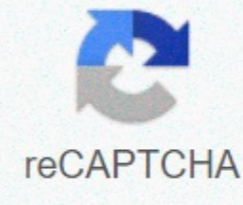




I'm not robot



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## Sims 4 astronaut career traits

interesting career that requires, first of all, skills development: logic and fitness and - depending on your chosen path - charisma or nastiness. First you have to work with a focused Sim, then later you have to be so confident. After the seventh level, you can select one of the branches: Space Ranger (A) or Interstellar Smuggler (B). The branch of the Space Ranger is lighter, but the income is lower and amounts to 11816 Simoleons a week (from 4 working days a week to 7 hours a day). Since Interstellar Smuggler requires more work, but the weekly salary is higher at 3,000 Simoleons and amounts to 14,868 Simoleons a week (from 4 working days a week to 9 hours a day). The decision is yours. Position levels To produce the second level away from this career, you need to be enthusiastic about cosmos with three Sims - this interaction is available in the friendly category. You only need to make friends with the Sim, a little and choose this option. As a reward it becomes a module cleaner (2) with an Astro Solar System Light. To advance to level three, you need to reach level 2 logical level. - You just have to buy the chessboard and start practicing. Once promoted to command center lead (4) you need to start working on your fitness – for this it is best to buy a weight machine, thanks to which you can also meet another promotional requirement – the need to exercise for 4 hours. And after you become a Space Cadet (6) you need to buy a treadmill that you need to practice for at least, 12 hours. In order to be made even higher, you need to develop logic for level 4 and suitability for level 5. After you become an astronaut (7), you get an interesting object, the Salyut Aeronaut chair, which increases confidence in Sims. To move me higher, you need to improve logic and fitness to level 6. You must also achieve the Starry Night Moodlet: while outside another Sim, in the evening, select the point of the constellations, among the friendly interactions, and you will meet this requirement. Once you've met the requirements for your next promotion, towards the end of your career, you'll have to choose between Space Ranger (A) or Interstellar Smuggler (B). In the position in which you choose the right branch: while you are promoted planet patrol (8 A) you need to achieve level 5 charisma. Aside from that, but although (if you still don't have it), click on it and prepare a drink, from the list choose Space Energy Drink. It will take more time to find 7 friends (remember that family members matter too). Let and wait for passers-by to make friends with them or go to a public place, such as a park or bar. After being promoted to The Sheriff of the Stars (9 A), you get a huge Astro-Bunn Beyond Infinity. To get to the last level, you need to develop charisma and fitness to level 7. This simply takes time and already has the necessary equipment. All you have to do is write a book. To do this, click on your computer and select Write Books... - it doesn't really matter which genre you choose. In the last promotion, you will become a Space Ranger (10 A) - working 4 days a week 7 hours a day. Your weekly salary is 11816 Simoleon, and that's really a lot. In addition, it receives the Apollo Rocketship, thanks to which it can be developed cosmology sciences. If you choose a career as a villain, it's much harder to get promoted. Once you've been promoted to Moon Mercenary (8 B), you won't have a problem reaching level 3. programming and trouble. What takes time, however, is hacking. As soon as you reach it, at least 2 in programming, click on your computer and select Program &gt; Hacking &gt;, and select the ones that will appear se se seperously, such as Lamehorn Service, Lonhario Trust, Landgraaba System, etc. After you hack a custom thing, you have to wait a while until you can hack again (so it takes a while o to earn 1000 Simoleons). After being promoted to the Alien Goods Trader (9 B) get the Zero G training bag. To be supported in this branch for the last time, you need to achieve level 8 fitness and 5 levels. Trouble. The biggest challenge is to find three space rocks. To do this, you need to buy Retro Rocketship for 5000 Simoleons (in device mode, in the office category, click on the canvas image to find it). Then start building the rocket. If cosmological sciences are not developed, this will take a long time. After you finish, select Explore the cosmos. A rocket without upgrades doesn't know much. If possible, you (developed handyman) will constantly upgrade the rocket with new elements, such as a larger cargo hold, larger fuel tanks, etc. On the screen, as well as in career mode, you will see different stories where you need to decide what to do with Sim. This is what the success of the mission depends on. To make the three Space Rocks you need to make many of these travels. If you succeed, you will be promoted to Interstellar Smuggler (10 B) - will be working: ScheduleLevelWorktimeDays1Intern08 - 17Mon Kul Wed Thu Fri2Module cleaner12 - 21Mon Tue Wed Thu Fri3Technician13 - 21W Wed Thu4 FriCommand Center Lead14 - 2 2M on Tue Wed Fri5Low-Orbit Specialist08 - 17Mon KE Fri6Space Cadet06 - 16Mon Wed Fri7Astronaut08 - 18Mon Wed Fri8 APlanet Patrol10 - 18Mon Tue Wed Thu9 ASheriff on Stars10 - 17Mon Tue Wed Thu10 Ranger10 - 17Mon Tue Wed Thu8 BMoon Mercenary16 - 00Mon Wed Sat Sun9 BAlien Goods Trader16 - 23Mon Thu Sat Sun10 BInterstellar Smuggler14 - 23Mon Thu Sat Sat Sun Legend: Mon - Monday, Tuesday, Wednesday, Thursday, Fri - Friday, Saturday, Sunday Revenues and requirements promotionsPositionPGDTP /weekRA1. Intern2695451170Successfully Enthuse about Space with 3 Sims.5812. Module cleaner3495451530Skill: Logic (2)7563. Technician5484321728 Skills: Logic (3); I have 4 friends8694. Command Center Lead7184322272Skill: Fitness (2); Train weight machine 4 hours11305. Skill: Fitness (3); Win Games 2 Chess12996. Space Cadet104103303120Skill: Logic (4), Fitness (5); 12 hours for 12 hours 16897. Astronaut119103303570Skill: Logic (6), Fitness (6); Obtain Starry Night Moodlet17908 A. Planet Patrol17984325728Skill: Charyzma (5); we have 7 friends, drinkSpace Energy Drink31499 A. Sheriff of Stars29774287812Skill: Fitness (7), Charisma (7); write a book456710 A. Space Ranger42742811816--8 B. Moon Mercenary20184326432Skill: Programming (3), Trouble (3); Search for 1000 Simoleons hacking38659 B. Foreign Goods Trader29974288372Skill: Fitness (8), Bajt (5); collect 3 square rocks502510 B. Interstellar Smuggler413943614868-- Legend: P - pay per hour of work (the Simoleons); G - number of hours worked per day; D - number of working days per week; T - total number of hours worked per week; P/week - full weekly salary; R - requirements that must be met to be supported (the number in brackets, after the skill, determines the level that must be achieved); A - a bonus for Simoleons for having promoted. Next Careers / Jobs Tracks Tech Guru Prev Careers / Jobs Careers Best Paid Careers and Jobs Page 2 Download Game Guide PDF, ePub & iBooks Free iOS App This is the ultimate life simulator! Sims 4's guide and extensions include tips for building houses and CAS. You will find cheats, job descriptions, career paths, information skills, relationships and expansions tips. Check which work is best and learn the game secrets. This Sims 4 guide contains a description of each aspect of the game. Here you will find tips, such as creating your own Sim, changing its physical characteristics, choosing clothes and clothing, and choosing its character characteristics. You can also learn driver sim through your career and earning as many Simoleons as you can, so you can create (and keep) your home as you dream. You can also check which career is most profitable for planning. In this guide you will find a lot of useful information on creating and converting the house and selecting furniture. You can also read about social relationships between Sims and how to use this link to create an interesting and successful family. The Sims 4 is the latest title of one of the biggest video game series. This allows you to take over the faith of virtual people whom you need to take a shelter, necessary items and some fun to keep them happy. This game develops the game's predecessors and introduces some new ideas as well. Still the main content creation and care of the Sims however, you will have access to many more modifiers and options than the third game of the series. Thanks to the visual editor, you can be much more accurate with the details of sim's appearance. Also, the nature of Sim is still of huge importance. Players only have to choose a few (many) feats that shape sim behavior. You can also choose the long-term aspirations of your hero. In The Sims 4 guide you will find: useful tips for creating your Sims;a description of sims traits, aspirations, skills and emotions;tips for both social and professional life; useful tips for creating and decorating the house:description of possible activities in the city;advice on organizing various social events;an accurate description of each available career, including promotional requirements and income. Maciej Psycho Mantka Stepnikowski (www.gamepressure.com) Next Influence Points - how to quickly? Author : Psycho Mane gamepressure.com Guide includes: 59 pages, 373 images. The Sims 4: Eco Lifestyle Last Updated : June 5, 2020, visit The Sims 4: Eco Lifestyle The Sims 4: Discover University Last updated : December 6, 2019, visit The Sims 4: Discover University The Sims 4: Realm of Magic Last updated : September 16, 2019, visit The Sims 4: Realm of Magic The Sims 4: Living Guide Last updated : June 22, 2019, visit The Sims 4: Seasons Guide The Sims 4: Seasons Guide Last update : June 28, 2018, visit The Sims 4: Seasons Guide The Sims 4: Jungle Adventure Last update : March 7, 2018, visit The Sims 4: Jungle Adventure Sims 4: Cats & Dogs Guide Last update Last update : November 20, 2017, visit Sims 4 : Cats & Dogs Guide Last update Last update : May 5 , 2016, visit the Game Guide page: Use the comments below to send updates and fixes to this guide. 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