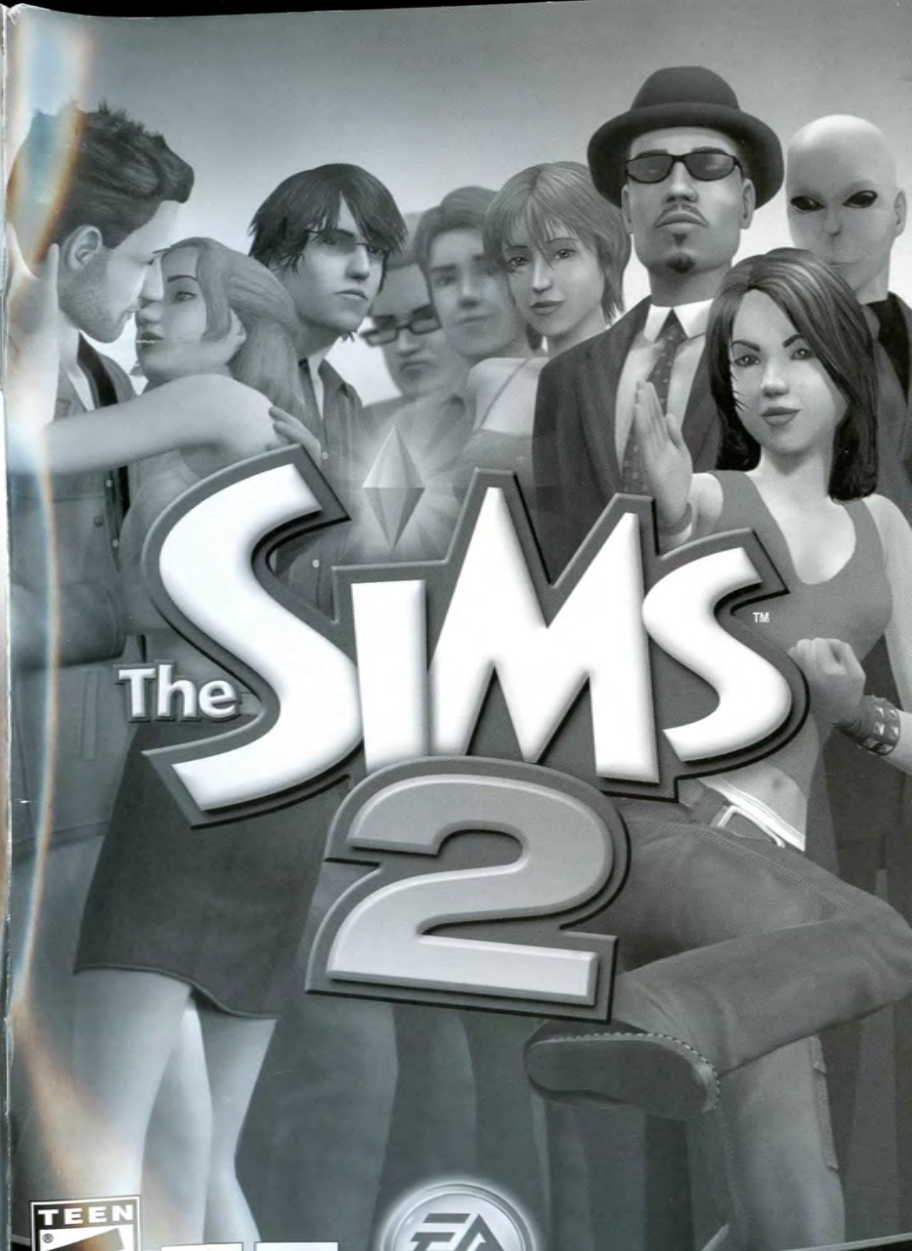
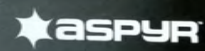
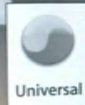




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The SIMSTM 2



Authorized Electronic Arts™ Distributor

The Sims 2

Universal Control Panel (UCP)

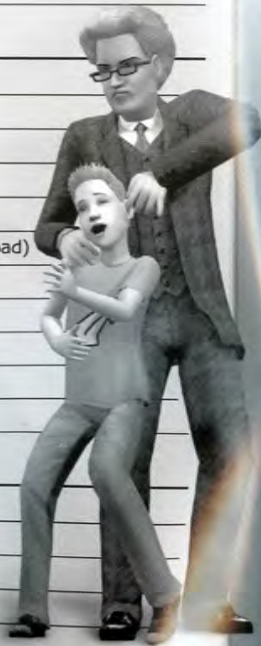
Hide UCP	F10 *
Quit game	Q
Center on active Sim	RETURN
Hand tool	H
Eyedropper tool	E
Design tool	R
Toggle day/night	L
Top-down view	T
Undo/Redo	CONTROL + Z / CONTROL + Y
Cancel	ESC

Main Toolbar

Open/Close Live Mode Panel	F1
Show Buy Mode Panel	F2
Show Build Mode Panel	F3
Show Story Mode Panel	F4
Show Options Mode Panel	F5
Pause game	P or ⏏ or O (num pad)
Normal/High/Ultra speed	1 / 2 / 3
Select next Sim	SPACEBAR or N
Go up/down one floor	PAGE UP / PAGE DOWN
Next wall mode	HOME
Previous wall mode	END

Neighborhood Toolbar

Show/Hide Families Panel	F1
Show Lots and Houses Panel	F2
Show Decorations Panel	F3
Show Neighborhood Story	F4
Show Options Panel	F5



Camera Controls

Rotate left/right	⬅ / ➡
Tilt/rotate camera	CONTROL + right-click or middle-click or control-command-click
Zoom in/out	+ / - or Z / X or mouse wheel
Move camera	right-click and drag or command-click and drag
Move left/right	⬅ / ➡ or A / D
Move forward/back	↑ / ↓ or W / S
Move left/right faster	SHIFT + ⬅ / SHIFT + ➡
Move forward/back faster	SHIFT + ↑ / SHIFT + ↓
Save camera positions 0-5	CONTROL + 4 - CONTROL + 9
Restore camera positions 0-5	4 - 9
Switch to camera position 0-5	SHIFT + 4 - SHIFT + 9
Toggle Cameraman Mode	TAB
Lower/raise camera height (Cameraman Mode only)	Q / E

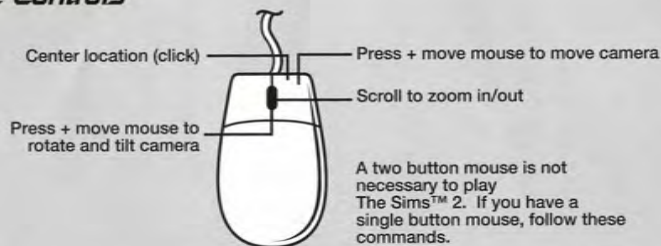
Video Capture and Snapshots

Start/End video capture	V
Pause/Resume video capture	B
Take a snapshot	C

Object Placement Tools

Rotate object counterclockwise	⬅
Rotate object clockwise	➡
Delete object	DEL or ⌫

Mouse Controls



A two button mouse is not necessary to play The Sims™ 2. If you have a single button mouse, follow these commands.

Command-click will emulate a right click, and Control-Command-click will emulate a center click.



* Some F key commands may conflict with normal OS functions, please see the Read Me file on The Sims 2 disc for more information. The Read Me also contains important information for PowerBook and iBook users.

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This product has been rated by the Entertainment Software Rating Board.
For information about the ESRB rating please visit www.esrb.org.

INSTALLING THE GAME

To install *The Sims™ 2*:

1. Insert *The Sims 2* into your DVD drive.
2. Drag the "*The Sims 2*" folder onto your hard drive icon. The folder can be installed anywhere on your hard drive.

STARTING THE GAME

To start the game, double-click the "*The Sims 2*" application icon inside the "*The Sims 2*" folder on your hard drive.

INTRODUCTION

Doesn't that kid look like Betty and Roland Sim? It *must be* their child. You can see it in the shape of the chin. In *The Sims 2*, Sims have taken on a whole new dimension. As they add generations to their family trees, you'll see them pass on DNA, personalities, and inheritances. Watch your Sims age from gurgling babies to adults with their own children, all the while striving to achieve their life goals. Diego aspires to have a loving family life, while his wife, Sophia, defines success by the number of simoleons she has in the bank. Will Diego and Sophia realize their dreams? Will their successes bring them other rewards? Will their relationship survive their sometimes conflicting needs and wants? Or will their deepest fears be realized, leading them to behave in less than desirable ways? Only time (and you) will tell.

In *The Sims 2*, create your own houses, neighborhoods, Sims, and family dynasties—then watch it all come to life! You may choose to manage your Sims so they experience the rewards of a life well lived. Of course, you may also choose to neglect their needs, indulge their fears, and see what happens.

Time is wasting, so read on and get into the game. Your Sims have their whole lives ahead of them!

MAIN MENU

When you load *The Sims 2*, the Main menu is the first thing you see. *The Sims 2* comes with some already created Neighborhoods and Families to get you started.

- ◆ Click one of the Neighborhoods, and double-click a family residence (indicated by green diamonds above the Lots) to enter this new world.

Once you are in the game, you can create your own Sim Families and move them into the 'hood.

Want some pointers on how the game works? Click the LEARN TO PLAY icon for some instruction.

THE TUTORIALS

Having trouble finding the Roofing Tool? Not to worry. *The Sims 2* Tutorials are here! Here's how you access the Tutorials from the Main menu.



Click LEARN TO PLAY to open the Tutorial menu. Tutorials are arranged into two groups—The Basics and Beyond the Basics.

TUTORIAL MENU

If you are new to *The Sims*, check out The Basics. For an overview of new features and advanced strategies, see the Tutorials in Beyond the Basics.

- ◆ Click your selection from the Tutorial menu. A description appears.
- ◆ Click the Play button at the bottom of the Tutorial menu screen.
- ◆ Click the X to close the Tutorial menu and return to the Main menu.

At any time during gameplay, if you want to return to the Tutorials, just click the Main menu icon in the Options panel to once again access the Tutorials.

PLAYING THE TUTORIALS

The Basics Tutorials introduce you to essential skills and concepts needed to play the game. You can choose from Part One, Part Two, and Building a Home.

If you have played *The Sims* or have completed the Learn the Basics Tutorials, you are ready to move on. The Beyond the Basics Tutorials cover interactions between Sims, introduce aspirations and aging, and take you through the intricacies of architectural design. Choose from New Gameplay or New Building Tools.

- ◆ Click the Play button in the Tutorial menu. A title screen appears, and you are taken to the house or lot where your tutorial begins.
- ◆ You can click the Back and the Next buttons to repeat or advance steps. Some steps require you to Click Next to advance. Others require you to do an action in the game. When you complete the action, you automatically move ahead to the next step.
- ◆ See the bouncing red arrow? When this appears, you are being asked to navigate the indicated controls.
- ◆ When you complete a Tutorial, you return to the Tutorial menu.



Want to leave before you have finished the Tutorial? Click Options in the Universal Control panel. Click the Exit Tutorial button. You return to the Tutorial menu.

- ◆ Once you exit a Tutorial, it resets itself.

THE NEIGHBORHOOD

The Sims 2 comes with three ready-to-play Neighborhoods—one with some familiar names and faces, and two with brand-new characters and stories. No matter which neighborhood you start with, your additions and changes make it your own.

Ready to travel to a Neighborhood? Start at the Main menu.

Click the Neighborhood of your choice. A brief synopsis of the Neighborhood Story appears. Click the Play button to enter the Neighborhood. Click the X to return to the Main menu.



NEIGHBORHOOD STORY

Each of the Neighborhoods you enter has a story. The story tells you a bit more about the Sims who already live here. You can add to the Neighborhood story as you play.

- ◆ For more on creating and editing Neighborhood Stories, see *Story Mode* on p. 57.



CHANGE NEIGHBORHOOD

When you are in the Neighborhood View, the name of the current Neighborhood is displayed. Want to get out of Dodge?

Click the Main menu button in the Options panel. This takes you back to the Main menu, where the Neighborhood Chooser panel is displayed.



NOTE You can create, delete, and rename Neighborhoods. To learn how to create Neighborhoods, see *Additional Features* on p. 67.

LOTS

The Neighborhood is made up of Lots nestled in the landscape. Some Lots have houses, some are waiting for a new home or community building. Some of the houses have families living there, while others are waiting for a Sim family to move in. Hover over any lot to see its address and if it's for sale. There are three types of Lots, and you can add new empty Lots anytime (see p. 9).

- ◆ **Occupied Residential:** To start playing right away, find a house with a family, indicated by a green diamond. These are Occupied Residential Lots. The Popup Info panel tells you the address of the Lot, and shows you the Sims who live there. Click the Info Icon in the Popup to learn more details about the family. If you like what you see, Click the Enter Lot button, or you can double-click any lot you want to enter.
- ◆ **Unoccupied Residential:** When you open the Lots and Houses panel, Unoccupied Residential Lots and Community Lots become accessible. Enter these Lots through the Popup or double-click your selected Lot. Now build, landscape, or make improvements. You cannot access Live Mode from an Unoccupied or Community Lot.
- ◆ **Community:** Open the Lots and Houses panel to enter Community Lots to build structures where Sims can socialize and shop. During gameplay, have your Sim call a taxi to go to a Community Lot so she can catch up with neighbors or stock up on the fixings for Baked Alaska.

NEIGHBORHOOD CONTROL PANEL



NAVIGATION

This section outlines the controls you use to navigate your Neighborhood.

- ◆ **View Zoom In:** Click the "+" button, or press **+** on the keyboard. You can also scroll with the mouse wheel to zoom in and out smoothly.
- ◆ **View Zoom Out:** Click the "-" button, or press **-** on the keyboard. Scroll with the mouse wheel to zoom in and out smoothly.
- ◆ **Rotate View:** Click the arrow buttons, or press **←** or **→** on the keyboard (hold for a smooth rotation). Alternatively, click and hold the mouse wheel and drag the mouse left or right to rotate the Neighborhood smoothly in the direction of the arrow. If you don't have a mouse wheel, you can click and hold **CONTROL** and the right mouse button while you drag the mouse.
- ◆ **Scrolling:** Move the cursor to the edge of the screen and hold it there. The camera moves in the direction of the cursor. You can turn this feature ON/OFF by adjusting the Edge Scrolling control in Game Options. To move about the screen, you can also click and hold the right mouse button and drag the mouse to move the camera in the direction you drag.
- ◆ **Center Camera:** Click the right mouse button to center on a particular area in the neighborhood.



FAMILIES

A Family is a group of Sims who live together. Want to find all the families who are waiting to be moved into a house in a Neighborhood? Click the Families button to open the Families panel.

THE FAMILIES PANEL

The Families panel shows a list of families that have not yet moved into the Neighborhood.

SELECTING A FAMILY

As you hover over each family's thumbnail, their name appears. Click the family to see more information. When a family is selected, it is outlined in green on the Families panel.

MOVING IN

When a family is selected in the Families panel, all the unoccupied residential lots in the Neighborhood that the family can afford are outlined in green. Click the Unoccupied Lot of your choice. A dialog box for the lot shows its price tag. Want to move the family in? Click YES. The cost of the lot will be deducted from family funds.



MOVE FAMILIES

Use the Move Family button in the Families panel to move Sims out of houses and onto the Families panel. Click the Move Family button. Occupied Lots in the Neighborhood appear outlined in green. Click the family you wish to move. You are asked if you want to move this specific family. Click YES and—bye bye. These families maintain their family funds along with the cash value of all of their possessions.



CREATING NEW FAMILIES

To create a new family, click the Create New Family button. This takes you to the Create A Family tool. For more information, see *Create New Family* on p. 13. When you have completed your creation and return to the Families panel, your new family appears in the Families panel, and is attached to your cursor happily awaiting your signal to move into the Neighborhood.



DELETING FAMILIES

To delete a family from the game, select the family and click the Delete button. You can only delete families when they appear on the Families panel.



To move a family from one Neighborhood to another, you must first move them into a house. You can then move the Occupied Lot to the Lot and Houses Catalog (see below). Now go to the desired Neighborhood and move the whole shebang in.



LOTS AND HOUSES

Manipulate lots in the Neighborhood, move existing Houses or Lots into a Neighborhood, or create new empty Lots. Click the Lots and Houses button in the Neighborhood Control panel to open the Lots and Houses panel.

LOTS AND HOUSES PANEL



MOVE OR ROTATE LOT

To move a lot from one place to another within a Neighborhood, click the Move or Rotate Lot Tool. The cursor changes to a Hand Tool when it is over a Lot that can be moved or rotated. Click to grab the house you wish to move or rotate.

- ◆ **Rotate Lot:** Click and hold with the left mouse button. The cursor changes to arrows. Move your mouse in a circle to rotate the Lot. Or, do it the easy way—use the or keys.
- ◆ **Move Lot:** Click and release on the Lot you wish to move. It is now attached to your cursor. The front of the Lot (indicated by an arrow) must have at least one edge that is on a road and cannot overlap another existing lot. When you have moved the lot to a legal location, it turns green. Click again to place the Lot.

Change your mind about moving or rotating a lot after selecting it? Press and the lot returns to its original location.



Empty lots cannot be moved or rotated. If you want to get rid of an empty lot, just bulldoze and replace it.



MOVE TO LOTS AND HOUSES BIN

You can move Occupied, Unoccupied, or Community Lots from the Neighborhood to the Lots and Houses Bin. When you move an Occupied Lot to the bin, the family living there moves with the lot.

Click the Move to Lots and Houses Bin button. Now click the lot you wish to move to the bin. A Dialog appears asking you if you are sure you want to move this lot. Click YES to move the family and/or lot out of the Neighborhood.

- ♦ The Lots and Houses Bin is universal to the game. This means every house and/or lot you have placed in the catalog appears, no matter which Neighborhood they originally came from. You can use the Lots and Houses Bin to move houses and families from neighborhood to neighborhood.



BULLDOZE

To remove a Lot from the Neighborhood, use the Bulldoze Tool.

Click the tool, then click a Lot. Click Yes to clear the land.

- ♦ If the lot you wish to bulldoze is occupied, you need to move the family that lives there to the Family panel before the lot can be bulldozed.



LOTS AND HOUSES BIN

The Lots and Houses Bin lists existing houses and lots available for Neighborhood placement. These may include houses and lots from *The Sims 2*, houses you have built in the game and placed in this catalog, and houses downloaded from the *TheSims2.com*.

- ♦ **Browsing the Catalog:** Click the Lots and Houses Bin button and then select to view those sites that are Occupied, Unoccupied, or All. As you browse through the catalog of lots and houses, hover to view the name of the Lot or Family. Click to select a Lot. The Popup Info panel shows the essential information you need for placement of this lot.
- ♦ **Selection and Placement in a Neighborhood:** Got the lot or house? Great. Move your cursor into the game window—your selection will be attached. Place the lot in the neighborhood using the same procedure described in the section on the Move or Rotate Lot Tool.
- ♦ **Create/Delete Lots:** To create a new lot, click the Empty Lots button (see p. 11). To delete a lot or house from the Lots and Houses Catalog, select the lot or house and click the Delete button.



EMPTY LOTS

You can create new lots in the neighborhood.

Click the **Empty Lots** button to see an assortment of empty lot shapes and sizes.

Click to select one of the Empty Lot configurations and move your cursor into the game window. A preview of your lot is attached to your cursor. The front of the lot is the side indicated by the arrow. You can rotate the lot before or after it is placed. When you have moved the lot to a legal location, it turns green. When you have found the perfect site, click and your lot is plopped down.

You are asked to designate your new placement as a Residential or Community Lot. If you decide it's a Residential Lot, you can move a family in. If it's a Community Lot, you can build a grocery store, park, or a magazine shop for your Sims. Don't forget to enter a name for your new creation.

Click the Accept (✓) icon to add the lot to your Neighborhood. Click Cancel (X) if you've changed your mind.



NEIGHBORHOOD DECORATIONS

Customize your Neighborhood. Choose from menus of Flora, Landmarks, Effects, Stones, and Miscellaneous.

Click the Decoration type to open its menu. Scroll to see additional choices.

Want to transplant a cactus? Click its thumbnail. A Popup Info panel appears with the name of the item, and lets you know where it can be placed.



Click the Hand Tool. The selected item is attached. Now move into the Neighborhood screen. When you are not in a legal location, the item is highlighted red. Click to place that cactus! The blue cubes you see for some of the decorations disappear when you exit the Neighborhood Decorations Tool.

To duplicate any Neighborhood Decoration that has already been placed, click the Eyedropper Tool. Now click the existing cactus (for example) in the neighborhood. Move the cursor to where you wish the new cactus to be placed, then click it.

Use the Undo and Redo Tools to preview your landscaping abilities. Undo deletes the previous action. Redo puts whatever you have just undone back into place.



OPTIONS

Click Options menu to set various gameplay options—from visual performance to game speed. The Options panel includes the Quit button to exit the game and the Main menu button. See *Options* on p. 61 for more info.

VIDEO CAPTURE AND CAMERA SNAPSHOT

See *Video Capture* and *Camera Snapshot* on p. 19 for details on taking Sim home movies or snapshots.



CUSTOM CONTENT BROWSER

The Custom Content Browser gives you access to select content available for download from *TheSims2.com* website. Custom content can be made by you or other *The Sims 2* players (even Maxis!)—and includes anything from houses and families to a really great shirt for your Sims to wear. Custom Content has always been an important part of *The Sims*, and *The Sims 2* gives you even more control to download and organize your customized game selections. For information about downloading and uploading custom content, see *Additional Features* on p. 67.



CREATE NEW FAMILY

You can create individual Sims or entire families to populate your neighborhoods.

To access the Create A Family Tool, you need to be in Neighborhood Mode. Click the Families icon to open the Families panel. Now click the Create New Family icon. This opens the staging area where your creation takes place.

Enter your Family's name in the Family Name text box.



Create A Sim: To start building your first Sim, click the Create A Sim button that appears above the Create Family icon. You can then choose to CREATE A SIM or MAKE A CHILD. Click CREATE A SIM. A random Sim model appears, along with the Sim Design panel.



Make A Child: This selection is not available unless you already have two adult Sims in the family. When you click this button, the game mixes the DNA of the two adult family members to create a possible offspring. You can then go on to choose the other characteristics of this Sim. As you may be creating several generations of a family at once, your "child" can be any age you choose. If there are more than two adults in your family, you can choose the parents.

SIM DESIGN PANEL

You can choose and customize everything from your Sims' eyes to their personalities. First you need to decide where you want to begin.

MODEL STARTING POINT



Randomize: Click Randomize and let the game choose a set of random characteristics for your new Sim. You can accept this Sim or customize away.



Choose Existing Sim: Click here to choose an existing Sim as your starting point. You can view all Sims in the selected age group or a specific collection of Sims.

CUSTOMIZING SIM CHARACTERISTICS



Follow steps 1-6 to create a Sim

The number icons at the left side of the Sim Design panel correlate with different customizable aspects of your newly created Sim. Here's a rundown of the steps. For more detailed information on Sim customization, see *The Sims 2 Body Shop* on p. 69.

- 1. General Characteristics:** Click to enter your Sim's First Name, to write a brief Biography, or to choose Gender, Age, Skin Tone, and Fitness.
- 2. Heads:** Click step 2 to select one of an assortment of pre-created heads.
- 3. Hair and Face:** Click step 3 to choose Hair Color (BLACK, BROWN, BLONDE, RED, or CUSTOM), Hairstyle, and different Facial Characteristics (FULL FACE, BROW, EYES, NOSE, MOUTH, and JAW & CHIN). Start with full face archetypes found under the Full Face tab. If you like the features in the archetype, right-click the archetype to blend its features into the face of your model Sim. Each click brings your Sim's face a little closer to the archetype. Click to choose that archetype as is. As you click the icon for each individual characteristic, a menu appears with your choices. For some characteristics, thumbnails with sliders are included so that you can fine tune everything from nose length to the color and set of your Sim's eyes. Whenever you click a selection, it is highlighted in green. The model's appearance changes to reflect your choice. The model's current characteristics are always highlighted green in the selection menus. If you regret your most recent choice, just click the Undo/Redo buttons to the right of your creation's name.
- 4. Makeup, Facial Hair & Glasses:** Click step 4 to further customize your Sim's facial appearance. You can add Makeup, Costume Makeup, Glasses, Eyebrows, Stubble, or Beards & Mustaches.
- 5. Clothing:** Click step 5 to decide how your Sim's sartorial tastes are expressed. For Everyday Wear, you can mix tops and bottoms or choose entire outfits. You can also make choices of Formal, Undies, PJs, Swimwear, and Athletic togs.
- 6. Personality & Aspiration:** Click step 6 to set the all important parameters that have lifelong impacts on your Sim.



First, decide upon your Sim's guiding Aspiration. Click one of the five goal areas (Fortune, Knowledge, Family, Romance, or Popularity). A lot more is said about Aspirations in the *Live Mode* section of this manual.

Now choose your Sim's Personality by either selecting an Astrological Sign or by manually assigning the personality points among the five Personality Variables. For the most part, Personality affects your Sim's relationships with other Sims (although it can also affect your Sim's tendency to exercise as well).

Click the ☒ at the bottom of the Sim Design panel to enter your Sim into the game. If you are not satisfied, you can edit any of the Sims you have created. Just click their image in the Sim Chooser at the left of the screen—or click the **X** to cancel your creation. If you have forgotten a crucial piece of Sim building, the game prompts you to add the missing information before it can accept your new Sim.

BUILDING FAMILIES

When you have created the first member of your new family, he or she moves to a curtained area to await other family members.

Your new family member portraits now appear under the Create A Sim button. You can click a portrait to further edit an individual's appearance, or click the next Create A Sim button to add another family member.

Once you have created two family members, the Family Relationships button becomes available.



FAMILY RELATIONSHIPS

Sims have no family relationships to start out with, even though these “families” share a last name. Once you have two or more Sims in a family, you can define some of the relationships.

- ◆ Click the Family Relationships button in the Create A Family Control panel. This opens the Family Tree screen. Portraits of the members of your newly created family appear in the screen.
- ◆ To define family relationships, drag one Sim portrait on top of the portrait of the person with whom you wish to create a relationship. Once you do this, a Dialog Box appears offering relationship choices according to the characteristics of the two Sims. Click the desired relationship.
- ◆ The Sim you drag loses their old relationships when a new connection is made.
- ◆ Your Sims now appear in a Family Tree that illustrates their relationships to one another.

Is this family ready to occupy the Neighborhood?

- ◆ Click the ✓ at the bottom of the Create A Family Control panel to Accept your newly-created family. This closes the Create A Family Tool and returns you to your selected neighborhood.
- ◆ Your family is automatically selected with the Hand Tool for moving into the neighborhood. All new families come into the neighborhood with 20K Simoleons. Click the family to view their information. Unoccupied lots in the neighborhood in their price range are highlighted green. Click one of these lots if you wish to move your new family into the neighborhood. If you do not have an unoccupied lot, you can place one and return to the Family Bin to select the family and move them in.

PLAYING A FAMILY: THE UNIVERSAL CONTROL PANEL

So you've explored the neighborhood, created a family, and now you want to get into daily Sim life? You are in the right place.



The Universal Control panel (UCP) now appears in the lower left corner of the screen. No matter what game mode you are in, the UCP controls help you navigate the lot, change views, take pictures and movies, and, oh yeah, check out how many Simoleons are in the bank.

THE MODE BUTTONS



LIVE MODE – [F1]

In Live Mode, the days turn into months, the months to years, and your Sims age, prosper (or not), and add to their family trees. Live Mode is only available in occupied lots.



BUY MODE – [F2]

Buy Mode is the place to shop. Whenever you are in Buy Mode, the game is paused.



BUILD MODE – [F3]

Build Mode gives you access to all the tools you need to build a house or community spot. The game is paused whenever you are in Build Mode.



STORY MODE – [F4]

In Story Mode arrange pictures and write accompanying text to keep track of and share your Sims' lives. Story Mode is available only for occupied lots or in the neighborhood.



OPTIONS – [F5]

The Options button takes you to where you can make choices about different aspects of *The Sims 2* gameplay—from settings on audio to graphics to camera. Use Options to return to the neighborhood, to save, or even to quit the game.

NAVIGATION CONTROLS

Navigation Controls let you move around on a lot and let you change lot orientation. For more information, see *Navigation* on p. 7.

DISPLAY CONTROLS

Use these controls to adjust architectural views, both inside and outside your Sims' home.

UP/DOWN A FLOOR

Use these controls to choose which floor or level of the house is displayed. Levels above the selected level vanish, while levels below remain visible. All levels, from below-ground foundations to attic aeries, can be selected.



Up a Floor: Click the Go Up a Floor button (or press [PAGE UP]).



Down a Floor: Click the Go Down a Floor button (or press [PAGE DOWN]).



WALLS AND ROOF DISPLAY

- ◆ **Walls Down:** Lowers all walls on the selected level, showing only short stub walls to indicate layout.
- ◆ **Walls Cutaway:** All walls, windows, and doors between you and the exterior walls of the house drop away.
- ◆ **Walls Up:** Displays all walls at all times.
- ◆ **Roof On:** Sets walls to Walls Up and the roof is visible.

NOTE

Press [HOME] and [END] to cycle through these settings.



VIDEO CAPTURE – [V]

Video your own reality show on Sim life or chronicle your architectural brilliance.

- ◆ Click the Video Capture button to record a movie of your Sims. The game captures a QuickTime movie until you click the button again to stop or reach the length specified in Maximum Video Recording Time in Camera Options. Movies are saved to your Home\Documents\EA GAMES\The Sims 2\Movies folder. You can use any movie editing software to create your own Sims movies.
- ◆ Use Camera Options in the Options panel (see p. 61) to adjust sound recording, video quality, and size.



CAMERA SNAPSHOT – [C]

Gotta have pics for those stories and photo albums, right? Here's your camera.

- ◆ **Taking Pictures:** Click the Camera Snapshot button to take a picture in Live, Buy, or Build Modes. Go to Story Mode to organize photos and write text.
- ◆ **Camera Options:** To change any snapshot settings, such as size or quality, go to Camera Options in the Options panel (see p. 61). Changes made here do not affect photos you have already taken.
- ◆ **Free Cam:** In Neighborhood or Live Mode, press [TAB] for Free Cam. Free Cam lets you move the camera freely anywhere in your Sims' world. Keyboard controls for Free Cam: [Q]/[E]—Down/Up, [W]/[S]—Forward/Back, [A]/[D]—Left/Right, [Z]/[X]—Zoom In/Out (for more keyboard controls, see the enclosed Key Commands Insert). Your mouse controls the pitch and rotation of the camera. Press [TAB] again to return to the standard camera setting. Free Cam is a great tool for movie making players, but is not intended for gameplay.

- ◆ **Saving Camera Positions:** Get even more cinematic by saving camera positions in specific households or neighborhoods. You can save positions in both Standard or Free Camera modes. In a neighborhood or house, position the camera to the desired position. Press **CONTROL** + **[4-9]** on your keyboard (not the number pad). You can save up to six unique camera positions. During gameplay, press **[4-9]** to activate saved camera positions. You can also press **SHIFT** + **[4-9]** to instantly switch to the saved camera.

FUNDS

A family's funds are shared by all the Sims in the household. Available Simoleons can be spent on food, objects, services, and many other things in the game.

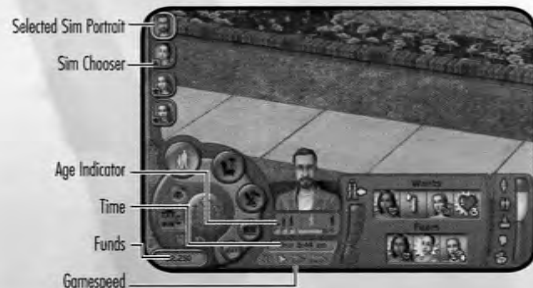
- ◆ **Spending Simoleons:** If you buy a new recliner the cost is reflected by diminishing numbers in the Funds Display.
- ◆ **Saving Simoleons:** The Funds Display is updated to reflect the income of your working family members. If you decide to return an object you have purchased, the resale value adds some Simoleons to the pot.
- ◆ **Bills:** Bills arrive every Tuesday and Thursday, and Sims have four days to pay up. If your Sims are delinquent in their financial obligations, the Repo Man shows up and repossesses household objects to recoup the outstanding debts.



LIVE MODE

In Live Mode, your Sims grow, form relationships, fulfill their aspirations, experience heartbreak, and, eventually, die. Sims are complex creatures. Read on to understand their needs, aspirations, and motivations.

- ◆ When you enter an occupied lot, Live Mode is activated and time passes in your Sims' world.



CONTROLLING YOUR SIM

You can direct your Sims to act in a manner that enhances aspirations or in a way that makes their nightmares come true.



SELECTING YOUR SIM

You can only control your Selected Sim. The selected Sim is indicated by a glowing diamond above their head. There are several ways to select a Sim.

- ◆ To select a Sim to control, click the thumbnail of the Sim in the Sim Chooser that appears above the Live Mode icon in the UCP. Or, you can press **SPACEBAR** to cycle through all the Sims on your lot. Or, just right-click or Command-click directly on the Sim you wish to control.

You can control Sims who live on the current lot and who are at home (or visiting a community lot). If a Sim is at work, school, or out of the house for any reason, that Sim has an icon indicating their location displayed on their thumbnail in the Sim Chooser. You can look at their vital statistics, but you cannot control them until they come home.

- ◆ Click the thumbnail of your selected Sim to center the camera on that Sim. right-click their portrait, or any Sim portrait, to have the camera follow that Sim (a crosshair appears on the portrait to indicate this camera control). Right-click again to turn this off.



GETTING FROM HERE TO THERE

- ◆ **Go Here:** Click the spot where you want your Sim to go. Click the GO HERE command that appears. Your Sim then walks to that location. If you've chosen a location your Sim cannot get to, they go as far as they can and let you know they can't go further by shrugging and pointing to the ground.
- ◆ **Object/Social Interactions:** Click an object or another Sim to direct your Sim to interact with it (see *Interactions* on p. 38).

LIVE MODE PANEL

There is a lot of information available to you about your Sims. Let's go over some of the basic information first.

Sim Chooser: All members of the household are pictured here. The background color of their thumbnail tells you their current mood—green for good and red for bad. Click the portrait of a family member to select that Sim.

Funds: Your family's available funds are displayed at the bottom of the UCP.

Selected Sim Portrait: Appears to the right of the UCP. Hover with your cursor to see your Sim's name.

Age Indicator: This shows your Sim's current developmental stage. The icon for the current age is highlighted. Hover over the current age to see when your Sim will enter the next stage of life.

Time: It is helpful to keep track of time—especially when it comes to getting your Sim to work or school on time.

Gamespeed: The game automatically pauses when in Build, Buy, or Story Modes. You may choose to pause the game at any time, or play at Ultra-Speed.

ASPIRATIONS, WANTS, AND FEARS



Sims have a lifetime goal, an Aspiration. A Sim's Aspiration strongly influences their Wants and Fears. The more you help Suzy Sim achieve her Wants, the closer she gets to realizing her Aspiration. What happens then? You have a happy, well-adjusted Sim who earns Reward Objects that can help her with life's challenges, who has made herself stand out in the Sim world, and who lives a longer life!

Of course, you may wish to indulge Suzy's Fears. A fear-ridden Suzy may fall prey to procrastination, depression, or even a total breakdown.

ASPIRATIONS

A Sim has one of six Aspirations:



Grow Up: Every growing Sim toddler and child shares this aspiration.



Romance: The more romance the better for this Sim.



Family: These Sims thrive on a solid, loving family life.



Knowledge: The desire to learn outweighs all other aspirations for this Sim.



Popularity: This Sim desires to be well-known, famously or infamously.



Fortune: This Sim wants piles of Simoleons and faucets made of gold.

The Aspiration for your selected Sim is shown above the Aspiration Meter, which indicates how well or badly your Sim is realizing their Aspiration.

Hover on the Aspiration Meter for information on Aspirations and to see your Sim's current Aspiration Level.

ASSIGNING ASPIRATIONS

How do you assign Aspirations to your Sims?

- ◆ Toddlers and Children aspire to Grow Up. When your Sim becomes a Teen, a Dialog Box appears asking you to assign your maturing Sim his or her life Aspiration.
- ◆ When you use the Create A Family Tool to create Sim Families, you are asked to assign Aspirations to Teen, Adult, and Elder Sims. Consider how different Aspirations might impact family relationships.



ASPIRATION METER

The Aspiration Meter reflects your Sim's level of life satisfaction. This level is determined by points received when specific Wants are fulfilled, or lost when Fears are realized.

- ◆ When the Aspiration Meter displays in the green, your Sim is feeling okay about life.
- ◆ When the Aspiration Meter goes platinum, your Sim is feeling more than just good, she has gone into a near nirvana state! Sims who are experiencing this aspiration high get a mood boost too, and are able to be extremely productive. Her selected Sim diamond also shows platinum when she is in this state.
- ◆ When the Aspiration Meter is in the red, start watching your Sim for signs of immaturity or depression. Some extra care and maintenance may be needed.
- ◆ Your Sim's Aspiration Level resets upon reaching a new developmental stage in their life. The new starting level is determined by how your Sim did on his or her Aspirations in the previous developmental stage.
- ◆ Each time your Sim makes it past a notch on the Aspiration Meter their Aspiration Level changes. Hover over the Aspiration Meter to see where they now stand.



A Sim who transitions from Adult to Elder while at a high Aspiration Level lives a longer life. So watch your Sim's progress at this critical time.

ASPIRATION SUCCESS: ASPIRATION METER IS REALLY HIGH

When Suzy's Aspiration Meter is at very high levels, she experiences a mood boost as well—no matter what her Need Levels are. Use this opportunity to do all of those things that Suzy usually requires coaxing and Needs fulfillment to take on. If the Aspiration Meter falls, Suzy's mood again reflects the state of her Needs.

High Aspiration Levels mean Suzy collects more Reward Points as well. Reward Objects (purchased with Reward Points) can help get Suzy even closer to her ultimate goal, and help her see success in other areas as well.



It is difficult to keep your Sim's Aspiration Meter at the highest levels. Aspiration Levels fall if your Sim encounters a fear, and the levels can decrease over time. The more a Sim experiences life lived at the high end of the Aspiration Meter, the more Wants they need fulfilled to maintain that level.

ASPIRATION FAILURE: THE ASPIRATION METER IS REALLY LOW

When Suzy's Aspiration Meter dips into the red, she may begin to worry or have nightmares because she is not getting enough of her Wants fulfilled. If Suzy begins to dance with the mop, you know things are getting pretty bad. If you don't help Suzy rebuild her life, she may just lose it and have a total breakdown.

WANTS AND FEARS

Wants are experiences that your Sim desires. These can be career goals, activities, interactions, or finally getting that top-of-the-line hot tub. Your Sim perceives Wants as positive experiences that move them closer to achieving their Aspiration.

A Fear is an experience a Sim wishes to avoid. Fears have a negative impact on your Sim's Aspiration Level.

- ◆ Your Sim always has four current Wants. These fill the squares on the upper row in the Wants and Fears panel. Wants have green backgrounds. If you click a Want icon, it tells you what your Sim needs to do to fulfill this specific desire. You also see how many Reward Points your Sim receives upon fulfilling this Want.
- ◆ Sims have three current Fears. These are shown with red backgrounds as icons in the lower row of the Wants and Fears panel. Click the specific Fear to get more information and to learn how many Reward Points your Sim loses if the Fear is experienced.
- ◆ Click the Aspiration icon to open or close the Wants and Fears panel.

FULFILLING WANTS AND FEARS

You can direct your Sim to experience a Want or Fear, or the event may just occur. Several things occur when this happens.

- ◆ The Want or Fear icon glows and then spins to show a new Want or Fear.
- ◆ The level of the Aspiration Meter moves up or down, depending upon the experience.
- ◆ If your Sim is on the screen, a Rewards icon appears above his or her head. The Rewards icon indicates how many Reward Points have been added or removed from your Sim's Rewards Bank.

NOTE A Sim's Wants and Fears can change quickly. Look for changes after your Sim has had a good sleep, when other Wants or Fears are fulfilled, when an age transition has occurred, or when there has been a birth or addition to the family (in this case, the entire family's Wants and Fears can change).



LOCKING A WANT OR FEAR

There may be a Want or Fear that you'd really like to focus on, and you don't want life events to change it. No problem. You can place a Lock on it.

- ◆ Right-click the Want/Fear you want to Lock. A Padlock appears on the Want. Unless you fulfill another Want or Fear that makes this one obsolete, the Lock keeps the Want/Fear on the panel until it is accomplished.
- ◆ You can Lock only ONE Want/Fear at a time. If you right-click to Lock another Want when one is already being held, the Lock moves from the prior experience to the newly selected one.
- ◆ To take a Lock off, right-click the locked Want/Fear. The Lock is released.

REWARD POINTS

When a Want is fulfilled, your Sim gets Reward Points. These are kept in a balance in the Rewards Catalog (see *Rewards* on p. 35). You can use Reward Points to buy Aspiration Reward Objects in the catalog. Reward Objects can be used by any Sim in the family and can help Sims meet needs and progress in life.

Don't forget, when your Sim experiences a Fear, they lose Reward Points. If you are trying to save up points to buy an expensive Reward Object, take extra care to help your Sim avoid their current Fears.

MOOD

MOOD METER

Mood affects a Sim's behavior and choices. When Sims are in a good mood, they are ready to make friends and prosper. When Sims are down, they may resist doing certain things. Needs have a direct impact on a Sim's Mood. Keep their Needs in the green and they always display their sunny sides. Sims may feel better or worse after interacting with certain objects, or with other Sims.

- ◆ For a quick read on your selected Sim's overall Mood, you can check out the selected Sim diamond, the Sim's thumbnail background in the Sim Chooser, or the Mood Meter in the Needs panel. When these show or are highlighted in green, your Sim is feeling good. Red indicates that your Sim has had better days.



NEEDS BARS

Needs are the physical and mental requirements of your Sims—from necessary visits to the bathroom to hanging out with pals. Sims' Needs have a direct effect on their Mood.

- ◆ Click the Needs icon (that looks just like the Selected Sim Diamond). The Needs panel appears with Mood Meter and Needs Bars.

Directional arrows next to each Needs Bar let you know if satisfaction in this area is decreasing or increasing. Needs satisfaction decays over time and must be attended to, or your Sim goes into Needs distress. Replenish your Sim's Needs by using objects and engaging in interactions with other Sims.

- ◆ Hover over one of the Needs Bars with your cursor. A Popup Info panel appears describing the Need and suggests some ways to satisfy it.
- ◆ **Needs Distress:** Sims react to a dire Need, such as sniffing themselves if they are very dirty. When a Sim is experiencing distress related to a specific Need, the icon for that Need appears in a thought balloon over the Sim's head. Your Sim may also wave at you to get you to attend to the Need.
- ◆ **Needs Failure:** When the Energy, Bladder, or Hunger Needs fall all the way to the bottom, your Sim goes into Needs Failure. You may end up with Sims slumbering on the floor. If your Sims experience extreme Hunger failure, they die.

Here's a rundown of Sim Needs:

HUNGER

Satisfy your Sim's Hunger by Ordering Out or Cooking. If you decide to build your Sim's Cooking Skills, it is better in the long run. A steady diet of pizza is easy but expensive. Teach Billy Sim to cook by letting him watch cooking shows on TV. Here are a few other pointers:

- ◆ **The Fridge:** Sims need a fridge to store food—any food. Send your Sim to a Community Lot with a grocery stand to stock up, or direct them to order a delivery of groceries over the phone or online.
- ◆ **Cooking Food:** As long as the fridge is stocked with food, your Sims can eat. They can snack and make quick meals regardless of their cooking skills. Sims with culinary skills, available counter space, and the right appliances can serve elaborate meals that not only fulfill hunger better, but make everybody feel good! Click the fridge to select the food you wish your Sim to prepare. Click HAVE if your Sim is dining solo or SERVE to make enough for the entire family.

ENERGY

Sims need sleep to replenish their Energy. If you have not bought Franco Sim a nice bed or plushy sofa for when his energy reserves are low, he crashes on the floor. He is out until his Energy score is looking rosy again. If Sims are troubled by bad memories or worrisome nightmares, they have a less satisfying sleep. You can see the source of their troubles in thought balloons that appear over their heads whilst they slumber.

BLADDER

There's only one object that satisfies your Sim's Bladder Need—a toilet. Without one, Sims eventually suffer bladder failure, which (although satisfying the Bladder Need) results in immediate bad hygiene, a mess, and social embarrassment. Teach Toddlers to use a potty chair.

HYGIENE

Dirty Sims smell bad and have trouble making friends. Keep your Sims clean by directing them to take a bath or shower and by washing their hands. You need a sink to bathe babies.

COMFORT

After a hard day at the office, Sims need to rest and relax. Be sure you have provided some furniture and settings where they can kick back.

FUN

Sims need occasional diversion with toys, games, or other amusements. Depending on your Sims' personalities, they may find fun in different objects and activities.

SOCIAL

Sims need to spend quality time with their friends and loved ones. A simple chat on the phone or a little flirtation fits the bill nicely. Socializing not only helps Sims fulfill their Social Need, it also builds relationships and contacts that are useful on that climb to the top of the career track.

ENVIRONMENT

Sims are happier and healthier in surroundings that are clean and filled with nice objects (the spendier the better). In any room, a few decorative objects can go a long way towards improving Environment Scores for your Sim. A beautiful, well-maintained yard puts Sims in a better frame of mind as they leave for work.

- ◆ **Cleaning Up:** Beware of the sloppy Sim. If someone has an accident on the living room rug, make sure it is cleaned up right away. Spoiled food and dirty dishes can attract flies and other unsavory pests. If you need to Spray for cockroaches or call the Exterminator, your Sim's Environment score is probably in the red. Sims can get sick from eating bad food. If your Sim is sick (yes, puking occurs), be sure he gets some rest to recover. Sims can get viruses too, and do pass them on to other Sims.

RELATIONSHIPS

Relationships between Sims determine the way they interact with each other. Building relationships takes time. As relationships develop between Sims, their options for social interaction change. Direct your Sim to take those first tentative steps to build a friendship. Might this be the love of Jim Sim's life, or will he blow it by taking things too fast? Keep track of the state of your Sims' relationships and family histories by opening the Relationship panel.

- ◆ Click the Relationships icon to open the Relationship panel.
- ◆ Click the appropriate icon to view your Sim's relationships with Family members, Friends, Household members, or All.

RELATIONSHIP METERS



Short term relationship status

Long term relationship status

All the social connections in your Sim's life are represented as thumbnails in the Relationship panel. Relationship Meters show daily and long-term relationship levels between Sims. As a Sim builds a good relationship with another Sim, the bars turn green and the numbers go up; if that relationship goes bad, the bars turn red and the numbers go down.

The Daily Relationship Meter tells you how a Sim feels about another Sim at the moment. The Lifetime Relationship Meter tells you how the relationship has fared over time. Lifetime Relationships determines if a Sim sees another Sim as a best friend, love interest, enemy, or just an acquaintance. Sims won't necessarily share the same relationship scores (Bob loves Mary, but Mary can't stand the sight of Bob).

- ◆ Click the Relationship thumbnails to display a Popup Info panel that tells you more about the relationship between your selected Sim and the Sim in the thumbnail.

NOTE If the Daily Relationship Meter with a certain Sim is low, you may want to wait to initiate some of the more advanced social interactions. Social acceptance and rejection affect your Sim's fulfillment of social needs.

FAMILY TREE

The Family Tree shows your Sim's family history. Who is related to whom? How have dominant genes been handed down through the generations? And just how many generations of this family have existed in the Neighborhood?

- ◆ Click the Family Tree icon in the lower right of the Relationship panel to see the selected Sim's Family Tree. The selected Sim appears in the center of the Family Tree. Click any Sim in the Tree. It changes to show the new Sim's family lines.



SKILLS AND CAREER

To earn money, Sims have to work. To develop a Career, Sims need to develop social networks and Skills. Don't wait! Get your Sim children and teens in the groove for later career success by making sure that they do well in school.

Click the Skills and Career icon in the Live Mode panel to open the Skills and Career panel.

CAREER INFORMATION PANEL

Career Track

Sims can choose one of ten Career Tracks, each one of which has ten Job Levels. Sims can find a job in the newspaper, or by using a computer to do a jobsearch online. The icon for your Sim's Career Track and Job Level is displayed at the top left of the Skills and Career panel.

- ◆ Hover with your cursor over any of the icons for Job Level, Daily Pay, Work Hours, or Work Days to see a Popup Info window on your Sim's career position and statistics.

Job Performance

Check out the Job Performance meter to see if Sophie Sim might be up for promotion. A high job performance rating along with the required skill set and number of family friends, can lead to a promotion. Try to ensure that Sophie goes to work on time and in a good mood (keep an eye out for the carpool). It improves her Job Performance. If Sophie's Job Performance is very low, she may be demoted or even fired.

NOTE Every so often a Sim in the household may receive a Career Chance Card. Sometimes these are opportunities that can help your Sim skip a few rungs on the career ladder—but beware, your Sim could also experience the downside of these cards. When a Career Chance Card appears, take a gamble and see what happens.

- ◆ **Family Friends:** Under the Job Performance meter there are two numbers. These refer to the number of family friends needed for your Sim's next promotion. The bottom number is how many additional friends are needed for the promotion, while the top number is how many friends your Sim currently has.
- ◆ **Required Skills:** Besides friends, your Sim needs a certain skill set to be able to advance in his or her career. Look over at the Skill Bars. There are circles around the skill levels your Sim needs in order to climb the career ladder.

- ◆ **School Performance:** Young Sims don't have jobs, but they do go to school. For the younger set, the Job Performance meter shows School Performance. Make sure your youngsters do their homework and are sent off to school in a good Mood. They perform better at school (and maybe their grades won't scare their parents).

NOTE Does your Sim parent have good negotiating and dinner party skills? If so, you may direct this Dad or Mom to convince the Private School Headmaster to enroll their child in Private School. A Private School education can help with career advancement later in life. Call the Headmaster over and try your chances.

SKILLS

To advance in their jobs, Sims need to build Skills. The skills necessary for promotion in a particular job vary from career to career, and from job level to job level within that career. A Sim's current skill levels are displayed on Skills Bars. Sims can learn the following skills:

- ◆ **Cooking:** Sims with high Cooking skill can prepare a variety of delicious, satisfying meals for themselves and their household.
- ◆ **Mechanical:** Sims with high Mechanical skill can repair broken objects in the home faster than those with no skill in this area.
- ◆ **Charisma:** These Sims can please and persuade others. Sims with high Charisma tell better jokes and stories.
- ◆ **Body:** Sims with high Body skill can win physical fights and withstand illness.
- ◆ **Logic:** Sims with high Logic can figure things out and excel at games of mental skill.
- ◆ **Creativity:** Sims with high Creativity paint pictures good enough to sell for real money.
- ◆ **Cleaning:** Sims with high Cleaning skills maintain healthful and beautiful surroundings, inside and out.

Building Skills



To build Skills, Sims need Skill Objects (such as a chess set to increase Logic). You can see a Sim's Skill level improve by watching the Skill Progress Meter which appears over the Sim's head as they build Skill. If Sims aren't in a very good mood, they might refuse to spend the time and energy building Skill until you've addressed some of their more basic needs.

Sims can also increase Skills by doing real work. For example, a Sim can build Mechanical skill by repairing broken objects. Sims can also learn Skills by watching TV or reading books.

SIMOLOGY

Who are your Sims, really? Check out the Simology panel, where you find information on your Sim's Personality, Interests, and Memories.



PERSONALITY

Personality affects the way Sims react to the world around them, how their needs decay over time, what they like and don't like to do, and how they interact with one another. You can assign Personality Traits when you use the Create New Family Tool (see p. 13). Otherwise, Personality Traits are inherited from a Sim's parents.

NOTE In each Personality Trait Bar there is a white line that shows what your Sim's personality was at the time of birth (or creation). Sim parents can help teach their children to be Nice or Neat. Options in the Social Interactions pie menu between parent and child include Encourage Niceness, among other teachable traits.

Click the Personality icon to open the Personality panel.



Sim Bio

- ◆ Click the Sim Bio icon to see or write a brief description of your Sim's personal history.



Personality Traits

There are ten Personality Traits, and each has an impact on a Sim's behavior. Personality Traits are grouped in pairs and represent opposite ends on a scale.

- ◆ Hover with your cursor over each Personality Trait. A Popup Info panel appears that describes the trait and provides some clues as to how it might affect your Sim's behavior and relationships.

The Personality Trait pairs are as follows: Sloppy/Neat, Shy/Outgoing, Lazy/Active, Serious/Playful, and Grouchy/Nice.



Fitness

The Fitness Meter gives you a quick read on your Sim's fitness. If Fitness Levels get too low, your Sim may gain weight. Time for a swim or a session on the exercise machine.



INTERESTS

Interests are topics that Sims can talk about. Sims need Interests to carry on satisfying conversations with other Sims and make friends. Buying magazines can increase interests in particular areas. Once maximum Interest Levels are reached, further interest building results in the weakening of another Interest.

- ◆ Hover over each Interest to see a Popup Info panel that describes the Interest and suggests ways to build up interest in that area.
- ◆ **Overall Interest Levels:** The Interest Level Bar at the bottom of the Interests panel shows you if your Sim still has room to build his/her Interests.



Older Sims with high level Interests can build Interests in younger Sims by Sharing Interests, if their relationship is good enough. If an interaction is accepted, your elder Sim builds the other Sim's Interest Levels.



MEMORIES

Your Sim remembers significant life events as Memories. The Memory panel lets you access the way your Sim perceives the past. Memory icons are arranged chronologically.

Click the Memories icon in the Simology panel for a glimpse into your Sim's past.

Hover with your cursor over each Memory icon to view the name of the Memory. Click the Memory Icon to display a Popup Info panel that tells you more about the specifics of the memory.

When a Sim is experiencing a memorable moment, the Memory Icon appears and spins above their head. The moment is then stored in the Memory panel.

REWARDS



Rewards come in two flavors: Aspiration Rewards and Career Rewards. Each Rewards Catalog provides deserving Sims with the chance to buy objects that have the potential to help them out along life's path.

- ◆ Click the Rewards icon to open the Rewards panel. Click the Aspiration or Career Rewards button to see what objects are available for your Sim. The game is paused when the Rewards Catalogs are open.
- ◆ Reward Objects that are available to your Sim are displayed in full color. Locked Reward Objects are grayed out.
- ◆ Click to see a Popup Info panel that describes the Reward. You can get information on any Reward Object, whether it is available to your Sim or not.
- ◆ Click the Reward Object to select it. You may now place the Reward Object onto the lot. Click again to place the Reward Object when it is right where you want it.



ASPIRATION REWARDS

Aspiration Rewards can be bought with Reward Points your Sim has accumulated through achieving Wants. Whenever a Sim fulfills a Want, the number of Reward Points given is displayed over the Sim's head. Your Sim's Reward Points are displayed in the Aspiration Reward Catalog.

When you purchase and place one of the Aspiration Rewards in the game, the points it costs are deducted from your Sim's balance. Choose wisely, as Aspiration Rewards are NOT refundable. Each Aspiration Reward has special uses that can help your Sims achieve less attainable Wants. Any Sim in the household can use the Aspiration Reward—but beware, there may be nasty consequences for the user depending on his/her Aspiration Score.



CAREER REWARDS

Career Rewards can help Sims boost Skill Levels so they can advance in their professions. Sims unlock certain Career Rewards when they reach certain job levels within a career. When a Career Reward is placed in a household, it benefits everyone. The Reward helps further develop the successful Sim's abilities, and it can be used to teach other Sims in the household, improving their abilities as well.

Reward Objects that are available to your Sim are displayed in full color. Click the object to place it in your Sim's world.

THE AGING SIM



A Sim's world is constantly changing. The effects of time can be seen not only in how Gena Sim's cooking skills improve, but in how she blossoms from a young girl into a beautiful woman. In *The Sims 2*, your Sims live out an entire lifespan, from birth to death. A Sim's lifespan has six distinct stages, each with its own unique challenges and opportunities. Babies become Toddlers who grow to be Children. Then we enter the world of the Teen. Teens mature into Adults, who then become Elders in their Sim Neighborhoods—passing on any wisdom they may have gained during their lives.

◆ **Age Transition:** When a Sim is ready to age transition, a Notice appears in the upper right hand corner of the game screen. Any time after seeing this Notice, you can use the phone to throw a Birthday Party for your Sim. Don't worry, your Sim matures into the next stage whether you throw them a party or not.

Sim families may experience the joys of pregnancy and giving birth. When Sims reach the end of their lives, they die of old age. Depending on Joseph Sim's Aspiration Score, he may live a longer, more fulfilled life or die at an earlier age, his time in this world shortened by the constant despair and anxiety of unfulfilled Wants and realized Fears.

◆ **Sickness:** Sims do get sick, and can pass illness on to other Sims. Sickness is not good for Mood, Hygiene, or Environment. Your Sims need rest when they fall ill.

NOTE

You can freeze the aging process using a game cheat. Press **CONTROL** + **SHIFT** + **C**. In the Cheat Entry Window that appears in the upper left of the gamescreen, type the command "Aging off" and press **RETURN**. To turn the sands of time back on, bring up the Cheat Entry Window again and type the command "Aging on" and press **RETURN**.

MOVING OUT

Adult and Elder Sims can make the decision to Move Out through choices available when using the newspaper or computer. They don't have to hoof it alone; they can take other family members with them. These offshoot families are moved to the Families Bin, from where you can move them to a new lot. Adult and Elder Sims can also join an existing household through marriage or by invitation. If they are invited, they can bring other family members along as well.

LIFE INSURANCE (INHERITANCE)

While an aged Sim's death may cause grief for his friends and family, they may cheer up when they receive the dearly departed's stash of Simoleons. When a Sim dies of old age, a message appears that lets you and your Sims know that the SimCity Insurance Company is there for you in your time of loss. It lists the Sims who benefit from the Elder Sim's policy. The money isn't deducted from the dead Sim's family. The amount received by each Sim is based on their Lifetime Relationship with Grandpa, and on Grandpa's Aspiration Score at the time of his death.

INTERACTIONS

Objects and Sim Friends and Family play many roles in a Sim's world. Interactions with either can satisfy Needs, build Skills, or develop Interests, among other things.



INTERACTING WITH OBJECTS

- ◆ Click an Object to direct your Sim to interact with it. An Interaction Menu displays how your Sim might use that Object. If the Object has no available Interactions for your Sim, the cursor appears gray when you hover over the object.
- ◆ To cancel an Interaction menu choice, right-click your mouse or click anywhere on the gamescreen off of the menu. You can also press **[ESC]**.

There are a few Objects that are particularly helpful in Sim lives.

Phones

Phones are the key to many services and opportunities beyond the Sim household. Your Sim needs to use the phone to...

- ◆ Invite a friend over (or arrange to meet someone at a Community Lot)
- ◆ Order pizza or groceries
- ◆ Call for services (e.g., housekeeping or exterminators)
- ◆ Call emergency services (e.g., Police or Fire Departments)
- ◆ Call a taxi for transport to and from a Community Lot
- ◆ Call work to take time off or announce retirement

NOTE Phones are also necessary to Throw A Party. Parties help Sims socialize and build friendships. Sims can throw four kinds of parties—Birthday, Wedding, Golden Anniversary, and simple get-togethers. Buy your Sim's party supplies in the Miscellaneous Category of the Buy Catalog. Parties can be great Mood boosters, if successful.

Mirrors and Wardrobes

To help your Sims make style changes or to get ready for a big party, you need a Mirror.

- ◆ Click any Mirror and select **CHANGE APPEARANCE** from the Interaction menu. Change clothing, hair, accessories, and more.

Head to the community clothing store to stock up on new duds, or you can always design your own. Buy a Wardrobe to keep all of your Sim's clothes at hand for any occasion.

INTERACTING WITH OTHER SIMS



Relationships with other Sims fulfill several Needs and Wants for your Sim, among other things. Social Interactions can improve or degrade your Sim's relationships.

To initiate an Interaction with another Sim, click that Sim. A Social Interaction menu displays the different Social Interactions available between the two selected Sims.

The Social Interaction menu you see is decided by the quality of your Sim's Relationship with the other Sim, as well as her Age and Personality. Just because you direct your Sim to initiate a Social Interaction doesn't mean it will succeed. The other Sim can reject the Interaction, depending on how they are feeling at the moment.

Interaction Queue

Whenever you assign an action (Interaction) to a Sim, an icon for that action appears in the upper left of your game screen. These icons are the Interaction Queue and they let you know what your Sim is up to.

- ◆ Hover your mouse over one of the Interaction Queue icons to see a tooltip that describes the action. You can command your Sim to perform up to eight consecutive actions at a time.
- ◆ To delete an action in the queue, click the action icon. A red X appears and then the interaction disappears. Actions that follow in the queue move into the open chronological slot.

AUTONOMOUS INTERACTIONS

At times, Sims choose their own course of action. Sims' Autonomous Interactions also appear in the Interaction Queue. Usually, Autonomous Interactions give way to your directions unless your Sim is acting out of dire circumstance. Sims with low Aspiration Scores are apt to act autonomously. Younger Sims regress and lapse into behaviors unbecoming of their ages. Older Sims act unproductively and erratically. Don't worry, you can cancel Autonomous Interactions with a click of your mouse.



BUY MODE

Knowing a smart buy can ensure your Sim's happiness. As you play, you learn how different objects impact your Sims.

Ready to make some purchases? Click the Buy Mode button on the UCP.

- ◆ When in Buy Mode, the game is paused. When you return to Live Mode, the game resumes at the previously set speed.

GENERAL TOOLS



HAND TOOL

When you enter Buy Mode, your cursor automatically becomes the Hand Tool. The Hand Tool lets you move and rotate objects.

ARRANGING/REARRANGING OBJECTS

- ◆ The Hand Tool is the default tool when you enter Buy Mode. If it isn't currently selected, click the Hand Tool. When the cursor is over an object that can be moved it changes to the Hand Tool symbol.
- ◆ To move something with the Hand Tool, click the object and release. Now you can move the object into exactly the right position on any floor of the house.
- ◆ To rotate an object, click and hold with the Hand Tool. The cursor changes to two arrows. Drag your mouse left or right or press **←** and **→** to rotate the object. When you are satisfied with the object's orientation, release the mouse button.
- ◆ As you move that newly purchased piece around, the footprint display appears green when the location works and red when it doesn't. Small pointers indicate the front of the object.
- ◆ Got the spot? Click the left mouse button. The Hand Tool releases the object.

DELETING OBJECTS (OR HOW DO I GET RID OF THIS CHAIR?)

Here's how to delete an object from your Sims' environment while in Buy Mode.

1. Click the object with the Hand Tool.
 2. Move your cursor to the Buy Mode panel and click to sell the object (or press **DELETE** while the object is attached to the cursor). The resale value of the object is displayed in the panel, which is helpful for more painful decisions.
- ◆ Once deleted, the object's current value is added back to the family funds. Objects usually depreciate in value, so you probably won't get back the same amount of money you spent on the object.
 - ◆ Regrets? Click to return the object to the house or lot or press **ESC** before you press **DELETE**.

HINT: You might delete an object to make room for something new, but keep in mind that you can use Design Mode to change the look of an object. Save Simoleons by refurbishing rather than buying new.



EYEDROPPER TOOL

Don't feel like cruising through the catalog to find a matching bookshelf? With the Eyedropper Tool you can quickly identify objects for purchase.

- ◆ Click the Eyedropper Tool. The cursor changes to an eyedropper. Now hover over an object. The name of the item appears. **NOTE** You can use this with walls and floors too! The game switches to Build Mode if you use the Eyedropper Tool for these structural elements.
- ◆ If you click an object with the Eyedropper Tool, the identical item appears attached to your cursor. You can now place and rotate the object to the desired position. The catalog displays the selected object so you can check the price before deciding to spend your hard-earned Simoleons.
- ◆ Remember that when you click to place the object, you have purchased it and are charged accordingly.
- ◆ Don't want it? Press **ESC** to remove the object from the cursor.



DESIGN TOOL

Exercise your inner decorator with the Design Tool. Use this tool to update or improve objects your Sims already own. It might cost a little, but you're worth it, and it is much less expensive than buying an entirely new object.

- ◆ Click the Design Tool icon.
- ◆ Hover over an object. If it comes with design options, they appear highlighted.
- ◆ Click the object. If the object has design options, the moveable Design Palette window displays the choices and redesign cost for that piece. Sometimes more than one element of an object can be changed. Scroll to view all available choices. All options are displayed in the palette.
- ◆ Click the thumbnails to change the object's appearance. When you have the look you want (the object changes on your screen), click the Accept icon (✓) on the Design Palette.

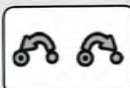
If you decide you can live with plaid a little longer, click the Cancel icon (X).



DAY/NIGHT VIEW

Sims thrive on light, day *and* night. Want to make sure your lighting purchases adequately illuminate the gloom?

Click the Day/Night View icon. This lets you temporarily switch between daytime and nighttime viewing. Time of day is not affected.



UNDO AND REDO

You can undo every shopping decision, rearrangement, and redesign you've made since you entered Buy Mode. Oops! Want some of it back? There's redo too.

- ◆ To undo an action, click the Undo icon on the Buy Mode panel. You can undo all actions (except Day/Night View). Bought the wrong chair? Clicking Undo removes it and credits the purchase price back to your Sims. Keep clicking to negate previous actions.
- ◆ You do want the chair you just undid? Click the Redo icon.

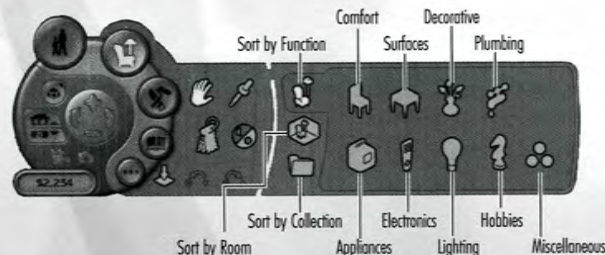


GO UP/DOWN A FLOOR

Click to move vertically about your house. You can also press **PAGE UP** and **PAGE DOWN** to accomplish the same thing.

THE BUY MODE CATALOG

Everything to satisfy your Sim's desires is available for purchase in the Buy Mode Catalog (Residential or Community).



RESIDENTIAL BUY MODE CATALOG

The Catalog is organized into three sorts. Objects can be viewed by *function*, by *room*, and by *collection*. Both function and room sorts contain all the objects in the Catalog. Collections help you organize objects.

SORT BY FUNCTION

To organize the catalog by function, click the Sort by Function icon. The function categories listed below appear. Within each category are *subsorts* that break down the catalog even further to help you as you shop. Click a category, such as Comfort, to see its subsorts (chairs, beds, etc.). When you select Beds, all the beds in the catalog are displayed.

NOTE Each category includes an All subsort. Click the All subsort to see every object in that category.

Want to return to the main Sort by Function level? When you choose one of the main categories of the function sort, a Back button is added to the Sort by Function icon. Click the Back button to close the category and return to the main Sort by Function level of the catalog.

SORT BY ROOM

Need to equip your Sims' living room? View the Buy Mode Catalog by room.

- ◆ Click the Sort by Room icon. Room categories are Living Room, Dining Room, Bedroom, Study, Outside, Kitchen, Kids, and Bathroom. Each category has objects for that particular room. And, of course, within each category are subsorts.
- ◆ Room category subsorts are the same for each room, and are identical to Sort by Function categories (Comfort, Surfaces, Decorative, Plumbing, Appliances, Electronics, Lighting, Hobbies, and Miscellaneous). Not every room sort category has objects in every subsort. For instance, you probably don't need a cooking range in the bathroom. In this case, the subsort icon appears as an outline.
- ◆ Forget which room you are furnishing? Not to fear, the icon for the Room category you selected is displayed above the subsort categories.

Want to return to the main Sort by Room level? When you choose one of the main categories of the room sort, a Back button is added to the Sort by Room icon. Click the Back button to close the category and return to the main Sort by Room level of the catalog.



SORT BY COLLECTION

You can create Collections of objects that you want grouped together (e.g., items with polka dots). Collections can be shared between Buy and Build Modes. Collections created by you or others can include objects from either of these modes (with the exception of Build Tools). You might want a collection that includes chairs and tables, as well as certain window and door styles.

Browsing a Collection

- ◆ To access a collection, click the Collections button. We have provided a few collections to get you going.
- ◆ Check out the Central Asian Collection. Scroll through the Collections folders and click the Central Asian Collection icon.
- ◆ A side panel appears, showing the objects in this collection. Anything Moroccan from the Buy or Build Mode Catalog appears in this collection. You can browse and purchase objects directly from here.
- ◆ To remove objects from the collection, click the Remove from Collection icon in the lower right corner.

Creating a New Collection



1. Click the Collections button to get to the Sort by Collection panel.
2. Click the Create New Collection button in the lower left hand corner. Type in a name for your Collection, and then choose a folder icon. Click the Accept (✓) icon and the folder icon appears in the Collections list. **NOTE** You can also choose Create New Collection from the Add to Collection dialog (see below).
3. To add an object to a collection, go to the Sort by Room or Sort by Function catalog view.
4. Select an object and click the Add to Collection button in the Popup Info panel.
5. Choose a collection folder from the Select a Collection dialog box.
6. Click the Accept button to add the object to that collection. If you go back into Sort by Collection and look at that collection—there it is. You can put the same object into multiple Collections.
7. Changed your mind about adding an object to a Collection? Click the Cancel button.

Deleting a Collection

- ◆ Click the Collections button to get to the Sort by Collection panel.
- ◆ First, click the offending collection to select it. Now click the Delete Collection button in the Collections area. Don't worry, the objects are still there... only the collection is gone. Use Sort by Function or Sort by Room to find them.

COMMUNITY BUY MODE CATALOG

You want to outfit the community swimming pool? Buying and building on community lots doesn't cost you (or your Sims) even one Simoleon.

Within each Community Buy Mode Catalog category, objects are grouped into *subsorts* based on function (Comfort, Surfaces, Decorative, Plumbing, Appliances, Electronics, Lighting, Hobbies, and Miscellaneous). The icon for

the category (with a Back button) is displayed above each sub-sort (so you remember where you are). Click the Back button when you wish to return to the main catalog selections.

BUYING FROM THE BUY MODE CATALOGS

You've browsed and now you've found the perfect chair for the kitchen table. Ready to buy?



View display to see how well this item fulfills certain needs

- ◆ Move your cursor over the object of your desire in the catalog and a tooltip displays the cost of the object. Not enough Simoleons in your budget? The thumbnail is outlined in red.
- ◆ Want more information before you buy? Click your selection and the Popup Info panel appears with info that includes the primary needs the object fulfills.
- ◆ If you have design options, the Popup Info panel displays your choices. You can change the metal, wood, and/or fabric at no additional cost. If you can change more than one aspect of an object, the options are displayed in two different rows in the Popup Info panel. See the design you prefer? Click the appropriate thumbnail.
- ◆ To purchase an object, click its thumbnail in the Catalog or in the Popup Info panel. Now move the cursor into the Game Window. The object is attached to the cursor, which is set to the Hand Tool. When you have placed the object, its cost is deducted from your Sim's funds.

NOTE Want more than one? HOLD **SHIFT** when placing the object, and another appears attached to your cursor, allowing you to place multiple copies for that unified look. Some objects, such as dining chairs, do this automatically.

- ◆ Want to expand your view? To see more choices at once, click the Expand Catalog icon. To return to the default display, click the Collapse icon.

BUILD MODE

Limited only by your Sims pocketbooks, you can test your ideas of form, function, and flow. Or design a community structure and build to your heart's content, unhampered by worries about cost. It all happens in Build Mode.

- ◆ Click the Build Mode button on the UCP to enter Build Mode. When you enter Build Mode, the game is paused. When you return to Live Mode, the game resumes at the previously set speed.
- ◆ Each Lot has a designated area that you can build on or landscape. For some construction elements (e.g., flooring), a global grid shows where you can build or place objects. For other elements (e.g., stairs), a grid displays under your cursor as you roll over the area showing where you can build or place objects.
- ◆ Houses can have a maximum of three floors, plus a foundation and a roof.

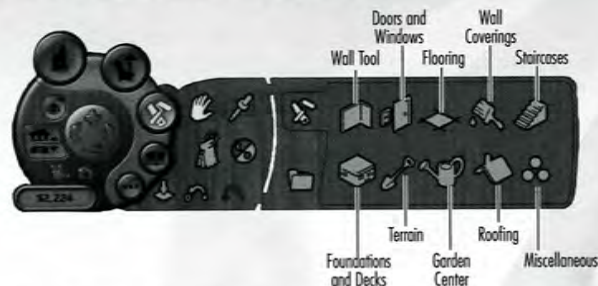
GENERAL TOOLS

Most of the General Tools in Build Mode work the same as corresponding tools in Buy Mode. See pp. 41–44 for more information on the Hand Tool, Eyedropper Tool, Design Tool, Day/Night View, Undo, Redo, and Go Up/Down a Floor.

TOP-DOWN VIEW

- ◆ Click the Top-Down View icon to set your camera in the skies. The UCP navigational controls or the right mouse button work the same in this view, so you can use them to pan around the lot and to zoom in and out. To bring your camera back to earth, click the Top-Down View icon again.

THE BUILD MODE CATALOG



All the tools and objects you need to construct a house, landscape the lot, and add fine architectural detail are in the Build Mode Catalog.

Build Mode is organized into Build Tools and Collections. Build Tools include tools and objects in categories and subcategories. You need to select a category before any of the tools or objects are displayed.

BROWSING BUILD TOOLS

Build Tools groups tools and objects by function. And the categories are: Wall Tool, Doors & Windows, Flooring, Wall Coverings, Staircases, Foundations & Decks, Terrain, Garden Center, Roofing, and Miscellaneous.

- ◆ Click a Build Tools category. The set of subtools is displayed and the Back button appears with the Build Tools icon.
- ◆ Within a category and subtool, there may be more tools and objects to browse. Scroll among your choices using the arrow keys or the scroll bar. To see more options in the catalog at once, click the Expand icon. Click the Collapse icon to return the catalog to the default display.
- ◆ Click the Back button to return to the main Build Tools catalog.

CONSTRUCTING WITH BUILD TOOLS

The items in Build Tools all work differently. Some of the tools operate as objects—use the cursor to place them in your Sim's world. Some are tools that allow you to build various elements. Here's how they work:

- ◆ Click the tool you want to use and move the cursor into the Game Window.
- ◆ When you place the object or use the selected tool, the cost of the item or tool rental is deducted from the Sim's funds.
- ◆ For objects, the cost is displayed in the tooltip that appears when you hover over the item in the catalog. If you cannot afford a selected object, its thumbnail is outlined in red.

- ◆ For tools, costs increase the more you use that tool. As you level terrain, the Simoleons fly. The cost is displayed in yellow as you use the tool and in red if you can't afford to continue.
- ◆ Unsure of a particular tool's usefulness? To learn more about a tool or object, click its thumbnail in the catalog. This brings up the Popup Info panel that tells you how to use that tool or object, how much it costs to use, and may give you additional style choices.
- ◆ To delete an object, select it using the Hand Tool. Move your cursor to the Build Mode panel and click to delete it (or press **DELETE** while the object is attached to the cursor). If you delete or sell back a Build Mode object you are refunded the depreciated value.
- ◆ To delete most architectural elements press **CONTROL** in combination with the selected tool (see below). Architectural elements return their purchase price to your Sim's coffers no matter how long they have been in use.

THE BUILD TOOLS

The tools of the trade. In general, pressing **SHIFT** with a tool gets you more of that structure. Press **CONTROL** with the tool to remove structures.

HINT: When building a first house for your family, keep a few basics in mind. Don't break the bank. Build to match the needs and number of Sims in your family.

WALL TOOL

Drag walls out to divide spaces and create entire rooms. Use the Wall Tool to draw a single wall or the Room Tool to drag out a whole room. Press **CONTROL** with these tools to remove walls.

DOORS AND WINDOWS

You won't have a house with flow if your Sims can't get in or out. Doors and windows must be placed in walls. To remove doors and windows, pick them up using the Hand tool and press **DELETE** or hold **CONTROL** while clicking the object.

The subtools in this category are: Doors; Single Story Windows; Multi Story Windows—place these beauties on walls that span more than one level and let the sun shine in; Archways—entryways without doors, useful for interiors; and All—every door and window at your disposal.

FLOORING

Your one-stop shop for covering terrain, foundations, decks, and floors. If you have added a diagonal wall that cuts across tiles, the Flooring Tool allows you to choose floor material for either side of the wall independently. You may choose to go industrial with a Poured Concrete floor, or choose from Stone, Wood, Tile, Brick, Carpet, Linoleum, and Miscellaneous. Use the All subcategory to see all flooring options at once.

- ◆ To lay flooring, select your floor covering and click to place one tile at a time. Click and drag to place several tiles at a time, or **SHIFT**-click to fill an entire room. If you click and drag this tool out on terrain, you'll level the terrain at the same time. Press **CONTROL** with this tool to remove floors.
CONTROL-click and drag removes flooring from a whole section.

WALL COVERINGS

Wall Coverings dress up your foundations and walls, inside and out. Choose from Brick, Masonry, Siding, Poured, Paint, Wallpaper, Tile, and Paneling.

- ◆ To apply surfaces to foundations or walls, select the wall covering you want to apply and click a wall. Click and drag over a series of walls to paint a whole section. Press **SHIFT** when clicking to paint the entire interior or exterior of a room. Press **CONTROL** with your selection to remove a wall covering. You can also press **CONTROL** + click and drag the mouse to remove a wall treatment from a whole section or press **CONTROL** + **SHIFT**-click to remove wallpaper from an entire interior or exterior of a room.

STAIRCASES

For freedom of movement between levels, be sure you have planned for placement of a staircase (even if you start out with a one-story home). You must have a room on the level above in order to place a staircase. The footprint remains in red until you have positioned the staircase in a valid location. To remove staircases, pick them up using the Hand Tool and press **DELETE**.

Connecting Stairs

These stairs adapt to any elevation, letting your Sims get up onto foundations and decks. Stairs also work on slopes too steep to traverse otherwise. Click at the spot on a foundation or deck surface where you envision the top of the stairs, and they extend down to the first available landing spot. A green outline appears if you have placed the tool in a valid location. If it's red, look for another spot. **CONTROL**-click the stairs to remove them.

Railing Tool

Use the Railing Tool to add railings to Connecting Stairs or Staircases. Place the railing at a location on the stairs. Press **CONTROL** with this tool to remove the railings. The Railing Tool self-selects the style of railing depending on the type of stairs. If you built Art Nouveau stairs, the added railing is automatically built in the same style.

FOUNDATIONS & DECKS

Foundations provide support surfaces for walls and other objects. You don't actually need a foundation to build, but your house has a more realistic appearance if you have one. Foundations must be placed on terrain. Decks can be placed on terrain, or, if you want to build a multi-story deck, press **SHIFT** while building atop a lower level existing deck to stack them. Press **CONTROL** with this tool to remove unwanted features.



If you build your house on a foundation, you need to build Connecting Stairs down from the foundation. Otherwise your Sims won't be able to get into the house. Same thing if you have placed a deck in front of the door.

TERRAIN

These tools let you control the shape and appearance of lots. Terrain Tools change elevation and terrain type and create water features. Select the brush size for your Terrain Tool by clicking one of the three Brush Size icons (small, medium, or large) on the panel. This changes the size of the area that the tool impacts. Select Brush Size for every Terrain Tool except Level Terrain.

Change a lot's terrain for building purposes, or for aesthetics and recreation. Be aware—you cannot change terrain under an existing house or object.

Elevation



Level Terrain Tool: Click or click and drag this tool to level the terrain. All terrain in the rectangular region becomes level with the tile where you started use of the tool.



Raise Terrain Tool: Click to raise the terrain level for a particular tile or click and hold to raise the terrain level for the entire area within the circle.



Lower Terrain Tool: Make dramatic valleys or get rid of troublesome mounds in the way of construction. Click to lower the terrain level for a particular tile or click and hold to lower terrain for the entire area within the circle.

Terrain types

Create grass, sand, or dirt on your lot's ground. Click and drag to change terrain in the circled area. **[CONTROL]**-click deletes the terrain cover you added and returns it to base texture.

Water

Place water features with this tool. Once you have reached water level, click the Water Tool repeatedly to make your pond deeper. To delete your water feature, use the Level Terrain Tool.

GARDEN CENTER

All plants must be placed on terrain. To remove plantings, pick them up using the Hand Tool and press **[DELETE]**. Categories are Trees, Flowers, and Shrubs. The All sub-sort allows you to see all garden items at once.

ROOFING

Different roof types can totally change the appearance of your house design. Check out the different styles by selecting Roofing, then selecting Roof Types, Dormers, Roof Patterns, or the Auto Roof tool.

- ◆ To create a roof, first select a Roof Type. Your cursor changes to the Roof Types Tool cursor.
- ◆ Click the top of existing walls and drag out your roof. Start by clicking where you want one corner of the roof, then hold and drag the cursor to the opposite corner. A preview of the roof appears as you drag the cursor. If you are having trouble drawing the roof where you want it, use the Floor Up and Floor Down buttons to make sure you're building on the correct level.
- ◆ Like what you see? Release the mouse button, and the roof, eaves (or edges), and necessary walls appear. **[CONTROL]**-click a roof to remove it.

NOTE

The space directly under your roof is probably too tight for functional use unless you put in a Dormer (see p. 55).

Roof Types

There are six different roof types: Long Gable, Short Gable, Hipped, Mansard, Shed Gable, and Shed Hipped. A thumbnail of each roof type appears in the Roof Types menu.

Dormers

Dormers are small rooms with a roof that you can insert into an existing roof. Dormers are placed much like objects, and can be rotated before they are placed. Use the Wall and Roof Tools to refine Dormer shape or to delete a dormer all together.

Roof Patterns

These are materials that you can use to give your roof the appearance you want. The Roof Pattern you choose is applied to all roofs on your lot.



Auto Roof Tool

If roofing has got you down, the Auto Roof Tool is here to help! The Auto Roof Tool roofs all indoor (enclosed) rooms on the lot at once, in the style of your choice. Any existing roof is removed to make room for the new house topper unless you select to preserve existing roofs. Click the Auto Roof Tool button and select hipped or gabled auto roof. You can edit your new roof using any of the Roof Tools. If you decide you hate the new look, don't forget that the Undo/Redo buttons are there for those with regrets.

Click the Auto Roof Tool to see your choices. Click the Preserve Existing Roofs icon to keep any roofing you have already built intact. It is highlighted green when you have selected this function. When you select one of the Auto Roof options, the view automatically switches to the top floor with the roof up.

MISCELLANEOUS

Some structural items that don't quite fit anywhere else.



Columns: Use these objects to support upper floors. *Columns are an excellent way to create a deck or balcony. Each column supports nine upper story floor tiles.* To remove columns, pick them up using the Hand Tool and press **DELETE**.



Fireplaces: Place a Fireplace to add light, warmth, and beauty to a Sim's home. If you place a fireplace in a house with multiple levels, notice that the chimney extends all the way up through the roof of the highest floor. To remove a fireplace, pick it up using the Hand Tool and press **DELETE**. Don't forget to install a smoke detector if you decide to equip your house with a fireplace.



Swimming Pools: Drag using this tool to dig a nice pool in which your Sims can play and exercise. You can only create rectangular-shaped pools—sorry. Press **CONTROL** with the Pool Tool to remove the pool. Don't forget! You need a ladder and diving board so that your Sims can get into and (most importantly) out of the pool!



Fence Tool & Gates: Fences are dragged out like walls, and can be built on uneven terrain. Press **SHIFT** with the tool to drag out a rectangle. Press **CONTROL** in conjunction with this tool to remove the offending fence. You need Gates to get in and out of fenced areas. Gates must be placed into existing fences.

BUILD COLLECTIONS

Collections work the same way in Build Mode as they do in Buy Mode (see p. 41). Access Collections from either Build or Buy Modes. Collections are shared across the two modes. A collection can have objects from both Buy and Build Modes. Build Tools, though, cannot be added to collections.

STORY MODE

Story Mode lets you create and share the real stories behind your Sims' everyday lives. You can create stories for families or entire neighborhoods. Follow your Sims through the generations...what deep secrets exist? Create stories in Story Mode by combining snapshots you take of your Sims with your own words.

- ♦ **Taking Pictures:** Click the Camera Snapshot button in the UCP to take a picture of the screen in Live, Buy, or Build Modes. Yup, you even hear the "click."
- ♦ **Camera Options:** To change any photo display such as size or quality, go to Camera Options in the Options panel (see p. 61). Changes here do not affect photos you have already taken.

Ready to arrange the snapshots and add a storyline? Here's how you get started, whether you are creating a story for a single family or for a neighborhood:

- ♦ For **Family Stories**, click the Story Mode button (or press **F4**) on the UCP. The game is paused whenever you are creating family sagas.
- ♦ For **Neighborhood Stories**, click the Neighborhood Story button (or press **F4**) in the Neighborhood Control panel. This opens the Neighborhood Story panel. Click **EDIT NEIGHBORHOOD STORY** to go into Story Mode to add or change the story.
- ♦ To name your story, click the text in the upper left corner to highlight. Type in your title. You can change the name at any time.

Anytime you wish to exit Story Mode, click the Close button.

There are two basic functions in Story Mode: Organize Story and Edit Story.

ORGANIZE STORY

It's time to arrange your pictures to tell a story.

SNAPSHOT BINS



Story List

Snapshot Bins display all the snapshots you have taken in *The Sims 2*. Click one of the Snapshot Bin icons to see your work. Snapshots are displayed in the order taken. Scroll left or right to see more pics.

You can access all of your Snapshots from either the Family Snapshot Bin or Neighborhood Snapshot Bin to illustrate your Story.

ADDING SNAPSHOTS

Ready to add a Snapshot to illustrate your Story?

Click the selection's thumbnail. A larger version of your photo appears above the selected Snapshot Bin.



Click the Add to Story arrow to add the photo to the Story List. Once you add a Snapshot to the Story, it is removed from its Snapshot Bin.



To delete a snapshot from its Snapshot Bin, select it and then click the Delete Snapshot button.

THE STORY LIST



The Story List displays your Story in pictures you have selected and arranged. When you add a Snapshot to the Story List, it is placed before the picture you have currently selected in the Story List.

- ♦ **Changing Snapshot Order:** Select the Snapshot you want to move and click either the Move Entry Up or Move Entry Down buttons until you get it to the right place.
- ♦ **Remove Snapshot from Story List:** If you want to remove a Snapshot from your Story, select the picture and then click the Remove Entry button. The Snapshot goes back into its appropriate Snapshot Bin.



EDIT STORY

You've got the visual part of your Story, now you need to flesh it out with words. You can choose to edit your Story in one of two different formats, Album or Blog.



EDIT ALBUM

In Edit Album you can add text to the Snapshots in your Story List. The Story looks like a photo album—there is one Snapshot per page with its accompanying text.

- ♦ **Adding Text:** Click the Edit Album button. Add the written part of your story by typing in the text field. Scroll forward or back in the album by using the Next and Previous buttons.
- ♦ **Remove an Entry:** To delete an entry from the album, click the Remove Entry button. The text will be deleted, but the Snapshot goes back to its original Snapshot Bin.



EDIT BLOG

You can view and edit your Story while viewing several entries at once (sort of like a comic strip panel). Click the Edit Blog button and your Snapshots and text appear on one page, arranged from the top down, four at a time. To edit or add text, click in the text field of the appropriate Snapshot. To delete a piece of your Story, click the Remove Entry button that appears in the corner for each entry. The text is deleted, and the Snapshot goes back to its original Snapshot Bin.



Creating photo albums is not the only way to chronicle Sim life. Make your own Sims Home Movies! Click the Video Camera in the UCP to record a QuickTime of your Sims. Use any Movie Editing software to edit your footage to create a clip that captures the essence of your Sims.



PACKAGING YOUR STORY TO *THESIMS2.COM*

Why keep your Story to yourself when you can Package it up and share it with the world at *TheSims2.com*?

Your Story appears on the website in the format you choose (Album or Blog). And don't worry if you keep adding to a Story you've already uploaded—when you Package a Story you've already sent to *TheSims2.com*, the version on the website is updated to reflect new developments and changes. You can Package your Story from either Edit Album or Edit Story Page in Story Mode.

- ◆ **Packaging Your Story:** Make sure you have an active Internet connection. Click the Package Album to *TheSims2.com* or Package Blog to *TheSims2.com* button. A dialog box prompts you to login. For login instructions, see p. 68.
- ◆ Follow the online instructions to post your Story or Blog.

OPTIONS



Choose your ideal game settings or create your own soundtrack for home construction!

- ◆ Access Options from the UCP, the Neighborhood Control panel, or from Create New Family. Click the Options icon. Make your choices within each selection panel.
- ◆ Want to return to the Default settings? In each Options panel there is a Default Settings button in the bottom right corner. Click it and you are back to the original settings.



GRAPHICS/PERFORMANCE OPTIONS

The Sims 2 automatically sets the Graphics/Performance Options to ensure the best performance based on your computer specifications. If you make changes, simply click the Default Settings button to return to these auto-detected settings. To optimize performance on your system, you can experiment with the quality settings in this area.

- ◆ **Shadows:** OFF/MEDIUM/HIGH—Select OFF for no shadows, MEDIUM for house and contact shadows. HIGH adds Sim and Object shadows.
- ◆ **Lighting:** LOW/MEDIUM/HIGH—Select HIGH for more lighting to create a richer scene and enhance lighting quality.
- ◆ **Graphic Effects:** LOW/MEDIUM/HIGH—Control the appearance and frequency of special effects, such as steam and clouds.
- ◆ **Sim/Object Detail:** MEDIUM/HIGH—Sets the graphic detail for objects and Sims. HIGH offers greater geometry detail.
- ◆ **Texture Detail:** LOW/MEDIUM/HIGH—Control bump mapping, for more or less detail in textures.
- ◆ **Reflections:** OFF/ON—Choose whether or not you see reflections from shiny surfaces, such as mirrors.
- ◆ **Screen Size:** You may need to scroll to see all the choices. The minimum resolution is 800 x 600, the maximum is as high as your monitor or video card supports. When you select a new screen size, the image on your screen changes to the new setting. Confirm the change if you are satisfied, or revert back to the previous setting.
- ◆ **Refresh Rate:** The game sets the appropriate rate for your machine.
- ◆ **UI Transparency:** OFF/ON—Controls the translucency of the user interface. This option affects game performance more if the screen size is set to 800 x 600.
- ◆ **Object Hiding:** OFF/ON—Choose whether you see more or fewer objects on different floors of the house you are currently playing. Choose ON to improve game performance.

NOTE Changes you make to all graphic settings do not take effect until you click the Apply Changes button.



AUDIO OPTIONS

All Audio Features (voices, music, etc.) of the game can be adjusted for volume. To mute a feature, click the "X" to the left of the volume bar. To adjust sound quality, move the Audio Quality slider. Higher sound quality slows down game performance.

- ◆ **Voices:** Sims talking, giggling, complaining, and shouting for joy.
- ◆ **Sound Effects:** Game sound effects—toilets flushing, fires crackling, etc.
- ◆ **Music:** The music that plays while you build Sims, houses, and families.
- ◆ **Ambient:** Background sound effects—birds chirping, wind swooshing, etc.

Use Audio Options to select the soundtracks for different game functions. You can play any of the music in the panel by selecting the song. Click the Play Button that appears. Click the Stop Button when you've heard enough. You can enable or disable certain songs for the particular game function by using the Enable/Disable button to the left of the song title. The song is enabled when the circle is filled with a dot.

- ◆ **Stereo:** Select which songs are played for each music category (techno, metal, etc.). The categories represent different radio stations available on your Sims' stereos. This music plays only in Live Mode when your Sims are listening to the radio or stereo.
- ◆ Select the playlists for Buy and Build Modes, Neighborhood, or for when you are working with the Create A Family Tool.

NOTE

If you want to listen to your own songs, just go to Home\Documents\EA GAMES\The Sims 2\Music folder and drop your .wav or .mp3 files in the appropriate folder. The songs are then available in the Audio Options panel. The Music folder is generated after you have played the game once, so don't look for it right after you have installed the game.



GAME OPTIONS

These options control various game-wide settings.

- ◆ **Edge Scrolling:** OFF/ON—When ON, your Sim world automatically scrolls when you move your cursor to the edge of the screen.
- ◆ **Catalogs Display Custom Content:** OFF/ON—When ON, any custom content that you have downloaded or created for your game is included in the various appropriate catalogs.
- ◆ **Sim while Minimized:** OFF/ON—When ON, *The Sims 2* continues to run even when you switch to a different application. When OFF, the game pauses if you **ALT-TAB** to a different program. (Not supported in Mac OS)
- ◆ **Auto Login:** OFF/ON—When OFF, the game always asks for a user name and password for Internet access from the game (i.e., for custom content).
- ◆ **Camera Rotation:** DEFAULT or SIMS 1 STYLE. Choose the style that suits your taste.
- ◆ **Free Will:** OFF/ON—Choose ON if you want your Sims to have the free will to make autonomous decisions. If OFF, you control every moment of their lives. The Free Will setting applies only to the household you are currently playing.



CAMERA OPTIONS

Camera Options let you control settings for the Game Camera, Camera Snapshot, and Video Capture. For more information on Video Capture and Camera Snapshots, see p. 19.

- ◆ **Picture in Picture Window:** ENABLED/DISABLED—When ENABLED, the game displays a smaller window inside the game screen when important events take place. So if a burglar enters your Sim's house, the action unfolds live in a smaller screen. If you click the smaller screen, you are taken directly to the site of the event. You can close the Picture in Picture Window anytime. It closes on its own when the event is over. If this option is DISABLED, it improves game performance.
- ◆ **Special Event Camera:** ENABLED/DISABLED—When ENABLED, the game automatically takes control of the camera for special events. When Miguel is experiencing his first kiss, the camera automatically swoops in for a close-up. If this option is DISABLED, it improves game performance.
- ◆ **Neighborhood Camera Drift:** ENABLED/DISABLED—When ENABLED, the camera drifts slowly in the Neighborhood screen. If this option is DISABLED, it improves game performance.
- ◆ **Snapshot Size:** SMALL/MEDIUM/LARGE—The smaller the image size of the snapshot that is saved, the smaller its file size. Snapshots are always of the full screen (without annoying control panels cluttering up the view, of course).
- ◆ **Snapshot Picture Quality:** LOW/MEDIUM/HIGH—The lower the quality of the snapshot, the smaller its file size, making it easier and quicker to upload and share with pals.

◆ **Video Capture Size:** SMALL/MEDIUM/LARGE—Smaller video image size equals smaller file size. The actual video capture is always full screen.

◆ **Video Sound Capture:** ENABLED/DISABLED—When ENABLED, the game records both sound and video. If DISABLED, the game records only video for better performance and a smaller file size.

◆ **Video Capture Quality:** LOW/MEDIUM/HIGH/HIGH & UNCOMPRESSED—The lower the quality of the video, the smaller its file size. If you set the Video Quality to HIGH, the Sound Capture is automatically disabled. You can turn the Sound Capture back on, but it may affect performance. The HIGH & UNCOMPRESSED setting produces very high quality video, but takes up a large amount of hard drive space.

◆ **Maximum Video Recording Time:** Set the length of your movie clips in seconds. Video Time is limited only by the amount of space available in your hard drive. The Video Recorder saves files in QuickTime format to your Home\Documents\EA GAMES\The Sims 2\Movies folder.



Depending on your computer's performance, you may not be able to capture sound at the HIGH quality setting.



CREDITS

Who made *The Sims 2* come to life? Click the Credits icon to see who did what.

ADDITIONAL FEATURES



CREATE A NEIGHBORHOOD

In the Main menu where you select the Neighborhood you wish to play, you can select Create Custom Neighborhood to design an entirely new arena where your Sims can live, interact, and plant family trees.

- ◆ Click the Create Custom Neighborhood icon in the Neighborhood Chooser panel of the Main menu.
- ◆ Click to choose a terrain template for your neighborhood. The selected terrain template appears in the display window. Click the Load Template button to accept the choice.
- ◆ Decide upon a Neighborhood Name and enter a Neighborhood Description. Select a terrain type for this Neighborhood. Click the Load Neighborhood button to load your new neighborhood.
- ◆ Write the Neighborhood Story or wait until you know a little more about this new world. Use the Neighborhood Decorations Tools to decorate your neighborhood with landmarks, trees, and other items.

Your new Neighborhood now appears in the Neighborhood Chooser panel along with your other Neighborhoods.



DOWNLOAD/UPLOAD CUSTOM CONTENT

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. INTERNET CONNECTION REQUIRED. TERMS & CONDITIONS AND FEATURE UPDATES CAN BE FOUND AT www.eagames.com YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE THE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.eagames.com.

Click the Custom Content Browser button to access TheSims2.com. A Login Dialog asks you to enter your user name and password. You can set up an account to access TheSims2.com at <http://www.eagamereg.com>.

If you check Auto Login when you access the website from the game, you are automatically logged in if you wish to access TheSims2.com again.

After you log in, you have access to *The Sims 2* content from TheSims2.com.

Download Custom Content by following the instructions on the website. After your content is downloaded, it automatically appears in the appropriate catalogs in the game and is always indicated by the Custom Content icon. You can use it right away.

Delete any of the Custom Content you have downloaded by selecting its thumbnail, then click the trash bin icon to delete.



PACKAGING LOTS OR FAMILIES

Lots and families can be uploaded to the web by clicking the Package Lot button found on the More Information panel of the Lot Popup Info panel. What do you do? First, make sure you have an Internet connection. Next, select a lot. Now click the Package Lot to TheSims2.com icon. Use your user name and password to login to TheSims2.com. Write a description (this appears on TheSims2.com exchange next to your Lot Download). You have sent your lot to the website. You also have the option to create a file of this lot as well. This enables you to share lots with friends, and does not upload the selected lot to the website.

NOTE

You can only package a family for uploading if it lives on a lot, they can't go just as a family. All lots can be uploaded: occupied/unoccupied or community.

THE SIMS™ 2 BODY SHOP

The Sims 2 Body Shop is a tool that allows you to create custom content for your Sims that anyone can use in *The Sims 2*.

To launch The Sims 2 Body Shop go to the "The Sims 2" folder that has the game application icon. The icon for The Sims 2 Body Shop will be in that folder.

To become part of The Sims 2 community and to get the latest on game tips, cheats, and other useful information, check out our website at TheSims2.com.

PERFORMANCE TIPS

SYSTEM REQUIREMENTS

It is essential that your Macintosh meets the Minimum Requirements as detailed on the game's packaging. If you are experiencing poor performance, check to make sure your computer meets the requirements.

OTHER APPLICATIONS

We recommend that you quit all other running applications while playing The Sims 2.

OPERATING SYSTEM UPDATES

Keeping your operating system up-to-date will make sure you have the latest video drivers and system improvements available for your version of the Mac OS.

If you are still experiencing poor performance, try adjusting the game's graphics/performance options (details are on page 62 of this manual).

TECHNICAL SUPPORT

You should read through the manual and the Readme file on the DVD before contacting Aspyr. Please ensure that your computer meets the minimum system requirements that are listed on the bottom of the box. Our Technical Support representatives will not be able to help customers whose computers do not meet these requirements. So that we can better help you, please have the following information ready:

- Complete product title
- Exact error message reported (if any)
- A brief description of the problem
- Your computer's processing type and speed (PowerMac G5 1.8 GHz, PowerBook 1 GHz, etc.)
- Amount of RAM (MB, GB)
- Make and model of your video card (ATI, NVIDIA)
- Speed of your CD-ROM or DVD-ROM (16x, 4x)
- Operating System (10.3.8, 10.4)

NOTE

Please do not contact Technical Support for hints/codes/cheats: only technical issues.

CONTACT US OVER THE INTERNET:

If, after reviewing all the known issues in the Read Me file, you are still having difficulties, please visit our online technical support page at www.aspyr.com/support. If your problem is not currently listed, then please gather all information regarding the problem, including attempts to resolve the problem, error messages, and computer specifications and fill out the detailed support form located at www.aspyr.com/contact. This form will then be sent to Aspyr Media Technical Support.

CONTACT US BY PHONE:

You can also contact us by phone by calling (512) 708-8100. Note that this number is for technical assistance only. No hints and tips will be given out over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and prepared to provide all necessary information about your computer.

YOU CAN ALSO CONTACT ASPYR TECHNICAL SUPPORT USING ONE OF THE FOLLOWING OPTIONS:

Aspyr Media, Inc., P.O. Box 5861, Austin, TX 78763-5861

Fax: (512) 708-9595

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- Reverse engineer, derive source code, modify, decompile, or disassemble the Program, in whole or in part.
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