

<u>Buzzin' About</u>		version: April 9 2023
Required:	Set is required by:	Compatibility
Easy Inventory Check Easy Lot Check Money Globals Smarter EP Check An Apple a Day Basketweaver 4.1 Fantasy Flavor: TSM Herbs Fetch Water Quali-Tea The Giving Tree The Spice of Life Wild Berry Bushes	Barrels of Fun Basketweaver 4.1 Wooden Wonders Incandescent Candles	No Known Issues
Trait Support		

Summary

- Buzzin' About allows your sim to raise bees and collect honey, beeswax and other products. It also allows your sims to make mead; a fermented alcoholic honey beverage.
- Raising bees requires an apiary station and a Wild Hive or Queen Cell to establish a colony. Wild Hive stations allow your sim to collect Raw Honey and Wild Beehives.
- Your apiaries can fall prey to disasters.
- The interactions available depend on your sim's mechanical or cooking skill.
- All apiaries and wild hives can be found in Gardening -> Plants.
- The Honey Press and Brewing Vats can be found in Appliances > Large.
- Must Making Pot can be found in Appliances > Small.
- This set has both inventory tools and trait support

Wild Hives

There are three Wild Hive stations available in two styles: Natural and Skyrim. Choose one or combine the various options. Once every 48 hours, your sims may approach the wild hive to try harvesting raw honey or a wild hive. The higher your sims' mechanical skill, the better their chances of success are. Sims with the "Gatherer" trait gave a slightly higher chance of success.

Apiaries

Once you have acquired either a wild hive or a Queen Cell, you may stock your apiary box, allowing a colony of bees to take up residence. Active apiaries will randomly allow you to collect honeycomb, a queen cell or nothing depending on the seasons. The hives reroll each sunrise.

Disasters

Occasionally your beehives may experience some issues in the form of parasites or starvation. To get rid of parasites, you can use fresh mint, lemongrass, thyme and a bucket

of water to mix up a concoction that will get rid of them. Starvation may be treated by feeding your bees fresh honeycomb. Both actions have a 50% chance of success which is lowered or increased if your sim has the (un)lucky trait.

The Honey Press

Once you have acquired honeycomb, it is time to process it into jars of honey. This is done via the Honey Press station. The honey press allows your sim to create a wide variety of different honey types. The honey available depends on the plants on your lot. A full list of the honey types and which plants will allow you to create them can be found further down this guide.

Mead Brewing

Brewing requires Cooking Skill as the main driver of what actions a sim can take. The higher the skill, the more options a sim can partake in so long as they have the proper ingredients in their inventories. Some actions require the sim to hold a Writ of Mastery in Brewing in their inventories. It takes 5 days to brew mead. When a brewing cycle has completed and if your sim has a Large Barrel in their inventory, they will be able to collect a Large Keg of the type of booze that was brewed. This Large Booze Keg can be sold as is, or broken down into 20 Edible Servings.

Must Making

Sims require no cooking skill to make Honey Must; just water and clover honey. They may make a single Must Keg (for 3 jars of clover honey/1 bucket of water) or a batch of four Must Kegs (for 12 jars of clover honey/3 buckets of water.) Must making pot is to be used with Stove OMSP.

Writ of Mastery

When a sim reaches Cooking Skill Level 7, a brewing vat will offer them the option of obtaining a Writ of Mastery in Brewing. This Writ is required for the highest levels of brewing.

Breakage and Repair

When brewing mead, there's a small chance your vat may break. To repair your vat, your Sim needs 1 set of long planks and a box of nails. If your sims don't have the required materials, they can call the repairman who will repair it without requiring materials. The repair interaction can be cancelled and resumed at any point without requiring extra material.

Drinking

After finishing a drink, a sim will roll a random occurrence to happen in reaction. Depending on Trait, Body Skill Level, Life Skills, and even Aspiration a sim has all factor into what actions take precedence. See table below for possible outcomes.

Bonus Items

1. Apiary Stands - Shelving units made to place various skep style apiary hives on that will put them at optimal level for animations and use by sims. Comes in Large (with 14 slots), Medium (1 slot), and Small (1 slot). They can be found in Surfaces -> Misc

2. Hexagonal Display Shelves - Two unique shelves to display honey in the market. The single display can be stacked on top of other single displays to create a tower. Both the single and triple display have height adjustment so they can be "hung" without the need for ommps. The single display includes 8 slots for honey jars, while the triple includes 24 slots for honey jars.

3. Market Vendor - Purchase any honey or beekeeping-related products (excluding mead). You can fine-tune the pricing by modifying the values in the BCON using SimPE.

Texture Sources	
Main File	Reference File
Apiary_Harvest_QueenCell	HexagonalShelf_Single HexagonalShelf_Triple Hive_MrsStingleysBeeBox Hive_TopBar HoneyPress Stand_Large Stand_Medium Stand_Small
Apiary_Hive_Barrel	RawBeeswax
Basket Weaving Dining Chair	Hive_BasketSkep Hive_BruegelBasketSkep Hive_GwenkesBeeBox
Basket Weaving Open Close Cabinet	Hive_ClosedBasketSkep
Brewing_Mead_LiquidGold_ServingBox	All Mead Serving Boxes
Fire_flower-Glazed_Pottery_SuperSet-Wiccan-Bowl	Brewing_CraftingStation_MustMakingPot
SignBoard_DecoMaster	MarketVendor_SignBoard_BeesHoney
Wine_Cask	All Large Mead Kegs Brewing_CraftingStation_BrewingVat MustKeg_Honey

Trait Support	
Trait Name	Effect

Gatherer	Sim has a higher chance at gathering raw honey and beehives and may find some extra honey(combs)
Good	Sim will not steal from wild hives
Handy	Sim will not fail repairs
Kleptomaniac	Sim will steal from wild hives IF Sim is also Evil, Frugal or Gatherer
Lucky	Sim has a higher chance to succeed at treating parasites or starvation
Unlucky	Sim has a lower chance to succeed at treating parasites or starvation
Royal, Noble, Gentry	Sim won't autonomously perform beekeeping activities and will require an inventory tool to do them non-autonomously

Hive/Apiary Skill requirements	
<u>Mechanical Skill Level</u>	<u>Interactions Available</u>
0-2	Wild Hive: Collect Honey/Beehive (will always fail)*
3	Apiary: Observe Hive Wild Hive: Collect Honey/Beehive (50% chance of succeeding)
4	Apiary: Harvest Honeycomb Honey Press: Produce Clover Honey
5	Apiary: Stock Hive
6	Wild Hive: Collect Honey/Beehive (always successful)
7	Apiary: Receive <i>Writ of Mastery</i>
<i>Writ of Mastery</i>	Apiary: Harvest Queen Cells, Treat Parasites, Treat Starvation, Inspect Hive Honey Press: unlocks all honey types

*unless sim has the gatherer trait, in which case they have a small chance of success

Honey Press Products (excl. Clover)	
<u>Type</u>	<u>Plants required*</u>
Apple Blossom	Apple Tree, Dwarf Apple Tree*
Avocado	Avocado Tree, Dwarf Avocado Tree
Blackberry	Any Blackberry Bush
Blueberry	Any Blueberry Bush
Chestnut	Chestnut Spawner
Cloudberry	Any Cloudberry Bush
Coffee Blossom	Coffee Crop, Dwarf Coffee Bush
Coriander	Coriander
Hazelnut	Hazelnut Spawner
Lavender	Lavender
Lemon	Lemon Tree, Dwarf Lemon Tree*
Lingonberry	Any Lingonberry Bush
Mint	Mint
Neem	Neem
Orange Blossom	Orange Tree, Dwarf Orange Tree*
Pine	Any Pine Tree*
Pumpkin	Pumpkin Crop (Seasonal or non-seasonal)
Raspberry	Any Raspberry Bush
Rosemary	Rosemary
Sage	Sage
Sunflower	Sunflower, Sunflower Field
Thistle	Milk Thistle
Thyme	Thyme
Wildflower	Wildflower Bush (TSM), Rose, Forget-me-not, Marigold

***unless stated otherwise, it should be assumed all plants are Sun&Moon objects**

Mead Recipes	
Recipe	Ingredients
Cooking Skill Level 0+	
Bloodsong	3 Honey Must, 3 Water Bucket, 1 Basket of Dry Tea Leaves, 1 Cherry Basket, 1 Raspberry Basket, 3 Raspberry Honey
Liquid Gold	3 Honey Must, 3 Water Bucket, 1 Basket of Dry Tea Leaves, 3 Clover Honey
Love's Caress	3 Honey Must, 3 Water Bucket, 1 Basket of Dry Tea Leaves, 6 Batches of Wild Roses, 3 Clover Honey. Special Effect; will act as a love potion.
Cooking Skill Level 3+	
Ancient Warmth	3 Honey Must, 3 Water Bucket, 1 Basket of Dry Tea Leaves, 1 Orange Basket, 2 Baskets of Cloves, 2 Baskets of Nutmeg, 4 Sticks of Cinnamon, 3 Orange Blossom Honey
Firebreather	3 Honey Must, 3 Water Bucket, 1 Basket of Dry Tea Leaves, 2 Ginger Roots, 2 Baskets of Cloves, 2 Baskets of Cardamom, 2 Baskets of Peppercorns, 3 Mint Honey
Lion's Roar	3 Honey Must, 3 Water Bucket, 1 Basket of Dry Tea Leaves, 6 Baskets of Dandelions, 1 Lemon Basket, 3 Lemon Honey
Cooking Skill Level 7+ Writ Of Mastery	
Healing Grace	3 Honey Must, 3 Water Bucket, 1 Basket of Dry Tea Leaves, 1 Basket of Elderberries, 3 Valerian Roots, 3 Thistle Honey. Special Effect; will heal sims of illnesses.
Soothing Night	3 Honey Must, 3 Water Bucket, 1 Basket of Dry Tea Leaves, 1 Blackberry Basket, 3 Lavender Baskets, 2 Lavender Honey, 2 Blackberry Honey

Drinking

Drinking - Random Occurrences	
Handle Alcohol Well	Sims don't have a bad reaction to drinking.
Throw Up	Sims will instantly become sick and vomit on the floor, leaving behind a puddle. Child sims will always throw up.
Pass Out	Sims will lose all energy and pass out on the floor.
Wet Self	Sims will go into bladder motive failure and wet themselves where they stand.
Cry	Sims will have a sob session.
Laugh	Sims will laugh at everything being hilarious.
Be Angry	Sims will argue with the very air itself.
Dance	Sims will do a silly dance.
Be A Monster	Sims will imitate the motions of a vampire, werewolf, or witch, and then giggle about it.
Be Flirty	Sims will do a series of flirting animations.

Drinking - Creature State/Skill Level/Aspiration Support Effects	
Body Skill < 5	Sim has a higher chance of rolling Pass Out/Throw Up/Wet Self occurrences
Physiology Life Skill	Sim will always Handle Alcohol Well
Pleasure Aspiration	Sim has a higher chance of rolling Dance/Laugh
Romance Aspiration	Sim has a higher chance of rolling Be Flirty
Maxis Vampire	Sim has a higher chance of rolling Be A Monster occurrence
Maxis Werewolf	Sim has a higher chance of rolling Be A Monster occurrence
Maxis Witch	Sim has a higher chance of rolling Be A Monster occurrence
Maxis Zombie	Sim will always Handle Alcohol Well
Ghost Life State	Sim will always Handle Alcohol Well
SkeleBro Life State	Sim will always Handle Alcohol Well
Fairy Life State	Sim has a higher chance of rolling Be A Monster occurrence

Drinking - Trait Support	
<u>Trait Name</u>	<u>Effect</u>
Childish	Sim has a higher chance of rolling Dance/Laugh occurrences
Disciplined	Sim will always Handle Alcohol Well
Drunkard	Sims is more likely to have more drinks, or steal Booze Kegs
Flirty	Sim has a higher chance of rolling Be Flirty
Good Sense of Humor	Sim has a higher chance of rolling Dance/Laugh occurrences
Great Kisser	Sim has a higher chance of rolling Be Flirty
Hopeless Romantic	Sim has a higher chance of rolling Be Flirty
Inappropriate	Sim has a higher chance of rolling Dance/Laugh occurrences
Over Emotional	Sim has a higher chance of rolling Cry/Laugh/Be Angry occurrences
Party Animal	Sim will always Handle Alcohol Well
Supernatural Fan	Sim has a higher chance of rolling Be A Monster occurrence
Weak Constitution	Sim has a higher chance of rolling Pass Out/Throw Up/Wet Self occurrences