[IMG]http://thumbs2.modthesims2.com/img/1/8/7/3/7/7/1/MTS2_Rileyjcquinn_1147693_Screenshot-4.jpg[/IMG]

[B]Overview: [/B]

In his full retirement Bill Gates needed somewhere settle down and with people of his liking such as the founders of Google, but the Medina, Washington wasn't perfect, he spotted this perfect island from the air. Now the town is populated with the top business people, but sadly he passed away because of his insanity 17 years after the island was found now the town is populated with his children and some millionaire resident's such as Sergey Brin and Larry Page from Google or the founder of Microsoft Bill Gates or his arch rival but good friend Steve Jobs from Apple. Gates Cove also includes many Geek pop-culture references such as Tony Stark from Iron Man.

Gates Cove is a volcanically formed island far away from any civilization the perfect to escape and create the perfect community where no-one is disadvantaged. Creating a Perfect Experience for your Sims to grow up and develop in.

 [B]Map: [/B]

[IMG]http://thumbs2.modthesims2.com/img/1/8/7/3/7/7/1/MTS2_Rileyjcquinn_1147697_Slide8.jpg[/IMG]

See the comments below for pictures and descriptions of some of the best lots – the numbers in the map above correspond to the numbers in the post titles. These are the ones I created or modified to fit the game the rest are Custom Content free created by other members of Mod the Sims

All of the lots are play tested in World Adventures, Ambitions and Late Night with no Custom Content. Of course though if you find any bugs or issues post them in the comments

[B]Compatibility: [/B]

Requires World Adventures, Ambitions and Late Night. It also is recommend that you have High End Loft Stuff because some of the objects require it.

[B]Is there an .world file which is editable in Create a World of this?[/B]

No. If you really want to customize this neighbourhood you can download Height Map at the Gates Cove official website found at [URL=gatescove.weebly.com]Gates Cove[/URL]

If you want to make some modifications just PM me and I would love to see what you have created with Gates Cove

[IMG]http://thumbs2.modthesims2.com/img/1/8/7/3/7/7/1/MTS2_Rileyjcquinn_1147694_Screenshot-6.jpg[/IMG]

[B]What To Download[/B]

To merge Sims into a world file is non-trivial and has many drawbacks, so to have a populated neighbourhood it requires the Save Game as well as the world file.

World File: Is the world the plants, roads and the lots.

Save Game: Requires the WOLRD FILE!! It includes pre-made Sims with in-game relations between Sims.

[B]How to install: [/B]

See the installation instructions tab – its three simple steps.

World: 1: Download All World Files that are labelled world

2. Extract them to a selected location until you get one file

3. Double-Click to install just like any other sim pack.

Save Game: To the same as above except put the .sims3 file in Documents>EA Games>The Sims 3>Save Game. REQUIRES WORLD FILE

[B]Custom content:[/B]

Gates Cove has no custom content and has been run thorugh CUSTARD multiple times for checking.

[B]Recommended game mods: [/B]

Gates Cove is a selective neighbourhood and Story Progression creates Sims to go in empty households but Twallan over at Nraa's Industries has created a mod called Story Progression which lets you control the neighbourhood and story progression.

For Twallans Story Progression I have created a range of settings for Gates Cove to install all you do is download the settinsg from here (inert link at later date) the do the following Click the Active Sim>Nraa>Story Progression>Import Setting>Gates Cove Settings

[B]Known issues:[/B]

-This was tested a on stage with Fast Lane installed and some NPC have clothing and hair styles from Fast Lane the game will auto-corrected it but give a pop-up

-Photos taken in Gates Cove declared themselves taken in "**** Gates Cove ****".

Some of the career bosses and co-workers are incorrect because you should only ahve one business building in a neighbourhood and the game pools thems together

[B]Thanks: [/B]

- All of the authors of the custom content and game mods listed above, in particular Twallan and the lot creators found in thread #1

- Kiwi_Tea for answering my questions and helping me with the thumbnail issues

-Hysterical Paroxysm for his posting in the forums

-Judhuson for keeping me informed on all Sims news found here (simprograms.com)

- (Insert Lot Cretors and Armiel)

-EA of course for creating CAW and the Sims 3