minigames

The player is a freelancer, who is capable of performing any minigame when he chooses, in almost any episode. The player earns Simoleons this way. There are five of these type minigames:

- Bigfoot loves Chickens
- Cattle Clean-up
- Canyon Jump
- Chop Shop
- Keelhaulin Cards

Reporting to Work: The player merely needs to go to the specific spot (indicated by a blue and white minigame plumb bob) in the world to report to work. Each job has specific hours during which the player can report. The player can only do one minigame of a given type per day.

Promotions: As the player plays minigames over and over (and does well at them) and achieves certain skills, he'll slowly get promoted. This amounts to a bonus in pay for completing the minigame, and can also open up new features. Whenever the player gets promoted, a special screen will announce his promotion level.

Commercial Break Minigames

Commercial break minigames happen in the middle of certain episodes. There are two Commercial Break games.

- King Chug Chug
- Car Commercial

"Bigfoot Loves Chickens!" (Strangetown Zoo)

The Strangetown Zoo asks the player to take care of its sasquatch exhibit. Unfortunately, the bigfoot likes to eat the chickens in a jolly sort of way!

This is a puzzle game where the player must match the colors of 4 chickens to bigfoot's preferences. Bigfoot thinks of a color combination (for example, blue-red-green-red), and the player must figure out that combination before the time runs out. By using the Control Pad, the player can change the color of a bird and march all four towards Bigfoot. If the combination was not correct, Bigfoot throws a tantrum and then tells the player how many birds were, in fact, correct.

Requirement	Score Required
None	-
Intellect 1	0:30
Intellect 2	0:25
Intellect 3, Strength 1	0:15
Intellect 4, Strength 2	0:10

“Cattle Cleanup” (The Ranch) *MULTIPLAYER*

The player must guide a golf ball sweeper and collect cow poo off the driving range. The player guides his out-of-control golf cart up and down trying to grab the cow poo. However, the player can hit cows (or a rampaging bull), which get in his way.

The player will have a “methane jump” at their disposal. This jump ability will allow them to leap over obstacles and bovines to earn extra points. Jumping is limited by an available methane jump bar. Each jump costs the player a portion of their poo collected, and lowers the methane jump bar. The methane jump bar has a finite maximum and minimum amount of jump power, and is filled up by collecting more poo. Jumping to avoid obstacles and cows is a risk, as the cost of the jump is only compensated for it if you successfully clear the cow.

Two sizes of cattle poo await cleanup by the player: *Normal* size portions and *Grande Bull* poo portions. The later giving the player more points to cleanup, but also taking more time.

Make special note of the *mysterious green glowing* poo that hurts the player when they sweep it up.

In multiplayer, the person who has collected the most poo at the end of the game wins!

Requirement	Score Required
None	-
Mechanical 1	9
Mechanical 2, Strength 1	10
Mechanical 3, Strength 2	10
Mechanical 5, Strength 3	11

“Canyon Jumping” (Canyonero Grande) *MULTIPLAYER*

The player will zoom along a side-scrolling course in a “makeshift salvaged rocket derby thing.” The object is to outjump the competition. If the player can jump the canyon, they win lots of money. The further the jump, the more money earned. During the jump the player will have to choose when to unfurl their wings! Then the player will have to compensate for the wind speed and direction by properly angling the craft. Also, the player will have to angle the craft to allow for a decent landing angle.

Gliding through the air, players will need to maneuver around obstacles (birds and balloons). Hitting an obstacle will slow the player down.

In multiplayer, the person who jumps the furthest wins.

Requirement	Score Required
None	-
Mechanical 1, Intellect 1	\$950

Mechanical 2, Intellect 2	\$975
Mechanical 3, Intellect 3	\$1000
Mechanical 4, Intellect 5	\$1050

In-Game Controls

Control Pad – Set your pitch while in the air
A Button = Accelerate (on track)
B Button = Pop your wings!

“Chop Shop” (Factory)

The player appears in a local factory, sorting parts for Frankie Fusilli’s chop shop. There are three parts to be grabbed off a conveyer belt and sorted – Tires, Windshields, and Motors.

As the player moves right and left along the conveyer belt to grab parts, he has to throw them into the appropriate tube (for instance, only the Tire Tube takes tires). Doing so earns a point in *Tires*.

When the timer expires, the game ends and the police sirens blare! At the end of the game, the players score is based on the lowest of his totals. Therefore, if the player has 1 Tire, 5 Windshields, and 7 Motors, his score is only 1! Score is equal to the level \times the player’s score.

As the player “levels up” new parts are added to the conveyer belt:

License Plates (Level 2) – These can be tossed into *any* bin for +1 Score

Batteries (Level 3) – Grabbing one of these shocks the player, costing him time.

Money Bags (Level 4) – Depositing these in any tube raises the score by everything +1.

Damaged Parts (Level 5) – Indicated by a subtle spark, these parts also electrocute the player.

Requirement	Score Required
None	0
Strength 2	8
Mechanical 1, Strength 3	9
Mechanical 2, Strength 4	10
Mechanical 3, Strength 5	12

Keelhauln’ Cards (Casino) *MULTIPLAYER*

Olde Salty’s Famous Pirate Game is available at the Casino. You play against one other player.

There are 54 cards in this deck:

- 5 Olde Salty
- 5 Pepper Pete
- 5 Captain Moogoo
- 5 Crazy Beard
- 5 Pretty Bonnie
- 5 Ugly Pedro
- 5 Bonesly
- 5 Mean Marie

- 4 Empty Jug Cards
- 8 Ghost Cards (one per pirate)
- 4 Cannon Cards

Players are dealt **8** cards, but can have a hand of up to 10 cards.

Step 1: Draw one card

Draw 1 card from the deck (upper left) or the discard pile (upper left). The last discarded card will be face up in the discard pile.

Step 2: Play cards

You can play a meld of *three or more* cards of the *same* pirate. This makes the pirate walk the plank (yar!), and scores you 10 points (gold coins) *per card* you played.

Example: You play four Ugly Pedros. He walks the plank, and scores you 40 points.

Non-played cards from that pirate (either in the deck, or in the other person's hand) are immediately removed from the game, and 5 points are added to the *treasure chest* per card removed.

Specialty cards can only be played one at a time.

Step 3: Discard cards

Discard 1 card. If that was your last card, the round ends! Whoever ended the round, wins the treasure chest (and its points). A card can be selected with the 'Discard' cursor. 'L' and 'R' will toggle between the discard cursor (a big red 'X') and the selection cursor.

Turn end:

Your turn ends when you discard a card, or are at **0** cards. If you do not have a card to discard, the round continues.

Winning the Game:

The game continues until one player scores 200 points.

Special Cards

Ghost Cards – Playing this, if the pirate is dead (i.e. “walked the plank”) immediately scores 20 points for you. (*Always available*)

Empty Jug Cards – Draws 2 cards from the deck. (*Available at level 2*)

Cannon Cards – Shoots a cannon at the other player. This randomly destroys 5, 10 or 15 points! (*Available at level 4*)

Game Flow:

The first player is dealt 8 cards. Pirate cards can be played in groups of 3 to 5 *like* cards. The player is not obligated to play all of a set greater than three (i.e. If Mr. T has 5 Ugly Pedros, he can play 3, 4 or 5). Each card is selected using the ‘A’ Button, and deselected by pressing ‘A’ again. Once all cards in a set that are to be played are selected, the user can opt to play them by selecting the play pile. At such time, should the user have another meld or specialty card to play, he can do so as per the previous instructions. If the player is out of cards, his turn will end. If he has cards left, but cannot make another legal play, he must discard by selecting a card with the discard cursor. A player can end his turn by discarding even if he still has a legal play.

Requirement	Score Required
None	-
Personality 1	200
Intellect 1, Personality 2	200
Intellect 2, Personality 3	200
Intellect 3, Personality 4	200

Car Commercial (Commercial #1)

“Amazonite Motors proudly presents their new 2005 lineup! Low, low, prices!”

The Sim must advertise the new cars of a brand new motor company. The player is put into an off-road track, where the player has 1 minute to perform cool tricks to earn points. At certain times, a “feature” of the car is announced across the screen, where the player earns bonus points for a certain action while it’s on screen (typically 10 seconds):

Feature	Description	Points
Easy Handling	Drive between two cones	100
Dual-Side Airbags	Crash the car	100
All Terrain Vehicle	Drive off-road	20 points / second
Stops on a Dime	Go from top speed to 0	100
It’s Fast	Go at top speed	25 points / second
Looks Great	Drive by a photographer at mid-range speed	100 (50 for non-ideal speed)
Eco-Friendly	Drive by a deer	100
N/a	Crashing	-50

Requirement	Score Required
None	-
Confidence 1, Hotness 1	750
Confidence 2, Hotness 2	800
Confidence 3, Hotness 4	1000
Confidence 4, Hotness 5	1500

King Chug Chug (Commercial #2)

The Sim must run a race, running away from the dreaded and goofy King Chug Chug, the mascot of the cola company. Pressing A repeatedly keeps the Sim speeding away from the king.

The faster the Sim runs (with a cola in hand), the soda slowly builds up pressure. If it builds up too much pressure, it explodes and the player is caught. Taking sips decreases pressure.

The longer the sim stays away from King ChugChug, the more Ratings Points he'll earn.

Requirement	Score Required
None	-
Hotness 1, Personality 1	60
Hotness 3, Personality 1	60
Hotness 4, Personality 2	60
Hotness 5, Personality 3	45

Walkthrough

It all Began

-Intro dialog from Daddy Bigbucks

New plot point given:

- Go upstairs and explore the town.

-Go into the neighborhood and befriend Dusty Hogg

- [Go upstairs and explore the town. completed](#)

New plot point given:

- Buy a piece of furniture from the Pawn Shop.

-Go to the Pawnshop in Downtown Strangetown

-Buy a couch, bed, shower, and/or fridge

- [Buy a piece of furniture from the Pawn Shop. completed](#)

New plot point given:

- Use the toilet!

-Go back to your house

-Go to the bathroom

-Talk to alien sitting on your toilet.

- Walk in the house.
 - New plot point given:
 - Intimidate the alien off the toilet.
- Engage alien in an intimidation conversation
 - [Intimidate the alien off the toilet. completed](#)
 - New plot points given:
 - Fix the toilet.
 - Meet Daddy Bigbucks in the boardroom downstairs.
- Repair toilet using Radiation Squeegee Daddy Bigbucks gave you
 - [Fix the toilet. completed](#)
- Use the toilet!
 - [Use the toilet! completed](#)
- Go to the boardroom via your basement
- Play King Chug Chug mini game
 - [Meet Daddy Bigbucks in the boardroom downstairs. completed](#)
 - New plot point given:
 - Go to the Saloon to see what Dusty wants.
- Go to the Saloon in Downtown Strangetown behind the Casino
 - [Go to the Saloon to see what Dusty wants. completed](#)

Episode Complete!

Buried by the Mob

- Go outside and meet Jimmy the Neck
- Intimidate Jimmy the Neck
 - 3 plot points given:
 - Find and return the briefcase to Jimmy the neck.
 - Investigate the Pawn Shop and the Saloon for clues.
 - Gain Frankie Fusilli's confidence.
- Search Pawnshop and Saloon for clues.
 - { It looks like someone tracked a pile of sand into the corner here }
 - { Another big pile of sand. This one has a few chips of red paint, and some glass from what looks like a headlight... }
 - [Investigate the Pawn Shop and the Saloon for clues. completed](#)
- Go to Frankie Fusilli's house, which is below yours
- Gain Frankie Fusilli's confidence (speak to Frankie Fusilli)
 - New plot point given:
 - Make friends with Ara Fusilli.
- Go to Downtown Strangetown
- Make friends with Ara Fusilli.
 - New plot point given:
 - Get something to distract Giuseppe Mezzoalto so Ara can go to the Casino.
- Buy the paddleball from the pawnshop.
- Give the paddleball to Giuseppe.

- Get something to distract Giuseppe Mezzalana so Ara can go to the Casino. completed
- Talk with Ara (she will go into the casino).
 - Make friends with Ara Fusilli. completed
 New plot point given:
 - Ask Ara to talk to her father for you.
- Talk with Ara in the casino.
 - Ask Ara to talk to her father for you. completed
- Talk with Frankie Fusilli.
 - Gain Frankie Fusilli's confidence. completed
 New plot point given:
 - Speak to Jimmy the Neck about what you've learned.
- Play Car Commercial mini game.
- Talk with Jimmy the Neck.

{ You got the Shovel tool! Use the R Button to activate or deactivate the Shovel tool. Press the A button to dig. }

 - Speak to Jimmy the Neck about what you've learned. completed
 New plot point given:
 - Dig in the desert and bring the briefcase back to Jimmy.
- Go to Desert#1 and dig for briefcase.
- Take the briefcase back to Jimmy and he rewards you with the super soaker!

{ You got the Super Drencher tool! Use the R Button to activate or deactivate the Drencher. Press the A button to squirt. }

 - Find and return the briefcase to Jimmy the neck. completed

Episode Complete!

Hidden Want:

- Talk to Dusty Hogg in the Saloon.
- Acquire Mechanical skill 1.
- Go to the Saloon Freezer and select "Repair" from the menu at the door.
- Talk to Dusty Hogg in the Saloon.

Errand:

Sancho (inside the Zoo) to Kayleigh (inside the Nuclear Plant)

What Digs Beneath

- Intro dialog with Jimmy the neck, in the residential area.

New plot point given:

 - Investigate where all the rats are coming from.
- Talk with the Lord Mole in the Salt Mine.
 - Investigate where all the rats are coming from. completed
 4 plot points given:
 - Pluck the spines of a flowering Spiny Cactus.
 - Acquire a chunk of fissionable plutonium.
 - Find a pair of rubber waders.

- Get a pile of scrap iron.
- Inside the casino, talk with Pepper Pete to get a clue for the whereabouts of the rubber waders.
- Also in the casino, talk with Luthor
- Give Luthor 300 simoleans and he will set you up for a delivery of plutonium!
- Dig out in the wasteland, behind the factory under the tree and you will find a pair of rubber waders.

{ You dug with your shovel and found a pair of rubber waders! }

- Find a pair of rubber waders. completed
- Inside the factory, talk with Optimum Alfred.
- Play Chop Shop mini-game.
- He will then allow you to grab some scrap metal. But you will need assistance.

New plot point given:

- Find someone strong to help rip out the iron.
- Go to Frankie Fusilli's place
- Befriend Jimmy "the" Neck
- Speak with Jimmy "the" Neck again.
- Lead him back to the factory; he will help you pull down the iron shelving.

- Get a pile of scrap iron. completed
- Find someone strong to help rip out the iron. completed

- In the pawnshop, get a pair of gloves.
- Check your mail, and get the location of the plutonium.

New plot point given:

- Pick up the plutonium behind City Hall.
- In the desert, grab some spines of a cactus!
- Choose the cactus nearest the residential area.

{ You grab hold of several cactus spines and yank them free, hands protectively covered by your work gloves. }

- Pluck the spines of a flowering Spiny Cactus. completed

- Locate the plutonium behind City Hall up on the radio tower!

{ You found a chunk of plutonium! }

- Acquire a chunk of fissionable plutonium. completed
- Pick up the plutonium behind City Hall. completed

New plot point given:

- Return to Lord Mole with all of the items.
- Go to the Salt Mine.
- Play King Chug Chug mini game.
- Speak with Lord Mole.

- Return to Lord Mole with all of the items. completed

New plot point given:

- Choose who to side with by talking to Penelope Redd or Lord Mole.
- Speak with Lord Mole or Penelope Redd.
- Choose who to side with by talking to Penelope Redd or Lord Mole. completed
- Play smack-a-mole/agent game.

Episode Complete!

Hidden Want:

- Go to the Underground House.
- Press the A-Button in front of the fireplace at the yellow arrow.
- Give the Microfiche to Jimmy the Neck.

Errand:

Jebediah (at his ranch) to Mamma Hogg (outside the Nuclear Plant)

Aliens Arrived

-Intro dialog with Dusty Hogg

New plot point given:

- Give Tank's "bouquet" to Kayleigh.

-Give the flowers to Kayleigh in the Nuclear Plant Office.

- Give Tank's 'bouquet' to Kayleigh. completed.

New plot point given:

- Confront Tank at his barracks about his gift.

-Go to Tank Grunt's house in the Residential area.

- Confront Tank at his barracks about his gift. completed

New plot point given:

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

-Play Car Commercial mini game.

-Go to the Dam.

{ It sounds like water is the key to disrupting the aliens' disguise devices. Soak 'em! }

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

New plot point given:

- Drench the aliens!

-Return to the Wastelands and use the super drencher on the alien there.

- Drench the aliens! completed

New plot point given:

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

-Go to the Club.

{ You've been captured by the aliens and thrown into the Salt Mines! Better find a way out! }

-Talk to Lord Mole.

New plot point given:

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

-Leave the Salt Mines via the front entrance

{ The aliens have blocked this exit. You'll need to find another way out. }

-Go to the western-most chamber in the Salt Mines and dig in specified area to find the secret tunnel to the dam.

{ You dig and find a secret tunnel! }

-Speak to Optimum Alfred in the Wastelands.

- New plot point given:
- Clear the Factory of aliens, then speak to Optimum Alfred.
- Drench all the aliens in the Factory.
- Speak to Optimum Alfred again.
- Clear the Factory of aliens, then speak to Optimum Alfred. completed
- Speak to Bigfoot in the Downtown, near the entrance to the Nuclear Plant.
- New plot point given:
- Clear the Nuclear Plant of aliens, then speak to Bigfoot.
- Drench all the aliens in the Nuclear Plant.
- Speak to Bigfoot again.
- Clear the Nuclear Plant of aliens, then speak to Bigfoot. Completed
 - Enlist the aid of Bigfoot and Optimum Alfred to defend the town. completed
- New plot point given:
- Return to Lord Mole.
- Go back to the Salt Mines through the secret tunnel in the Dam and speak to Lord Mole.
- Return to Lord Mole. Completed
- New plot point given:
- Clear the Dam of aliens, then speak to Lord Mole.
- Exit the Salt Mines through the secret tunnel.
- Drench all the aliens in the Dam.
- Enter the Salt Mines through the secret tunnel.
- Speak to Lord Mole again.
- New plot point given:
- Stop the aliens at their ship near Jebediah Jerky's ranch
- Go to the crashed UFO in the Desert southeast of Downtown.
- Drench the alien in the eastern corner near the UFO.
- Pick up the device.
- Enter the UFO.
- New plot point given:
- Disable the aliens' weapons in the computer!
- Reroute the wires in the ship's computer, using the trigger in the northeast part of the UFO.
- { Reroute the wires in the ship's computer. }
- Disable the aliens' weapons in the computer! completed

Episode complete!

Hidden Want:

- Proceed through the goals until you are captured in the Club and put in the Salt Mines.
- Return to the Club.
- Drench all five aliens.

Errand:

- Ava (inside the Greenhouse) to Penelope (inside City Hall)

Blackout

- Intro dialog with Pepper Pete and Kayleigh Wintercrest
 - New plot point given:
 - Investigate the explosion at the Nuclear Plant.
- After the explosion, go into the nuclear plant to investigate.
 - Investigate the explosion at the Nuclear Plant. completed.
 - 2 plot points given:
 - Bring 10 Nuclear Fuel Rods to Mamma Hogg.
 - Ask around town about the little Insignia.
- Find 10 fuel rods.
- To investigate the insignia, talk to Ava in the pawnshop.
 - Ask around town about the little Insignia. completed.
- At the medical center, you'll find Mamma Hogg and Kayleigh. Talk with them.
 - Bring 10 Nuclear fuel rods to Mamma Hogg. completed
 - New plot point given:
 - Investigate the Warehouse.
- Watch Kent lock the warehouse.
 - New plot point given:
 - Find a way past the locks and enter the Warehouse.
- Pick the locks in the reverse order that you saw Kent lock them.
 - Find a way past the locks and enter the Warehouse. completed
- Pass out from radiation.
 - 2 plot points given:
 - Recover Kent's nuclear rod stockpile.
 - Get the radiation protection from Penelope Redd.
- Talk with Penelope in City Hall.
 - 2 plot points given:
 - Get the Skin Cream from Misty Waters.
 - Find Thorium in the Salt Mines.
- Talk with Lord Mole in the Salt Mines.
- Drench the mine looking for thorium.
 - Find Thorium in the Salt Mines. completed
- Buy moisturizer from Misty inside the Greenhouse
 - Get the Skin Cream from Misty Waters. completed
- Give the ingredients to Penelope.
 - Get the radiation protection from Penelope Redd. Completed
- Go to the warehouse.
- Play Car Commercial mini game.
- Get the nuclear rods from the warehouse.
 - Recover Kent's nuclear rod stockpile. completed
 - New plot point given:
 - Bring the Nuclear Rods to Kayleigh Wintercrest.
- Talk with Kayleigh Wintercrest in the nuclear plant.
 - Bring the Nuclear Rods to Kayleigh Wintercrest. completed

Episode complete!

Hidden Want:

- Proceed through the goals until you can enter the Warehouse.
- Get the bottle of green goo.
- Give the bottle of goo to Jebediah Jerky at the Desert Ranch.

Errand:

- Frankie (inside his house) to Luthor (inside the club)

A Brand New Scent

-Intro dialog with Honest Jackson in City Hall

New plot point given:

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

-Go to top floor of pawnshop and use telescope to spy on bachelors

-Look at Dust Vale, Nuclear Plant, Strangetown Zoo and the Wastelands.

{ You gaze through the telescope and see... }

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

-Spy on Emperor Xizzle in the Nuclear Plant.

-Spy on Jebediah Jerkey and Sancho outside the Zoo.

-Spy on Tristan and Giuseppi in the Ranch.

-Spy on Auda and Ara in the Desert.

New plot point given:

- Go see Honest Jackson at City Hall.

-After completing your spying goal, go back and talk with Honest in City Hall.

- Go see Honest Jackson at City Hall. completed

New plot point given:

- Ruin Sancho's gift for Kayleigh.

-Go to zoo and talk to Sancho about his fuzz beetle

New plot point given:

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

-Go to Dust Vale and talk to Jebediah about fuzz beetle

- Ask Jeb what he knows about the Desert Fuzz Beetle. completed

New plot point given:

- Soak the Desert Fuzz Beetle with your Drencher.

-Soak Sancho's Desert Fuzz Beetle.

- Soak the Desert Fuzz Beetle with your Drencher. completed
- Ruin Sancho's gift for Kayleigh. Completed

New plot point given:

- Go see Honest Jackson at City Hall.

-After completing your goal, go back to Honest for the next goal.

- Go see Honest Jackson at City Hall. completed

New plot point given:

- Ruin Auda's reservations at the Casino.

-Talk with Pepper Pete in the Casino.

-Befriend Pepper Pete.

- Then talk with Pepper Pete.
 - Ruin Auda's reservations at the Casino. completed.
 New plot point given:
 - Go see Honest Jackson at City Hall.
- After the goal is complete, go talk with Honest for your next goal.
 - Go see Honest Jackson at City Hall. completed
 New plot point given:
 - Ruin Tristan's planned horse ride.
- Out at the ranch you need to disrupt Tristan's date.
- Speak with Tristan and Giuseppi
 - New plot point given:
 - Get manure from Jebediah Jerky to spoil the clean barn.
- Play the Cattle Cleanup game, and dump your extra manure all over the barn floor.
 - Ruin Tristan's planned horse ride. completed.
 - Get manure from Jebediah Jerky to spoil the clean barn. completed.
 New plot point given:
 - Go see Honest Jackson at City Hall.
- Head back to Honest for your next goal!
 - Go see Honest Jackson at City Hall. completed
 New plot point given:
 - Find out what Emperor Xizzle's plans are, and foil them.
- Talk with the Alien in the nuclear plant.
 - New plot point given:
 - Acquire make-up from the warehouse.
- Get make-up from Kent Hackett out at the warehouse.
 - { You got a foul-smelling batch of expired make-up. }
 - Acquire make-up from the warehouse. completed
- Go back to the alien at the nuclear plant.
 - Find out what Emperor Xizzle's plans are, and foil them. Completed
 New plot point given:
 - Go see Honest Jackson at City Hall.
- Talk to Honest Jackson.
 - Go see Honest Jackson at City Hall. completed
- Play King Chug Chug mini game.
- Outside City Hall, Kayleigh asks for your help.
 - 2 plot points given:
 - Find the perfume in Kayleigh's office at the Nuclear Plant.
 - Ask Optimum Alfred to dispose of the perfume safely.
- Go into Nuclear Plant and find the bottle of perfume.
 - { You found an object: Dangerous Perfume! }
 - Find the perfume in Kayleigh's office at the Nuclear Plant. completed.
- Talk to Optimum Alfred.
 - Ask Optimum Alfred to dispose of the perfume safely. completed

Episode Complete!

Hidden Want:

- Talk to Misty Waters in the Sauna.
- Talk to Ava Cadavra in the Greenhouse.
- Talk to Penelope Redd in the Downtown.
- Talk to Ara Fusilli in the Residential.
- Talk to Misty Waters in the Sauna.

Errand:

- Lord Mole (inside the Salt Mines) to Penelope (outside the Casino)

The New Cola

- Intro dialog with Dusty, Ava, and Tank
- Play King Chug Chug mini game
- Continue dialog
 - New plot point given:
 - Find a way to return to normal size!
- Encounter with the lady bugs
 - New plot point given:
 - Defeat the Lady Bugs blocking the path.
- Find repellent in the left portion of the map.
 - {Fill the Super Drencher with Repellent.}
- Shoot vicious ladybugs!
 - Defeat the Lady Bugs blocking the path. completed.
- Tank gets captured.
 - New plot point given:
 - Find Tank!
- Save Tank by...shooting more ladybugs!!
- Exit (shoelace) to next map is in the right part of the map.
- Shoot ladybugs and save Tank.
 - Find Tank! completed
 - New plot point given:
 - Intimidate Tank into Fleeing.
- Intimidate Tank to come with you.
 - Intimidate Tank into Fleeing. completed
- Backtrack to the first mini map to the top portion of the map with the spilled 'Glug Glug' cola.
 - New plot point given:
 - Investigate the Broken Bowl.
 - {Drink the Glug Glug Cola}
- Drinking the spilled 'Glug Glug' unshrinks the player and Tank!
 - Investigate the Broken Bowl. completed
 - Find a way to return to normal size! completed

Episode Complete!

Hidden Want:

- Proceed through the goals until you Intimidate Tank Grunt.
- Go past Tank and kill the Ladybug Queen.

Errand:

- None.

There Was This Mummy

- Start in the Club.
- Intro dialog with Penelope Redd and Luthor.
 - New plot point given:
 - Find Luthor's gold medal.
- Leave the Club, walk toward the south exit, watch cutscene with Jebediah and Bigfoot
 - New plot point given:
 - Find Bigfoot's teddy bear.
- Go to the City, head southwest toward Residential, watch cutscene with Honest
 - New plot point given:
 - Find Penelope Redd.
- During the hours of 7:00 pm and 5:00 am, go to the Desert
- Speak to Horus Menhoset IX in front of the Ziggurat
 - New plot point given:
 - Intimidate the mummy to get into the Ziggurat.
- Win an Intimidation conversation game with Horus Menhoset IX
 - Intimidate the mummy to get into the Ziggurat. completed
- Enter the Ziggurat
- Pick up the coin in front of the first sarcophagus
 - New plot point given:
 - Get some strong insect repellent.
- Go downtown; speak to Luthor Bigbucks.
 - Find Luthor's gold medal. completed
- Go inside the Zoo; watch cutscene with Sancho.
- Give 2000 Simoleons to Sancho
 - Get some strong insect repellent. completed
- New plot point given:
 - Spray the tsetse flies in the Ziggurat.
- Go to the Ziggurat
- Using the Super Drencher, spray the flies
 - Spray the tsetse flies in the Ziggurat. completed
- Walk to the very back of the map
- Exit the Ziggurat
 - Find Penelope Redd. completed
- Play Car Commercial mini game.
- Go to the Desert
- Go to the western corner, behind the tree with the car stuck in it
- Dig in the corner
 - Find Bigfoot's teddy bear. completed.

Episode Complete!

Hidden Want:

- Talk to Kent Hackett in the Warehouse Office.
- Enter the Warehouse.
- Put out all the fires with your Super Drencher.
- Talk to Kent Hackett in the Warehouse Office.

Errand:

Kayleigh (inside the Nuclear Plant) to Frankie (inside his house)

Triassic Trouble

-Intro dialog with Jimmy the neck.

New plot point given:

- Talk to Frankie Fusilli at his house.

-Speak to Frankie Fusilli in his house.

- [Talk to Frankie Fusilli at his house. completed](#)

New plot point given:

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

-Go to the desert ranch and find five dinosaur bones.

{ You dig and find a dinosaur ribcage! }

{ You dig and find dinosaur leg bones! }

{ You dig and find a dinosaur spine! }

{ You dig and find a dinosaur skull! }

{ You dig and find dinosaur tailbones! }

- [Dig up all the dinosaur bones on Jeb's ranch. completed](#)

2 plot points given:

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

-Put the bones in their appropriate boxes.

{ Put the spine in the box. }

{ You carefully package up the bone. }

{ Put the ribs in the box. }

{ You carefully package up the bone. }

{ Put the skull in the box. }

{ You carefully package up the bone. }

{ Put the tail in the box. }

{ You carefully package up the bone. }

{ Put the leg in the box. }

{ You carefully package up the bone. }

- [Put the bones in the proper boxes. completed](#)

-Speak to Frankie Fusilli again.

- [Tell Frankie Fusilli about Honest Jackson's actions. completed](#)

-Play Car Commercial mini game.

-Dialogue with Jimmy

{The next morning...}

New plot point given:

- Go see Honest Jackson at City Hall.

-Speak to Honest Jackson in City Hall.

- Go see Honest Jackson at City Hall. completed

New plot point given:

- Recover the bones from the buyers for Honest Jackson.

{Examine the auction invoice.}

-Speak to Misty Waters in the Sauna.

New plot point given:

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

-Go to the Pawn Shop and buy the chair.

-Speak to Misty Waters again.

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

-Speak to Kayleigh Wintercrest in the Nuclear Plant Office.

New plot point given:

- Pay Kayleigh for the dinosaur spine.

-Give her the money.

- Pay Kayleigh for the dinosaur spine. completed

-Speak to Bigfoot outside the Zoo.

New plot point given:

- Get enough strength to massage Bigfoot's foot.

-Speak to Bigfoot again.

- Get enough strength to massage Bigfoot's foot. completed

-Speak to Ava Cadavra in the Greenhouse.

New plot point given:

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

-Get the Egyptian Funerary Urn from the Ziggurat.

-Intimidate Horus Menhoset IX for the Urn

-Give the Urn to Ava Cadavra.

- Search the Ziggurat for a really old decoration for Ava. completed

-Speak to Mamma Hogg in Dusty's trailer.

New plot point given:

- Convince Dusty to pretend to be allergic to dinosaurs.

-Speak to Dusty Hogg in the Saloon.

-Win a "Friendly" conversation game against Dusty.

- Convince Dusty to pretend to be allergic to dinosaurs. completed
- Recover the bones from the buyers for Honest Jackson. completed

-Speak to Honest Jackson in City Hall.

New plot point given:

- Find a place to display the dinosaur bones.

-Answer the phone when you exit City Hall.

New plot point given:

- Assemble the skeleton correctly as Honest Jackson asked.

OR

- Assemble the skeleton incorrectly, as Frankie Fusilli asked.
- Go to the Saloon.
- Select the leg bone first.
- Then the tail bone.
- Then the spine.
- Then the ribs.
- Then the skull.
- Find a place to display the dinosaur bones. completed
- Assemble the skeleton correctly as Honest Jackson asked. completed

Episode Complete!

Hidden Want:

- Talk to Sancho Paco Panza in the Zoo.
- Go outside the Zoo, near the water below the bridge leading to the Nuclear Plant.
- Dig at the diggable mound.
- Give the jaw bone to Sancho Paco Panza in the Zoo.

Errand:

Pepper Pete (inside the Saloon) to Sancho (inside the Zoo)

The Doomed Earth

- { Somewhere, in a distant galaxy... }
- { Meanwhile, back at the Ranch... }
- Speak with Jebediah
 - New plot point given:
 - Give \$500 to Jebediah.
- Pay Jebediah \$500
 - { -=KABOOM!!!!=- }
 - Give \$500 to Jebediah. completed
- Exit the Ranch and Penelope will give you a goal of finding a telescope.
 - New plot point given:
 - Acquire a telescope.
- Talk with Tank in his barracks.
- Talk with Misty Waters on the street corner.
 - New plot point given:
 - Find someone to flirt with Ara Fusilli.
- Make friends with one of the guys.
 - Find someone to flirt with Ara Fusilli. completed
 - New plot point given:
 - Meet Ara in front of Frankie Fusilli's house between 6 PM and 11 PM.
- Go back to Ara in the residential area.
 - Meet Ara in front of Frankie Fusilli's house between 6 PM and 11 PM. completed
 - New plot point given:
 - Follow Ara into Frankie Fusilli's House.
- Follow Ara into Frankie's house.

- Follow Ara into Frankie Fusilli's House. completed
New plot point given:
 - Calm Frankie Fusilli down
- Befriend Frankie Fusilli.
 - Calm Frankie Fusilli down. completed
New plot point given:
 - Check out Tank's Place while he is still distracted.
- Grab the telescope from Tank's house, while he is distracted by Ara.
 - Check out Tank's Place while he is still distracted. completed
New plot point given:
 - Give Penelope Redd a Telescope.
- Take the telescope to Penelope at the ranch.
 - Give Penelope Redd a Telescope. completed
New plot point given:
 - Ask around town for help in stopping the Asteroid.
- Talk with Optimum in the factory.
 - Pay \$5000 to Optimum Alfred.
- Give \$5000 to Optimum.
 - Ask around town for help in stopping the Asteroid. completed
 - Pay \$5000 to Optimum Alfred. completed
New plot point given:
 - Return to Optimum Alfred's Workshop after Midnight.
- Play Car Commercial mini game.
- Talk to Optimum Alfred after Midnight.
 - Return to Optimum Alfred's Workshop after Midnight. completed
New plot point given:
 - Destroy the Asteroid!!!
- Teleport up to the asteroid.
- On the asteroid, place the bomb in the crevice on the left portion of the map.
 - {Place the bomb in this crevice.}
 - {The bomb is placed.}
- Choose your wires to cross.
 - Destroy the Asteroid!!! completed

Episode Complete!

Hidden Want:

When given the choice of which wires to cross on the Asteroid, select "Blue and Red".

Errand:

Auda (inside the Club) to Dusty (inside his trailer)

It All Came to an End

-Intro dialog with Daddy Bigbucks

New plot point given:

- Get a high-powered Super Drencher from Emperor Xizzle.
- Speak with Emperor Xizzle within his crashed UFO.
- Intimidate him.
- [Get a high-powered super soaker from Emperor Xizzle. completed](#)
- New plot point given:
 - Soak Optimum Alfred to turn him evil.
- Play Car Commercial mini game.
- Find Optimum Alfred outside the Factory.
- Soak Optimum Alfred
- [Soak Optimum Alfred to turn him evil. completed](#)
- New plot point given:
 - Report back to Daddy Bigbucks in his boardroom.
- Return to Daddy Bigbucks boardroom via the basement of your house.
- [Report back to Daddy Bigbucks in his boardroom. completed](#)
- New plot point given:
 - Find all five pieces of Optimum Alfred.
- Alfred's right leg is outside the Factory.
- Alfred's head is in front of the warehouse.
- Alfred's right arm and torso are in the desert.
- Alfred's left arm is in front of the Gothic Garden.
- Alfred's left leg is at the dam.
- [Find all five pieces of Optimum Alfred. completed](#)
- New plot point given:
 - Convince Tristan Legend to rebuild Optimum Alfred.
- Find Tristan at the Casino and befriend him.
- [Convince Tristan Legend to rebuild Optimum Alfred. completed](#)
- Daddy Bigbucks visits you in jail.

Side with Daddy Bigbucks

- Choose "OK, just let me out!"
- New plot point given:
 - Convince three people that Optimum lied.
- Win friendship conversations with 3 townspeople.
- [Convince three people that Optimum lied. completed](#)
- New plot point given:
 - Get Optimum Alfred to leave town!
- Talk to Alfred in the Factory.
- Give Alfred \$4000.
- [Get Optimum Alfred to leave town! completed](#)

Try to win back the town

- Choose "I'm not your pawn!"
- New plot point given:
 - Convince Jimmy the Neck to let you out of jail!
- Win a Friendship Conversation with Jimmy

- Convince Jimmy the Neck to let you out of jail! completed
- New plot point given:
- Destroy all of the town's surveillance cameras (one per area).
- Drench 5 cameras around town, there is one on every external screen.
- Destroy all of the town's surveillance cameras (one per area). completed
- New plot point given:
- Report back to Daddy Bigbucks in his boardroom.
- Talk to Daddy Bigbucks.
- Report back to Daddy Bigbucks in his boardroom. completed

Episode Complete!

Hidden Want:

- Go to the Salt Mines
- Pick up the Jar of Plutonium
- Go to City Hall
- Approach Penelope Redd to give her the plutonium

Errand:

Burple(inside the UFO) to Emperor Xizzle (outside the Zoo)

A Very Special Reunion

- Intro dialog with Kent Hackett and the Alien Mayor in City Hall.
- 2 plot points given:
- Convince Emperor Xizzle to host a reunion.
 - Arrange a ride with Frankie Fusilli for Kaleigh, Ava and Giuseppi.
- Beat Emperor Xizzle in a friend or intimidate conversation
- Convince Emperor Xizzle to host a reunion. completed
- Speak with Frankie Fusilli in his house.
- Give Frankie Fusilli 2000 Simoleons
- Arrange a ride with Frankie Fusilli for Kaleigh, Ava and Giuseppi. completed
- Hear Tank's broadcast
- Answer call from Kent Hackett
- Find Tank and convince him to attend the reunion
- Go into the Ice Caves and speak to Tank Grunt.
- New plot point given:
- Knock some sense into Tank.
- Use your Super Drencher and soak Tank Grunt.
- Knock some sense into Tank. completed
- Speak to Tank Grunt again
- New plot point given:
- Get Tank's house barracks back for him.
- Play King Chug Chug mini game.
- Go to the House Barracks and talk to the alien
- Give the alien 500 Simoleons
- Get Tank's house barracks back for him. completed

-Go back into Ice Caves and speak to Tank Grunt

- Find Tank and convince him to attend the reunion completed

New plot point given:

- Go to the Club for the reunion!

-Go to the Club.

- Go to the Club for the reunion! completed

New plot point given:

- Disarm the bomb!

-Find the bomb.

- Disarm the bomb! completed

Episode Complete!

Hidden Want:

-Talk to Optimum Alfred in the Factory.

-Play all five minigames: Bigfoot Loves Chickens, Canyon Jumping, Cattle Cleanup, Chop Shop and Keelhaulin' Cards

-Talk to Optimum Alfred in the Factory.

Errand:

Yeti (inside the Ice Cave) to Bigfoot (inside the Zoo)