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## Where is the chemical analyzer sims 4

Chemical analyzer from Strangerville with Get to Work functions This is a Maxis Recolour which means that it is a recolour of an item that already exists in your game. Please check the Expansion pack requirements to see which game pack it recolours. I was in total love with the analyzer from Strangerville, but for my surprise (not really), the item was only available trough debug and had only one interaction, so... i tweaked a little on S4S! So, what does this item do? It's basically the chemical analyzer you use on "history" from Strangerville to create the cure for the infection, but instead of having the one interaction, it has all the interactions from the one that was introduced in Get to Work (the one you use on the Scientist, Detective and Doctor career). DISCLAIMER: The item only work as a "normal" chemical analyzer and no longer have the interaction to synthesize the cure for the infection What's the ingame name of the item, price and where to find it? The name is a very weird one ( i think): Ch3M1C4I 4n411z3r 9000 It costs \$1.000 You can find the item under the following categories: Objects by Room > Hobbies & Skills Objects by Function > Activities and Skills > Knowledge The item also have all the colors swatches available for it Credits: Peter Molinari (3 votes, average: 5.00 out of 5)Loading... This content was uploaed by website visitors. If you notice any mistake, please let us know. What is this mod use for: Have you ever tried Sims 4 Mods? All advanced players around the globe are fascinated by these additional options, which can solve various occurring issues. If you want to become a leading gamer, Sims 4 Mods can be the key to success and make this happen faster. All you need to do is pick the needed file and simply add it to your game. This provides you with unseen features and enables you to deal with your workload in a smarter way. There are so many different Sims 4 mods on our site that you will need some time to try at least some of them. But it's definitely worth every second spent because your game is being lifted to the whole new level. Every Sims 4 mod of our database is the highest quality and meets the strictest requirements. This ensures that our visitors get access only to the most exclusive and useful files. One of the best things we can offer for our visitors is unlimited access to the vast variety of extra files, which provides a wide range of benefits. It's a significant surplus which is essential in being competitive. If that is your main goal, you should definitely try at least one file. Useful Information: - Do you need any help? Join Sims 4 Modding Discord - How to Install Sims 4 Mods - Sims 4 Studio Download - Sims 4 Mod Manager - Sims 4 Mod Conflict Detector - Sims 4 Modding guide / How to Make a Sims 4 Mod - Sims 4 System Requirements - How to Uninstall Sims 4 Mods - Sims 4 Cheats Tags: DISCLAIMERMaxis Recolour Go to Updates in the Game Launcher and install any available patches. Download a .sims3pack, unzip it and double-click to install.Install the .Sim files by unzipping the file and moving them to your SavedSims folder. Open the game.Install .package files manually by moving them to the Mods folder in your The Sims 3 folder. This article explains how to download and install the three file format types the download contains: Sims3pack , .Sim files, and Packages. "The Sims 3" life-simulation video game published by Electronic Arts is one of the best-selling PC games of all time. Most players use the game exactly as Electronic Arts intended, but some prefer adding custom content in the form of mods to the game. Custom content is sometimes referred to as Sims 3 downloads, and it comes in three file formats: Before you download custom content, you should install any patches that are available for your game. Go to the Updates tab in the Game Launcher to patch the game. Only download content from a reputable site, and confirm that you are downloading content that is compatible with your version of the game. When you download custom content, the files are likely to be archived or "zipped," and you need software to unarchive or unzip them. You likely have this unarchiving software already installed on your computer. Important note: Files for "The Sims 2" are not compatible with "The Sims 3." You should only be using files made for "The Sims 3." To install a .sims3pack download, just double-click the file and the game takes care of the rest. It takes longer than unzipping the downloads and moving the files around, but the good part is that the automatic install process ensures the files are in the right folders, and there is no chance they are placed in the wrong folders. After you download and unzip the .sim file you want, move the file to your "SavedSims" folder and open the game. You may already have a SavedSims folder. Look here: Windows Vista/7: C:\Users\ (username)\Documents\Electronic Arts\The Sims 3\Windows XP: C:\Documents and Settings\ (username)\My Documents\Electronic Arts\The Sims3\Mac OS X: /Users/(username)/Documents/Electronic Arts/The Sims 3/ If you don't have a folder called "SavedSims," you can just make one in the documents folder following the format above and put the files in there, but the folder name must be exact — SavedSims. The .package files have to be installed manually. Find your "The Sims 3" folder (or make one if you don't already have one) and create a new folder inside called "Mods." Your downloaded .package files go into the Mods folder. If it is necessary to create the folder use this path format: Documents\Electronic Arts\The Sims3\Mods\Packages folder. Thanks for letting us know! Tell us why! Are your Sims having trouble focusing due to the tragic loss of a loved one? If you know how to resurrect a Sim in Sims 3 as a ghost, you can bring them back to the land of the living with an Ambrosia. Sims can only be resurrected by other Sims with whom they shared a close relationship. If a Sim has recently departed (within the past few days), look for the opportunity Oh My Ghost to appear in their loved ones' opportunity lists and follow these steps: Select Oh My Ghost from the opportunities list. The opportunity is more likely to appear if you clear your Sims' opportunities lists. You'll receive a call from the lab. Take the departed's urn (or tombstone) to the lab. Choose to resurrect your Sim as a ghost. Don't throw away the departed Sim's urn or tombstone. If you throw it away, they will forever be stuck as ghosts and become unplayable. When your ghost Sim appears, put the Ambrosia in front of the ghost to get them to eat it. Your Sim is brought back to life and returns home. If a Sim dies and you didn't want it to happen, quickly exit the game without saving. The Sim will still be alive when you restart. If one of your Sims dies and another Sim on the same lot has the Genius trait, they may get a chance to challenge the Grim Reaper to a game of Chess for the other Sim's life. Select the chess table that appears to start the game. Electronic Arts First, you'll need to purchase the recipe, which requires saving up some Simoleons. You'll also need to nearly max out three different skills, so it's recommended that you use two or three Sims for gathering the ingredients: Plant special seeds until you get a Life Fruit (special seeds have a 25 percent chance of yielding Life Fruit). Use a Sim with Gardening skills level 7 or higher. Catch a Death Fish. Use a Sim with Fishing skills level 8 or higher. With the ingredients in your inventory, select the stove to make the Ambrosia. Use a Sim with level 10 Cooking skills. Thanks for letting us know! Tell us why! The StrangerVille Game Pack is unique to The Sims 4 because it's a four-part story-based experience rather than the usual open-world one. Your Sims still have as much time to complete it as they wish, and the story can be ignored as much as you want if you need a break. Be warned that this walkthrough will contain spoilers. advertisementThis walkthrough will guide you through all the story points of Strangerville, but you won't be able to complete it in a single day. As your Sim gets tired, hungry, or needs to attend their jobs, those actions should take precedence. Remember that if you really want to continue the story but don't want your Sim fired, you can always call into work for a vacation day. Any Sim can go through the Strangerville storyline, but a new Aspiration called Strangerville Mystery will help guide Sims along. For the purposes of this walkthrough, we've created a new Sim named Skül Thünderthrust and given him the Strangerville Mystery Aspiration. Remember that you can change any Sim's Aspiration at any time and retain progress you've made for their current one. Some Traits you may want consider if you wish to blitz through the storyline are Genius and Ambitious. At a certain part of the story you'll need to be at Programming Level 3; at another, being at least Level 5 in the Military career track can help bypass a requirement. However, both requirements are easy enough to attain even without Genius or Ambitious. Skül Thünderthrust has the Hot-Headed, Childish, and Paranoid traits, none of which help him at all. The storyline is easier to complete if you move your Sim into the Strangerville World because of how often you'll need to interact specifically with the people of Strangerville. Any lot will do, whether it's the poorer or richer part of town. The storyline is still possible to complete without living in Strangerville, but your Sim would need to make frequent trips out there. A Sim with advantageous Reward Traits or Energy Potions will make it smoother. advertisementWhen you first arrive in Strangerville, a pop-up box will hint that there weird people and weirder plants all around Strangerville. The oddity isn't very prevalent at first, but it's enough for your Sim to take notice and want to investigate. To get started, you'll need to talk to five people while within Strangerville and use the special "Talk About Strangerville" social interaction. It's likely to pop up on the pie menu even if you haven't introduced yourself yet. Any five people will do; you may want to head to the bar because several Sims will be guaranteed to stop by. You could even ask the bartender as well. The Sims will give you some information, but for now they're just rumors. Your next task will be to buy anything from the Curio Shop. This is located across the street from the bar and right next to the trailer park. It's not a separate lot; you'll need to travel to the bar or the trailer park, then look for the little shop. In the screenshot below, it's the small shed in near the bottom-left corner with an animal skull on the roof. The shop is open from 9am to 3pm. Once you're there, you can browse the wares and buy whatever you wish. Note that if you buy and eat a Bizarre Fruit, there are some side effects that may make completing the story a bit more annoying than it needs to be. Buy any item you wish here (even a Bizarre Fruit if you really want to) to pass the objective. One constant theme of the rumors is that a sealed door is in the Secret Lab. Travel to the lab (it's located in the northwest corner of Strangerville), then check out the lab. A large door in the center of the first floor cannot be passed through, but you can interact with it to check it out. Assuming you've talked to people and bought an item as well, examining the door will clear the first part of the Strangerville Mystery Aspiration. The next part of the mystery will go quickly and can be started immediately after checking out the door. The door will be sealed and your Sim will need to gather some evidence to create a dossier on the subject. Around the lab will be a few computers and boxes of files. If your Sim roots around the boxes, they'll get a piece of evidence. If they have Programming Level 3 they can also hack into the computers, although the computers may not provide a piece of evidence. There will not be the full 15 pieces of evidence on the first pass. However, if your Sim leaves the Secret Lab and revisits the next day, some of the boxes or computers will reset and can be reexamined. Files and boxes that can be examined will have a red outline as seen below. Alternatively, if your Sim has planted bugs on Sims and used a listening post, that information is evidence too. However, getting to this point is somewhat time-consuming and expensive because bugs cost \$25 each, are one-use only, and require a decent relationship with the subject to work. It's much faster to simply wait a single day for the lab to reset so you can root through the files again. Once your Sim has 15 pieces of evidence, open their Inventory Panel to find it. Click the evidence stack, then click to choose the option to collapse it into a single dossier. This will achieve your next two objectives. The final objective to Part 2 is to enter the lab, and for that you'll need a keycard. The simplest way to do this is to befriend someone in the military, then use the Question about Military Base social interaction. Every public lot of Strangerville is sure to bring along at least a couple Sims in the Military career, so pick one and start Getting Social with them to earn their trust. Once their meter is close to 50%, you can execute the social interaction. If you use it too early a pop-up notification will say that the Sim rejects the question, but you can try again without any loss of friendship. Once it succeeds, the Sim will warn that they probably shouldn't help you out, but they'll give you a keycard anyway. With the keycard in your inventory, you'll clear the last objective for Part 2 and can immediately start Part 3. With the keycard in hand, open the sealed door to find the first basement of the lab. There you'll find some server stacks and machinery including a couple Chemical Analyzers. More importantly will be a passage that is blocked with a purple mist that stops you from going further. When you exit the lab and return home, you'll get another pop-up that informs you that the sky is changing color and things are getting even weirder. You need to protect yourself from the mist in the lab so you can continue searching for answers. To protect yourself from the purple mist, you'll need a Spore Filter and a Hazmat Suit. To get the Spore Filter, you'll first need to find 15 spores, and for that you'll need a Spore Scanner. Several characters have them, but military personnel are your best bet again. This time there are several options to get one rather than just a simple relationship check. After initially questioning a military person about it, they'll say you'll need to "convince" them to give it to you. After another interaction, you'll be presented with the full list of options as seen below. The "Pull Rank for Infection Scanner" is guaranteed to work but only does so if your Sim is at least Level 5 in the Military career track. Fighting takes a Fitness check while seducing takes a romantic relationship check. Brnbing is the most direct of course but requires a little capital that may take a little time to get together for a first-generation Sim just starting out. However you get the scanner, it will appear in your inventory but does not need to be interacted from there. Instead, travel to the lab but stay outside. Click the ground near the mysterious plants that are growing, then use the "Scan Here" command. Usually your Sim will uncover five spores per scan, so you'll need to do at least three scans and collect all the spores you find. Once you have all 15 spores, head downstairs into the lab and interact with the Chemical Analyzer to research the spores. (This will build your Logic skill, but your Sim can successfully do this even with Level 1 Logic.) Next, head back into town and look for someone with a white lab coat to wander by. You shouldn't need to wait long; they'll be along as frequently as military personnel. Once you find one, take some time to befriend them to about 20% of the relationship meter. At that point, you can use the "Ask to Craft Spore Filter" social interaction. You'll cash in your spore research for it. Now you need the Hazmat Suit itself. It'll cost you \$1000, so be sure you have the funds ready. Go to the Curio Shop and choose the "Question about Spores in Lab" social interaction, and the worker there will say they have a Hazmat Suit in their secret inventory. They'll warn you it won't help without a Spore Filter, but luckily we have one now! Make the purchase, then interact with it in your inventory and choose "Combine with Spore Filter." Return to the lab and head downstairs. From your inventory, choose the Hazmat Suit and wear it, and then you can walk through the purple mist. You'll need to interact with a few more sealed doors, but the same keycard will still work. On the next floor down, you'll find more server stacks and some vines leading to yet another sealed door. The vines can be ignored and you can open the door as normal. In the final room you'll find The Mother, the source of all the strangeness in Strangerville! You can speak to The Mother; it starts off with a full negative social score, but after a handful of interactions you can swing it back the other way. At this point you have an interesting choice: The Mother supplies an infinite supply of Bizarre Fruit and can even hit your Sim with buffs to make their lives easier. However, you won't be able to finish the story if The Mother remains alive... To defeat The Mother you'll need three Sims to help. To make this easier, it's best to decide early which Sims you want to help you out. Their Skills and such don't matter, but they will need to be relatively close friends (at least 50% on the social meter). Think about who you want to help you and at least have them on your Sim's friends list so you can call them up any time. Develop your relationships with them before starting the next few steps. First, you'll need to vaccinate them, and to do that you'll need to develop the vaccine. This process will involve using the Secret Lab's Chemical Analyzers, but as before your Sim will not need any specific Skills to do so. You can get away with starting out at a Logic Level 1 or 2 and still succeed. In order to fully craft the vaccine, you're going to need a lot of materials. If your Sim hasn't yet been possessed, you'll need 6 Bizarre Fruits and 30 Spores. If your Sim has been possessed, you'll need another Bizarre Fruit (for a total of 7) and 5 Spores (for a total of 35). Bizarre Fruits can be grown or received from The Mother. You can also harvest them yourself by first using the "Nurture" interaction on a plant near the lab, although you can only use Nurture on a specific plant once per day (though you can Nurture as many different plants that you see around town). Once you have the ingredients, head to the lab and interact with a Chemical Analyzer. The first three doses you make are experimental and need to be tested on Sims that are actively possessed. If your Sim lives in Strangerville, possessed Sims will often wander by at all hours especially during Part 4 of the story. Once you see them, quickly interact with them and use the "Test Experimental Vaccine" social interaction. You do not need to have any relationship with them for this to work. After you test the experimental vaccine on three different Sims (which can include yourself if you were possessed), your Sim will then know how to make the real vaccine. Return to the lab, then create three doses. If your Sim is possessed, create a fourth dose and immediately drink it. Now it's time to assemble the team to take down The Mother. Get some sleep, wake up around 6am, then take the time to max out your Hygiene, Fun, and Bladder meters. Next, call up all three friends you want to take with you. Holding a social event is not advised because they'll all leave after it's over. However, you'll definitely want to use the "Actions..." > "Add to Group" social interaction on each of them so they'll follow you around. Vaccinate all three Sims, then use the "Strangerville Investigation..." social interaction to ask them to team up with you. They will refuse unless they are first vaccinated. Once all three Sims are vaccinated and onboard, travel to the Secret Lab with them. They will not need any Hazmat Suits, but they'll have to wander around a while as you use the Keycard to open each of the sealed doors. You may wish to use "Go Here Together" commands near the doors to keep them close by, but they tend to wander aimlessly. Once you get down to The Mother, you should issue one final Go Here Together command nearby so the team gets close. This is not required however; once you interact with The Mother and start to fight her, the others will join you, but they'll have to walk there which can take some time. Either way, engage The Mother once you're ready. Your friends will join you as other strangers will appear and start wandering around. Ignore them and attack! You can use further interactions on The Mother to change up your battle strategy. The Mother's health and your own team's status will appear in the top-left corner. As long as you have all four Sims fighting together, you'll easily win, but you'll want to keep an eye on the meters. If it doesn't look good consider retreating, but the AI will shut off its own needs and power through to fight with you. Once The Mother is taken down, you'll win! Your Sim will pick up a special trait, and the other Sims will leave on their own. From then on, The Mother's corpse will be at the bottom of the lab. You can interact with it to revive and reset The Mother at any point along the storyline if you wish to redo it with another Sim family.

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