

So, what you're about to see is the opening number that we finished up last spring. Before this, in the musical, there'd be an overture, but other than that, this is the first thing you'd see and hear.



click to watch the opening number!

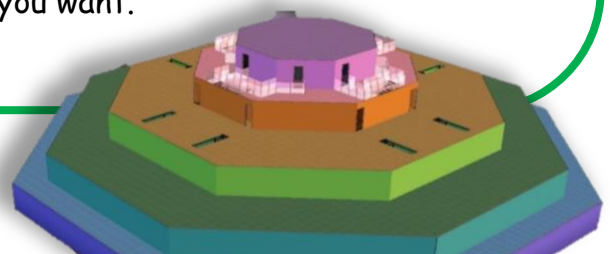
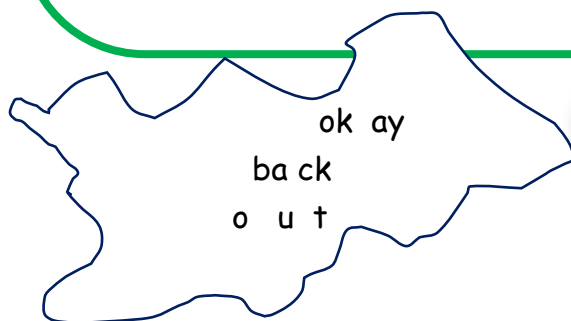
<https://youtu.be/1K59zsNrFRU>

In this song, "Character Creation Stage ('decide rn')," the eight refrains you just met are faced with the challenge of customizing themselves. The five levels of this creation building are inspired by the steps a *Sims 3* player goes through in the "Create a Sim" mode of the game (CAS for short).

In *Sims 3*, these steps are grouped slightly differently, but they are roughly playable in the order shown in the song (body/face, clothes, personality traits/favorites, Lifetime Wish), with the last level representing the placement of your completed sim in the game world. You can revisit any of these steps in CAS until you're satisfied, but once you've placed a sim in the world, you can't edit its attributes again without using cheats or buying special privileges with a currency called "Lifetime Happiness."

Cheating in *Sims* games is easy, it only requires knowledge of the cheat codes, a simple internet search away. However, if you didn't know these codes were available to begin with, you wouldn't know how to find them. Sometimes it takes watching another player use them to learn. This is kind of like learning about the existence of trans people, learning that transness is even an option. Sometimes all it takes is meeting the right person.

The protagonist in this song doesn't want to decide right now about how he's going to be. Even though the admins urge him to, we hear a hidden voice urging him that he doesn't have to (decide right now). Unbeknownst to him, this voice knows about the "cheats," knows that it's possible to change your mind as many times as you want.



Okay, you want us to move back out to the bedroom? Totally fine.

Can I show our friends the plans you made for the rest of the show?



Alright, so Goopy made this bulletin board that maps out the entire Sims Musical in broad strokes. Crust and I have pages of notes interpreting this map, but for now I think it's easier just to show you the bulletin board, and illuminate one or two things about it.





I'll quickly say what I can about this without giving too much away.

Basically, at the end of the Opening Number, our eight *Sims 3* refractions end up in eight different game worlds, each inspired by one of our favorite games or types of games. Mediated by a storytelling doctor-type, they're each (except for Admin 1) shown memories of a different *Sims 4* sim (one of us in this house) in the form of a song sung by said sim. These songs tell pieces of our story, the one I shared with you in the living room, from each of our perspectives.

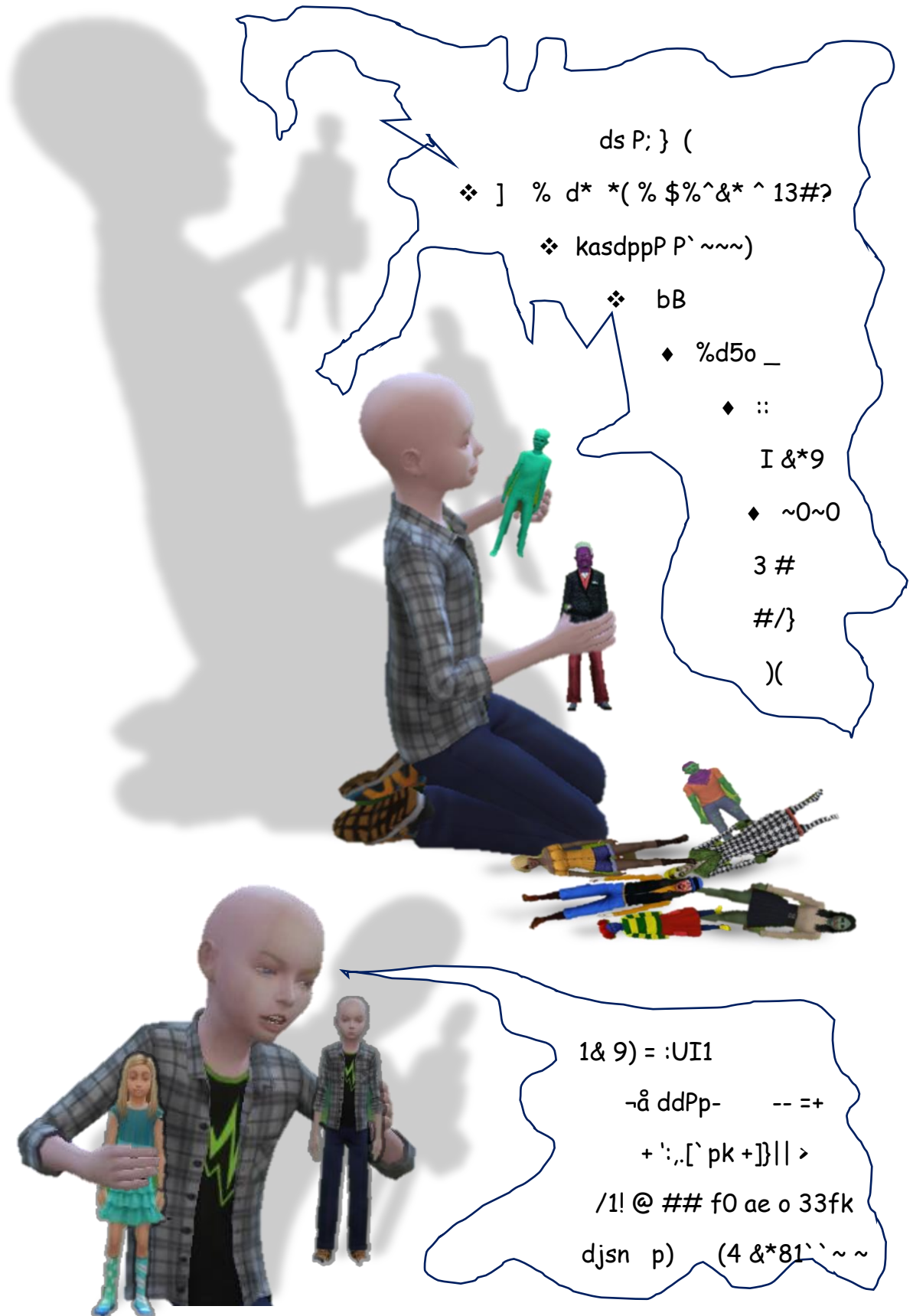
After seeing Goopy's memories, the protagonist realizes that the *Sims 4* sims are in trouble, trapped in the old house. So, he gathers the refractions together to strategize a heist mission to break them out using the collective knowledge gained from their stories.

Chaos ensues, but as you know, we eventually got out and worked together to build this house, so that happens in the musical, too.



Hey, Goop, any details you'd like to add?





Yeah... it might make more sense to just show you the other song we've got mostly finished.



## *One fine evening*

This one will probably be the 5<sup>th</sup> or 6<sup>th</sup> song in the musical. It's called "A Deal," and it's the song that Admin 2 hears as Pianist Dealin' shares a piece of his memory with her.

It takes place on an evening when the rest of the household decided to go out to eat at the restaurant that Pianist Dealin' used to work at, and Dealin' chose to play a bit more than background music.



click to watch "A Deal"

<https://youtu.be/YkNYfYOAKaw>

