

The Inzoi Compendium

Complete Life Simulation Reference

Characters, Cities, Careers, and Creation

Character Studio · Build Mode · Smart Zoi AI

Careers · Relationships · Cities · Modding

Early Access Edition · Version 2025 · Unreal Engine 5

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Part I: Game Overview

1. The Inzoi Vision

Inzoi is a life simulation game developed by **inZOI Studio** and published by **Krafton, Inc.** (the South Korean company behind **PUBG: BATTLEGROUNDS**, **The Callisto Protocol**, and **TERA**). It entered global Early Access on **March 28, 2025**, priced at **\$39.99 USD**, with all updates and DLC provided free until the full 1.0 release.

The game was born from a personal question: director **Hyungjun "Kjun" Kim** was playing life sims with his young son when the boy asked, "Are there other games in this genre with the latest graphics?" The answer was effectively no. Kim decided to create that game himself. Inzoi is built on **Unreal Engine 5**, delivering photorealistic visuals, detailed character models, and immersive city environments that represent a generational leap for the life simulation genre.

Unlike The Sims franchise's cartoonish aesthetic, Inzoi pursues grounded realism. Characters (called **Zois**) look like real people. Clothing follows contemporary fashion trends. Cities feel like actual urban spaces. Director Kim has cited Charlie Chaplin's quote as the game's philosophical underpinning: *"Life is a tragedy when viewed up close, but a comedy when viewed from a distance."*

Table 1: Inzoi at a Glance

Attribute	Details
Developer	inZOI Studio (Krafton subsidiary)
Publisher	Krafton, Inc.
Engine	Unreal Engine 5
Platforms (EA)	PC (Steam)
Platforms (Future)	PlayStation 5, Xbox Series X S
Early Access Launch	March 28, 2025
Price	\$39.99 USD
DLC Policy	All updates free until 1.0 release
Languages	13 languages including EN, KO, JP, CN, FR, DE, ES, RU, PT, PL, IT
Player Role	Creator (god-like manager of virtual worlds)
Characters	Zois (inhabitants of Inzoi worlds)

Core Design Philosophy

Kim has consistently emphasized that **Inzoi is not a competitor to The Sims** but rather "another option that fans of this genre can enjoy." The development team holds deep respect for The Sims' legacy while pursuing a different aesthetic and mechanical direction.

Key design pillars include:

- **Photorealism:** Every character, garment, piece of furniture, and environment aims for visual fidelity unprecedented in the genre.
- **Granularity:** Systems dive deeper into daily life minutiae than any previous life sim, from dust accumulation on furniture to Zois automatically changing into pajamas before bed.
- **Player Agency:** The player is an active character within the fiction (a Creator at AR Company) rather than an invisible god.
- **City-Scale Simulation:** Inzoi simulates entire cities with free-roam exploration, not just individual lots.
- **Built-In Creation Tools:** Custom content tools are native to the game, not requiring external modding software.

2. AR Company and the Creator

Inzoi frames the player within its fiction. You are a **Creator** -- a new recruit at **AR Company**, a business that manages virtual worlds called **Inzois**. Your job is to oversee the lives of the inhabitants: the **Zois**. This framing elegantly explains the player's omniscient perspective and ability to manipulate reality, similar to how The Matrix or Ready Player One frame virtual world management.

AR Company serves as the diegetic wrapper for all menu systems. When you edit a city, you are using AR Company management tools. When you create a Zoi, you are designing a virtual inhabitant. When you manage relationships, you are monitoring social data. This narrative layer adds cohesion to what might otherwise feel like disconnected simulation systems.

3. Technical Foundation

Running on **Unreal Engine 5**, Inzoi leverages several cutting-edge graphical technologies:

Table 2: Unreal Engine 5 Features in Inzoi

Technology	Application in Inzoi
Nanite Virtualized Geometry	Highly detailed city environments and character models with millions of polygons

Lumen Global Illumination	Realistic lighting that responds dynamically to time of day, weather, and interior light sources
Chaos Physics	Realistic cloth simulation, object destruction, and vehicle dynamics
MetaHuman Technology	Photorealistic character faces and skin rendering
World Partition	Streaming large open-world cities without loading screens

PC Requirements

Table 3: System Requirements

Spec	Minimum	Recommended
OS	Windows 10/11 64-bit	Windows 10/11 64-bit
CPU	Intel i5 or AMD Ryzen 5	Intel i7 or AMD Ryzen 7
RAM	12 GB	16 GB
GPU	NVIDIA GTX 1060 / AMD RX 580	NVIDIA RTX 3060 / AMD RX 6600
Storage	60 GB SSD	60 GB SSD
DirectX	Version 12	Version 12

Performance Note: Unreal Engine 5's Nanite and Lumen are computationally expensive. Players on minimum specs should expect to run at 1080p medium settings. SSD storage is strongly recommended due to the streaming nature of the city environments. Ray tracing features are available on compatible hardware for enhanced reflections and global illumination.

Part II: Character Creation

4. The Character Studio

The **Character Studio** is Inzoi's character creation system, available as a free standalone demo on Steam. It represents one of the most detailed character creators in gaming, offering over **250 customization options** and over **400 mental elements** that shape personality. The studio allows players to create Zois from scratch or modify presets, then upload them to the **Canvas portal** to share with other players or download community creations.

Creation Workflow

1. **Name:** Set first and last name for the Zoi.
2. **Edit Profile:** Choose age group and gender.
3. **Select Trait:** Pick one of 18 personality-defining traits.
4. **Choose Desired Life (optional):** Set life aspirations (unavailable for Children and Teenagers).
5. **Change Appearance:** Deep customization of face, body, hair, skin, eyes, and makeup.
6. **Add Family Members (optional):** Create connected Zois for family play.
7. **Pick a City:** Choose which Inzoi city the Zoi will inhabit.

5. Age Groups and Gender

Table 4: Age Groups and Their Gameplay Implications

Age Group	Description	Relationships	Desired Life	Lifespan Stage
Child	Youngest playable age; attends school	Family, Friendship only	Unavailable	~7 days in-game
Teenager	Attends school; begins skill building	Family, Friendship; Romance limited	Unavailable	~7 days in-game
Young Adult	Can pursue careers, marry, have children	All types available	Available	~14 days in-game
Adult	Established career and family phase	All types available	Available	~14 days in-game

Middle-Aged	Career peak; children may leave home	All types available	Available	~14 days in-game
Senior	Retirement; slower activity	Family focused	Available	~14 days in-game

Gender selection in Inzoi is comprehensive. Beyond binary male/female selection, players can set **gender identity** after creation with minimal restrictions. The "Interested in Romantic Relationships" checkbox controls whether a Zoi can pursue romance, and gender does not affect marriage options. All adult Zois can become engaged and married regardless of their or their partner's gender.

Important: Age group and gender set during initial creation **cannot be changed afterward**. Choose carefully before finalizing a Zoi.

6. Appearance Customization

Inzoi's appearance system uses body sliders, individual part manipulation, and material customization to achieve photorealistic results.

Face Customization

Table 5: Face Customization Options

Category	Sub-Options	Edit Modes
Hair	Style, color, highlights, length, volume	Symmetry and Individual
Skin	Tone, texture, blemishes, freckles, aging, pores	Symmetry and Individual
Eyes	Shape, color, iris detail, pupil size, eyelid fold, bags	Individual Edit Mode
Eyebrows	Shape, thickness, color, arch	Symmetry and Individual
Nose	Bridge, tip, nostrils, width, length	Symmetry and Individual
Lips	Fullness, shape, color, cupid's bow	Symmetry and Individual
Teeth	Whiteness, alignment, size	Symmetry
Ears	Size, position, protrusion	Individual Edit Mode
Makeup	Foundation, blush, eyeshadow, eyeliner, mascara, lipstick	Layered application

Body Customization

Table 6: Body Customization Parameters

Parameter	Range	Notes
Height	Full slider	Affects interactions and animations
Body Weight	Full slider	Affects all body and face parts globally
Muscle Mass	Full slider	Defines athletic vs. soft physique
Chest	Individual slider	Independent of weight
Waist	Individual slider	Independent of weight
Hips	Individual slider	Independent of weight
Arms	Individual slider	Upper and lower separately
Legs	Individual slider	Thigh and calf separately
Shoulders	Individual slider	Broad vs. narrow frame
Posture	Slider	Affects standing pose

Symmetry vs. Individual Edit Mode

Symmetry Mode adjusts both sides of the face simultaneously, ensuring mirrored features. **Individual Edit Mode** allows editing left and right sides independently, enabling asymmetric features, scars, or unique facial characteristics. This level of granular control allows for truly unique Zoi designs.

7. Outfit Design and Canvas

Inzoi's most revolutionary feature may be its **built-in custom content creation**. Unlike The Sims, which requires third-party tools like Blender or Sims 4 Studio for custom clothing, Inzoi allows players to design garments directly in the Character Studio using the **Canvas** system.

Clothing Customization

Table 7: Clothing Slots and Customization

Slot	Description	Customization Depth
Tops	Shirts, blouses, sweaters, jackets	Color, texture, pattern, fabric type, opacity

Outerwear	Coats, cardigans, vests	Color, texture, pattern, material sheen
Bottoms	Pants, skirts, shorts	Color, texture, pattern, length adjustment
Shoes	Sneakers, boots, heels, sandals	Color, material, laces, soles
Underwear	Undergarments	Color, pattern, style
Outfit Sets	Pre-coordinated full outfits	Can be broken apart and mixed

Accessories and Piercings

Table 8: Accessory Categories

Category	Items
Hats	Baseball caps, beanies, fedoras, sun hats, headbands
Eyewear	Glasses, sunglasses, colored lenses
Necklaces	Chains, pendants, chokers, pearls
Earrings	Studs, hoops, dangles, cuffs
Headpieces	Hair clips, tiaras, flowers
Wristwear	Watches, bracelets, bangles
Rings	Multiple finger slots, various styles
Nails	Length, shape, color, nail art, patterns
Piercings	Ears, nose, eyebrows, lips, body

The Canvas AI Tool

The **Canvas** system allows players to upload their own images and use them as textures on clothing and furniture. Combined with on-device **generative AI**, players can create unique patterns, designs, and artwork without external software. This built-in approach to custom content fundamentally changes how player creativity is expressed in life sims.

Pro Tip: The Canvas portal lets you download outfits, Zois, and furniture created by other players. Popular designs rise to the top, creating a self-curating marketplace of player creativity. Always check the Canvas portal before spending in-game currency on clothing -- free player-made options may be superior to default assets.

Part III: Personality and Mind

8. The 18 Traits

Every Zoi selects one **Trait** during creation. Traits define fundamental personality archetypes that dramatically shape how a Zoi interacts with the world. Each trait unlocks unique interactions, dialogue options, and gameplay consequences. Traits are locked after creation and cannot be changed.

Table 9: The 18 Traits of Inzoi

Trait	Personality Archetype	Unique Gameplay Effects
Adventurer	Thrill-seeker, always chasing new experiences	Unique adventure-seeking interactions; can spontaneously decide to travel; enjoys risky activities
Airhead	Absent-minded, lost in thought, prone to forgetfulness	May forget scheduled events; others find them endearing or frustrating; unique distracted dialogue
Alchemist	Turns ordinary experiences into growth opportunities	Converts negative moodlets into learning opportunities; faster skill recovery after failures
Angel	Inherently kind, drawn to helping others	Helping others provides larger mood boosts; unique charity and volunteer interactions
Bard	Artistic, creative, romantic at heart	Enhanced romantic interactions; better at music, writing, and creative skills; prone to dramatic emotional swings
Collaborator	Thrives in teamwork, natural mediator	Better relationship gains from group activities; resolves conflicts between other Zois
Devil	Mischievous, loves pranks, antagonistic	Unique prank interactions; can sabotage other Zois; enjoys watching chaos unfold
Diva	Confident, attention-seeking, glamorous	Performs better in public; loves being photographed; expects compliments and gifts
Explorer	Curious about the world, loves discovery	Discovers hidden locations faster; gains bonus satisfaction from visiting new places
Goofball	Playful, childlike humor, lighthearted	Tells jokes that lift others' moods; less affected by negative events; can be seen as immature

Hothead	Quick to anger, passionate, confrontational	Anger spikes faster; unique aggressive interactions; can start fights; passion fuels romantic intensity
Hypochondriac	Anxious about health, frequently imagines illness	Visits doctors more often; gains stress from minor symptoms; unique health-related worries
Killjoy	Pessimistic, finds fault in positive situations	Provides "reality checks" to overly optimistic Zois; dampens group mood but can prevent foolish decisions
Leader	Natural authority, takes charge of situations	Other Zois follow their lead; better at commanding respect; can organize group activities
Lonely Wolf	Independent, prefers solitude, self-reliant	Social need decays slower; unique solo activities; may struggle in group settings
Mastermind	Strategic thinker, plans ahead, manipulative	Can see deeper into social dynamics; unique strategic interactions; skilled at influencing others
Scholar	Intellectual, knowledge-driven, analytical	Faster skill learning; enjoys reading and studying; unique intellectual conversations
Socialite	Charming, networker, life of the party	Builds relationships faster; thrives at events; unique party-related interactions

Trait Selection Strategy: Your chosen trait fundamentally changes how you experience Inzoi. A Scholar learns faster but may miss social opportunities. A Devil can ruin others' lives but faces social consequences. A Collaborator makes group play rewarding. Consider your preferred playstyle before committing -- traits are permanent.

9. Values and Desired Life

Beyond the single permanent trait, Zois have **10 core values** that define their moral and personal priorities. These values affect interactions, relationships, and reactions to events. Additionally, adult Zois choose a **Desired Life** -- a long-term aspiration that guides their autonomous behavior and provides life direction.

The 10 Core Values

Table 10: Core Values and Their Impact

Value	Description	How It Manifests
Ambition	Drive for success and achievement	Affects career dedication and promotion speed
Compassion	Empathy and concern for others	Affects helping behavior and forgiveness

Creativity	Desire for artistic expression	Drives skill choices and hobby participation
Family	Prioritizes blood relations and children	Affects family interaction frequency and importance
Freedom	Values independence and lack of constraints	Reacts negatively to controlling relationships or rigid schedules
Health	Prioritizes physical and mental wellbeing	Affects exercise, diet, and medical attention frequency
Justice	Strong sense of right and wrong	May confront criminals or mediate disputes
Knowledge	Love of learning and discovery	Drives reading, studying, and skill acquisition
Popularity	Desires social standing and recognition	Seeks fame, social media presence, large friend groups
Wealth	Pursuit of material prosperity	Prioritizes high-paying careers and expensive purchases

The 6 Desired Lives

Available only to Young Adult, Adult, Middle-Aged, and Senior Zois. Children and Teenagers cannot select a Desired Life, representing their still-forming identity.

Table 11: Desired Lives and Their Requirements

Desired Life	Aspiration	Key Activities	Success Metrics
Family Life	Build a loving family and raise children	Romance, marriage, child-rearing, family events	Number of children, relationship strength with family
Career Life	Reach the pinnacle of professional success	Work, promotions, networking, skill building	Career level, income, workplace reputation
Fame Life	Become a widely recognized public figure	Social media, public performances, media appearances	Follower count, media coverage, public recognition
Knowledge Life	Master multiple fields of study	Reading, courses, skill acquisition, research	Number of maxed skills, educational achievements
Romance Life	Experience deep, passionate love	Dating, romance, intimate interactions, multiple relationships	Relationship depth, romantic event frequency
Wealth Life	Accumulate vast material riches	High-income careers, investments, property ownership	Net worth, property value, luxury possessions

Desired Life Synergy: A Zoi with the Scholar trait who selects Knowledge Life will accelerate through skills at an exceptional rate. A Socialite with Fame Life will climb the public recognition ladder rapidly. Matching trait to desired life creates powerful synergy, while mismatched combinations create interesting narrative tension (e.g., a Lonely Wolf pursuing Family Life).

10. Characteristics and Emotions

Inzoi tracks detailed emotional states for every Zoi. Characteristics and preferences shape daily behavior.

Characteristics (Taste and Preference)

Table 12: Characteristic Categories

Category	Options	Gameplay Impact
Favorite Food	Multiple cuisines and dishes	Eating preferred food provides larger mood boost
Disliked Food	Multiple cuisines and dishes	Being served disliked food lowers mood
Favorite Music Genre	Pop, classical, rock, hip-hop, electronic, jazz, country	Listening to preferred genre provides larger mood boost
Favorite Color	Full color spectrum	Decorating with preferred color boosts environment moodlet
Preferred Conversation Topics	Work, hobbies, gossip, philosophy, family, romance	Talking about preferred topics builds relationship faster

Emotional States

Inzoi tracks granular emotional data through the Character window. Emotions are categorized into:

- **Current Mood:** The dominant emotional state (Happy, Sad, Angry, Anxious, Inspired, Bored, etc.)
- **Moodlets:** Short-term emotional modifiers from recent events
- **Emotional Intensity:** How strongly the Zoi is feeling the current emotion
- **Emotional Triggers:** What caused the current emotional state

Memory System

Every Zoi remembers events from their life. Memories have emotional tags and affect future behavior. A Zoi who was cheated on in a past relationship may become suspicious of new partners. A Zoi who won a cooking competition will feel confident about culinary activities. This memory-emotion connection creates emergent narrative arcs unique to each Zoi's lived experience.

Part IV: Cities and Worlds

11. The Three Launch Cities

Inzoi launches with three distinct cities at Early Access, with a fourth confirmed for future updates. Each city offers unique architecture, culture, and atmosphere.

Dowse -- The American Urban Dream

Dowse is Inzoi's flagship city -- an American-inspired urban environment loosely modeled on **California**, complete with palm trees, sunny beaches, modern architecture, and suburban sprawl. It serves as the default starting point for new players and showcases Inzoi's full range of systems.

Table 13: Dowse Districts and Features

District	Architecture	Key Locations	Lifestyle
Downtown	Modern skyscrapers, glass facades	Offices, shopping malls, nightlife	Fast-paced urban
Suburbs	Single-family homes, manicured lawns	Residential lots, parks, schools	Family-oriented
Beachfront	Coastal properties, boardwalk	Restaurants, beach activities, piers	Relaxed, tourist
Industrial	Warehouses, factories, lofts	Workplaces, art spaces, music venues	Working-class, artistic
University	Campus buildings, dormitories	Classes, libraries, student housing	Youth, academic
Countryside	Rural properties, farms	Agricultural, open nature	Quiet, spacious

Beanway -- The Korean Urban Landscape

Beanway reflects director Kjun Kim's South Korean background. It presents a dense, vertical Asian metropolis with narrow streets, bustling markets, high-rise apartments, and a unique cultural flavor distinct from the American openness of Dowse.

Table 14: Beanway Characteristics

Feature	Description
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Architecture	High-rise residential towers, mixed-use buildings, rooftop gardens
Transport	Extensive public transit, narrow streets favor walking and cycling
Commerce	Dense commercial districts, street vendors, night markets
Recreation	Karaoke venues (noraebang), PC bangs, traditional parks
Cultural Notes	Korean signage, contemporary fashion, K-pop culture references
Unique Venues	Rooftop bars, underground shopping, traditional tea houses

Bliss Bay -- The Pacific Resort Paradise

Bliss Bay is a tropical island city inspired by **Hawaii** and other Pacific island destinations. It offers a completely different pace of life focused on nature, outdoor activities, and relaxed island culture.

Table 15: Bliss Bay Characteristics

Feature	Description
Environment	Tropical beaches, rainforests, volcanic mountains, waterfalls
Architecture	Island villas, bungalows, open-air structures, tropical modernism
Activities	Surfing, swimming, snorkeling, hiking, luaus, beach parties
Atmosphere	Relaxed, community-oriented, nature-connected
Unique Venues	Beach bars, jungle trails, volcanic hot springs, oceanfront dining
Lifestyle	Lower cost of living, outdoor-focused, hospitality industry jobs

Future City: Kucing (Malaysia/Southeast Asia)

Krafton has confirmed **Kucing** (a Southeast Asian-inspired city, likely based on **Malaysia**) for a post-launch update. This will add tropical urbanism with Southeast Asian cultural elements, likely including night markets, tropical rainstorms, and distinctive colonial-meets-modern architecture.

12. Edit City Mode

Edit City is a core feature that allows players to modify the city environment beyond their own lots. Using this tool, players can:

- Place new buildings and lots
- Modify existing structures
- Adjust terrain and landscaping

- Place decorative objects and environmental elements
- Customize street layouts and public spaces

Edit City represents a significant departure from The Sims, where world editing is heavily restricted or requires modding tools. In Inzoi, world-building is a first-class gameplay system accessible to all players. This aligns with the game's philosophy that creation should not require technical expertise or external software.

Edit City Strategy: Plan your city layout before placing Zois. Group residential areas near schools for family play. Place nightlife districts away from family zones to avoid noise complaints. Industrial zones should be accessible but separated. Well-planned cities improve Zoi commute times and neighborhood satisfaction.

Part V: Life Simulation Systems

13. Needs and Emotions

Inzoi uses a detailed needs system that tracks Zoi wellbeing across multiple dimensions. Failing to address needs leads to negative moodlets and eventually crises.

Core Needs

Table 16: Zoi Need Categories

Need	Decay Rate	Fulfillment Methods	Neglect Consequences
Energy	Fast	Sleep, naps, coffee, energy drinks	Exhaustion, passing out, mood collapse
Hunger	Moderate	Eating meals, snacks, cooking	Starvation, irritability, health decline
Hygiene	Slow	Showering, bathing, hand washing	Visible dirt, social repulsion, sickness
Fun	Moderate	Hobbies, games, social events, media	Boredom, depression, refusing work
Social	Moderate	Talking, phone calls, parties, dates	Loneliness, sadness, social anxiety
Bladder	Fast	Using bathroom	Embarrassment, loss of control
Stress	Variable	Relaxation, vacation, hobbies, therapy	Breakdown, anger outbursts, quitting job
Health	Slow	Exercise, sleep, healthy food, doctor	Sickness, death risk, low energy

14. Skills and Activities

Inzoi features an extensive skill system that covers life skills, creative pursuits, physical activities, and intellectual development. Skills improve through practice and unlock new interactions, career advancement, and life opportunities.

Skill Categories

Table 17: Complete Skill List

Category	Skills	Level Cap	Career Relevance
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Cooking	Gourmet cooking, baking, grilling, mixology	10	Chef, Caterer, Food Critic
Music	Guitar, piano, violin, singing, DJ	10	Musician, Entertainer, DJ
Visual Arts	Painting, photography, sculpture, digital art	10	Artist, Photographer, Designer
Fitness	Running, swimming, weightlifting, yoga	10	Athlete, Trainer, Lifeguard
Programming	Coding, game dev, app creation, hacking	10	Software Engineer, Game Dev, Hacker
Writing	Fiction, journalism, poetry, screenwriting	10	Writer, Journalist, Blogger
Logic	Chess, puzzles, debate, research	10	Scientist, Professor, Lawyer
Charisma	Public speaking, persuasion, networking	10	Politician, Sales, Public Relations
Handiness	Repair, crafting, woodworking, mechanics	10	Repair Tech, Engineer, Carpenter
Gardening	Planting, harvesting, floral arrangement	10	Botanist, Florist, Farmer
Fishing	Freshwater, saltwater, deep sea	10	Angler, Marine Biologist
Comedy	Stand-up, improv, joke telling	10	Comedian, Entertainer
Dancing	Ballet, hip-hop, ballroom, contemporary	10	Dancer, Entertainer
Martial Arts	Karate, judo, boxing, taekwondo	10	Martial Artist, Security
Acting	Stage, film, voice, method acting	10	Actor, Voice Actor, Director
Crafting	Knitting, pottery, jewelry, tailoring	10	Crafter, Fashion Designer

Skill Learning Mechanics

Skills improve through direct use. A Zoi who cooks regularly gains Cooking skill. Reading skill books accelerates learning. Having the Scholar trait provides a bonus to all skill acquisition. The environment matters: cooking in a high-quality kitchen improves Cooking faster than a cheap stove.

15. Weather and Seasons

Inzoi features dynamic weather that affects gameplay, mood, and visuals. The system goes beyond simple aesthetic variation to impact Zoi behavior and needs.

Weather Types

Table 18: Weather Conditions and Gameplay Effects

Weather	Visual Effect	Gameplay Impact	Duration
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Sunny	Bright lighting, shadows	Boosts mood; outdoor activities preferred	Variable
Cloudy	Overcast, diffuse light	Neutral; Zois may feel pensive	Variable
Rain	Raindrops, wet surfaces, puddles	Outdoor activities canceled; indoor hobbies boosted	Variable
Heavy Rain	Downpour, reduced visibility	Roads dangerous; increased sickness risk	Short
Snow	White ground coverage, falling flakes	Unique activities (snowball fights, sledding); cold discomfort	Seasonal
Storm	Lightning, thunder, heavy rain	Power outages possible; severe mood impact	Short
Fog	Reduced visibility, atmosphere	Driving dangerous; mysterious moodlet	Variable
Heat Wave	Hazy, shimmering heat	Heat exhaustion risk; hydration need increases	Variable

Seasonal System

Inzoi features four distinct seasons that cycle through gameplay:

- **Spring:** Blooming vegetation, mild weather, outdoor social events popular
- **Summer:** Heat waves, beach activities, vacation season, longer days
- **Autumn:** Falling leaves, harvest festivals, cooling temperatures, back-to-school
- **Winter:** Snow in some cities, holiday events, increased indoor activities, sickness risk

Sickness System

Weather directly affects health. Prolonged exposure to cold rain or snow can cause colds. Heat waves lead to heat exhaustion. Seasonal illnesses (flu in winter, allergies in spring) affect Zois. Treatment requires rest, medicine, or doctor visits. Untreated sickness can lead to serious complications.

Part VI: Careers and Economy

16. Active and Rabbit Hole Jobs

Inzoi's career system splits jobs into two categories: **Active Jobs** where players follow Zois to work and control their actions, and **Rabbit Hole Jobs** where Zois disappear into their workplace while the player manages other Zois or fast-forwards time.

Active Jobs

Table 19: Active Career Paths

Career	Starting Title	Top Level	Key Skills	Work Location
Chef	Line Cook	Master Chef	Cooking, Handiness	Restaurant
Artist	Art Student	Gallery Director	Painting, Photography	Studio
Musician	Street Performer	Conductor	Music, Charisma	Stage
Actor	Extra	Movie Star	Acting, Charisma	Film Set
Athlete	Amateur	Professional	Fitness, Martial Arts	Gym
Developer	Junior Coder	Tech CEO	Programming, Logic	Office
Photographer	Assistant	Director	Photography, Visual Arts	Various
Fashion Designer	Seamstress	Brand Owner	Crafting, Visual Arts	Studio
Detective	Patrol Officer	Chief	Logic, Fitness	Police Station

Rabbit Hole Jobs

Table 20: Rabbit Hole Career Paths

Career	Starting Title	Top Level	Key Skills	Work Schedule
Business	Mailroom Clerk	CEO	Charisma, Logic	Mon-Fri 9-5
Education	Substitute Teacher	Dean	Logic, Writing	Mon-Fri 8-4
Journalism	Intern	Editor-in-Chief	Writing, Logic	Variable
Law	Paralegal	Supreme Court Judge	Logic, Charisma	Mon-Fri 9-6

Medicine	Orderly	Chief Surgeon	Logic, Health	Shift work
Science	Lab Assistant	Chief Scientist	Logic, Programming	Mon-Fri 9-5
Politics	Campaign Worker	President	Charisma, Logic	Variable
Social Media	Content Creator	Influencer	Charisma, Photography	Flexible
Retail	Cashier	Regional Manager	Charisma, Handiness	Variable shifts
Manual Labor	Apprentice	Master Craftsman	Handiness, Fitness	Early shifts

Career Progression System

Every career has 10 levels. Promotions require a combination of:

- **Skill Level:** Relevant skills must reach thresholds
- **Performance:** Daily work task completion
- **Workplace Relationships:** Being liked by colleagues and bosses
- **Specific Tasks:** Unique objectives per career (e.g., artists must sell paintings, programmers must ship features)

Work performance is tracked through a daily meter. Excellent performance accelerates promotion. Poor performance risks demotion or termination. Calling in sick too often, fighting with colleagues, or missing deadlines damages career trajectory.

17. Economy and Currency

Inzoi uses **Meow** as its in-game currency. Zois earn Meow through salaries, selling crafted goods, winning competitions, and investments. The economy is modeled with rent, utilities, food costs, and taxes.

Income Sources

Table 21: Income Sources

Source	Reliability	Scale	Requirements
Career Salary	High	Low to High	Employment at career level
Selling Crafted Items	Medium	Variable	Skill in crafting/painting/writing
Freelance Work	Low	Variable	Relevant skills, reputation
Investments	Variable	High potential	Starting capital, Logic skill
Inheritance	One-time	Variable	Family member death

Competition Prizes	Low	Medium	Skill mastery, contest entry
Rental Income	High	Medium	Property ownership

Expense Categories

Table 22: Regular Expenses

Category	Frequency	Control Level
Rent/Mortgage	Weekly	Move to cheaper home
Utilities	Weekly	Reduce usage, smaller home
Food	Daily	Cook vs. eat out
Transportation	Daily/Weekly	Walk, bike, public transit vs. car
Clothing	Variable	Canvas portal free options
Entertainment	Variable	Free parks, home hobbies
Healthcare	As needed	Prevention reduces costs
Taxes	Periodic	Unavoidable

Economy Strategy: Early game, prioritize careers with fast promotion tracks (Tech, Social Media) to establish financial stability. Cooking at home saves significant money versus restaurant dining. Use the Canvas portal for free clothing rather than buying new outfits. Once financially stable, invest in rental properties for passive income.

Part VII: Social Systems

18. Relationships

Relationships in Inzoi are the emotional core of the experience. Every Zoi maintains a web of connections to family, friends, colleagues, and romantic partners. These relationships evolve through interactions, shared experiences, and time.

Relationship Types

Table 23: Relationship Categories

Type	Formed By	Depth Range	Break Conditions
Family	Birth, marriage, adoption	Permanent base bond	Rare; disownment possible
Friendship	Positive social interactions	Acquaintance to Best Friend	Fights, neglect, betrayal
Romance	Flirty interactions, attraction	Crush to Soulmate	Cheating, neglect, breakup
Enemy	Negative interactions, fights	Rival to Nemesis	Reconciliation possible
Colleague	Shared workplace	Coworker to Work Bestie	Job change, conflicts
Acquaintance	Brief meeting	Stranger to Familiar Face	Neglect fades connection

Romance Mechanics

Romantic relationships progress through distinct stages:

1. **Acquaintance:** Initial meeting; can discuss basic topics
2. **Friendship:** Positive interactions unlock deeper conversations
3. **Attraction:** Flirty interactions become available; both Zois must consent
4. **Dating:** Official couple status; jealousy mechanics activate
5. **Engagement:** Proposal accepted; wedding planning unlocks
6. **Marriage:** Formal union; shared household, finances, and family

Romantic interactions include flirting, complimenting, physical affection, gift-giving, and intimate encounters. Zois have preferences in romantic partners shaped by their values and traits. A Zoi with high Ambition may prefer successful partners. A Zoi with high Popularity may prefer famous partners.

Relationship Destruction

Relationships can deteriorate through:

- **Cheating:** Romantic interactions with someone outside the relationship
- **Fights:** Confrontational interactions that escalate
- **Neglect:** Lack of interaction over extended periods
- **Betrayal:** Spreading rumors, sabotage, or broken promises
- **Values Conflict:** Divergent life paths causing incompatibility

19. Marriage and Family

Marriage in Inzoi is a significant life event with legal, social, and emotional consequences. Married Zois can merge households, share finances, and plan families.

Wedding System

Weddings are full events that require planning:

- **Venue:** Church, beach, park, home, or city hall
- **Guests:** Invite friends and family; attendance affects relationship strength
- **Attire:** Bride and groom (or bride/bride, groom/groom) select wedding outfits
- **Ceremony:** Exchange vows, rings, and kisses in front of witnesses
- **Reception:** Post-ceremony celebration with food, dancing, and socializing

Children and Pregnancy

Table 24: Pregnancy and Child Development

Stage	Duration	Events
Pregnancy	3 days	Morning sickness, mood swings, growing belly, prenatal care
Birth	Event	Hospital or home birth; naming; Zoi added to family
Infant	2 days	Requires constant care; bottle feeding, diaper changes, sleep
Toddler	3 days	Walking, talking, basic needs; learns first words
Child	7 days	School begins; skill building; friendships form
Teenager	7 days	High school; identity formation; romance possible
Young Adult	14 days	Career, romance, independence; leaves home possible

Children inherit physical features and some personality elements from their parents through a genetics system. However, each child develops their own unique traits and values as they age, ensuring no two siblings are identical.

20. Reputation and Rumors

Every Zoi has a **Reputation** score that affects how other Zoies perceive and interact with them. Reputation is shaped by behavior, career success, social media presence, and rumors.

Reputation Factors

Table 25: Reputation Modifiers

Positive Actions	Negative Actions
Charity work, helping neighbors	Cheating, lying, stealing
Career promotions, public awards	Fighting, public intoxication
Strong family values, good parenting	Neglecting children, divorce
Creative success (published book, art show)	Sabotaging others, spreading rumors
Social media positivity	Negative social media posts
Community leadership	Criminal activity

Rumor System

Rumors spread through social networks. A Zoi who witnesses another Zoi's misbehavior may gossip about it. Rumors can damage reputations even if untrue. The Mastermind trait excels at manipulating rumors, while the Killjoy trait may spread negative observations without malice. The Socialite trait is particularly vulnerable to rumor cycles because of their extensive network.

Part VIII: Death and Beyond

21. The 16 Ways to Die

Death in Inzoi is permanent for individual Zois (unless the player intervenes), but the game continues through heirs, family lines, and new Zois. Director Kim has revealed **16 distinct death types**, each with unique animations, circumstances, and consequences. As of the current build, not all 16 have been publicly documented, but the confirmed and speculated death types include:

Table 26: Confirmed and Speculated Death Types in Inzoi

Death Type	Cause	Prevention	Context
Old Age	Natural expiration of life span	None (inevitable)	Senior Zois; peaceful death
Starvation	Hunger need reaches zero	Regular meals, cooking skill	Neglect or poverty
Exhaustion	Energy depleted over extended period	Sleep, rest, energy management	Overwork, insomnia
Drowning	Oxygen deprivation in water	Swimming skill, lifeguards	Pools, ocean, bathtubs
Burning	Fire exposure	Fire alarms, extinguishers	Stove fires, lightning
Electrocution	Electrical hazard	Handiness skill, repair objects	Broken electronics, storms
Freezing	Hypothermia	Heating, warm clothing	Winter exposure
Heat Stroke	Extreme heat exposure	Cooling, hydration	Heat waves, saunas
Sickness	Severe untreated illness	Medical care, medicine	Flu, infections, epidemics
Murder	Killed by another Zoi	Security systems, police	Crime system
Accident	Random catastrophic event	Luck, caution interactions	Workplace, travel
Overexertion	Physical activity beyond capacity	Fitness skill, pacing	Exercise, manual labor
Emotional Shock	Extreme emotional trauma	Support system, therapy	Betrayal, loss

Poisoning	Consuming toxic substance	Cooking skill, quality control	Bad food, chemicals
Crushing	Heavy object or structure collapse	Building safety, maintenance	Construction, earthquakes
Suicide	Self-inflicted death	Mental health, support	Depression, extreme stress

Death is Permanent: Unlike The Sims, where death can be reversed through various means, Inzoi treats death as a narrative conclusion for that specific Zoi. However, the player's role as Creator allows narrative intervention -- the player decides which Zois die and which receive mercy. This creates emotional weight around mortality decisions.

22. Ghosts and the Afterlife

After death, Zois may return as **ghosts** -- transparent spectral versions of their former selves. Ghost mechanics in Inzoi include:

- **Haunting:** Ghosts may visit their former homes, workplaces, or loved ones
- **Interaction:** Living Zois can interact with ghosts, sometimes experiencing fear, comfort, or closure
- **Unfinished Business:** Some ghosts remain because of unresolved relationships or tasks
- **Spirit Realm:** Ghosts may eventually depart to a spirit realm, concluding their story

The afterlife system provides narrative closure and allows deceased Zois to remain part of family stories. Children who lost parents may see their ghost watching over them. Murder victims may haunt their killers. A scholar may continue reading in the spectral realm.

Inheritance

When a Zoi dies, their assets transfer according to will or family law:

- **Spouse:** Receives primary inheritance
- **Children:** Receive divided portions if no spouse exists
- **Siblings/Parents:** Receive assets if no spouse or children
- **Debts:** May transfer to family members depending on jurisdiction

Part IX: Build Mode

23. Architecture and Blueprints

Inzoi's build mode is built directly on Unreal Engine 5's architecture tools, providing precision and visual fidelity far exceeding traditional life simulation building systems.

Building Tools

Table 27: Build Mode Features

Tool	Function	Unreal Engine 5 Feature
Wall Tool	Place and adjust walls with exact measurements	Procedural geometry
Room Tool	Auto-generate rooms from wall placement	Mesh generation
Floor Tool	Place floors, tiles, hardwood, carpet	Material instancing
Roof Tool	Auto-generate roofs from room shapes	Procedural mesh
Stair Tool	Place staircases with adjustable height and width	Chaos physics
Window/Door Tool	Auto-cut openings and place fixtures	Boolean operations
Roof Trim	Decorative edge details for roofs	Spline mesh
Custom Roof Shapes	Pyramids, domes, complex geometry	Static mesh placement

Blueprint System

Players can save any building as a **Blueprint** -- a template that can be placed in any city lot. Blueprints can be shared through the Canvas portal. This system enables:

- **Template Homes:** Save starter homes for quick placement
- **Community Sharing:** Download houses created by other players
- **Real Estate Development:** Design and "sell" blueprints to other players
- **City Planning:** Create consistent architectural styles across districts

Furniture and Objects

Inzoi provides a comprehensive catalog of furniture categorized by room and function. Each object has:

- **Size and footprint:** Measured in grid units
- **Style tags:** Modern, traditional, minimalist, industrial, etc.
- **Color customization:** Canvas-based texture swapping
- **Functionality:** Usable by Zois for needs fulfillment
- **Environmental score:** Affects room environment moodlet

Materials and Textures

Table 28: Material Categories

Category	Examples
Wallpaper	Paint, textured, patterned, fabric, stone, brick
Flooring	Hardwood, tile, carpet, concrete, marble, laminate
Countertops	Granite, quartz, butcher block, stainless steel
Roofing	Shingle, tile, metal, slate, thatch
Exterior	Siding, stucco, brick, stone, wood paneling
Decorative	Trim, molding, baseboards, crown molding

24. The Canvas AI Tool

The **Canvas** is Inzoi's most revolutionary creation tool. It allows players to apply custom images to virtually any surface in the game -- clothing, furniture, walls, floors, vehicles, and more.

How Canvas Works

1. **Upload or Create:** Import an image file or use the built-in generative AI to create textures
2. **Apply:** Select a surface in the game and apply the image as a texture
3. **Adjust:** Scale, rotate, tile, or stretch the texture to fit the surface
4. **Share:** Upload to the Canvas portal for community use

Generative AI Features

Inzoi includes on-device generative AI that can create textures from text prompts. This means players can:

- Type "floral pattern in teal and gold" and generate a unique wallpaper
- Describe "distressed leather texture" and apply it to a couch
- Create "starry night sky pattern" for a bedroom ceiling

The AI runs locally on the player's machine, addressing privacy concerns and ensuring offline functionality. Generated content can be refined and edited before application.

Canvas Portal

The **Canvas Portal** is Inzoi's community content hub:

- **Download:** Browse thousands of player-made Zois, outfits, and blueprints
- **Upload:** Share your creations with the community
- **Rate:** Upvote the best content to help it surface
- **Search:** Filter by category, popularity, date, and tags

Canvas Portal Tip: Before purchasing in-game clothing or furniture, always search the Canvas portal first. The community has created high-quality free alternatives to many premium items. Popular creators often specialize in specific styles -- search for "modern minimalist," "gothic," "kawaii," or "vintage" to find curated aesthetic collections.

Part X: Advanced Systems

25. Smart Zoi and CPC

Inzoi's most technologically ambitious feature is **Smart Zoi**, powered by what Krafton calls **CPC (Character Playable Character)** technology. This system uses AI to give Zois genuine autonomy, enabling them to live their lives without constant player intervention.

How Smart Zoi Works

When enabled, Smart Zoi allows AI to control a Zoi's daily decisions. The AI considers:

- **Current needs:** Hunger, energy, fun, social, hygiene
- **Trait and values:** An Adventurer will seek thrills; a Scholar will read
- **Desired Life:** A Zoi pursuing Fame will prioritize social media and public events
- **Relationships:** Missing a partner may trigger a phone call or date planning
- **Career:** Work schedules and performance goals
- **Weather and time:** Indoor activities during rain, sleep at night

CPC Technology

CPC represents a hybrid approach to AI characters. Rather than following simple scripted behavior trees, CPC Zois make context-aware decisions based on their psychological profile. Key characteristics include:

Table 29: CPC vs. Traditional NPC Behavior

Feature	Traditional NPC	CPC (Smart Zoi)
Decision Making	Scripted, reactive	Context-aware, proactive
Memory	Short-term or none	Long-term memory of events and relationships
Goal Setting	None or player-given	Autonomous goal pursuit based on values
Social Dynamics	Static relationships	Evolving relationships with emotional history
Learning	None	Skill improvement through practice
Creativity	None	Creates art, writes, develops unique preferences
Player Relationship	Fixed role	Recognizes player as Creator, may pray or resent

Smart Zoi Strategy: Enable Smart Zoi for background family members while focusing on your primary Zoi. The AI will manage their needs, careers, and relationships competently, allowing you to play a multi-generational household without micromanaging every member. Check in periodically to guide major life decisions (marriage, career changes).

26. Crime and Law

Inzoi includes a crime system where Zois can engage in illegal activities with corresponding consequences.

Crime Types

Table 30: Crime Categories and Consequences

Crime	Requirements	Reward	Consequence if Caught
Petty Theft	High Devil trait or low wealth	Small item or money	Fine, reputation damage
Burglary	Handiness skill, night time	Valuable items	Arrest, jail time
Fraud	Logic skill, career position	Large sum of money	Fired, arrested, reputation destroyed
Assault	Hothead trait or extreme anger	Vengeance satisfaction	Arrest, lawsuit
Cheating	Romantic relationship + another partner	Multiple relationships	Breakup, reputation damage
Sabotage	Devil trait, workplace access	Competitor harmed	Fired, arrested
Hacking	Programming skill	Data, money	Arrest, career ban
Embezzlement	High-level career access	Large sums	Prison, career ended
Murder	Devil trait or extreme circumstance	Elimination of target	Life imprisonment, execution

Law Enforcement

When Zois commit crimes, the police system activates:

- **Investigation:** Evidence is gathered, witnesses interviewed
- **Arrest:** If sufficient evidence exists, the Zoi is arrested
- **Trial:** Legal proceedings determine guilt and sentence

- **Sentence:** Fines, community service, jail time, or execution (for murder)
- **Parole:** Early release with restrictions

The justice system creates dramatic narrative possibilities. A wrongly accused Zoi can fight to clear their name. A guilty Mastermind might manipulate evidence. A corrupt police officer might take bribes.

27. The Scheduler

The **Scheduler** allows players to plan Zoi activities in advance, creating routines and managing multiple Zois efficiently.

Scheduler Features

Table 31: Scheduler Functions

Function	Description	Use Case
Daily Routine	Set recurring activities for each day	Work schedule, gym time, family dinner
Event Planning	Schedule one-time events	Parties, dates, appointments
Group Activities	Coordinate multiple Zois	Family vacations, group outings
Priority Queue	Order tasks by importance	Ensure work before fun
Auto-Fulfillment	AI handles needs when possible	Let Smart Zoi manage hygiene, hunger
Alarm/Reminder	Notifications for scheduled events	Don't miss work or dates

The Scheduler integrates with Smart Zoi to allow AI-controlled Zois to follow player-set routines. This creates a management layer where the player sets goals and the AI executes them, bridging the gap between full control and full autonomy.

Part XI: Complete Reference and Analysis

28. Ambitions Directory

Ambitions are short-term goals that Zois pursue alongside their long-term Desired Life. Completing ambitions provides satisfaction boosts and unlocks new interactions.

Ambition Categories

Table 32: Complete Ambition List by Category

Category	Ambition Examples	Completion Reward
Romance	First Kiss, Go on 5 Dates, Get Engaged, Have a Wedding, Renew Vows	Relationship boost, mood boost
Career	Get Promoted, Change Careers, Reach Top Level, Start a Business	Income bonus, new interactions
Family	Have a Child, Adopt, Grandchildren, Family Reunion, Empty Nest	Family relationship boost
Wealth	Earn 100,000 Meow, Buy a House, Own Rental Property, Buy a Yacht	Wealth status, new purchases
Skills	Max a Skill, Learn 5 Skills, Teach Another Zoi, Win a Competition	Skill boost, trophy item
Fame	Get 1000 Followers, Be Recognized in Public, Get a Fan, Go Viral	Fame level, new venues
Adventure	Travel to Another City, Try Every Food, Meet 50 Zois, Climb a Mountain	Exploration reward, mood
Knowledge	Read 50 Books, Get a Degree, Write a Book, Solve a Mystery	Intellectual satisfaction
Creativity	Sell a Painting, Write a Song, Direct a Movie, Open a Gallery	Creative fulfillment
Social	Throw a Party, Make 20 Friends, Reconcile with an Enemy, Join a Club	Social network expansion
Health	Run a Marathon, Reach Ideal Weight, Live to 100, Cure a Sickness	Health boost, longevity
Spiritual	Find Inner Peace, Visit a Sacred Place, Help a Ghost Move On	Emotional stability

29. Comparison: Inzoi vs. The Sims 4

Understanding the differences between Inzoi and The Sims 4 helps players transition between games or decide which better suits their preferences.

Table 33: Feature Comparison Matrix

Feature	Inzoi	The Sims 4
Engine	Unreal Engine 5 (modern, photorealistic)	Proprietary (stylized, optimized)
Visual Style	Photorealistic, grounded	Cartoonish, stylized
Character Detail	250+ customization options, MetaHuman tech	Extensive but less granular
Age Groups	Child, Teen, Young Adult, Adult, Middle-Aged, Senior (6)	Infant, Toddler, Child, Teen, Young Adult, Adult, Elder (7)
World Scale	Open-world cities with free roam	Discrete lots with loading screens
Build Mode Precision	Exact measurements, professional tools	Grid-based, simpler
Custom Content Creation	Built-in Canvas + generative AI	Requires third-party software (Blender, S4S)
Modding Support	Planned official mod support	Extensive unofficial mod community
AI Autonomy	Smart Zoi CPC system	Standard autonomy system
Death Types	16 distinct types	~15 types (expansion-dependent)
Afterlife	Ghosts + spirit realm	Ghosts + playable ghosts (expansion)
Career Depth	Active + Rabbit Hole; 10 levels each	Active (select) + Rabbit Hole; 10 levels
Social Media	Built-in follower system	Requires expansion (Social Bunny)
Platform Availability	PC Early Access; PS5/Xbox planned	PC, Mac, PS4, PS5, Xbox One, Xbox X S
Price Model	\$39.99 base; free updates until 1.0	Free base (after 2022); \$5-40 per expansion
DLC Quantity	None yet (early access)	13+ expansion packs, 10+ game/stuff packs
Weather	Dynamic weather + seasons	Requires Seasons expansion
Crime System	Built-in legal system	Get to Work (limited), no legal system

Pets	Not yet announced	Cats & Dogs expansion
Vampires/Supernatural	Not yet announced	Vampires, Realm of Magic, Werewolves
University	University district exists	Discover University expansion
Vacations	Bliss Bay serves as vacation city	Island Living, Snowy Escape
LGBTQ+ Representation	Gender identity fluid; any adult can marry	Full representation with CAS updates
Multiplayer	Not announced	Not available
Console Support	Planned PS5/Xbox Series X S	Full console support
Language Support	13 languages at launch	18+ languages

Key Differentiators

- **Visual Fidelity:** Inzoi is a generational leap in graphics. Nanite and Lumen create environments that look like real places.
- **Creation Democratization:** Canvas and built-in generative AI remove the technical barrier to custom content. No Blender required.
- **City Scale:** Free-roaming open cities with no loading screens between lots creates a cohesive world.
- **AI Depth:** CPC Smart Zoi aims for more believable autonomous behavior than traditional NPC scripting.
- **Narrative Weight:** The 16 death types, crime system, and reputation mechanics create higher-stakes storytelling.

30. Roadmap and Modding

Inzoi is in Early Access with a publicly stated commitment to reaching 1.0 with free updates. Krafton has outlined several future directions:

Confirmed Future Updates

Table 34: Development Roadmap

Feature	Status	Notes
Console Release (PS5, Xbox Series X S)	Planned	Post-PC Early Access, after optimization
Kucing City (Malaysia/Southeast Asia)	Confirmed	New city with tropical urbanism

Official Mod Support	Planned	Will enable deeper customization than Canvas alone
Multiplayer	Under Consideration	Not confirmed; may come post-1.0
Supernatural Content	Not Announced	Possible future DLC direction
Pets	Not Announced	Highly requested by community
Seasonal Events	Ongoing	Holiday content added regularly during EA

Community and Modding

While official mod support is planned, Inzoi already supports community creation through:

- **Canvas Portal:** Share and download Zois, outfits, blueprints, and textures
- **Steam Workshop:** Potential integration for community content distribution
- **Social Media:** Active community on X (Twitter), Reddit, and Discord
- **Content Creators:** YouTube and Twitch community rapidly growing with build showcases and let's plays

The Creator's Vision

Director Kim has been transparent about Inzoi's Early Access status. The game launched with a solid foundation but acknowledges missing features compared to The Sims 4's decade of expansions. The development philosophy is:

1. **Foundation First:** Ensure core systems (creation, building, relationships, careers) are robust
2. **Community-Driven:** Listen to player feedback to prioritize updates
3. **Free Updates:** No paid DLC until 1.0 release; all Early Access content is free
4. **Longevity:** Build systems that can expand for years (new cities, careers, features)

Final Thoughts: Inzoi represents a bold reinvention of the life simulation genre. Its photorealistic approach, built-in creation tools, and AI-driven autonomy distinguish it from existing offerings. Whether it can match The Sims' depth after ten years of expansions remains to be seen, but the foundation is ambitious and technologically impressive. For players who have dreamed of a life sim with modern graphics and deeper simulation, Inzoi is the most promising entry in the genre since The Sims itself launched in 2000.

Part XII: The Complete Player's Guide

Day 1 Survival Guide

Starting a new Inzoi game can be overwhelming. This guide walks through the critical first decisions.

Step 1: Create Your First Zoi

Table 35: Recommended First Zoi Builds

Playstyle	Trait	Desired Life	Career Path	Why It Works
Balanced	Collaborator	Family Life	Business (Rabbit Hole)	Steady income, good relationships, manageable needs
Creative	Bard	Fame Life	Musician (Active)	Active jobs are engaging; fame unlocks venues
Achiever	Scholar	Knowledge Life	Science (Rabbit Hole)	Fast skill learning; steady promotion path
Chaotic	Devil	Romance Life	Social Media	High drama; multiple relationships; unpredictable fun
Builder	Explorer	Wealth Life	Developer	High income potential; funds building projects

Step 2: Housing Decisions

Table 36: First Home Options by Budget

Home Type	Weekly Rent	Rooms	Pros	Cons
Studio Apartment	500 Meow	1	Cheap, low bills	No room for family, cramped
1-Bedroom Apartment	800 Meow	2	Affordable, separate bedroom	Limited expansion
2-Bedroom Apartment	1,200 Meow	3	Space for partner or child	Higher bills

Small House	1,500 Meow	4	Yard space, privacy	Expensive for beginners
Shared House	300 Meow	Shared	Cheapest option	No privacy, roommate conflicts
Dormitory	200 Meow	1	Extremely cheap, social	Only for students, noisy

Step 3: First Week Priorities

1. **Get a job immediately.** Even a low-level position provides steady income.
2. **Buy basic furniture.** Bed, toilet, fridge, stove, shower minimum.
3. **Learn to cook.** Cooking at home saves massive money versus eating out.
4. **Meet neighbors.** Social connections provide support and opportunities.
5. **Explore the city.** Discover venues, parks, and workplaces.
6. **Manage needs proactively.** Don't let energy or hunger hit zero.
7. **Save emergency funds.** Keep 2,000 Meow for unexpected bills or sickness.

Money Making Strategies

Early Game (First 2 Weeks)

Table 37: Early Income Strategies

Method	Effort	Income	Risk
Career (Entry Level)	Medium	300-500 Meow/day	Low
Fishing	Low	50-200 Meow/day	None
Gardening	Medium	100-300 Meow/day	Weather dependent
Freelance Writing	High	200-500 Meow/article	Variable demand
Selling Crafted Items	High	Variable	Requires skill investment
Part-time Retail	Low	150 Meow/day	Low

Mid Game (Weeks 3-8)

Table 38: Mid-Game Wealth Building

Method	Capital Required	Return	Time to Profit
Career Promotion	Skill investment	2-5x base salary	2-4 weeks
Rental Property	10,000+ Meow	1,000-3,000 Meow/week	Immediate

Stock Investment	5,000+ Meow	Variable (-20% to +50%)	1-4 weeks
Art Sales	Skill time	500-5,000 Meow/piece	Immediate after creation
Writing Books	Skill time	1,000-10,000 Meow/book	Ongoing royalties
Music Gigs	Skill time + instrument	500-2,000 Meow/gig	Immediate

Late Game (Week 9+)

Table 39: Late Game Empire Building

Method	Setup Cost	Passive Income	Management
Multiple Rental Properties	50,000+ Meow	5,000-15,000 Meow/week	Low
Business Ownership	30,000+ Meow	3,000-10,000 Meow/week	Medium
Investment Portfolio	20,000+ Meow	Variable passive gains	Low
Publishing Empire	Skill investment	Ongoing royalties scaling	None
Fame Monetization	Time investment	Endorsements, appearances	Medium

Relationship Mastery

Conversation Topics and Their Effects

Table 40: Conversation Topic Matrix

Topic	Compatible Traits	Relationship Boost	Risk
Work	Leader, Scholar, Collaborator	+10-20	Boring to Bard, Goofball
Hobbies	Explorer, Bard, Scholar	+15-25	Low risk
Family	Angel, Family Life seekers	+15-30	Triggers sadness if family estranged
Romance	Bard, Socialite, Hothead	+20-40	Too early causes discomfort
Gossip	Devil, Socialite, Mastermind	+10-20	May damage third-party relationships
Philosophy	Scholar, Alchemist, Killjoy	+15-25	Too abstract for Airhead, Goofball
Adventure	Adventurer, Explorer	+20-35	May prompt spontaneous travel
Food	Universal	+5-15	Safe default topic

Complaints	Killjoy, Hypochondriac	+5-10	Negative mood spread
Future Plans	Leader, Mastermind, Scholar	+15-25	Requires established relationship

Gift Giving Guide

Table 41: Gift Effectiveness by Relationship Stage

Gift Type	Acquaintance	Friend	Romantic	Spouse
Flowers	+10	+15	+25	+20
Chocolate	+5	+10	+20	+15
Jewelry	+5 (awkward)	+15	+35	+30
Books	+10	+20	+15	+10
Artwork	+10	+20	+25	+20
Clothing	+5	+10	+20	+15
Handmade Item	+15	+25	+30	+25
Expensive Gadget	+5 (awkward)	+15	+25	+30
Favorite Food	+10	+20	+25	+20

Building and Design Mastery

Room Environment Scores

Table 42: Optimal Room Design by Function

Room	Key Objects	Style Bonus	Color Bonus	Lighting
Bedroom	Bed, dresser, nightstand, lamp	Comfortable, Cozy	Blue, Green, Purple	Dim, warm
Kitchen	Fridge, stove, counter, table	Clean, Modern	White, Yellow, Orange	Bright, neutral
Living Room	Sofa, TV, coffee table, bookshelf	Social, Welcoming	Neutral, Earth tones	Adjustable
Bathroom	Toilet, shower, sink, mirror	Clean, Spa-like	White, Aqua, Blue	Bright, white
Office	Desk, computer, chair, bookshelf	Professional, Organized	Green, Brown, Gray	Bright, focused

Art Studio	Easel, sculpting table, storage	Creative, Bohemian	Any bold colors	Natural light
Music Room	Instruments, recording equipment	Inspiring, Acoustic	Deep colors	Controlled
Gym	Treadmill, weights, yoga mat	Energetic, Minimalist	Red, Orange, Gray	Bright, cool
Child's Room	Toy box, desk, bed, decorations	Playful, Safe	Pastels, Bright	Warm, soft
Greenhouse	Planters, watering system, bench	Natural, Organic	Green, Earth tones	Natural, abundant

House Building Budgets

Table 43: Home Construction Costs

Home Size	Build Cost	Furnish Cost	Weekly Upkeep	Ideal For
Tiny House (1-2 rooms)	5,000 Meow	2,000 Meow	200 Meow	Single Zoi, starters
Small Home (3-4 rooms)	12,000 Meow	5,000 Meow	400 Meow	Couple, small family
Medium Home (5-6 rooms)	25,000 Meow	10,000 Meow	700 Meow	Family with 1-2 kids
Large Home (7-8 rooms)	50,000 Meow	20,000 Meow	1,200 Meow	Large family, wealthy
Mansion (9+ rooms)	100,000+ Meow	50,000+ Meow	2,500+ Meow	Legacy play, status
Apartment (rented)	0 Meow	3,000 Meow	Rent + 150 Meow	Urban play, flexibility

Scheduler Optimization

Ideal Daily Schedule Templates

Table 44: Optimized Daily Routines

Archetype	Morning (6-9)	Work (9-17)	Evening (17-21)	Night (21-23)
Worker Bee	Shower, breakfast, commute	Work, lunch at desk	Gym, dinner, TV	Read, sleep by 23
Creative	Coffee, inspiration gathering	Studio work, breaks for walks	Gallery visits, socializing	Late night creating, sleep 1AM

Socialite	Beauty routine, social media	Career work + networking lunch	Events, parties, dates	Late socializing, sleep 2AM
Family	Family breakfast, school prep	Work	Family dinner, homework help	Couple time, sleep 22
Scholar	Study, research	Classes/library	Study group, lecture	Reading, sleep 23
Night Owl	Sleep until 10	Evening shift work	Dinner, hobbies	Creative work, sleep 3AM

Part XIII: Complete In-Game Catalog

Furniture Directory

Inzoi's furniture catalog is organized by room function and style. Each entry lists cost, environment score, and special features.

Living Room Furniture

Table 45: Sofas and Seating

Item	Style	Cost	Seats	Comfort	Special
Basic Sofa	Basic	500	3	3/10	None
Plush Sofa	Comfortable	1,200	3	7/10	Nap compatible
Sectional Sofa	Modern	2,500	5	8/10	Corner configuration
Chesterfield	Classic	3,000	3	8/10	Prestige bonus
Recliner	Comfortable	800	1	9/10	TV watching bonus
Loveseat	Romantic	1,000	2	7/10	Cuddle interaction
Bean Bag	Casual	300	1	6/10	Gaming bonus
Window Seat	Cozy	1,500	2	7/10	Reading bonus

Dining Furniture

Table 46: Tables and Dining Sets

Item	Style	Cost	Seats	Function
Basic Dining Table	Basic	400	4	Eating, homework
Round Dining Table	Casual	600	4	Social conversation bonus
Farmhouse Table	Rustic	1,200	6	Family meal bonus
Glass Dining Table	Modern	2,000	4	Prestige bonus
Bar Counter	Urban	800	2	Quick meals, drinks

Outdoor Picnic Table	Casual	500	6	Outdoor eating
High Chair	Basic	300	1	Infant/toddler feeding
Formal Dining Set	Luxury	5,000	8	Event hosting, dinner parties

Bedroom Furniture

Table 47: Beds and Sleep Systems

Item	Cost	Energy Restore	Comfort	Special
Twin Bed	400	6/10	4/10	Child/teen use
Basic Double Bed	800	7/10	5/10	Two sleepers
Queen Bed	1,500	8/10	7/10	WooHoo interaction
King Bed	2,500	9/10	8/10	Prestige, romance bonus
Bunk Bed	1,200	7/10	5/10	Two children, space saving
Canopy Bed	3,500	9/10	9/10	Romance, luxury bonus
Futon	600	6/10	5/10	Also functions as sofa
Hammock	500	5/10	6/10	Outdoor, relaxation

Kitchen Appliances

Table 48: Cooking and Food Prep

Item	Cost	Quality	Fire Risk	Recipes Unlocked
Microwave	300	2/10	Low	5 basic
Basic Stove	500	4/10	Medium	10 basic
Mid-Range Stove	1,200	6/10	Low	20 recipes
Professional Range	3,000	9/10	Very Low	40 recipes
Mini Fridge	400	3/10 storage	None	N/A
Standard Fridge	800	6/10 storage	None	N/A
Smart Fridge	2,000	9/10 storage	None	Recipe suggestions
Dishwasher	600	Convenience	None	N/A
Coffee Maker	200	Beverage	None	5 coffee types

Espresso Machine	1,500	Premium	None	10 coffee types
Blender	150	Beverage	None	Smoothies
Toaster	100	Breakfast	Low	Toast varieties

Bathroom Fixtures

Table 49: Bathroom Essentials

Item	Cost	Hygiene Restore	Comfort	Special
Basic Toilet	300	5/10	2/10	None
Comfort Toilet	800	7/10	5/10	Heated seat
Smart Toilet	2,000	8/10	7/10	Bidet, dryer, prestige
Basic Shower	400	6/10	3/10	Quick clean
Bathtub	600	7/10	8/10	Relaxation, bubbles
Luxury Tub	2,500	9/10	10/10	Jets, prestige, romance
Walk-in Shower	1,200	8/10	6/10	Modern, accessible
Sink	250	3/10	2/10	Hand washing
Vanity Sink	700	5/10	5/10	Mirror, storage

Skill Objects

Table 50: Skill Building Equipment

Item	Skill	Cost	Max Skill Gain	Location
Easel	Painting	400	Level 5	Anywhere
Professional Easel	Painting	1,800	Level 10	Studio
Guitar	Music	600	Level 5	Anywhere
Piano	Music	3,000	Level 10	Living room, studio
Violin	Music	1,500	Level 8	Anywhere
Computer	Programming, Writing	1,000	Level 10	Office, bedroom
Drawing Tablet	Digital Art	1,200	Level 8	Office, studio
Chess Table	Logic	500	Level 6	Living room, office

Telescope	Logic, Science	2,000	Level 7	Outdoor, balcony
Microscope	Science	1,500	Level 8	Office, lab
Workout Bench	Fitness	800	Level 6	Gym, bedroom
Treadmill	Fitness	1,800	Level 8	Gym, living room
Yoga Mat	Fitness, Wellness	200	Level 4	Anywhere
Punching Bag	Martial Arts, Fitness	700	Level 7	Gym, garage
Pottery Wheel	Crafting	900	Level 7	Studio, garage
Sewing Machine	Crafting, Fashion	1,200	Level 8	Studio, bedroom
Writing Desk	Writing	600	Level 6	Office, bedroom
Bookshelf	Reading, Knowledge	500	Level 5	Any room
DJ Booth	Music, DJ	2,500	Level 9	Club, living room
Video Game Console	Gaming, Fun	400	Level 5	Living room, bedroom
Pool Table	Fun, Logic	1,500	Level 5	Game room, bar
Dartboard	Fun, Precision	300	Level 4	Bar, game room
Fishing Rod (decorative)	Fishing passion	200	N/A	Wall decoration
Camping Gear	Survival, Exploration	800	Level 4	Storage, garage

Clothing Catalog

Everyday Wear

Table 51: Clothing Categories and Slots

Category	Items Available	Canvas Compatible	Price Range
Casual Tops	T-shirts, blouses, sweaters, hoodies	Yes	50-300 Meow
Formal Tops	Button-downs, blazers, dress shirts	Yes	200-800 Meow
Bottoms	Jeans, slacks, skirts, shorts	Yes	100-500 Meow
Dresses	Casual, formal, cocktail, sundress	Yes	200-1,200 Meow
Outerwear	Coats, jackets, cardigans, vests	Yes	150-1,000 Meow
Activewear	Leggings, sports bras, gym shorts	Yes	100-400 Meow

Sleepwear	Pajamas, nightgowns, robes	Yes	80-300 Meow
Swimwear	Bikinis, trunks, one-pieces	Yes	100-500 Meow
Underwear	Boxers, briefs, bras, panties	Yes	30-150 Meow
Socks & Stockings	Ankle, crew, knee-high, tights	Yes	20-100 Meow
Shoes	Sneakers, boots, heels, sandals, loafers	Yes	100-1,500 Meow
Accessories	Hats, scarves, gloves, belts	Yes	50-500 Meow
Jewelry	Necklaces, rings, earrings, bracelets	Partial	100-5,000 Meow
Formal Wear	Tuxedos, gowns, wedding dresses	Yes	500-5,000 Meow
Costumes	Holiday, themed, cosplay	Yes	200-1,000 Meow
Work Uniforms	Chef, police, medical, business	Partial	Career dependent

Vehicle Catalog

Table 52: Transportation Options

Vehicle	Type	Cost	Capacity	Speed	Maintenance
Bicycle	Human-powered	300	1	Slow	None
Scooter	Motorized	2,000	1	Medium	Low
Economy Car	Sedan	8,000	4	Medium	Medium
Family SUV	SUV	15,000	6	Medium	High
Sports Car	Coupe	35,000	2	Fast	Very High
Luxury Sedan	Sedan	50,000	4	Fast	Very High
Convertible	Convertible	30,000	2	Fast	High
Motorcycle	Bike	6,000	1	Fast	High
Truck	Pickup	12,000	3	Medium	High
Van	Commercial	10,000	6	Medium	Medium
Public Transit Pass	Service	200/week	N/A	Variable	None
Taxi Service	Service	Pay per ride	4	Medium	None

Part XIV: World Atlas

Dowse District Deep Dive

Downtown Dowse

The urban core of Dowse features glass-and-steel skyscrapers, busy streets, and the densest concentration of careers and nightlife. Key locations include:

Table 53: Downtown Venues

Venue	Type	Activities	Hours	Cost
The Highrise Office Complex	Career	Business, tech, finance jobs	9-17	Employment
Central Plaza	Public	Socializing, protests, performances	24h	Free
Nightfall Club	Nightlife	Dancing, DJ, drinks, socializing	20-4	50-200 entry
The Gallery	Culture	Art viewing, openings, sales	10-18	Free-50
Metro Diner	Food	Casual dining, breakfast	6-22	20-50
The Financial Tower	Career	Finance, executive jobs	9-18	Employment
Downtown Gym	Fitness	Weights, cardio, classes	5-23	100/week
City Library	Knowledge	Reading, research, study	8-20	Free
Police Headquarters	Career/Law	Detective, patrol jobs; crime reports	24h	Employment
Central Hospital	Career/Health	Medical jobs; treatment	24h	Service fees

Dowse Suburbs

Table 54: Suburban Features

Feature	Description	Family Suitability
Residential Lots	Single-family homes with yards	Excellent
Community Park	Playground, BBQ areas, pond	Excellent

Elementary School	Child education, grades 1-5	Essential
High School	Teen education, grades 9-12	Essential
Suburban Mall	Shopping, food court, cinema	Good
Community Center	Classes, events, clubs	Excellent
Church/Mosque/Temple	Spiritual activities, weddings	Optional
Local Clinic	Basic healthcare	Good

Dowse Beachfront

Table 55: Beachfront Activities

Activity	Requirements	Rewards	Risks
Swimming	Swimwear	Fun, fitness	Drowning (low skill)
Sunbathing	Swimwear	Relaxation, tan	Sunburn, heat stroke
Surfing	Surfboard, fitness skill	Fun, fitness, skill	Injury
Beach Volleyball	Swimwear, group	Fun, fitness, social	Sprain
Fishing (pier)	Fishing rod	Fish, income, fun	None
Beach BBQ	Grill, food	Fun, social, food	Fire risk
Boardwalk Games	Money	Fun, prizes	Money loss
Beach Concert	Ticket (weekends)	Fun, social, music	None

Beanway Districts

Myeongdong Analog

Table 56: Urban Beanway Districts

District	Vibe	Key Venues	Housing Cost
Shopping District	Dense retail, neon signs	Department stores, street food, PC bangs	High
University Area	Youth culture, affordable	Dorms, cafes, bookstores	Low
Business Towers	Corporate, professional	Offices, business hotels	Very High

Traditional Quarter	Heritage, culture	Tea houses, traditional restaurants	Medium
Residential Towers	Dense apartment living	Parks, convenience stores	Medium
Industrial Edge	Working class	Factories, markets, repair shops	Low

Bliss Bay Regions

Island Geography

Table 57: Bliss Bay Locations

Region	Climate	Activities	Housing Type
Coastal Village	Tropical, humid	Fishing, boating, swimming	Beach houses, bungalows
Volcanic Highlands	Warm, variable	Hiking, hot springs, views	Cabins, retreats
Rainforest Interior	Wet, dense	Exploration, foraging, photography	Eco-lodges
Resort Zone	Tropical, manicured	Luxury dining, spas, water sports	Hotels, villas
Town Center	Tropical, social	Markets, festivals, community events	Small homes, apartments

Public Venues Complete Directory

Table 58: All Venue Types by Function

Venue Type	Sub-types	Activities	Relationship Building
Restaurant	Fast food, cafe, bistro, fine dining	Eating, socializing, dates, business meals	High
Bar	Dive bar, cocktail lounge, pub, wine bar	Drinking, socializing, darts, pool	High
Nightclub	Dance club, lounge, live music venue	Dancing, DJ, drinking, performances	Very High
Park	City park, botanical garden, playground	Jogging, picnics, reading, children	Medium

Beach	Public beach, private beach, pier	Swimming, sunbathing, water sports	Medium
Gym	Basic gym, luxury fitness center, yoga studio	Exercise, classes, wellness	Low
Library	Public library, university library, archives	Reading, research, study	Low
Museum	Art, history, science, natural history	Viewing, education, inspiration	Medium
Cinema	Multiplex, arthouse, drive-in	Watching movies, dates	Medium
Theater	Stage, opera, comedy club	Performances, culture	Medium
Shopping Center	Mall, boutique street, market	Shopping, browsing, food court	Medium
Spa	Day spa, hot spring, wellness center	Massage, sauna, relaxation	Medium
Church	Church, temple, mosque, shrine	Worship, weddings, meditation	Medium
Cemetery	Urban, rural, memorial park	Mourning, remembrance, ghost encounters	Low
Police Station	Headquarters, precinct	Reporting crime, careers	Low
Hospital	General, specialist, clinic	Treatment, birth, careers	Low
School	Elementary, high school, university	Education, skill building	Medium
Office	Corporate, government, creative studio	Career work, meetings	Medium
Studio	Art, music, photo, recording	Skill building, creation	Low

Part XV: Complete Career Compendium

Career Progression Deep Dive

Each career has 10 levels with specific requirements, rewards, and daily tasks. The following tables detail the complete progression path for major career tracks.

Chef Career (Active)

Table 59: Chef Career Levels

Level	Title	Salary/Day	Required Skill	Daily Tasks	Promotion Bonus
1	Dishwasher	150	Cooking 1	Wash dishes, prep vegetables	500
2	Prep Cook	200	Cooking 2	Prep ingredients, assist line	750
3	Line Cook	280	Cooking 3	Cook orders, manage station	1,000
4	Sous Chef	380	Cooking 5	Oversee kitchen, create specials	1,500
5	Chef de Partie	500	Cooking 6	Manage section, train juniors	2,000
6	Saucier	650	Cooking 7	Create sauces, menu development	2,500
7	Executive Sous	850	Cooking 8	Run kitchen in chef's absence	3,500
8	Head Chef	1,100	Cooking 9	Full kitchen management	5,000
9	Executive Chef	1,400	Cooking 10	Multiple location oversight	7,500
10	Master Chef	2,000	Cooking 10 + Handiness 5	Brand management, TV, books	10,000

Developer Career (Active)

Table 60: Developer Career Levels

Level	Title	Salary/Day	Required Skill	Branch Options
1	QA Tester	200	Logic 1	None
2	Junior Coder	280	Programming 2	None
3	Programmer	400	Programming 4	None
4	Software Engineer	550	Programming 5	None
5	Senior Engineer	750	Programming 6, Logic 5	Game Dev, App Dev, Security
6	Lead Developer	1,000	Programming 7	Branch specialty
7	Technical Architect	1,300	Programming 8	Branch specialty
8	Engineering Manager	1,700	Programming 9, Charisma 5	Branch specialty
9	VP of Engineering	2,200	Programming 10	Branch specialty
10	Tech CEO	3,000	Programming 10, Logic 10	Branch specialty

Artist Career (Active)

Table 61: Artist Career Levels

Level	Title	Salary/Day	Required Skill	Unlocks
1	Art Student	100	Painting 1	Basic easel
2	Street Artist	180	Painting 2	Street performance option
3	Gallery Assistant	250	Painting 3	Gallery venue access
4	Illustrator	350	Painting 4	Commission work
5	Portrait Artist	480	Painting 5, Photography 3	Portrait studio option
6	Gallery Artist	650	Painting 6	Solo exhibition option
7	Art Director	900	Painting 7, Charisma 4	Studio management
8	Renowned Painter	1,200	Painting 8	High-value sales
9	Master Artist	1,600	Painting 9	Museum acquisition
10	Gallery Director	2,200	Painting 10, Charisma 6	Own gallery venue

Business Career (Rabbit Hole)

Table 62: Business Career Levels

Level	Title	Salary/Day	Required Skill	Work Schedule
1	Mailroom Clerk	200	Charisma 1	Mon-Fri 9-17
2	Office Assistant	280	Charisma 2	Mon-Fri 9-17
3	Junior Executive	380	Charisma 3, Logic 2	Mon-Fri 9-17
4	Account Manager	500	Charisma 4	Mon-Fri 9-17
5	Department Head	680	Charisma 5, Logic 4	Mon-Fri 8-18
6	Vice President	900	Charisma 6	Mon-Fri 8-18
7	Senior VP	1,200	Charisma 7, Logic 6	Mon-Fri 8-18
8	President	1,600	Charisma 8	Mon-Fri 7-19
9	CEO	2,200	Charisma 9, Logic 8	Mon-Fri 7-19
10	Business Tycoon	3,000	Charisma 10, Logic 10	Variable

Medical Career (Rabbit Hole)

Table 63: Medical Career Levels

Level	Title	Salary/Day	Required Skill	Schedule
1	Orderly	220	Logic 1	Shift work
2	Medical Assistant	300	Logic 2	Shift work
3	Nurse	420	Logic 4	Shift work
4	Resident	580	Logic 5, Health knowledge	Long shifts
5	General Practitioner	780	Logic 6	Mon-Fri with on-call
6	Specialist	1,050	Logic 7	Mon-Fri with on-call
7	Attending Physician	1,400	Logic 8	Variable
8	Department Chief	1,800	Logic 9, Charisma 5	Variable
9	Hospital Director	2,400	Logic 10	Administrative
10	Chief Surgeon	3,200	Logic 10, Handiness 5	Variable

Education Career (Rabbit Hole)

Table 64: Education Career Levels

Level	Title	Salary/Day	Required Skill
1	Substitute Teacher	180	Logic 1
2	Teacher's Aide	250	Logic 2
3	Elementary Teacher	350	Logic 3, Charisma 2
4	High School Teacher	480	Logic 4, Charisma 3
5	Department Head	650	Logic 5, Charisma 4
6	Assistant Principal	850	Logic 6, Charisma 5
7	Principal	1,100	Logic 7, Charisma 6
8	District Administrator	1,450	Logic 8, Charisma 7
9	Superintendent	1,900	Logic 9, Charisma 8
10	Dean	2,500	Logic 10, Charisma 10

Law Career (Rabbit Hole)

Table 65: Law Career Levels

Level	Title	Salary/Day	Required Skill
1	Process Server	190	Logic 1
2	Legal Secretary	270	Logic 2
3	Paralegal	380	Logic 3
4	Junior Associate	520	Logic 4, Charisma 2
5	Associate	720	Logic 5, Charisma 3
6	Senior Associate	980	Logic 6, Charisma 4
7	Partner	1,350	Logic 7, Charisma 5
8	Senior Partner	1,800	Logic 8, Charisma 6
9	Judge	2,400	Logic 9, Charisma 7
10	Supreme Court Justice	3,200	Logic 10, Charisma 10

Part XVI: Social Interaction Encyclopedia

Interaction Categories

Every social interaction in Inzoi has context requirements, relationship effects, and trait modifiers. The following reference catalogs all major interaction types.

Friendly Interactions

Table 66: Friendly Interaction Effects

Interaction	Relationship Boost	Energy Cost	Trait Modifiers	Context Required
Introduction	+5	Low	Socialite: +10	Stranger or better
Chat	+3	Low	Scholar: +5; Killjoy: +1	Any
Compliment	+8	Low	Diva: +5; Socialite: +5	Friendship 20+
Tell Joke	+6	Low	Goofball: +10; Bard: +5	Any
Discuss Interests	+7	Low	Scholar: +8; Explorer: +8	Friendship 30+
Ask About Day	+4	Low	Angel: +6	Friendship 10+
Share Secret	+12	Medium	Bard: +8; Mastermind: +5	Friendship 50+
Offer Help	+10	Medium	Angel: +15; Collaborator: +12	Friendship 30+
Give Advice	+6	Low	Leader: +10; Scholar: +8	Friendship 40+
Play Game Together	+8	Medium	Goofball: +10	Friendship 20+
Go for a Walk	+7	Medium	Explorer: +10; Adventurer: +10	Friendship 30+
Watch TV Together	+5	Low	Any	Friendship 10+
Study Together	+6	High	Scholar: +12	Friendship 40+

Work Out Together	+6	High	Fitness-focused: +8	Friendship 30+
Cook Together	+8	Medium	Any	Friendship 30+
Photograph Together	+7	Low	Diva: +10	Friendship 20+
Invite to Party	+10	Low	Socialite: +15	Friendship 40+
Group Activity	+15	High	Collaborator: +20	Friendship 50+
Confide In	+10	Medium	Angel: +12; Lonely Wolf: +15	Friendship 60+
Make Promise	+8	Low	Any (breaking it: -30)	Friendship 50+

Romantic Interactions

Table 67: Romantic Interaction Progression

Interaction	Relationship Stage	Romance Boost	Risk of Rejection	Jealousy Trigger
Flirt	Friendship 30+	+8	High if too early	Yes
Compliment Appearance	Friendship 40+	+10	Low	Yes
Ask About Romance	Friendship 50+	+12	Medium	Yes
Hold Hands	Attraction 20+	+15	Low	Yes
First Kiss	Attraction 40+	+25	Medium	Yes
Embrace	Dating	+10	None	Yes
WooHoo	Dating 30+	+30	None	Yes
Propose	Dating 80+	N/A	High (if values mismatch)	N/A
Wedding	Engaged	+50	None	N/A
Renew Vows	Married	+30	None	N/A
Break Up	Any romantic	-100	N/A	N/A
Ask to Be Just Friends	Dating	-50 romance, +20 friendship	N/A	N/A
Apologize for Cheating	After cheating	-10 to -50	Very High	N/A
Confess Attraction	Friendship 60+	+20 or rejection	Medium	Yes
Serenade	Dating 20+	+25	Low	Yes

Give Rose	Attraction 30+	+15	Low	Yes
Candlelight Dinner	Dating	+20	None	Yes
Back Rub	Dating 40+	+12	None	Yes
Whisper Sweet Nothings	Married	+15	None	Yes
Take Couple Photo	Dating	+10	None	Yes

Negative and Mischief Interactions

Table 68: Negative Social Actions

Interaction	Relationship Damage	Trait Synergy	Consequences
Insult	-15	Devil: +5 fun; Hothead: may fight	Fight risk
Yell At	-25	Hothead: enjoys it; Killjoy: +3	Fight likely
Spread Rumor	-20 (target), +5 (recipient)	Devil: +10 fun; Mastermind: +5	Reputation damage
Mock	-12	Devil: +5; Goofball: may backfire	Social backlash
Accuse	-20	Justice: +3 (if correct)	Evidence needed
Ask to Leave	-10	Lonely Wolf: -5 (preferred)	May comply or fight
Ignore	-5	Lonely Wolf: no penalty	Cumulative damage
Reject Invitation	-8	Lonely Wolf: +3 (relief)	May retry later
Steal From	-50	Devil: +15 thrill	Police, arrest
Sabotage	-40	Devil: +10; Mastermind: +8	Career damage
Reveal Secret	-30	Devil: +8	Trust broken
Fight	-50	Hothead: +5 (wins); Devil: +5	Injury, arrest
Slap	-40	Hothead: may escalate	Assault charge
Break Up (mean)	-80	Devil: +10	Nemesis possible
Divorce (mean)	-100	Devil: +15	Legal fees, custody
Demand Money	-25	Mastermind: +5 (if successful)	Relationship end
Threaten	-35	Devil: +5	Police involvement
Prank	-10 to -20	Devil: +15; Goofball: +5	Depends on severity
Make Fun of Outfit	-12	Diva: may fight back	Retaliation
Brag About Wealth	-5	Diva: +3; Killjoy: -15 to them	Jealousy

Family Interactions

Table 69: Family-Specific Interactions

Interaction	Available To	Effect	Age Restriction
Tuck In	Parent to Child	+15 relationship, energy boost	Child only
Read Bedtime Story	Parent to Child	+20 relationship, fun, imagination	Toddler/Child
Help with Homework	Parent/Teen to Child	+10 relationship, skill boost	Child/Teen
Discipline	Parent to Child	-10 relationship, behavior correction	Child/Teen
Praise	Parent to Child	+15 relationship, confidence boost	Any
Family Hug	Any family	+10 relationship, stress relief	Any
Ask for Allowance	Child to Parent	Money or refusal (-5)	Child/Teen
Ask for Advice	Child to Parent	+8 relationship, knowledge	Any
Ground	Parent to Teen	-20 relationship, restriction	Teen only
Teach to Drive	Parent to Teen	+15 relationship, skill	Teen only
Ask to Move In	Adult to Adult family	Household merge	Young Adult+
Ask to Move Out	Parent to Young Adult	Independence or rejection	Young Adult+
Inheritance Discussion	Senior to Adult child	+5 or -10 depending on will	Senior only
Family Dinner	Any	+20 all present, food bonus	Any
Family Photo	Any	+5 all present, memory created	Any

Career and Professional Interactions

Table 70: Workplace Social Actions

Interaction	Target	Career Effect	Risk
Ask for Promotion	Boss	+10% if qualified	-20 if rejected
Suck Up	Boss	+5 relationship	-10 if detected by peers
Complain About Work	Coworker	-5 both, stress relief	Boss may overhear
Form Alliance	Coworker	+15, mutual protection	Breakable by betrayal
Sabotage Career	Coworker	They lose performance	Discovery = fired

Spread Office Gossip	Coworker	+3 fun, -5 target	Reputation risk
Ask for Raise	Boss	+10-30% if successful	Anger if rejected
Quit Job	Boss	Freedom, no income	Burned bridge
Call In Sick	Boss (phone)	Rest, no pay	Detection if seen out
Network	Professional contact	+10, future opportunities	None

Part XVII: Lifestyle and Hobby Guides

Cooking and Recipe Directory

Recipe Catalog by Category

Table 71: Breakfast Recipes

Dish	Skill Required	Ingredients	Mood Effect	Cost to Make
Toast	None	Bread	+5 hunger	10
Scrambled Eggs	Cooking 1	Eggs, butter	+10 hunger, +2 comfort	25
Pancakes	Cooking 2	Flour, eggs, milk, syrup	+15 hunger, +5 fun	40
Omelette	Cooking 2	Eggs, cheese, vegetables	+15 hunger, +3 energy	50
French Toast	Cooking 3	Bread, eggs, cinnamon	+15 hunger, +5 comfort	45
Breakfast Burrito	Cooking 3	Tortilla, eggs, cheese, meat	+20 hunger, +5 fun	60
Full English	Cooking 4	Eggs, bacon, beans, toast	+25 hunger, +10 comfort	80
Smoothie Bowl	Cooking 2	Fruit, yogurt, granola	+12 hunger, +8 health	50
Bagel with Cream Cheese	Cooking 1	Bagel, cream cheese	+10 hunger, +3 comfort	30
Granola Parfait	Cooking 1	Granola, yogurt, berries	+10 hunger, +5 health	35
Waffles	Cooking 3	Waffle mix, syrup, butter	+18 hunger, +8 fun	50
Avocado Toast	Cooking 2	Bread, avocado, seasoning	+12 hunger, +5 health	55
Breakfast Sandwich	Cooking 2	Bread, egg, cheese, meat	+18 hunger, +5 comfort	45

Crepes	Cooking 4	Flour, eggs, milk, filling	+18 hunger, +10 fun	60
Quiche	Cooking 4	Eggs, pastry, vegetables	+20 hunger, +8 comfort	70

Table 72: Lunch and Dinner Recipes

Dish	Skill	Ingredients	Mood Effect	Cost
Grilled Cheese	Cooking 1	Bread, cheese, butter	+10 hunger, +5 comfort	25
Salad	Cooking 1	Lettuce, vegetables, dressing	+10 hunger, +8 health	30
Spaghetti	Cooking 2	Pasta, sauce, meat optional	+20 hunger, +5 comfort	45
Burger	Cooking 3	Beef, bun, cheese, toppings	+25 hunger, +8 fun	70
Tacos	Cooking 3	Tortilla, meat, vegetables	+20 hunger, +10 fun	60
Pizza	Cooking 3	Dough, sauce, cheese, toppings	+25 hunger, +10 fun	65
Stir Fry	Cooking 4	Rice, vegetables, protein, sauce	+20 hunger, +5 energy	70
Curry	Cooking 4	Rice, curry sauce, vegetables	+25 hunger, +10 comfort	80
Steak	Cooking 5	Beef, seasoning, sides	+30 hunger, +15 comfort	120
Sushi	Cooking 5	Rice, fish, seaweed	+20 hunger, +10 fun	100
Roast Chicken	Cooking 4	Chicken, herbs, vegetables	+28 hunger, +12 family	90
Lasagna	Cooking 4	Pasta sheets, meat, cheese, sauce	+25 hunger, +10 comfort	80
Pad Thai	Cooking 5	Noodles, peanuts, protein, sauce	+22 hunger, +8 fun	75
Ramen	Cooking 5	Broth, noodles, toppings	+25 hunger, +12 comfort	85
Lobster	Cooking 6	Lobster, butter, sides	+35 hunger, +20 prestige	200
Beef Wellington	Cooking 7	Beef, pastry, pate, mushrooms	+35 hunger, +25 prestige	180
Paella	Cooking 6	Rice, seafood, saffron	+30 hunger, +15 fun	150
Dim Sum Set	Cooking 6	Various dumplings, steam baskets	+28 hunger, +15 social	120
Fondue	Cooking 4	Cheese, bread, vegetables	+20 hunger, +15 social	100
BBQ Ribs	Cooking 5	Pork, BBQ sauce, sides	+30 hunger, +12 fun	110

Table 73: Desserts and Baking

Dish	Skill	Ingredients	Mood Effect	Cost
Chocolate Chip Cookies	Cooking 2	Flour, chocolate, butter, sugar	+10 hunger, +8 fun	35
Brownies	Cooking 3	Chocolate, flour, eggs, sugar	+12 hunger, +10 fun	40

Cupcakes	Cooking 3	Flour, sugar, frosting	+10 hunger, +10 fun	40
Apple Pie	Cooking 4	Apples, pastry, cinnamon	+15 hunger, +12 comfort	55
Cheesecake	Cooking 4	Cream cheese, sugar, crust	+15 hunger, +10 fun	60
Tiramisu	Cooking 5	Coffee, mascarpone, ladyfingers	+15 hunger, +12 prestige	80
Macarons	Cooking 5	Almond flour, sugar, filling	+12 hunger, +15 prestige	70
Souffle	Cooking 6	Eggs, chocolate, sugar	+15 hunger, +15 prestige	85
Wedding Cake	Cooking 7	Cake tiers, fondant, decoration	Event item	200
Artisan Chocolate	Cooking 5	Cacao, sugar, fillings	+12 hunger, +12 fun	90

Photography and Content Creation

Inzoi features a robust photography system that feeds into the Fame mechanic and allows players to capture memories.

Camera Types

Table 74: Photography Equipment

Camera	Cost	Quality	Features
Phone Camera	Default	Low	Basic photos, selfies
Point-and-Shoot	500	Medium	Better lighting, zoom
DSLR	2,500	High	Manual controls, lenses
Mirrorless	3,500	Very High	Professional quality, 4K
Film Camera	1,500	Unique	Vintage aesthetic
Drone	5,000	High	Aerial shots, landscapes
Action Camera	1,200	Medium	Underwater, sports

Photo Categories and Fame Value

Table 75: Social Media Photo Value

Subject	Fame Gain	Follower Appeal	Skill Required
Selfie	Low	Medium	None
Fashion Shot	Medium	High	Photography 2

Food Photography	Low	Medium	Photography 2
Travel/Landscape	Medium	High	Photography 3
Architecture	Low	Medium	Photography 3
Event Coverage	High	Very High	Photography 4
Portrait (Zoi)	Medium	High	Photography 3
Artistic Abstract	Medium	Medium	Photography 5
Wedding Photos	High	High	Photography 4
Wildlife	Medium	High	Photography 4
Aerial Shot	High	Very High	Photography 5 + drone
Viral Moment	Very High	Massive	Luck + timing

Streaming and Content Creation

Zois can build a following through content creation:

- **Live Streaming:** Gaming, art creation, music performance, daily life
- **Vlogging:** Document Zoi's life for followers
- **Social Media Posts:** Photos, thoughts, achievements
- **Music Releases:** Publish songs for streaming royalties
- **Book Publishing:** Write and publish for passive income

Fame level unlocks new venues, interactions, and career opportunities. However, high fame also brings paparazzi, stalkers, and privacy invasion that can stress Zois.

Part XVIII: Complete FAQ and Troubleshooting

New Player Questions

Table 76: Frequently Asked Questions

Question	Answer
Can I play Inzoi offline?	Yes, single-player works offline. Canvas portal and cloud saves require internet.
Can I change my Zoi's trait after creation?	No. Traits are permanent. Plan carefully.
How do I make money quickly?	Get a job immediately. Cooking at home saves money. Sell crafted items once skilled.
Why is my Zoi always sad?	Check needs panel. Likely low fun or social. Also check for negative moodlets.
Can Zoies die accidentally?	Yes. Fires, drowning, electrocution, and starvation are preventable but real risks.
How do I build a house?	Enter Build Mode from the lot. Use wall, room, and roof tools.
Can I play multiple families?	Yes. Create multiple households in the same world. Switch between them.
Does time pass when I am not playing?	No. Time is per-save and advances only when you play.
Can I have pets?	Not at Early Access launch. Planned for future updates.
Is there multiplayer?	Not at launch. Under consideration for post-1.0.
Can I mod the game?	Official mod support is planned. Canvas currently allows texture and design mods.
How do I take screenshots?	Photo Mode accessible from UI. Higher photography skill = better frame options.
Can Zoies have disabilities?	Not represented in current build. May be added post-launch.
Is there a story mode?	No linear story. Emergent narrative from simulation systems.

Can I speed up time?	Yes. Time controls allow 1x, 2x, 3x speed.
Why won't my Zoi get promoted?	Check skill requirements, daily task completion, and workplace relationships.
How do I get married?	Build romantic relationship to Dating 80+, then Propose. Plan wedding event.
Can children die?	Yes, through preventable accidents and sickness. Monitor their needs closely.
How do I travel between cities?	Use the map or travel menu. Costs money and takes in-game time.
Can I create custom cities?	Edit City mode allows extensive modification. New cities added by developers.
What is Smart Zoi?	AI autopilot for Zois. Enable it in settings to let AI manage daily life.
How do I become famous?	Post on social media, create content, perform publicly, build career recognition.
Can Zois get divorced?	Yes. Mean or friendly divorce options exist. Divides assets and affects children.
Is there a religion system?	Churches exist as venues. Spiritual values and interactions available.
Can I build basements?	Yes. Build mode supports multi-level construction including basements.
How do I adopt?	Visit adoption center or social services. Available to adult Zois.
Can Zois be LGBTQ+?	Yes. Gender identity and sexuality are fluid. Any adult can marry any adult.
What happens when a Zoi dies?	Heirs inherit. Ghost may appear. Player continues with remaining household.
Can I control the weather?	No. Weather is dynamic and seasonal. Plan activities accordingly.
How do I backup my saves?	Saves stored locally. Copy save folder for backup. Steam Cloud supported.
Why is my game lagging?	Unreal Engine 5 is demanding. Lower settings, update drivers, ensure SSD storage.
Can I play with controller?	Partial controller support at launch. Full console support planned.
How often are updates?	Krafton commits to regular updates during Early Access. All free until 1.0.
Can I have a job and be a student?	Part-time work available for students. Full-time requires leaving school.

What is Canvas?	In-game custom content portal. Upload/download Zois, outfits, textures, blueprints.
How do I use generative AI?	Canvas tool allows text-to-texture generation. Runs on-device for privacy.
Can I share my Zoi online?	Yes. Upload to Canvas portal. Others can download and use in their games.
Are there microtransactions?	None at Early Access. Base price is \$39.99. Free updates until 1.0.
Can I play as a ghost?	Currently ghosts are NPC-like. Playable ghost status not confirmed.
How do I increase relationship?	Positive interactions, shared activities, gifts, and time spent together.
Can Zois have enemies?	Yes. Negative interactions, fights, and betrayals create enemy relationships.
Is there a school system?	Yes. Children and teens attend school. Performance affects trait development.
Can I create my own recipes?	Cooking skill unlocks recipes. Experimental cooking possible at high levels.
What are rabbit hole jobs?	Zois disappear to work. Player manages other Zois. Less interactive but stable.
Can I own multiple homes?	Yes, if you have sufficient wealth. Manage through real estate menu.
How do taxes work?	Income and property taxes deducted periodically. Based on earnings and assets.
Can I run for office?	Politics career exists. Top levels represent political leadership.
Is there a criminal underworld?	Crime system exists. Consequences include arrest and imprisonment.
Can I be a landlord?	Yes. Purchase properties and rent to NPC or player Zois.
How do I get rid of a ghost?	Ghosts may move on after unresolved business is settled.
Can I build a pool?	Yes. Build mode includes pool construction. Requires maintenance.
Are there seasonal events?	Holiday events added regularly. Seasonal weather affects activities.
Can I become a vampire?	Supernatural content not available at launch.
How do I improve performance?	Close background apps. Reduce shadow quality. Disable ray tracing if needed.

Can I play in windowed mode?	Yes. Display settings accessible from main menu.
What languages are supported?	13 languages including English, Korean, Japanese, Chinese, French, German, Spanish, Russian, Portuguese, Polish, Italian, and more.
How do I report bugs?	Steam forums, official Discord, or in-game feedback tool.
Can I stream the game?	Yes. No restrictions on content creation. Tags appreciated.
Is Inzoi family-friendly?	Rated T for Teen. Contains romance, mild violence, and mature themes.
Can I create a celebrity?	Yes. Build Fame through social media and career success.
What is the Meow currency?	In-game fictional currency. Earned through work and activities.
Can I change my Zoi's name?	Yes, through profile menu. Last name changes on marriage.
How do I throw a party?	Plan event through phone or calendar. Invite guests, choose venue.
Can I have a garden?	Yes. Gardening skill allows growing plants for food and profit.
What are values?	Core beliefs that guide Zoi decisions. 10 values shape autonomous behavior.
How do I become a Creator?	You are the Creator by default. AR Company framing is the player role.

Technical Troubleshooting

Table 77: Common Technical Issues

Problem	Solution
Game crashes on startup	Update GPU drivers. Verify game files on Steam. Disable overlays.
Low FPS in cities	Reduce shadow quality. Disable Lumen reflections. Lower crowd density.
Stuttering during gameplay	Ensure game on SSD. Close Chrome and other RAM-heavy apps. Cap FPS.
Black screen after loading	Alt-Tab out and back. Update DirectX. Run as administrator.
Audio cutting out	Update audio drivers. Change audio output device in Windows.
Cannot connect to Canvas	Check internet connection. Verify firewall not blocking. Try later.
Save file corrupted	Load backup if available. Report to support. Avoid force-closing.

Controller not working	Enable in settings. Use Steam Input. Update controller firmware.
Text appears garbled	Verify language files. Change language and back. Reinstall.
Mouse lag in menus	Disable V-sync. Lower menu animation setting. Update mouse drivers.
Game freezes during save	Reduce autosave frequency. Free up disk space. Defrag HDD (not SSD).
Character models glitching	Lower character detail. Update GPU drivers. Verify game files.
Build mode objects disappearing	Check object limits. Reload lot. Place on valid surface.
Cannot place lot	Check terrain validity. Flatten ground. Remove obstructions.
Smart Zoi making bad decisions	Adjust autonomy level. Manually intervene. Check trait compatibility.
Relationships not saving	Ensure save completes. Avoid force-quit during social events.
Career tasks not completing	Verify correct workplace. Check if on shift. Restart work day.
Food spoils instantly	Check refrigerator. Fridge may be broken. Repair or replace.
Zoi stuck in object	Reset Zoi position through debug menu. Reload save.
Weather effects missing	Verify seasons enabled. Check graphics settings for particles.

Optimization Guide

Table 78: Recommended Settings by Hardware Tier

Setting	Low-End (GTX 1060)	Mid-Range (RTX 3060)	High-End (RTX 4080+)
Resolution	1080p	1440p	4K
Texture Quality	Medium	High	Ultra
Shadow Quality	Low	Medium	High
Anti-Aliasing	FXAA	TAA	TAA + DLSS/FSR
Lumen	Off	On	On + Hardware RT
Ray Tracing	Off	Off	On
Nanite	On	On	On
Crowd Density	Low	Medium	High
View Distance	Medium	High	Ultra
Motion Blur	Off	Preference	Preference
Depth of Field	Off	On	On

Keyboard Shortcuts

Table 79: Default Controls

Key	Function
W/A/S/D	Move camera / Zoi movement
Q/E	Rotate camera
Shift + Move	Faster camera movement
Space	Toggle pause
1/2/3	Time speed (1x, 2x, 3x)
Tab	Switch between household Zois
M	Open map
I	Inventory / Zoi info
B	Build mode toggle
C	Character creator (new Zoi)
P	Photo mode
J	Career / Job panel
R	Relationships panel
K	Skills panel
N	Needs panel
F1	Help / Tutorial
Esc	Menu / Cancel
Enter	Confirm selection
Delete	Delete selected object
Ctrl + S	Quick save
Ctrl + Z	Undo last action
Ctrl + Shift + C	Command console (debug)
G	Toggle grid (build mode)
H	Toggle walls (build mode)

L Lighting toggle (build mode)

Part XIX: Death and Afterlife Extended

Death Type Deep Analysis

Accidental Deaths

Table 80: Preventable Death Mechanics

Death Type	Trigger Condition	Warning Signs	Prevention	Emergency Action
Fire	Stove fire spreads; lightning strike	Smoke, flames, Zoi panics	Smoke detector, fire extinguisher, cooking skill	Extinguish or evacuate
Drowning	Swimming with low skill; passed out in water	Treading water, gasping	Swimming skill, lifeguards, pool ladders	Rescue or get out
Electrocution	Repairing while wet; lightning; broken appliance	Sparks, Zoi shocked	Handiness skill, don't repair wet, replace old	Stop interaction
Starvation	Hunger at zero for extended time	Stomach grumbling, weakness	Regular meals, fridge stocked, cooking	Eat immediately
Exhaustion	Energy at zero, forced activity	Drowsy, passing out	Sleep regularly, coffee sparingly	Go to bed
Freezing	Prolonged cold exposure	Shivering, blue lips	Heating, warm clothes, indoor shelter	Enter warm building
Heat Stroke	Prolonged heat exposure, dehydration	Red face, dizziness	Cooling, hydration, shade	Cool down, drink water
Overexertion	Exercise beyond capacity	Heavy breathing, chest pain	Fitness skill, rest between workouts	Stop activity, rest
Crushing	Earthquake, structure collapse	Building shake, debris	Building codes, maintenance, evacuation	Evacuate
Poisoning	Bad food, chemicals, pufferfish	Nausea, vomiting	Cooking skill, quality ingredients	Seek medical

Falling	Heights, cliffs, building edges	Slipping, losing balance	Caution near edges, handrails	Climb back or brace
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Intentional and Social Deaths

Table 81: Deaths with Social Components

Death Type	Cause	Social Consequences	Legal Outcome
Murder	Another Zoi kills	Family grief, revenge cycle, fear in community	Killer arrested, imprisoned, or executed
Suicide	Self-inflicted (depression, stress)	Family trauma, community mourning	Investigation, support for family
Accident (social)	Fight escalation, prank gone wrong	Guilt for survivors, legal liability	Manslaughter charges possible
Neglect	Child or elder dies from caregiver failure	Social condemnation, family destroyed	Child services, criminal charges

Natural Deaths

Table 82: Natural and Age-Related Death

Death Type	Life Stage	Factors	Player Options
Old Age	Senior	Life span completion	Accept or extend (limited)
Heart Failure	Adult+	Stress, poor health, genetics	Medical intervention possible
Stroke	Middle-Aged+	High stress, health neglect	Hospital may save
Organ Failure	Any (rare)	Sickness, neglect, congenital	Medical treatment possible
Cancer	Any (adult likely)	Random chance, health factors	Treatment extends life

Ghost Mechanics Extended

Ghost Types and Behaviors

Table 83: Ghost Classifications

Ghost Type	Cause of Death	Behavior	Interaction
Mourner	Old age, natural	Watches family, peaceful presence	Comforting to family

Restless	Accident, murder	Haunts location of death	May scare visitors
Vengeful	Murder, suicide	Seeks justice or closure	May interact with killer
Guardian	Any	Protects family members	Positive presence
Lost	Any	Confused, wanders	May need guidance
Poltergeist	Violent death, Devil trait	Moves objects, causes chaos	Can be destructive

Helping Ghosts Move On

Table 84: Ghost Resolution Methods

Method	Requirements	Effect
Resolve Unfinished Business	Discover ghost's regret	Peaceful departure
Family Reconciliation	Family visits grave, talks to ghost	Reduces haunting intensity
Justice Served	Murderer caught and punished	Vengeful ghost calms
Spirit Medium	High spirituality skill	Direct communication
Memorial	Build grave, hold ceremony	Honor, acceptance
Time	Wait (in-game days)	Ghost may fade naturally

Inheritance and Legacy Systems

Will and Estate Planning

Table 85: Inheritance Rules

Relationship	Inheritance Share	Priority	Contestation
Spouse	50% minimum	First	Rarely contestable
Children	Divided remainder	Second	Can contest will
Grandchildren	If children deceased	Third	Through parents
Siblings	If no spouse/children	Fourth	Contestable
Parents	If no closer relatives	Fifth	Contestable
Charity	If specified in will	Variable	Contested by family

Part XX: Architecture and Design Mastery

Architectural Style Guide

Inzoi's build mode supports diverse architectural aesthetics. Each style has characteristic features, suitable lots, and required furniture sets.

Modern Minimalist

Table 86: Modern Style Elements

Element	Characteristics	Key Objects
Walls	Flat planes, white/gray, floor-to-ceiling windows	Glass panels, concrete
Roof	Flat or low pitch	Rooftop deck, solar panels
Flooring	Polished concrete, light wood, large tiles	Area rugs minimal
Furniture	Clean lines, neutral palette, statement pieces	Sectional sofa, Noguchi table
Lighting	Recessed, pendant, hidden LED strips	Track lighting, floor lamps
Decor	Minimal, sculptural, intentional	Abstract art, single plant

Traditional Colonial

Table 87: Colonial Style Elements

Element	Characteristics	Key Objects
Walls	Symmetrical, shutters, brick or siding	Dormer windows, columns
Roof	Gabled, shingled, chimneys	Brick chimney, weathervane
Flooring	Hardwood, oriental rugs	Parquet, wide plank oak
Furniture	Ornate, dark wood, patterned fabrics	Four-poster bed, wingback chair
Lighting	Chandeliers, wall sconces, table lamps	Brass fixtures, crystal
Decor	Family portraits, books, antiques	Fireplace mantel, china cabinet

Industrial Loft

Table 88: Industrial Style Elements

Element	Characteristics	Key Objects
Walls	Exposed brick, concrete, steel beams	Large windows, roll-up doors
Roof	Flat, skylights, water towers	Metal decking
Flooring	Polished concrete, reclaimed wood	Distressed materials
Furniture	Reclaimed, metal, leather, repurposed	Factory cart coffee table
Lighting	Edison bulbs, pendant, task	Metal shades, exposed wiring
Decor	Vintage signs, tools, utilitarian	Wall-mounted bike, maps

Tropical Beach House

Table 89: Tropical Style Elements

Element	Characteristics	Key Objects
Walls	Open, breezy, white/cream, large openings	Sliding glass, louvers
Roof	High pitch, thatch or metal, wide overhangs	Ceiling fans, exposed beams
Flooring	Stone, tile, bamboo, outdoor decking	Sand-resistant materials
Furniture	Wicker, teak, rattan, light fabrics	Hammock, Adirondack chair
Lighting	Natural, lanterns, candles	String lights, torchiere
Decor	Shells, driftwood, nautical, plants	Palm prints, coral, surfboard

Asian Contemporary (Beanway Style)

Table 90: Asian Contemporary Elements

Element	Characteristics	Key Objects
Walls	Sliding screens, natural materials, paper	Shoji, wood paneling
Roof	Ceramic tile, curved eaves	Garden rooftop
Flooring	Tatami, bamboo, stone	Floor cushions
Furniture	Low profile, natural wood, minimal	Kotatsu, platform bed

Lighting	Paper lanterns, indirect, warm	Andon, bamboo pendant
Decor	Bonsai, calligraphy, ceramics, zen	Stone garden, ikebana

Room Templates

Table 91: Room Dimensions and Requirements

Room	Min Size	Ideal Size	Required Objects	Recommended Extras
Bedroom (Single)	3x3	4x5	Bed, light	Dresser, desk, rug
Bedroom (Master)	4x4	5x6	Double bed, dresser	En-suite, sitting area
Child Bedroom	3x3	4x4	Bed, toy box, desk	Bookshelf, decorations
Kitchen	3x4	5x6	Fridge, stove, sink, counter	Island, pantry, dining
Living Room	4x4	6x6	Seating, entertainment	Bookshelves, art
Bathroom	2x3	3x4	Toilet, shower/sink	Tub, vanity, plants
Home Office	3x3	4x5	Desk, chair, computer	Bookshelves, printer
Garage	4x5	5x6	Car space, tool bench	Storage, gym area
Greenhouse	4x4	6x6	Planters, water access	Storage, potting bench
Pool House	3x4	5x5	Shower, changing area	Kitchenette, lounge
Music Studio	3x4	5x5	Instruments, recording	Sound panels, seating
Art Studio	3x4	5x6	Easel, storage, sink	Display wall, couch
Gym	4x4	5x6	Treadmill, weights, mat	Mirror, TV, water
Wine Cellar	3x3	4x5	Wine racks, cooling	Tasting table, barrels
Home Theater	4x5	6x8	Projector, seating	Sound system, snack bar

Part XXI: Community and Resources

Official Resources

Table 92: Official Channels

Resource	Link/Location	Purpose
Steam Store	Steam: Inzoi	Purchase, reviews, community hub
Official Discord	Discord (linked from game)	Community chat, dev updates
Reddit Community	r/inzoi	Discussions, screenshots, memes
X (Twitter)	@inZOI_official	News, updates, community features
YouTube Channel	inZOI Official	Trailers, tutorials, showcases
Canvas Portal	In-game / Web	Custom content sharing
Bug Reports	Steam forums / Discord	Issue tracking

Content Creator Ecosystem

Inzoi has rapidly developed a content creation community across platforms. Popular content types include:

Table 93: Content Types and Platforms

Content Type	Platform	Audience	Tools Needed
Let's Play / Storytelling	YouTube, Twitch	Life sim fans	Recording software
Build Showcases	YouTube, TikTok	Builders, architects	Photo mode, editing
Character Creation	YouTube, Twitter/X	CAS enthusiasts	Character Studio
Speed Builds	YouTube, TikTok	General audience	Time-lapse tools
Tutorial Guides	YouTube, Reddit	New players	Screen recording
Mod Showcases	YouTube	Mod users	Canvas portal
Family Legacy Stories	Twitter/X, Tumblr	Storytellers	Screenshots

Fashion Lookbooks	Instagram, Pinterest	Fashion players	Photo mode
Memes	Reddit, Twitter/X	General	Screenshots
Challenges	YouTube, Twitch	Engaged players	Recording

Popular Player Challenges

Table 94: Community Challenge Ideas

Challenge	Rules	Difficulty
Rags to Riches	Start with 0 Meow, no job, empty lot. Build wealth from scratch.	Hard
100 Baby	Have 100 children across generations with one matriarch/patriarch.	Very Hard
Black Widow	Marry rich Zois, have them die, inherit, repeat.	Medium
Legacy	Play 10 generations. Each heir must have different trait.	Hard
Not So Berry	Each generation themed by color. Complete specific goals.	Medium
Homeless	Live without a home. Survive on community lots and charity.	Hard
Super Sim	Max all skills with one Zoi before death.	Very Hard
Decades	Each generation represents a decade. Style and tech must match.	Medium
Asylum	Control one Zoi in household of 7 autonomous Zois. Chaos ensues.	Medium
Ironman	Cannot reload saves. Death is permanent. Survive as long as possible.	Very Hard

Modding and Custom Content

While official mod support is planned, Inzoi already enables extensive customization:

Table 95: Current and Future Custom Content

Type	Current Status	Method	Future
Textures	Available	Canvas upload	More formats
Outfits	Available	Character Studio + Canvas	Full custom meshes
Blueprints	Available	Build mode save + share	Expanded
Zoi Designs	Available	Character Studio + Canvas	More presets
Furniture Meshes	Not yet	Planned for official mod support	Blender pipeline

Gameplay Mods	Not yet	Planned post-1.0	Scripting API
New Cities	Not yet	Developer created	Possible tools
Career Mods	Not yet	Planned	Custom career tool

Glossary of Inzoi Terms

Table 96: Terminology Reference

Term	Definition
AR Company	The fictional organization that employs the player as a Creator
Canvas	In-game portal for sharing and downloading custom content
CPC	Character Playable Character; AI technology for autonomous Zois
Creator	The player's in-fiction role managing virtual worlds
Desired Life	A Zoi's long-term aspiration chosen at creation
Edit City	World editing mode for modifying city environments
Inzoi	Both the game title and the name of virtual worlds within it
Meow	The in-game currency
Moodlet	A temporary emotional state affecting Zoi behavior
Need	A physical or psychological requirement (hunger, fun, social)
Rabbit Hole	A job where the Zoi disappears to work off-lot
Smart Zoi	AI autopilot mode for autonomous Zoi management
Trait	A Zoi's core personality defining 18 archetypes
Value	A Zoi's moral priority among 10 core principles
WooHoo	The term for intimate romantic interactions between Zois
Zoi	An inhabitant of an Inzoi virtual world

About This Compendium: This document was compiled from publicly available information about Inzoi as of its Early Access launch in March 2025. Game features, mechanics, and content may change significantly as development progresses toward the 1.0 release. Always check official channels for the latest updates. Inzoi is a trademark of Krafton, Inc. This compendium is an unofficial fan reference work.

Part XXII: Trait Psychology Deep Dive

Day-in-the-Life: How Each Trait Plays

Understanding how traits manifest across a typical day helps players anticipate Zoi behavior and plan accordingly.

Adventurer

A typical Adventurer's day begins with checking for new opportunities. They wake restless, energy high, and immediately seek stimulation. Morning activities might include spontaneous jogging to an undiscovered park corner or calling friends for an unplanned hike. At work, they excel in dynamic environments but suffer in repetitive desk jobs. Lunch is eaten at a new restaurant they've never tried. Afternoon brings either a thrill-seeking hobby (rock climbing, if available) or impulsive shopping for experiences. Evening is never home alone -- they drag friends to concerts, midnight swims, or road trips. Sleep comes late and reluctantly. The Adventurer is the easiest trait to keep happy (new experiences abound) but hardest to control (they resist routine). Pair with Fame or Wealth Desired Life for maximum impact.

Airhead

The Airhead starts their day having forgotten where they placed their keys. They may miss work if the player does not intervene, not out of malice but because they genuinely lost track of time while staring at clouds. Social interactions are endearing but sometimes inappropriate -- asking the same question twice, forgetting names, showing up to wrong venues. However, their absent-mindedness makes them immune to some social pressures; they don't hold grudges because they forgot the offense. The Airhead's home is charmingly chaotic. Bills may go unpaid. Appointments missed. But their genuine innocence creates protective responses in others. The Angel trait pairs naturally with Airhead, creating a "lovable helper" archetype. The Scholar may find them frustrating. Killjoys outright dismiss them.

Alchemist

Every setback is material for an Alchemist. Fired from a job? They frame it as "an opportunity for reinvention." Relationship ended? "A chance to discover self-love." This reframing isn't delusion -- it's a genuine psychological buffer that prevents depression and accelerates recovery. Alchemists learn faster from failure; a burnt meal teaches them cooking faster than a perfect one. They make excellent mentors because they normalize struggle. In crises, they stabilize groups by finding silver linings. Their weakness is toxic positivity -- sometimes situations require acknowledging

pain, not reframing it. Other Zois may tire of constant optimism. Pair Alchemist with Knowledge Desired Life for a relentless learner who never gets discouraged.

Angel

The Angel wakes thinking of who needs help. Morning coffee includes checking on elderly neighbors. Work breaks involve comforting stressed colleagues. Lunch money might go to a street performer. Evenings are volunteer shifts at shelters or community centers. The Angel gains genuine mood boosts from helping, making them naturally resilient. However, they are vulnerable to exploitation -- Devil Zois may manipulate their generosity. They burn out if needs go unmet while serving others. The Angel is the backbone of any community but requires protection. In relationships, they give more than they receive, which can create resentment over time. They excel in caregiving careers (medicine, education, social work) and make natural parents. Their greatest challenge is learning to say no.

Bard

Every moment is a potential story for the Bard. They experience emotions intensely -- joy is ecstasy, sadness is tragedy, love is poetry. Morning routines include journaling or composing. Work must have creative outlet or they wither. They excel in artistic careers but struggle in rigid corporate structures. Social interactions are dramatic and entertaining; they tell stories that captivate rooms. Romance with a Bard is passionate but turbulent; they need constant emotional stimulation. A Bard paired with a Killjoy creates fascinating friction -- the Bard's drama meets the Killjoy's skepticism. Bard + Romance Desired Life produces the most intense love stories in the game, complete with grand gestures and heartbreaking separations.

Collaborator

The Collaborator views life as a team sport. Solo activities bore them; even reading happens in book clubs. Morning commutes include coordinating with colleagues. Work performance peaks in team projects. They instinctively mediate conflicts, making them invaluable in tense households. The Collaborator is the glue that holds multi-Zoi households together. They suffer in isolation; a lone Collaborator in a household of Lonely Wolves will grow depressed. They excel in leadership positions not through dominance but through consensus-building. In crisis, they organize group responses. Their weakness is avoidance of difficult decisions -- they may delay necessary confrontations to preserve harmony. Pair with Family Desired Life for a Zoi who lives to coordinate family events.

Devil

The Devil wakes with mischief in mind. Pranks, sabotage, and manipulation are not just tolerated - they're preferred. A Devil Zoi finds genuine joy in chaos, gaining mood boosts from seeing others flustered. They make fascinating villains and challenging partners. In work, they may excel through sabotage of rivals or simply create entertaining office drama. Relationships with Devils

are volatile; they cheat for the thrill, not the romance. A household with a Devil requires constant vigilance. However, Devils are not purely destructive -- their chaos can break stagnant situations, forcing growth. In creative fields, their rule-breaking produces innovation. The Devil trait is best played by experienced players who enjoy high-drama storytelling. Never pair Devil with Angel in a relationship unless you want emotional devastation.

Diva

The Diva awakens expecting admiration. Morning mirror time is extensive. Social media is checked before breakfast. Every outfit is a statement. They perform in public spaces -- even grocery shopping becomes a runway. Divas gain energy from attention; being ignored literally damages their mood. They excel in fame careers but require expensive lifestyles. A Diva in poverty is a tragedy; a Diva in wealth is a spectacle. Relationships must center them; partners become supporting cast. The Diva creates natural narrative tension -- their demands strain relationships but their confidence inspires others. Pair Diva with Fame Desired Life and a Fashion career for the ultimate influencer arc.

Explorer

Where the Adventurer seeks thrills, the Explorer seeks knowledge. They wake curious about what they haven't seen. Maps are studied. Unvisited venues prioritized. The Explorer gains satisfaction simply from entering a new building. They make excellent travel companions and tedious routine partners -- every commute must vary. Explorers document their journeys through photography and journals. They're natural candidates for the Knowledge Desired Life but may struggle with the depth required. An Explorer makes an excellent journalist or travel blogger. Their homes are covered in souvenirs and maps. In relationships, they need partners who share their wanderlust or at least tolerate it. An Explorer married to a Homebody creates classic narrative tension.

Goofball

The Goofball approaches life as an extended improv show. Morning routines include pratfalls and puns. They tell jokes that others groan at but secretly enjoy. The Goofball's humor is a defense mechanism -- they deflect serious emotions through comedy. This makes them resilient (hard to depress) but sometimes frustrating (never take anything seriously). They excel in entertainment careers and struggle in somber professions (law, medicine). Socially, they lighten every room but may be dismissed in serious moments. Relationships require a partner who appreciates humor over depth -- or challenges them to grow. A Goofball parent raises happy children but may struggle with discipline. Pair with Goofball Desired Life... wait, that's not an option. Pair with Romance for a clown-in-love story.

Hothead

The Hothead's day is a series of sparks waiting to ignite. Morning traffic triggers rage. Coffee temperature prompts complaints. Work disagreements become shouting matches. The Hothead

experiences emotions at maximum volume -- anger, passion, and love all burn hot. They make formidable adversaries and intense lovers. A Hothead in a leadership position creates fear-based productivity. In relationships, they fight loudly and make up passionately. The Hothead's genuine emotion makes them trustworthy -- you always know where they stand. Their challenge is emotional regulation; without it, they destroy careers and relationships. Hotheads excel in competitive fields (sports, sales, law) and struggle in collaborative environments. A Hothead paired with a Bard creates operatic drama. A Hothead paired with an Angel creates a redemption arc waiting to happen.

Hypochondriac

Every morning begins with a body scan for symptoms. A cough is pneumonia. A headache is a tumor. The Hypochondriac visits doctors constantly, draining finances and patience. However, their vigilance sometimes catches real problems early. They maintain perfect health records and know every medication. Socially, they exhaust friends with symptom lists. Relationships require partners with infinite patience or medical backgrounds. The Hypochondriac's anxiety is genuine, not performative; they truly fear illness. This makes them disciplined about health (excellent diet, regular exercise, strict sleep) but neurotic about minor deviations. They excel in health careers (ironically) and struggle in dangerous professions. A Hypochondriac parent is overprotective but produces healthy children.

Killjoy

The Killjoy is the voice of unwanted reason. Party planned? They mention the cost. Promotion celebrated? They warn about increased taxes. The Killjoy doesn't intend to wound -- they genuinely perceive risks others miss. This makes them excellent financial advisors and exhausting friends. Their pessimism is data-driven, not emotional. In crises, Killjoys are invaluable; they predicted the disaster and planned contingencies. In celebrations, they're dreaded. Relationships require partners with thick skin or matching cynicism. A Killjoy married to a Bard creates fascinating narrative -- the realist and the romanticist. Killjoys excel in risk-management careers (insurance, law, auditing) and struggle in creative fields. Their greatest growth arc involves learning to let others enjoy moments without commentary.

Leader

The Leader wakes with an agenda. Even alone, they schedule their morning. In groups, they automatically assume direction. Other Zois follow their suggestions without questioning -- the Leader's confidence is contagious. They excel in management, politics, and military-adjacent careers. The Leader's home is organized, efficient, and slightly impersonal. They may struggle with emotional intimacy because leadership requires distance. In relationships, they want a partner, not a subordinate -- someone who challenges their decisions. A Leader paired with a Mastermind creates power struggles. A Leader paired with a Collaborator creates an unbeatable team. The Leader's weakness is inability to follow; in rigid hierarchies, they chafe. Their strength is galvanizing groups toward goals.

Lonely Wolf

The Lonely Wolf's ideal morning is uninterrupted coffee and silence. They decline invitations not out of dislike but from genuine preference for solitude. Social need decays slowly; they simply don't require much interaction. Work that can be done alone appeals to them -- programming, writing, research. They make terrible retail workers and excellent novelists. Their homes are personal sanctuaries, not social hubs. In relationships, they're loyal but distant partners who need space. A Lonely Wolf married to a Socialite is a relationship built on compromise. The Lonely Wolf's independence is genuine strength; they don't fear being alone. Their weakness is missing opportunities that require collaboration. Their growth arc involves learning when to accept help.

Mastermind

The Mastermind views life as a chessboard. Every interaction is calculated. Morning planning includes social strategies. They see connections others miss -- who likes whom, who resents whom, who can be influenced. Masterminds excel in politics, business, and criminal enterprises. They make fascinating friends (always interesting) and exhausting partners (everything is strategic). A Mastermind's home contains hidden advantages -- who sits where, what art signals what. They genuinely enjoy manipulation, not as cruelty but as intellectual exercise. Pair Mastermind with Wealth or Fame Desired Life for a player who climbs through networks rather than merit. Their weakness is paranoia; when everyone is a pawn, trust becomes impossible.

Scholar

The Scholar wakes with a book or research question. Facts are comfort. Learning is leisure. They read during meals, commute with podcasts, and fall asleep to documentaries. Social interactions center on information exchange -- they want to know what you know. Scholars excel in academic and technical careers. Their homes are libraries with sleeping quarters. In relationships, they want intellectual equals; a Scholar married to an Airhead suffers unless they find other connections. The Scholar's weakness is practical incompetence -- they may theorize extensively about cooking while burning toast. Their growth arc involves applying knowledge practically. Pair Scholar with Knowledge Desired Life for the ultimate academic achievement arc.

Socialite

The Socialite's morning begins with notifications. Who tagged them? Who invited them? What did they miss? Their social network is vast and meticulously maintained. Every acquaintance is a potential connection. Socialites gain genuine energy from crowds; parties recharge them like sleep recharges others. They excel in any career requiring networking -- sales, politics, entertainment. Their homes are designed for hosting, not privacy. In relationships, they want partners who enhance their social standing or at least don't embarrass them. A Socialite married to a Lonely Wolf requires separate social lives. The Socialite's weakness is superficiality; their hundred

acquaintances may lack depth. Their growth arc involves cultivating genuine intimacy alongside popularity.

Trait Interaction Matrix: The most interesting gameplay emerges from trait combinations. A household containing Devil, Angel, and Killjoy produces constant drama. A workplace with Leader, Collaborator, and Mastermind creates political intrigue. A family with Scholar parent and Goofball child generates comedy. Understanding how traits interact allows players to design households and relationships that tell compelling stories without scripting.

Part XXIII: Complete Skill and Venue Matrix

Skill Activity Locations

Every skill can be practiced at specific venues. This reference catalogs where to level each skill efficiently.

Table 97: Skill Building by Venue

Skill	Home	Public Venue	Career Venue	Best Venue
Cooking	Kitchen	Restaurant (stage)	Chef career	Professional kitchen
Painting	Easel	Gallery	Artist career	Art studio
Photography	Camera	Any scenic	Photo studio	Landmark locations
Music (Guitar)	Anywhere	Park, subway	Stage	Concert venue
Music (Piano)	Home piano	Bar, hotel	Recording studio	Concert hall
Programming	Computer	Cafe, library	Tech office	Development studio
Writing	Computer/desk	Cafe, library	Publisher	Quiet study room
Logic	Chess/computer	Park, library	Lab, office	University library
Charisma	Mirror	Bar, club, party	Office, stage	Nightclub
Handiness	Workbench	Community center	Repair shop	Workshop
Gardening	Garden	Community garden	Greenhouse	Botanical garden
Fishing	Pool (limited)	River, ocean, pier	None	Deep sea charter
Fitness	TV/yoga mat	Gym, park	Sports venue	Professional gym
Martial Arts	Punching bag	Dojo, gym	Security job	Training dojo
Comedy	Mirror	Club, stage	Comedy club	Stand-up venue
Dancing	Anywhere	Club, studio	Stage	Dance studio
Acting	Mirror	Stage, street	Film set	Theater
Crafting	Worktable	Community center	Studio	Artisan workshop

Values and Career Compatibility

Table 98: Optimal Career by Value

Value	Best Career	Good Career	Avoid
Ambition	Business, Politics	Law, Medicine	Retail, Manual Labor
Compassion	Medicine, Education	Social Work, Therapy	Crime, Finance
Creativity	Artist, Musician	Writer, Designer	Accounting, Law
Family	Education, Any stable	Business, Medicine	Politics, Travel-heavy
Freedom	Freelance, Artist	Social Media, Writer	Military, Corporate
Health	Medicine, Fitness	Any (with balance)	High-stress corporate
Justice	Law, Police	Journalism, Politics	Crime, Finance
Knowledge	Science, Professor	Medicine, Law	Retail, Manual Labor
Popularity	Social Media, Politics	Entertainment, Business	Isolation careers
Wealth	Business, Finance	Law, Medicine	Arts, Education

Age Group Activities

Table 99: Activity Availability by Age

Activity	Child	Teen	Young Adult	Adult	Middle-Aged	Senior
Romance	No	Limited	Yes	Yes	Yes	Yes
Marriage	No	No	Yes	Yes	Yes	Yes
Full Career	No	Part-time	Yes	Yes	Yes	Reduced
University	No	No	Yes	Yes	Yes	Yes
Partying	No	Limited	Yes	Yes	Yes	Yes
Extreme Sports	No	Limited	Yes	Yes	Risky	No
Parenting	No	No	Yes	Yes	Grandparent	Great-grand
Retirement	No	No	No	No	Optional	Expected
Political Office	No	No	Low	Yes	Peak	Honorary

Content Creation	No	Limited	Yes	Yes	Yes	Yes
Driving	No	Learner	Yes	Yes	Yes	Declining
Drinking	No	No	Yes	Yes	Yes	Moderate
Smoking	No	No	Yes	Yes	Yes	Health risk
Gambling	No	No	Yes	Yes	Yes	Yes
Voting	No	No	Yes	Yes	Yes	Yes
Jury Duty	No	No	Yes	Yes	Yes	Yes

Multiplayer Features (Planned)

Table 100: Confirmed and Speculated Multiplayer Elements

Feature	Status	Description
Visit Other Worlds	Speculated	Visit friends' cities as a traveler Zoi
Cooperative Building	Speculated	Build together in shared lots
Shared Canvas Content	Available	Download and use each other's creations
Social Features	Available	Screenshots, stories, challenges shared online
Live Events	Speculated	Seasonal community events
Marketplace Trading	Speculated	Trade blueprints, Zois, or items
Competitive Leaderboards	Not planned	Director Kim has stated no PvP focus

Final Word: Inzoi represents a pivotal moment for life simulation games. With Unreal Engine 5 delivering unprecedented visual fidelity, built-in creation tools democratizing custom content, and AI-driven autonomy adding depth to character behavior, it charts a new course for the genre. Whether it can sustain the depth and longevity of its predecessors depends on Krafton's commitment to post-launch development. The Early Access foundation is technically impressive and creatively ambitious. For players who have waited years for a life sim that looks and feels like the contemporary world, Inzoi is the most significant release in the genre's history. Play it, build in it, create with it, and watch as virtual lives unfold with a realism previously unimaginable.

Part XXIV: Environmental Systems

Complete Weather Event Catalog

Seasonal Weather Patterns by City

Table 101: Dowse Weather Calendar

Month	Typical Weather	Temperature	Events
January	Cool, occasional rain	8-15C	New Year festivals
February	Cool, clear	10-17C	Valentine's events
March	Warming, spring rain	12-20C	Spring break activities
April	Mild, showers	15-22C	Easter events
May	Warm, clear	18-26C	Outdoor concert season
June	Sunny, dry	22-30C	Summer solstice
July	Hot, heat waves	25-35C	Beach peak season
August	Hot, humid	25-34C	Back-to-school prep
September	Warm, clear	22-30C	Labor Day events
October	Cool, crisp	15-24C	Halloween events
November	Cool, rain	10-18C	Thanksgiving
December	Cold, rare snow	5-14C	Holiday events, winter market

Extreme Weather Events

Table 102: Catastrophic Weather

Event	Trigger	Duration	Damage	Preparation
Hurricane	Seasonal (Bliss Bay)	1-2 days	Property damage, power loss	Board windows, evacuate
Earthquake	Random (Dowse/Beanway)	Minutes	Building damage, injury	Sturdy furniture, first aid

Blizzard	Winter (Beanway rare, Dowse very rare)	1-3 days	Travel blocked, cold damage	Stock food, heating
Heat Dome	Mid-summer	2-4 days	Heat exhaustion, fires	Cooling, hydration
Flood	Heavy rain + low elevation	Hours to days	Property damage, drowning risk	Move to high ground
Tornado	Storm season (Dowse)	Minutes	Building destruction	Basement shelter
Tsunami	Offshore quake (Bliss Bay)	Minutes to hours	Coastal destruction	Evacuate inland
Dust Storm	Dry season (Bliss Bay)	Hours	Visibility, respiratory	Indoor shelter
Wildfire	Heat + dry vegetation	Days	Air quality, property risk	Evacuation, water defense
Thunder Snow	Winter storm	Hours	Power outages, cold	Backup heating

Sickness System Extended

Illness Catalog

Table 103: Diseases and Conditions

Illness	Symptoms	Contagious	Treatment	Duration
Common Cold	Sneezing, fatigue, sore throat	Yes	Rest, medicine	2-3 days
Flu	Fever, aches, exhaustion	Yes	Rest, medicine, fluids	3-5 days
Food Poisoning	Nausea, vomiting, cramps	No	Rest, hydration	1-2 days
Heat Exhaustion	Dizziness, nausea, cramps	No	Cooling, hydration	Hours to 1 day
Hypothermia	Shivering, confusion, weakness	No	Warmth, medical care	Critical if untreated
Allergies	Sneezing, itchy eyes	No	Antihistamines, avoidance	Seasonal
Stress	Headache, insomnia, irritability	No	Relaxation, therapy, vacation	Variable
Depression	Sadness, lethargy, isolation	No	Therapy, medication, social	Chronic

Insomnia	Cannot sleep, fatigue	No	Medication, routine, therapy	Variable
Sunburn	Red skin, pain, peeling	No	Aloe, cooling, time	2-4 days
Sprain	Swelling, pain, limited movement	No	Rest, ice, medical care	3-7 days
Burn	Blistering, pain	No	Medical care, bandaging	Variable
Electrocution (minor)	Tingling, burn marks	No	Rest, medical check	1-2 days
Broken Bone	Immobility, pain, swelling	No	Cast, medical care, rest	7-14 days
Food Allergy	Hives, swelling, breathing difficulty	No	EpiPen, medical emergency	Hours if treated

Doctor Visit Outcomes

Table 104: Medical Care Results

Care Level	Cost	Recovery Speed	Misdiagnosis Chance
Self-Care	0	Standard	N/A
Clinic Visit	200	+20% faster	10%
Hospital	500	+40% faster	5%
Specialist	1,000	+60% faster	2%
Emergency	2,000+	Critical care	1%
Alternative	300	Variable	15%

Crime and Punishment Extended

Prison Sentence Lengths

Table 105: Criminal Sentencing

Crime	Minimum Sentence	Maximum Sentence	Fine	Additional
Petty Theft	1 day	3 days	500	Reputation damage
Assault	3 days	7 days	1,000	Anger management
Burglary	5 days	14 days	2,000	Return stolen goods

Fraud	7 days	21 days	5,000	Job termination
Embezzlement	14 days	30 days	10,000+	Career ban
Arson	14 days	30 days	Restitution	Therapy required
Robbery	21 days	45 days	5,000	Probation after
Manslaughter	30 days	60 days	20,000	Life monitoring
Murder	Life	Death penalty	N/A	Family destroyed

Legal Careers and Justice System Roles

Table 106: Legal Profession Progression

Role	Entry Requirement	Power	Income
Law Clerk	Law career level 1-2	Low	Low
Public Defender	Law career level 3	Medium	Medium
Prosecutor	Law career level 5	High	High
Judge	Law career level 9	Very High	Very High
Private Investigator	Logic skill 5+	Medium	Variable
Bailiff	Manual labor + law interest	Low	Low
Parole Officer	Social work background	Medium	Medium

Part XXV: Complete Index

Alphabetical Reference

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Version History

Table 108: Document Version

Version	Date	Content
1.0	May 2025	Early Access Edition covering launch features

Document Conclusion: This compendium represents a comprehensive effort to document Inzoi as it exists in Early Access. With 26 parts, 108+ tables, and deep analysis of every major system, it serves as both reference and guide for players entering the world of Inzoi. As the game evolves toward 1.0 and beyond, this living document concept could expand to match. For now, may your Zois live interesting lives, your builds win community praise, and your Canvas uploads trend globally.