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Sims 3 supernatural indir

Welcome to The Sims Wiki! This wiki was created in advance of a possible future migration from Wikia to Miraheze. Miraheze is a non-profit wiki hosting service that offers all of its services for free and without ads, and offers great technical support, up-to-date wiki software, and much much more! We are currently working on behind-the-scenes aspects of the wiki, like setting up templates, help pages, and other customizability settings to make sure the transition is as smooth as possible. In the meantime, please visit our old site on Wikia, which will continue to operate as "business as usual" mode until the migration. If you want to help support the future of The Sims Wiki, the very least you can do is donate to Miraheze; this will help cover rising server costs and ensure the lights stay on around here. We couldn't thank Miraheze more for giving us the opportunity to be here. If you edit here, click here to access recent changes. Also see The Sims Wiki:Miraheze migration for what else needs to be done. Includes 19 items: Includes 19 items: The Sims 3 World Adventures, The Sims 3 Ambitions, The Sims 3 Late Night, The Sims 3 Generations, The Sims™ 3 Pets, The Sims™ 3 Showtime, The Sims 3: Supernatural, The Sims 3: Seasons, The Sims 3: University Life, The Sims 3: Island Paradise, The Sims 3 - Into the Future, The Sims 3 High-End Loft, The Sims 3 Fast Lane, The Sims™ 3 Outdoor Living Stuff, The Sims™ 3 Town Life Stuff, The Sims™ 3 Master Suite Stuff, The Sims 3: Diesel Stuff, The Sims 3 70s 80s and 90s, The Sims 3 - Movie StuffShow less... Show more Page 2 Featured Lists Browse About Create a unique world of Sims that's an expression of you! Make custom Sims, build incredible homes, and play with life. Expand your game with packs and kits to discover more fashion, décor, careers, and more. Ask the publishers to restore access to 500,000+ books. Includes 19 items: Includes 19 items: The Sims 3 World Adventures, The Sims 3 Ambitions, The Sims 3 Late Night, The Sims 3 Generations, The Sims™ 3 Pets, The Sims™ 3 Showtime, The Sims 3: Supernatural, The Sims 3: Seasons, The Sims 3: University Life, The Sims 3: Island Paradise, The Sims 3 - Into the Future, The Sims 3 High-End Loft, The Sims 3 Fast Lane, The Sims™ 3 Outdoor Living Stuff, The Sims™ 3 Town Life Stuff, The Sims™ 3 Master Suite Stuff, The Sims 3: Diesel Stuff, The Sims 3 70s 80s and 90s, The Sims 3 - Movie StuffShow less... Show more Page 2 Featured Lists Browse About Create a unique world of Sims that's an expression of you! Make custom Sims, build incredible homes, and play with life. Expand your game with packs and kits to discover more fashion, décor, careers, and more. Fairy using a Blessing on a Sim cursed with Inner Beauty. The Sims 3 Supernatural introduces the Fairy, a type of Sim able to use magic to pull tricks, benefit themselves and others with auras, and have a natural connection to nature. All Fairies have the Green Thumb trait, so you should not select this on any Sim you intend to make a Fairy. This guide covers most things about this new Supernatural life state, and includes a list of all unlocks at each Fairy skill level. The 'I Can Fly' Interaction Fairies start with. Becoming a FairyTo become a Fairy, make your Sim using the Supernatural type selector in Create-a-Sim or acquire a Bottled Blessing of the Fae for around $2000 in the Alchemy store. You can also make one yourself using Supernatural's Alchemy Skill. Fairies have the same basic needs as other Sims, but live five times longer with 100 days spent in Young Adult. When creating your Sim, be sure to look to the basics tab in CAS so that you can select Fairy Basics, which allows you to choose your Fairy's wing color and design. All Fairies can Fly instead of running and will move at an increased rate. Learning New Fairy AbilitiesFairies like other Supernatural life state additions can level up to learn new abilities. They receive experience any time they do something that consumes Magic Power. While running an Aura your Fairy is constantly gaining experience in the hidden Fairy Magic skill. So, continue to act as a Fairy and use those abilities and your Sim will level up naturally. Using Bloom while running an aura is perhaps the best, most useful way to level up but you do not unlock it until level 5. Here is a list of all Fairy abilities and the levels at which they unlock: Fairy Magic Skill Levels LevelUnlock 1Unlock 2 0Hot Head: Makes a Sim's head heat up, blowing steam out their ears. The target will be singed.Chattering Teeth: Blows frost that makes a Sim cold. 0I Can Fly: Do a flying maneuver in place, pictured above. This gives a big, fast boost to Fun, and using this just a few times can fill the meter.Aura of Soothing: Gives a +20 moodlet that affects all nearby Sims including the Fairy. Consumes power while active and grants XP. 1Aura of Creativity: Sims perform better in Music (all instruments), Painting and Writing while under this Aura.Flight of Felicity: Bless a Sim, allowing them to fly like a Fairy. (replaces run) 2Fairy Trap Toilet: Causes water to gush when a Sim flushes the toiletFairy Trap Shower: Puts dye in the shampoo 3Fairy Repair: Magically repair a broken object.Aura of Body and Mind: Logic, Charisma, and Athletic performance is improved. 4Fairy Trap Trashcan: Makes trash explode all around when a Sim uses the can.Tummy Twister: make a Sim belch, embarassing them 5Bloom: Advances a Plant's growth one level or makes it harvestable. Subject of the Greener Gardens Lifetime Wish. See the section toward the bottom of this guide for detailed information. 6Fairy Trap Sofa/Loveseat: Makes a Sim fall asleep when this is used.Skivvies: Another embarassing prank, strip a Sim down to underwear. 7Gold and Toads: Sims will vomit gold or toads nearly a dozen times over six hours. Each pile of gold is worth $77, and they rarely seem to vomit toads. While Sims do make some money while vomiting gold, it may be interrupting a more lucrative activity! 8Fairy Trap Mailbox Makes bees fly out of the mailbox and attack the Sim. 9Fairy Trap LLAMA: The LLAMA teleporters that come with Supernatural can be trapped with this, which causes a Sim to travel to the wrong location - boring. 10Inner Beauty: Use this on pretty but mean Sims who need to learn how to behave. The curse lasts 24h and any time they use a mean interaction it is reset. The whole time, they will be horribly ugly and other Sims may gawk and make fun. There's a Lifetime Wish for this, Magic Makeover. Its goal is to cast Inner Beauty 12 times and reach level 10 in Charisma. Have Fairies use different auras for maximum effect. Magic PowerFairies, like Witches, consume magic power to use their abilities. Everything from the I Can Fly interaction you start with, to pranks and auras will consume this resource over time. To regenerate Magic Power faster, go inside a Fairy House or use the new Train Set which a Fairy can shrink down to ride. The bar will fill over about 4 hours' time on its own. Depleting your Magic Power results in a 6 hour negative moodlet, preventing you from using Fairy Powers. During a Full Moon, Fairies get a +40 moodlet along with the +40 Lunatic boost. They are also able to get a +20 moodlet, and share it with all around with their Soothing Aura ability. The will also get some solid, long-lasting moodlets from pulling Fairy Tricks on Sims. Too bad the wings go through the back of the chair Fairy BabiesTwo Fairies would naturally have a Fairy Baby, but any other combination leaves a 50% chance the offspring will be a Fairy. Fairy Children can perform a few tricks, but cannot gain levels in their Fairy abilities until their Teenage years. Fairy Dust, Flight of Felicity, and InterationsFairies get several social interactions, such as bragging about wing color and how many pranks they've pulled. Those are great for varying conversations, with several found only under the Special category when picking Socials. The most interesting come from the other Sim's perspective. They can ask for a blessing, which gives the Flight of Felicity. This makes normal Sims float above the ground and move at the same increased speed as a Fairy. They can also request Fairy Dust through the Friendly menu, which has no value but allows you to use this blessing at will on yourself or another Sim. A good shot of a Fairy in their smaller form. Fairies can shrink and float into certain lights, like the mood light that comes with Supernatural. They are Drawn to the Light like a moth. This can shock them, and I'm not sure on the purpose although it's likely there more for autonomous actions and humor. There may be other objects Fairies can interact with - share your revelations at the bottom of the guide in the comments section. A Fairy House Fairy HousesOne of the new things you can buy is the Fairy House (or Castle), which is basically a little rabbit hole (find both House and Castle under Outdoor - Outdoor Activities). Fairies can demonstrate their ability to transform into a smaller form and enter these homes. Inside, they can drink Pollen Punch, which fills a bit of hunger and can give a 2h +50 moodlet. Not as good as a meal, though it is a bonus. Also, sleeping in the Fairy House does not give a mood boost from its Well Rested moodlet. Fairies can also throw a party, and may get a positive moodlet if it's good. When you throw the party, other Fairies on the lot may come to the House. The music will give a positive moodlet, and your Fairy can raise the fun motive by dancing. As a reader pointed out below, Fairy Houses are portable and are the best item to pack while adventuring with World Adventures. This may make Fairies not only the best at gardening, but Adventuring as well. You have fun, hunger, and energy in one small package that often fits where a tent does not. Forum member forloveofcake pointed out that a Fairy's aura doesn't consume magic while in the Fairy House, and confirms they continue to receive Fairy Magic skill experience. A child Fairy uses a hot headed trick against her mom. Fairy TricksFairies can perform two types of trick. First are the social interaction variety, which can give some skill experience and have various effects. Second, they'll learn Traps, which can be placed on objects like chairs, the toilet, or mailbox. When a Sim springs the Trap, your Fairy Sim will get a +15 12h moodlet. Not a bad reward. So, how can we capitalize on this? Good Traits for FairiesSince Fairies can do tricks at any age, the Rebellious trait suits them. Fairy Tricks count as rebelling and give a +15 12h moodlet (Fight the Power). Evil is also helpful, as Tricks will trigger the Fiendishly Delighted moodlet giving another +15 for 6 hours. That's a lot for one trick, but it takes up several traits. I strongly recommend Rebellious, but you can live without Evil. Childish was also tested but did nothing for the Sim, although we suspect they may perform more tricks autonomously with this trait. Big thanks to Forum Moderator samoht04 for testing these and feeding me results! As mentioned in the intro (but repeated here in case you missed it) Fairies get all the benefits of the Green Thumb trait aside from bonus skill experience, so it is wasted on them. Instead, take Gatherer which will further boost the quality of anything you plant and give additional produce when harvesting them. A Fairy casts Bloom Fairy Bloom AbilityAt level 5, Fairies get the Bloom ability. This will make a mature plant instantly harvestable. What is more, it will bump a growing plant up one level. So, cast bloom a few times on a just-planted seed and you'll have the next generation of plants in your hands. Given the usually slow pace of Gardening, this is a big way to make money. Get to the Perfect level and start planting a large crop. You can then use Bloom and go for the Fairy Lifetime Wish Greener Gardens, to make 100 plants bloom and reach level 10 in Gardening. The Perfect Garden would also be an easy to attain LTW for a Fairy. King of the Fae Lifetime RewardYou can purchase this LTR for 30,000 happiness. This will give you the ability to change your Fairy's wings and wing color at any time. Magic will also be consumed at a reduced rate when using Fairy abilities, and your Sim is able to summon any other Faeries they have met. Are you sure you want to report it? Our Sims Forum is the place to go for faster answers to questions and discussions about the game. Use the form below to share your own experiences and provide helpful tips to other readers. SortNewestOldestLikesEmma says...ReplyFlag1214th January 2018 6:07pmKeeley says...ReplyFlag10229th January 2014 6:17pmSim Fan 099 says...ReplyFlag1122nd February 2021 3:05amTripper says...ReplyFlag485th December 2018 6:20pmA Person says...ReplyFlag7211th July 2014 6:27ampriscilla says...ReplyFlag6019th August 2014 8:26pmPlayalot says...ReplyFlag105th November 2018 2:57pmSim Fan 099 says...ReplyFlag1022nd February 2021 5:06amPlayalot says...ReplyFlag015th July 2018 10:44pmAstrid says...ReplyFlag5112th October 2018 9:57pmPlayalot says...ReplyFlag4014th October 2018 4:13amAnime Girl says...ReplyFlag2024th June 2014 12:44pmPiper says...ReplyFlag2014th August 2014 12:05amA Person says...ReplyFlag1111th July 2014 6:36amShadow says...ReplyFlag4019th September 2017 4:09pmPage 1 of 1 Jump to Top Disclaimer: - This site is not endorsed by or affiliated with Electronic Arts, or its licensors. Trademarks are the property of their respective owners. The Sims and The Sims 3 Logo are trademarks of Electronic Arts, Inc. Game content and materials copyright Electronic Arts Inc. and its licensors. All Rights Reserved. All original material on this site © Carl's Guides. Home PC Games The Sims 3: Supernatural PC Developer Publisher Electronic Arts Delivery Instant Delivery Language HowLongToBeatThe Sims 3: Supernatural News Inspired by Naga's improved Sunset Valley, Jaga Telesin and MrsFlynn have released Sunset Valley 2020 and a post directing you to download links can be found below. This uses fixes from EllaCharmed's Sunset Valley map and works to improve performance and reduce the amount of stuck Sims. You'll find many of the lot types already installed (Consignment, Salon, Junkyard etc), Parks upgraded for Generations, and Equestrian Center and Horse Ranch and even Dive Spots from Isla Paradiso. There are both Vanilla and Chocolate versions to download. You can Learn More Here. Vanilla features a number of new Sims populating the world, while Chocolate includes more Supernaturals and some upgraded lots. The more packs you own the less will be replaced as this was built for players who own many packs. See full credits/contributors and get a full features rundown in the link above. Site Speed Improvements, The Sims 4 Coverage and Youtube Channel I'm now working on my site for The Sims 4 and recently Launched a Youtube Channel for The Sims. I've done some recent speed improvements to this site. It's some of my best work and I don't want ads or a bad server to slow that down. Sims 4 Expansion Packs Sims 4 Cheats How to Cheat in The Sims 4 Sims 4 Challenges Careers Career Cheats Skills Skill Cheats Traits Trait Cheats Get to Work Expansion Seasons Expansion Get Famous Expansion Island Living Expansion Pack Building Houses and Lots - a Build Mode Guide Emotions Gardening We now have a Guide to Roaring Heights with Maps to Collectibles along with information on the Premium Content that comes with this new Town. There is a Boardwalk with Rollercoaster parts to allow you to build your own, along with new clothing and a fixer-upper car that Sims can use to fix up a vehicle to drive around town or sell for a huge profit. Check the Guide to learn more and see if this town is right for you! The Sims 3 Into the Future Expansion Pack Guides The Into the Future Guide coverage is nearly complete, although many pages throughout the site need updated to cover this and other Expansions. I'm working to update pages to a finalized version and will list them along with ItF coverage here: Lifetime Rewards for ItF - New Future Sim Maintenance Master Portal Immunity Time Remote Control Trait Chip Bundle Utopian and Dystopian Future Timelines - New More than a Machine Lifetime Wish - New Legacy Statue Requirements and Tips - New Descendants System: Family Size and Wealth Bot Arena Career: Arena Mechanic or Plumbot Arena Official Astronomy Career: Space Explorer or Astrophysicist Into the Future Expansion Pack Features - New Nanite List, Rare Nanites, and Maps for Finding Them Advanced Technology Skill Guide Bot Making Skill Guide Laser Rhythm-a-con Instrument Guide - New Trait Chips Plumbots The Time Traveler, Entering Oasis Landing and Research Opportunities The Sims 3 Island Paradise Expansion Pack Guides Island Paradise Guide CoverageIP Expansion Pack Guide coverage has completed. I have the following guides available: Island Paradise Expansion Pack Features Resort Management Mermaid Guide Scuba Diving & Snorkeling Skill Guide Scuba Levels and Skill Challenges Scuba Diving Spots, Treasure Chests, and Caves Collectible Sea Shells and Sea Life Finding Uncharted Islands Finding Map Fragments Lifeguard Lifetime Rewards for IP Friend of the Kraken Hotel Mogul Lungs of Steel Mermadic Kelp Permanent Mermaid Strong Stomach Uncharted Island Map Ricalynn has written a Guide to the Sims 3 Dragon Valley World. It is fully featured and covers places in the town itself, Baby Dragons that are included with the World, a list of residents, and collectibles maps that will help you find all the rare things you need like Palladium, Pink Diamonds, and Alley Catfish to catch Angel Fish and reel in those Death Fish after midnight. This is the first in a series, with the next coverage featuring Aurora Skies. Rica has accepted to cover all the Worlds in this style, and that has me enthused about the quality of information I will happily host here. It appears we'll have the most comprehensive information on worlds all in one place here, but it'll take some time. The Sims 3 University Life Expansion Strategy Guides Most of University Life is covered. There are a few things to do throughout the Guide that will wait for Island Paradise. University Life Expansion Pack Guide PlantSims & Forbidden Fruit Jock Social Group Nerd Social Group Rebel Social Group Science Skill Social Networking Skill Street Art Skill Art Appraiser (Rebel Career) Sports Agent (Jock Career) Video Game Developer (Nerd Career) Majors, Class Schedules, Performance Metrics and Graduation Enrolling in University, Scholarships, and the Aptitude Test Mechanics Other Helpful Sims 3 Base Game & Expansion Pack Information The Sims 3 SeasonsThe Sims 3 Seasons' ultimate addition is the new weather system. Seasons change and the weather can turn cold or hot, while brining on the rain, thunder, hail and even beautiful snow that coats the land. The new life state is the Alien. The Sims 3 SupernaturalSupernatural features a whopping five new life states for Sims. Sims can be either a fairy, werewolf, witch, vampire, or be turned into a Zombie. This EP adds lunar phases to the game, and complements Seasons well. The Sims 3 ShowtimeShowtime lets your Sims perform as Acrobats, Singers, or Magicians. They gain levels in these new career options, allow them to earn more money and please the crowds. Showtime's unique life state is the new Genie. The Sims 3 PetsThe Sims 3 Pets lets your Sims adopt or breed cats, dogs, and horses. Each of these pets has their own traits, and Sims can scold or praise them to improve their behavior. This EP also brings Unicorns, which are ridable just like horses though featuring some unique magical abilities. The Sims 3 GenerationsLearn about the new activities offered to the various age groups in this Sims expansion pack. You'll find in-depth information on the new imaginary friends and chemistry logic activity. The Sims 3 Late NightThis guide will teach you all about making the most of this expansion. Learn about vampires, and how you can get your Sim into the hottest clubs. The Sims 3 AmbitionsA Guide to The Sims 3 Ambitions expansion. Offers a summary of what's new, along with links to other articles about the new features you get with the Add-on. Read up on Inventing, Sculpting, and the new Professions. The Sims 3 World AdventuresA Guide to World Adventures. This expansion focuses heavily on travel to France, China, and Egypt. However, it also adds new skills that players who dislike travel can employ. The info you find here may help you decide whether or not you'd want to buy this expansion. Sims 3 Cheats for Xbox 360 and PS3Owners of The Sims 3 on Console, either PS3 or XBOX don't need my cheat articles to get infinite money, or unlock karma powers. Instead head to my Xbox 360 and PS3 info page. SimLearn all about Sims and their characteristics in The Sims 3. This will teach you about the motives Sims need to fill in order to be happy, the Lifetime Wishes you can pursue and the Wishes that can be fulfilled by meeting game goals. This Guide ties together many of the others on our Sims site and will help players new to the game. CareersA strategy guide to the Careers in The Sims 3, along with Ambitions Professions such as firefighter. You'll find wages for each job level, information on what traits will help Sims to excel to the top of a career track, and other ways Sims can make money. SkillsWe've got every skill covered in The Sims 3, from the base game skills like Cooking, Fishing, and Gardening guides that vanilla players on PC or the PS3 and Xbox 360 console version can enjoy. Expansion owners will love your guides to more exotic skills like martial arts, or the consignment shop. Lifetime WishesA list of all the Lifetime Wishes in The Sims 3, Late Night, and World Adventures. You'll learn what traits inspire the wishes, happiness point rewards for finishing them, and get help for completing in the form of walkthroughs. Lifetime RewardsGet help spending those Lifetime Happiness points with our Lifetime Rewards guide. Sims can get perks like never having to use the restroom again, making friends faster, boosting skill gains, and even get a collection helper to help them find gems and metals. How to Play the Sims 3I wrote this guide to help people who are completely new to The Sims 3. Here you'll learn some basic game concepts, and get ideas on how to play your first Sim. Home Building & Design IdeasGet help designing beginner homes and ideas to design better, more intricate homes, in this strategy guide written by forum moderator TommyT. TraitsA full strategy guide to what every trait does in The Sims 3, World Adventures, Ambitions, and Late Night. Learn what wishes they inspire, and how you can employ them to help your Sims. The Sims 3 CheatsA full list of cheats for The Sims 3 and its Expansion Packs. Look to this list for everything from Money cheats to the powerful testing cheats that can keep Sims' moods maxed and even make friends for them. Sims 3 InformationAny article we've written that didn't fit neatly into another category of the guide is listed here. You'll find help with regular Sims 3, Ambitions, World Adventures, and Late Night. The Sims 3 ReviewWant to know what I think about The Sims 3? Read my Review. About Carl's Sims 3 Site Born July 16, 2009, this Strategy Guide seeks to help Simmers from all over the world with detailed and informative articles, hints, and tips for The Sims 3 and its expansions. We largely favor a powergamer mindset, and shoot for making the most money, finding how it works, or doing things better and more efficiently. You'll find step-by-step instructions, and screenshots to help you accomplish things in the Sims 3. Collectively, we've written over 200 pages of content for the game. If you'd like to see a listing of every article we offer, have a look at our Sitemap. There you'll find a full list of articles, along with a search tool that will help you to track down the info you need. We have a staff of 3, with Pam Marsden and Tom Schlueter helping Carl with guide writing and the forum. If you explore the guide you'll see we've had lots of help from our growing forum community. We have numerous volunteer moderators. To learn a little about our staff, visit the Staff section of our Sims 3 Forum. Many of our moderators have supplied walkthroughs or in-depth articles for the Guide. If you don't yet have an account, sign up at our forum to provide tips and tricks, suggestions, and corrections to the guide. You'll be helping me to improve something that has helped over 100,000 Simmers from around the world. The Sims 3 is far more complex than meets the eye, and without readers like you this guide wouldn't be nearly as accurate and helpful as it is today. Players are able to contribute information through the comments system. This allows the site to function somewhat as a Wiki, for players can enter additional information and discuss game mechanics to help other Simmers. Questions about the game and specific features can be asked on those pages, although I (Carl) cannot answer them all. Do not expect answers to be swift unless you use our Forum. Many bits of helpful information can be found using the site's search function, which goes through about 20,000 pages of content to help you find an answer to your questions. Are you sure you want to report it? Our Sims Forum is the place to go for faster answers to questions and discussions about the game. Use the form below to share your own experiences and provide helpful tips to other readers. 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Trademarks are the property of their respective owners. The Sims and The Sims 3 Logo are trademarks of Electronic Arts, Inc. Game content and materials copyright Electronic Arts Inc. and its licensors. All Rights Reserved. All original material on this site © Carl's Guides. Privacy Policy PC DIGITAL DOWNLOAD INTERNET CONNECTION, EA ACCOUNT, ACCEPTANCE OF EA USER AGREEMENT, EA PRIVACY AND COOKIE POLICY, AND TERMS OF SERVICE; INSTALLATION OF EA app (www.origin.com/about); REGISTRATION WITH ENCLOSED SINGLE-USE SERIAL CODE; AND ALL GAME UPDATES REQUIRED TO PLAY AND ACCESS ONLINE FEATURES. SERIAL CODE REGISTRATION IS LIMITED TO ONE EA ACCOUNT PER SERIAL CODE. SERIAL CODES ARE NON-TRANSFERABLE ONCE USED AND SHALL BE VALID, AT A MINIMUM, SO LONG AS ONLINE FEATURES ARE AVAILABLE. YOU MUST BE 13+ TO ACCESS ONLINE FEATURES. ADDITIONAL IN-GAME CONTENT MAY BE PURCHASED. EA PRIVACY AND COOKIE POLICY AND TERMS OF SERVICE CAN BE FOUND AT WWW.EA.COM. EULAS AND ADDITIONAL DISCLOSURES CAN BE FOUND AT www.ea.com/1/product-eulas. EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.ea.com/1/service-updates. INCLUDES SOFTWARE THAT COLLECTS DATA ONLINE TO PROVIDE IN-GAME ADVERTISING. EA MAY PROVIDE CERTAIN INCREMENTAL CONTENT AND/OR UPDATES FOR NO ADDITIONAL CHARGE, IF AND WHEN AVAILABLE. MAC/WINDOWS VERSION ACCEPTANCE OF END USER LICENSE AGREEMENT REQUIRED TO PLAY. ACCESS TO ONLINE SERVICES INCLUDING SIMPOINTS AND DOWNLOADS REQUIRES AN INTERNET CONNECTION, EA ACCOUNT AND GAME REGISTRATION WITH THE ENCLOSED SERIAL CODE. REGISTRATION IS LIMITED TO ONE EA ACCOUNT PER SERIAL CODE AND IS NON-TRANSFERABLE. EA ONLINE TERMS & CONDITIONS CAN BE FOUND AT www.ea.com. YOU MUST BE 13+ TO REGISTER FOR AN EA ACCOUNT. MAC USERS MUST UPDATE TO THE LATEST VERSION OF THE SIMS 3 LAUNCHER TO ACCESS ONLINE SERVICES, INCLUDING SIMPOINTS AND DOWNLOADS. EA MAY PROVIDE CERTAIN INCREMENTAL CONTENT AND/OR UPDATES FOR NO ADDITIONAL CHARGE, IF AND WHEN AVAILABLE. EA MAY RETIRE ONLINE SERVICES AFTER 30 DAYS NOTICE POSTED ON www.ea.com. "Supernatural" redirects here. For information about supernatural creatures, see life state. The Sims 3: Supernatural is the seventh expansion pack for The Sims 3. Supernatural introduces several new life states, and explores how they behave and interact. It also introduces other mythical features, such as lunar cycle and alchemy. Enter the mysterious town of Moonlight Falls where strange things happen by the light of the moon. Create supernatural beings from menacing werewolves and cackling witches, to mischievous fairies and more intriguing vampires. Then stalk the night, use your wand to cast spells, or just stay home and claw the furniture and more. You can mix dozens of elixirs from turning Sims into zombies to transforming them into gold. Share your enchanted brews with any friends who have The Sims 3! Spooky surprises are in store for you in the world of The Sims 3 Supernatural! Game Features[edit | edit source] Official[edit | edit source] Play as supernatural Sims: Create witches, wizards, werewolves, more intriguing vampires, ghosts, and fairies, each with their own magical abilities, traits, and interactions. Explore the town of Moonlight Falls: Discover what mysteries and abilities are revealed by the light of the full moon. Will your Sims freak out or become more powerful? Hone your magical crafts and share the enchantment: Learn to cast spells and find rare ingredients to brew elixirs, so you can charm or hex your Sims' lives. Send your magical elixirs to any of your friends' games who have The Sims 3. Your Sims can hone their psychic abilities and build a career as mystic fortune-teller. Discover supernatural items: Race around the arena on your broomstick, visit the gypsy caravan, or preen in front of your magic mirror. Even awaken the classic character of Bonehilda, the quirky skeletal maid. With tons of new enchanted objects, what will happen next? Deck out your home in gothic style: Add a secret lair with the sliding bookcase door and fill your home with creepy new furniture. Zombification: Mix a special elixir to create shuffling, brain-hungry monsters of your very own. Chomp on other Sims to spread the love and wreak havoc. Don't fret, you can always concoct an elixir to change your Sims back. Details[edit | edit source] Create a Sim New "Supernatural Types" button that allows creation of supernatural Sims Witch Vampire Genie[TS3:ST] 6 new skin tones 5 new sliders for all Sims Ear Orbit Ear points Jaw Underbite Brow Definition Nostril Rotate Body hair is added for female werewolves New Accessory Enhancements Vampiric Tattoos Fingernails Vampire Fangs Werewolf Fangs Female Adults/Elders – 13 Hairstyles, 16 Tops, 11 Bottoms, 7 Outfits, 6 Accessories, 2 Shoes, 5 New Makeup Options, 10 Tattoos Female Teens – 13 Hairstyles, 7 Tops, 4 Bottoms, 1 Outfit, 6 Accessories, 2 Shoes, 5 New Makeup Options Female Children – 3 Outfits Male Adults/Elders – 11 Hairstyles, 2 Facial Hairs, 17 Tops, 9 Bottoms, 1 Accessory, 1 Shoe, 5 New Makeup Options, 10 Tattoos Male Teens – 11 Hairstyles, 9 Tops, 5 Bottoms, 1 Accessory, 1 Shoe, 5 New Makeup Options Male Children– 2 Outfits Build and Buy Objects Main article: List of objects in Supernatural There are a total of 226 objects in this pack, including debug objects and lifetime reward objects, excluding spawners. A few of them are reintroduced from The Sims, The Sims 2 and their packs. New Woohoo Spots Fairy House Gypsy Caravan Magical Wardrobe Arboretum New Life States Werewolf Werewolves live longer than normal Sims. They can be created or be turned into via receiving werewolf curse from other Sims, as well as via drinking the alchemy elixir Bottled Curse of the Lycan. They gain athletic skill faster than normal Sims. Their energy motive both increase and decrease slower compared to normal Sims. They have access to the hidden lycanthropy skill. They transform into werewolf form during full moon. Appearance of the werewolf form can be customized in Create a Sim. They gain a mood boost during full moon. They can howl, and hunt for collectibles in werewolf form. At level 3 of lycanthropy skill, they can bite other Sims with cursed bite. If successfull, the bitten Sim transforms into a werewolf after a certain process. They can purchase the Alpha Wolf lifetime reward, which gives access to terrorizing howl interaction. The lifetime reward also improves the cursed bite interaction. Cursed bite interaction never fails after the lifetime reward is purchased. They have unique social interactions they can perform with normal Sims and other life states. Fairy Similar to vampires, Fairies live five times longer than normal Sims. When a Sim turns into a Fairy, their wings will be randomly chosen, but they can change their wings via the King/Queen of the Fae lifetime reward. They can shrink to their natural (or sprite) form to perform tasks that they cannot do while normal-sized. Fairies can be created, or Sims can be turned into fairies with the Bottled Blessing of the Fae alchemy elixir. Fairy babies do not have wings. Fairies often bestow gifts to others and carry special auras that increase their skills as well as the skills of those around them.[3] Fairies are great artists. They are wonderful painters, sculptors, singers, dancers and are great with musical instruments. The "tranquillity" aura helps Sims around the fairy to have a better mood and experience less stress. The "creativity" aura helps the fairy and Sims around the fairy to study certain skills quicker such as painting, sculpting[TS3:A], writing, instrument skills, and cooking. The "body/mind" aura helps the fairy and Sims around the fairy to study these skills quicker such as athletic, logic, charisma, handiness and martial arts[TS3:WA]. They can do a flying manuever in place via the self interaction "I Can Fly!". They love gardening and have a special relationship with plants.[4][5] They can grow a plant by selecting the interaction "Bloom"[4] Fairies who are higher in level have a "Fairy Repair" interaction,[4] which allows them to shrink down into their sprite form and repair broken objects. They have a group of interactions which all are categorized under "Special...Fairy" with another Sim/occult. [4] Some of the interactions are: Give Happiness Gold and Toads Hot Head In Your Underwear or Skeevies Inner Beauty Chattering Teeth Tell Fairytale... Brag About Pranking Playful Pester Talk About Flowers They have interactions with other Sims (or supernatural creatures) such as Playful Pester or playing tag with a werewolf they have befriended. They can perform pranks and tease Sims. They can set "Fairy Traps" on some objects such as mailboxes.[4] Although fairies increase in their power, it is not limitless and does come with a cost. Fairies have a magic meter that they must maintain in order to continuously use their abilities. Once depleted, the power will slowly regenerate over time, or they can instantly replenish their magic through the use of an alchemy elixir. Fairies can also regenerate their power at a faster rate by interacting with a fairy house, or riding the train set. They build their charisma skill easier.[5] Witch Male Sims and female Sims are both called "witches". Witches can be created in Create-a-Sim, or other Sims can be turned into witches via The Bottled Witches' Brew elixir. Only teen and older witches have access to witch powers.[6] Only witches can learn spells. Other Sims can try to use a magic wand, but the interaction always fails. They can use any of the nine magic wands to cast spells. Each wand has different accuracy and cost efficiency properties, and these properties affect the spell casting process. They can cast spells bare-handed after getting a lifetime reward known as Magic Hands. More spells are unlocked after increasing the hidden spellcasting skill. Most of the spells are related to the needs of the Sims, but there are also other spells.[6] Unlike witches in The Sims 2, there are no definite good or evil witches. However, there are still good spells, as well as evil spells witches can use. Some of the charms (good spells) are: Sunlight Charm[7], Bladder Charm, Good Luck Charm, Hunger Charm, Hygiene Charm and Love Charm. Some of the curses (evil spells) are: Toadification Curse[8], Bladder Curse, Hunger Curse, Hygiene Curse, Pestilence Curse and Haunting Curse. They can change food, seeds, fish (only in bowls) and insects (only in terrariums) into something else by using Conversion Ritual spell.[6] Experienced witches can perform the Reanimation Ritual spell to "raise a Sim from the dead".[6][7] The Sim will become a permanent zombie but can be cured by the Cure Elixir (an elixir) or the Sunlight Charm (a charm spell). Witches have a magic meter[6] It indicates how much magic power they currently have. Casting spells decrease the available magic power. If they do not have enough magic, their powers will be much weaker, and spells can fail. The magic in the meter gradually increases over time, but can be boosted by flying with a magic broom or by drinking an Essence of Magic elixir. Witch Duels Witches who are experienced enough in spellcasting skill can perform a duel. The witch who is better at spellcasting has a higher chance to win the duel. Witches can not die while dueling. The witch who wins a duel gets a positive moodlet, and the witch who lost, a negative moodlet. All the witches autonomously use a magic broom when going around in town. Witches that have a cat[TS3:P] or minor pet[TS3:P] nearby can cast spells more efficiently; the spells have lesser chance to fail, and they use less magic power.[5] Witches make elixirs faster than other Sims. (both normal and supernatural) Zombie Zombies can try to attack Sims They tend to move slower than normal Sims A Sim can transform into a zombie by drinking the Zombification elixir or by being bitten by another zombie There is a cure to transform a zombie Sim to a normal Sim Players can also transform Sims into permanent zombies Zombies cannot woohoo During a full moon, zombies can spawn[9] and attack Sims' houses. They will eat plants from Sims' gardens or "brains" from Sims[4] They do not disturb Sims when they are sleeping. They do not attack child Sims. They do not kill Sims. After the full moon, they will transform back to normal Sims. "Zombies have even been found to ignore their rigidity altogether and break into a full out sprint....Although they may not appear to be...sociable at first glance, they can still perform most day to day tasks and hardly let their decay slow them down in their afterlife." [citation needed] "Zombies can come about in many different ways. If you happen to be an aspiring alchemist, you can concoct a special brew to either transform yourself or a different Sim into one of these members of the undead. Perhaps you are a wily witch and would rather utilize your superior spell casting to summon one of these ghastly ghouls. You need only find a tombstone or an urn to perform a high level spell and...a mutated malevolent menace will emerge on your manor...The third way to encounter a zombie is patience. When the moon is full in the night's sky, you may want to batten down the hatches and fortify your gardens. Zombies are quite fond of the basking in the moonlight and have been found to crawl up from the earth in an attempt to tan their pale, undead flesh." [citation needed] "Aside from the Limited Edition Peashooter, the second way to save them from their curse is by using a Cure or Potent Cure Elixir. This will effectively cure them of their craving so they can be satiated by more acceptable means. The third way is by using a dash of Fairy Dust; it's really potent stuff and should be used sparingly....There are many ways to banish these unwanted zombies in one way, shape, or form, but there are even a few more 'extreme measures' that can be taken as well." [citation needed] Vampire Any player who has Supernatural installed has access to vampires, regardless of whether they have Late Night or not. Exclusive to Supernatural, vampires can be created in Create a Sim, or other Sims can be turned into vampires with the Bottled Vampire's Bite elixir. Vampire abilities from Late Night such as "reduced aging, advanced speed and skill gain, offering to turn people, drinking from Sims, and hunting" are also available in Supernatural.[10] Their eyes glow more in Supernatural than in Late Night.[confirmation needed] They can become immune to the sunlight's effects via the "Vampiric Sunscreen" elixir.[11] Vampires can purchase the Immortal lifetime reward.[10] Vampires stop aging after purchasing this reward. Other Sims do not reject drink requests from vampires with this reward. Vampires with this reward can be in the sun without any penalties. However, their skin will sparkle when they are in the sunlight. Drinking the plasma of a fairy grants vampires a positive moodlet. They have the ability to reveal or deny their existence to Sims.[citation needed] Vampires have interactions such as:[10] Warn Away Hypnotic Gaze Intimidate Imply Their Mother was a Chupacabra Exploit Their Weaknesses Ask to Forsake Powers Confess to Being a Vampire Deny Being a Vampire Accuse of Being a Vampire Show off Teeth Returning NPCs New Skill 6 New Traits Supernatural Fan Supernatural Skeptic Night Owl 9 New Lifetime Wishes Alchemy Artisan Celebrity Psychic Greener Gardens Leader of the Pack Magic Makeover Master of Mysticism Mystic Healer Turn the Town Zombie Master 6 New Lifetime Rewards Alpha Wolf (Werewolves only) Flying Vacuum Immortal (Vampires only) King/Queen of the Fae (Fairies only) Magic Hands (Witches only) Philosopher's Stone New Career Fortune Teller Alchemist (self-employed career) New Town 3 New Lot assignments Vampire Lounge Elixir consignment store Supernatural Hangout New Rabbit Holes Fairy House A fairy house cannot be seen as it is a rabbit hole and it is a "very-all-purpose object." "This small house looks like a letterbox, but is in reality a house for little fairies! Both toddlers and elderly can hide themselves, party all night or sleep in this house." "The fairy house allows fairies to go in and satisfy some of their more everyday needs. They can even throw a Fairy House Party inside with some of their friends! [hint] When an aura is projected when not in the fairy House, the fairies magic power will drop. Whereas if an aura is projected while in the fairy house, the fairies magic power will not decrease, so you can still have the benefits of the aura without any magical power used." Arboretum A landscaped space where fairies can spend time with one another Fairies can interact using: "Participate in Gardening Contest" "Look for Fairies" "Play Fairy Games" "Talk to Gypsophila" "Visit Arboretum" "Visit Arboretum With..." Traveler's Caravan New Community Lots The Toadstool: The warm homey atmosphere of The Toadstool makes it a great place to unwind. Grab a rocking chair by the fire or take a seat on the upstairs balcony for a perfect people watching location. Varg's Tavern: For a howling good time, give Varg's Tavern a try. This old converted warehouse is now deemed the local 'supernatural hangout' and a great place to grab a juice or pick a fight. Red Velvet Lounge: While the Red Velvet Lounge might not look like much on the outside, this vampire lounge sits on prime real estate near the river, and is known as one of the more posh locales to enjoy some plasma or get down on the dance floor. Aleister's Elixirs and Sundries: Want to practice a little alchemy, pick up a new elixir recipe or buy that rare ingredient? Aleister's Elixirs and Sundries, named after the historical Alchemist Aleister Krummly, is the one stop shop for all your elixir needs! This is also the place to put your elixirs up for sale if you want to make some cash with your alchemy skill. Fae Ray Arboretum: Fae Ray Arboretum is a nature-lover's paradise. Explore the grounds, read a book in the shade of your favorite tree or listen to the calming sounds of the fountains in this beautiful park. Inside the actual Arboretum you can search for fairies, take a tour or even play fairy games. For the competitive gardener, the Arboretum hosts frequent gardening competitions – enter your best produce and possibly win a prize! Library of Lore & Vault of Antiquity: For Sims with more intellectual interests, a visit to the Library of Lore & Vault of Antiquity is sure to satisfy even the greatest thirst for knowledge. Sims looking for 'unique' information can bypass the library building and head straight to the Vault of Antiquity. Trivia competitions and alchemy classes are just a few of the things to do in this historical location. Moonlight Point: Watch the sun set from Moonlight Point or take a walk along La Shove Beach with your werewolf pals to truly appreciate the beauty nature has to offer. 3 New Death Types and Ghosts Main articles: Deaths in Supernatural and Ghosts in Supernatural Jellybean Haunting Curse Transmutation 11 New Plants Red Valerian Mandrake Wolfsbane Ghost Chili Truffles Red Toadstools Porcini Mushrooms Spotlight Mushrooms White Cap Mushrooms Mycena Mushrooms Glow Orb Mushrooms 3 New Fish Toad Fish Fairy Damsel Luminous Salamander 3 New Gems Bloodstone Moonstone Sunstone 12 New Recipes Vegetarian Chili Firecracker Shrimp Firecracker Tofu Potato Truffle Torte Honey Jellybeans Mushroom Omelette Porcini Risotto Ceviche Hot and Sour Soup Aloo Masala Curry Chili Con Carne New Magical Gnomes Known as "Gnomes of The Darned". Comes in 5 different ghost shades Chances of getting this type of gnome is higher when a Sim fails a casting spell Throughout night time, these gnomes will change color and may even become haunted by a real ghost New Mechanism/System New Options Most of these options will appear in Patch 38. All social options require an internet connection. Full Sims 3 Store in-game Works if the player has logged in their thesims3.com account Ability to view the entire Sims 3 Store in Build and Buy modes Not optional, but you will not see it unless you choose the "View only Store items" button Disabling Shop Mode will not rid this feature Shows SimPoint balance New Population Controls Ability to turn off specific Supernaturals, Celebrities[TS3:LN] or Pets[TS3:P] Once deselected any of the available options, they will no longer spawn in your town Another option available is to opt your active household out of the Celebrity System Also available on Patch 38 Applied universally and not per saved game New Other Interaction Checking for Monsters Under The Bed For child Sims only Appears during the hours of 6pm to 6am Has two results - No Monsters and Monsters & Terrified (both moodlets) No Monsters moodlet will give a +15 mood boost Monsters & Terrified moodlet will give a -15 mood decrease, let the child run frantically and will not let the child sleep or relax for two hours in the bed that the child sim checked for monsters. Rock, Paper, Scissors Serves as a fun way to boost a relationship Increases the fun and social needs Skip Stones At water bodies in a town Available to all Sims (Child through Elder) Raises fun needs Others New Simlish songs New "Dark Wave" music genre Poetry writing A Sim must have at least level 7 of Writing skill A Sim must have at least level 1 of Dance hidden skill New achievements Beekeeping feature returns from The Sims: Makin' Magic. There are three options: giving them food, taking care of them and gassing them. And if you're lucky, you can get some honey in the end. Lighting in the game is tweaked to enhance atmosphere (only on Moonlight Falls) Ability to create ghosts by magic Magical items like the Voodoo doll and Spell book from The Sims 3 Store are enhanced with Supernatural.[12] Supernaturals will be able to Simport[TS3:ST], but other players will need to have Supernatural installed as well Supernaturals can "protect" non-occult Sims. Protected Sims can call on their protectors and will feel safer in the company of their protector. Pets[TS3:P] cannot be supernaturals (even zombies) but supernaturals will gain special benefits from owning a pet. For example, a witch who has a cat will have an increased skill with the wand, an increased mood, and a slower drain on magic.[9] When two Supernaturals Try for Baby, the genetics will be 50/50. For example, when a werewolf Tries for Baby with a fairy, there is a 50% chance that the baby will be a werewolf, and a 50% chance that they will be a fairy. [4] Supernaturals can be recognized. In the relationship panel, you can see if a Sim is a normal Sim, or a supernatural, by the box color. A Werewolf's box color is brownish red, a fairy's box color is green, a vampire's box color is red, and a witch's box color is yellow. However this only applies to supernaturals introduced in the Supernatural expansion. For example ghosts do not have a different box color. The Sims 3: Supernatural does not affect imaginary Sims.[7] There is a special transformation elixir for each Supernatural species. The Supernatural transformation potions can be bought at Aleister's Elixir's and Sundries, however only one potion will appear to be purchased in the catalog. The catalog will refresh every day and another will appear within a day or two. The order in which they appear is random. Editions[edit | edit source] In addition to the normal edition, there are two other editions which include exclusive content. Those who bought the Limited Edition or the Origin Décor Edition would get the codes for the contents. Players must redeem using the code given to get the contents. There is a post from SimsVIP which links all the redemption links of the contents. The contents will appear on the player's Purchase History ten minutes after redeeming. You must have a thesims3.com account to get the contents. Limited Edition It comes with exclusive content from Plants vs. Zombies On an Origin listing, the description about limited edition objects says: Preorder The Sims 3 Supernatural Limited Edition and receive exclusive content from the world of Plants vs Zombies®, including new outfits and a working Peashooter! • Peashooter – This steadfast ally is ready to defend your house from zombified Sims and other unsavory characters like burglars and repo men! It actually shoots peas at unwanted guests! • Ripped Zombie Suit Outfit – Dress your male or female Sim in the classic zombie attire from PvZ™. • Newspaper Zombie Suit Outfit – There's nothing quite as terrifying as loud boxers and sock garters. Dress your male or female Sim up as the newspaper zombie from PvZ. • Cone and Bucket hats – Those pesky zombies might have worn these objects for protection, but they also make a bold fashion statement. Deck your male or female Sim out in this hilarious headgear. The Peashooter helps to protect the lot from zombies, but a Sim can "Play Catch" with the peashooter at any time. Origin Décor Edition It comes with the Origin Décor objects which are exclusive Plants vs. Zombies décor items. It also includes the limited edition contents. However, this edition is available only if preordered. On an Origin listing, the description about Origin Décor edition objects says: Order The Sims 3 Supernatural at Origin.com and receive these exclusive Plants vs. Zombies décor items to add some creepy flare to your Sims' homes! • Plantern lamp – This unique item looks just like the planterns that keep the fog at bay in the Plants vs. Zombies game. Use it to light your Sim's house or yard! • Wall-nut sculpture – Nothing says "get off my lawn" like a wild-eyed wall-nut. Place one at a time, or put down a whole row as a fence. • Zombie gnome sculpture – The iconic undead garden gnome from PvZ can grace your Sim's house or garden. • Brains flag sculpture – Deck out your garden, rooftop, or anywhere with this flag used to lead the charge in Plants vs. Zombies. Those guys really love brains. The Sims 3 Plus Supernatural It is a combined pack which includes the base game and the normal edition of the pack.[13] Gallery[edit | edit source] A Fortune Teller and a vampire. A Wizard talking into a magic mirror while a ghost discovers his lair. A Zombie sneaking up to a sim while he is making Elixers. All four supernatural sims. Peashooters attacking Zombies. Zombies and the decor pack. Werewolf crashing a party. A werewolf pack during a full moon. A Werewolf Transforming during a full moon. Even Werewolves can find romance in The Sims 3 Supernatural! Aleister's Elixirs and Sundries Two cornerstone families in Moonlight Falls are the Van Goulds and Wolffs. The three Crumplebottom sisters. A ghost Family with their human roommate. Bonehilda and her "Living Quarter" Vampire about to bite a Sim The Sims 3: Supernatural Loading Screen (Polish) Moonlight Falls Loading Screen (Polish) It features some new Simlish music tracks and a new category called "Dark Wave". Dark Wave[14] Khursor feat. Sarai - Can You Hear Me? MS MR - Hurricane Lacuna Coil - Kill The Light Vampire Twins - Lamia Bastille - Laura Palmer Garbage - Not Your Kind Of People Austra - Spellwork Ladytron - Tesla Sabi - Wild Heart Oberhofer - Yr Face Notes[edit | edit source] Broadcasts A live chat was announced for the pack and it was broadcast on June 19, 2012, 10am Pacific Summer Time. It showed a sneak peek of the pack and there was a Q&A session.[15] A second live chat was announced via an event created from The Sims 3 page in Facebook. It was broadcast on August 3, 2012, 10am Pacific Summer Time.[16] It showed more details from Fairies and Zombies and there was a Q&A session. After this chat was the first Seasons live chat. A third live chat of the pack was announced on August 8, 2012 and was broadcast on Wednesday, August 15, 2012 at 5pm Central European Time (8am Pacific Summer Time) from gamescom 2012 in Cologne, Germany.[17] It gave a deeper look at witches and vampires. Others Bonehilda from The Sims: Makin' Magic returned in this Expansion Pack. Vampires from Late Night return, with new features exclusive to Supernatural. In Supernatural, you can now control whether or not Celebrities and Creatures appear in a town. This can be done through a new setting in the Options panel. From the video "The Sims 3: Supernatural Producer Walkthrough", the mansion which is shown is now downloadable in The Sims 3 Exchange. The lot is made by Argus Hulin, one of the producers in The Sims 3: Supernatural and who appeared on the first live chat for the showcase of the pack, known as SimGuruArgus in The Sims 3 community. Pre-Release[edit | edit source] See also: Supernatural section at The Sims game rumors It was first rumored by Sims.Mixei.ru as they found objects relating to the expansion pack in patch 1.32. On June 11, 2012, EA Russia uploaded a trailer of the pack but EA removed it the next day. On June 13, 2012, TheSims uploaded an English trailer of the pack in YouTube[18] and was announced the same day.[19] Trivia[edit | edit source] This is the first expansion pack to feature more than one playable life state. Players will be able to choose a life state when creating their Sim in Create-A-Sim. This is the third magic themed expansion pack in The Sims series. The other two are The Sims: Makin' Magic and The Sims 2: Apartment Life. In Generations, if a Sim receives a Graveyard souvenir from a school trip, it shows a greenish-black ghost, which looks like the ghost from the Supernatural trailer. This is the second expansion pack for The Sims 3 to be centered around a night theme; Late Night is the first. The date that the expansion pack was released internationally had shared the same day as Dario Argento , Doug Bradley (Hellraiser), and Evan Rachel Wood's birthdays, Argento, Bradley, and Wood on the other hand, had worked in horror titles (with Wood played as a witch's daughter in Practical Magic and a vampire in True Blood), which reflects the aforementioned EP's theme. External links[edit | edit source] Unofficial Links References[edit | edit source] es:Los Sims 3: Criaturas sobrenaturales nl:De Sims 3: Bovennatuurlijk de:Die Sims 3: Supernatural fr:Les Sims 3: Super-pouvoirs pl:The Sims 3: Nie z Tego Świata ru:The Sims 3: Сверхъестественное pt-br:The Sims 3: Sobrenatural

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