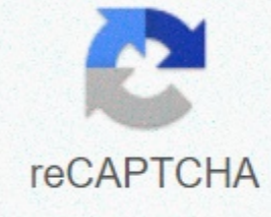




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The urbz sims in the city ds

The game, as usual in Maxi's work, will emphasize personal needs, such as hygiene, social relations, hunger, sleep, and the number of items found on the laptop will reach 140. The DS version of Urbz will feature many exclusive additions, such as missions and mini-games, and just like in the older versions, you can generate a character in your image and likeness, including its flavors and qualities. The Urbz: Sims in the CityRoller(s) Maxis, Griptonite GamesDistributor(s) Electronic ArtsPlataform(s) GameCube, PlayStation 2, Xbox, Game Boy Advance, Nintendo DSFecha(s) released NA November 9, 2004PAL November 12, 2004Nintendo DS NA November 17, 2004EU March 11, 2005AUS October 9, 2005Genero(s) Social SimulatorSeries The SimsModos Single Player, MultiplayerClassification(s) ESRB The Sims[edit data on Wikidata] The Urbz : Sims in the City is a social simulation video game for GameCube, PlayStation 2 and Xbox desktop consoles, as well as Games Boy Advance and Handheld Consoles from Nintendo DS. It is the third video game in The Sims series to be released on consoles, and is the second video game in the series that hasn't been released on PC. The next console edition was the console customization of The Sims 2. Hip hop group The Black Eyed Peas composed several songs for the game, which has also been translated into simlish, The Sims language. Members of the group would also appear as Urbz guests in the game. Gameplay game in the title is different on portable consoles compared to desktop consoles. The goal in desktop versions is to go to each of the nine Districts and create a reputation (called Rep in the game). The Rep measures how popular a character is; if a character gets more reputation, they will have access to larger apartments and new districts. In the end, the character will have the largest apartment of all, and will be able to visit any District. In portable versions the game will look more like an adventure video game where the player must complete missions to advance. The goal of the Nintendo DS and GameBoy Advance versions is to complete the five available missions. As in other games in the series, an Urb has eight basic needs; Hunger, Energy, Fun, Social, Room, Comfort, Vejiga and Hygiene. To succeed in portable versions of the game, these needs must be maintained at a high and stable level. See also the series The Sims The Sims Take the Street Social Simulation Video Game External Links This work includes a translation derived from Wikipedia's The Urbz: Sims of the City publicada por sus editores bajo la Licencia de documentación libre de GNU y la Licencia Creative Commons Atribución-CompartirIgual 3.0 Unported. Página oficial de Los Urbz (en inglés) Datos: Q2316781 Obtenido de « in: The Urbz, Games, Console games in The Sims series For the console version, see The Urbz: Sims in the City. The Urbz: Sims in the City is the second handheld Sims game and sequel to The Sims Bustin' Out. This game is loosely based on The Sims and ported from the GBA version. But in this branch of Sims, an Urb (a version of a sim in the game) lives and works in a city. The game begins in the largest tower in the entire Miniopolis (Kings Tower, which is all 5 stories) where a Sim is fired, no matter what it does. From there must find housing, uncover an evil plot, and save the city from falling into the clutches of a crazy egotistical maniac. Rep Groups[edit | edit source] In Urbz, there are 4 different groups called Rep groups. After Urb has been drafted, the game asks a series of questions, which determine what Rep. Group Urb will belong in. Each group consists of 4 Urbz, excluding the player, having its own Rep Leader, Trophy, Rep Item and Mission. When all 10 bars of the player's Urb are green, the Sim can talk to Rep Leader and switch groups. The Streeties Group leader is Darius. If the player answers the first answer to the first question, they will end up as a Streetie. The group's members consist of Darius, Kris Thistle, Ewan Watahmee, and Crystal. The item for the group is the Ultimate MP-Dee Stereo System which allows the player to play any music on the game, including the opening theme. Their rival group is Richie's. The Nerdies This group's leader is Polly Nomial (referring to polynomial). If the player answers Mad I33t computer skillz for the first quiz question, this is the group they will end up in. The group object is Mad Skillz Cerebral Data Infuser, which will raise one skill score a day. The Nerdies of the game are Polly Nomial, Maximilian Moore, Lincoln Broadsheet and Sue Pirnova. They're opposed to the Artsies. The Richies Are led by Luthor L. Bigbucks, his followers consisting of Misty Waters, Lily Gates, and Lottie Cash. If the player selects the 3rd Option on the First Question, money, this is the group they will end up in and will also end up with the group's subject, a Sensory Deprivation Chamber, which fills up all the motives. Their rivals are streeties. Artsies The Artsy leader is Carnie, Roxanna Moxie. If the last option in the first quiz question is filled, Urb will belong in this group with Roxanna Moxie, Cannonball Coleman, Pritchard Locksley and Theresa Bullhorn. Urb will also end up with a Bod Mod Changer that will allow the player to change their skin and hair color. Their rivals are nerdies. Although the Rep groups are one of the game's main focus; Bayou Boo, Berkley Clod, Busta Cruz, Crawdad Clem, Cynthia Braintrust, Daddy Bigbucks, Detective Dan D. Mann, Dusty Hogg, Dr. Mauricio Keys, Ephram Earl, Futo Maki, Gary Geezer, Giuseppi Mezzoalto, Gramma Hattie, Harlan King, Jack I. Deal, Mambo Loa, Olde Salty, Phoebe Twiddle and Sharona Faster do not belong to any rope group. Returning Sims from The Sims Bustin' Out [edit | edit source] Since the game is the sequel to the handheld version The Sims Bustin' Out it has some cast members from SimValley. Despite their re-appearances, some have no memory of ever appearing in the previous game because they are possibly reincarnations. Xizzles[edit | edit source] Xizzles are mini-skills. Xizzles can be purchased with 3 Xizzle Beads, which can be obtained by talking to Urbz and getting their Rel. Points to 75 or higher, or find them around Miniopolis, where you can buy 1 Xizzle. A Xizzle could be like Livin' Large that earns you 20% more on Jobs/Minigames, or they could be like Nemesis, everyone's ratio points will go up 6 but someone else's down to minus 100. In CAS Quiz, all questions except the first one determine which Xizzles will be available first for your Sim. Other Xizzles can be obtained after completing Objective 2 of Mission 3 (Daddy Bigbucks & The Xizzle Factory). GBA and DS differences[edit | edit source] These are the differences between gba and ds versions load times In gba version: The game takes 10 seconds to get to The Urbz: Sims in the City Screen In DS version: The game takes almost 24 seconds to get to Your bz : Sims in city screen Main Menu Controls In GBA version: The control pad is used to select items in the main menu and the A button is used to specify in the DS version: The trackpad and entry on the touch screen are used to select menus from the main menu, the A button and the check mark are used to specify, The B button and the X button (Not DS buttons) on the touch screen are used to go back Menu controls In the GBA version : The control plate was used to select objects, The L&R buttons were used to cycle between menus, the A button would go in and the B button was to go back/exit menus in the DS version : The touch screen is used to navigate the items and the menus must be printed on the touch screen to enter Create an urb (CAU) in the GBA version: The on-screen keyboard is used to enter your Urbs name. D-pad is used to navigate, the A button is used to enter and the B button is used to go back, the L/R buttons are used to change Hi CAPS to low caps In the DS version: The keyboard appears on the touch screen. Mission 3-2 Differences for GBA & DS In GBA version: Mission 3-2 named Batten Down the Hatches In the DS version: Mission 3-2 named Daddy Bigbucks & Xizzle Factory In GBA version:The reward for completing the mission is to unlock Yar Hey! Bomb! In the DS version:The reward for completing the mission is extra Xizzles Mission 5-5 Differences for GBA & DS In the GBA version: You need 70% Popularity in the DS version: You need 60% Popularity Number of saves in GBA version: You can have up to 4 saves in the DS version: You can have up to 2 saves Special Minigames In GBA version : The GBA has a special Minigame named Yar Hey! Bomb! In the DS version: DS has a special Minigame called Sushi Sensei. To unlock moon base in GBA version: Link 2 GBAs to unlock Moon Base I DS version: Get a Green Meteorite to unlock Moon Base Hidden Xizzles Some Xizzles may be in a different location when it was in GBA version (For example: In Water's Gym the Xizzle was found in the plants in the GBA version and in the DS version the Xizzle is in the cabinet) Urbz may be in a different area when they were in gba version (Added example: In the GBA version at 6:00 PM Sue Pirnova is in Miniopolis University and in the DS version at 6:00 PM Sue Pirnova may be on Splicer Island instead. Trivia[edit | edit source] A reference to The Sims Bustin' Out for handheld is made in the game, on the roof of the King's Tower a rocket is wedged into the tower's globe sculpture. This corresponds to what happened during that. The Paradise Island location from The Sims Bustin' Out also returns in this game and can be visited without the need for GBA connectivity unlike the previous game. However, the area is empty and does not retain the same content. Phoebe Twiddle says in response to travel conversation options that she often visits SimValley to visit her old store (Nicki Knack's Bric-A-Brac) and see her old boyfriend who is an odd farmer (we can assume that Uncle Hayseed is her boyfriend as he is the only farmer at Bustin' Out.) External links[edit | edit source] Deutsch Español Nederlands Русский Community content is available under CC-BY-SA unless otherwise stated. Noted.

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