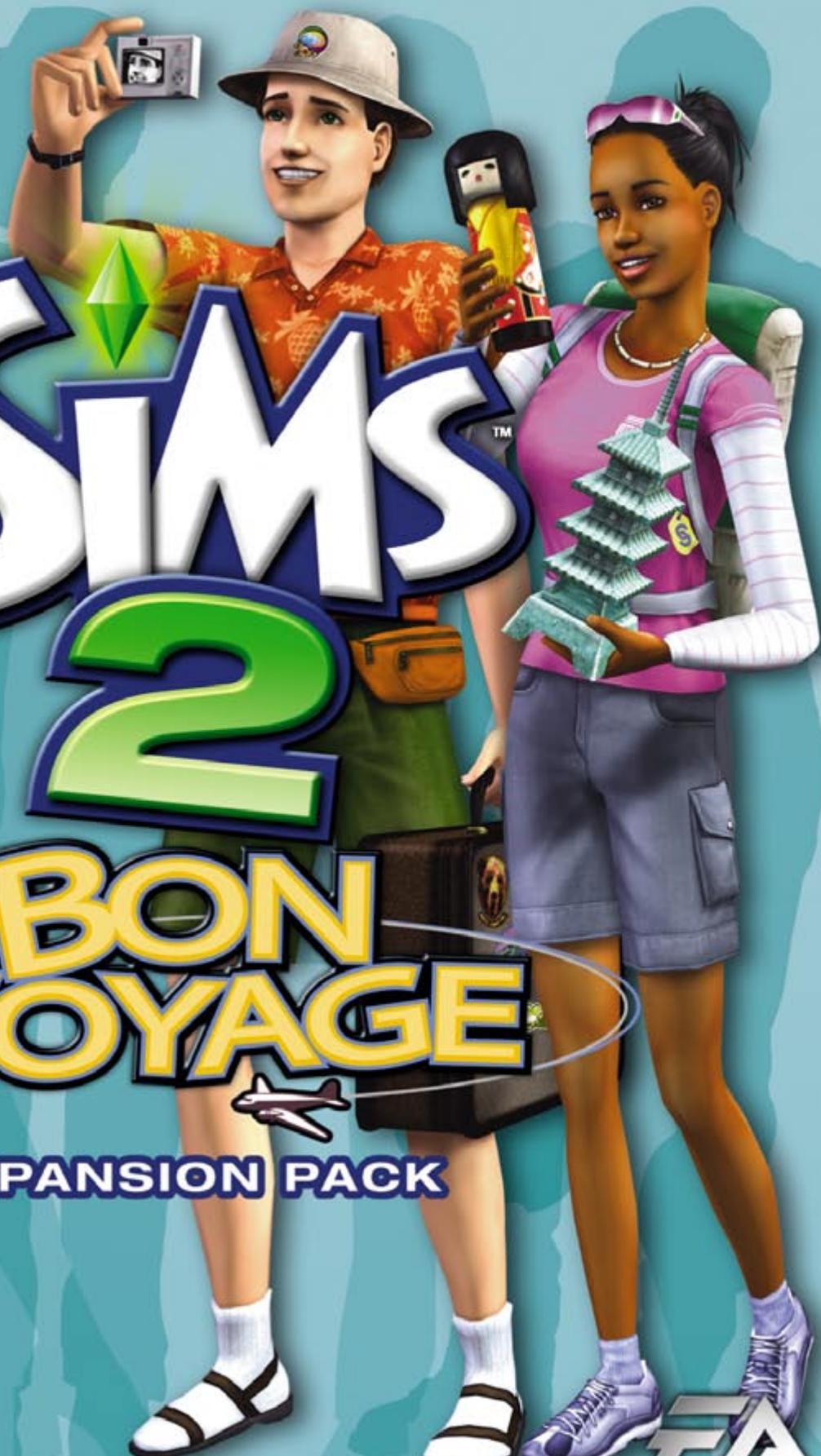


STAT TABLES FOR ALL
The SIMS 2
OBJECTS



The SIMS 2

BON VOYAGE

EXPANSION PACK



Prima is an authorized Electronic Arts licensee.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.





PRIMA Official Game Guide

Greg Kramer



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States. Prima Games is a division of Random House, Inc.

No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Electronic Arts Inc.

©2007 Electronic Arts Inc. EA, the EA logo and The Sims are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. All other trademarks are the property of their respective owners.

Product Manager: Todd Manning
Editor: Alaina Yee
Design: Jamie Knight
Layout: Kari Keating
Manufacturing: Suzanne Goodwin

Please be advised that the ESRB Ratings icons, "EC", "E", "E10+", "T", "M", "AO", and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the Ratings icons, please contact the ESA at esrblicenseinfo.com.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide any additional information or support regarding gameplay, hints and strategies, or problems with hardware or software. Such questions should be directed to the support numbers provided by the game and/or device manufacturers as set forth in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 978-07615-5772-2

Library of Congress Catalog Card Number: 2007931830

Contents

Chapter 1: What's New	1
Chapter 2: Vacationing	5
Chapter 3: Vacation Accommodations	27
Chapter 4: Vacation Collectables	39
Chapter 5: Vacation Destinations	56
Chapter 6: New Objects	70
Chapter 7: New Socials	102
Chapter 8: New NPCs	112
Chapter 9: Build More Additions	123
Chapter 10: Jobs by Career Level	128
Chapter 11: Objects	154
Chapter 12: Socials	202

Prima Games

A Division of Random House, Inc.

3000 Lava Ridge Court, Ste. 100

Roseville, CA 95661

1-800-733-3000

www.primagames.com

Chapter 1

WHAT'S NEW

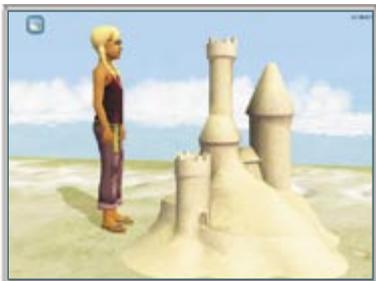
No matter what they do for a living, how many friends they have, or how they spend their free time, every Sim longs to get away from it all. Nothing is more restorative than change of scenery, a bite of an exotically flavored food, a chance to mingle with Sims from other cultures, or just a little break from the daily grind. And now Sims can have all this and more thanks to *The Sims™ 2 Bon Voyage*.

The experiences and memories your Sims bring home from their wanderings stay with them for a lifetime, enriching their own lives and the lives of those around them.

New Features



The enormous pirate ship object offers a treasure chest full of things to do.



Creative Sims build glorious sand castles.



New island fashions make your Sims feel like a local.

- ◆ **Beach Ground Cover:** Fine-tune your beaches with these new ground covers. See the Build Mode Additions chapter.
- ◆ **Beach Lots:** With new beach lot templates, lots placed near water automatically form a useable beach on which your Sims can sunbathe, build sandcastles, watch the waves, dig for seashells, and dive into the surf. See the New Objects and Build Mode Additions chapters.
- ◆ **Beached Pirate Ship:** Biggest...object...ever. 'Nuff said. See the New Objects chapter.
- ◆ **Bigfoot:** This new supernatural Sim species must first be found—Bigfoots are most elusive—but once your Sims meet one, they can convince the hairy beasts to join their households. See the New NPCs chapter.
- ◆ **Campgrounds:** Combine the new tent objects and a hotel-zoned lot and you've got a functioning campground where Sims can stay on vacation for free. See the Vacation Accommodations chapter.
- ◆ **Changing booths:** Changing booths now act like dressers, allowing your Sims to change into any of their household outfits or to plan outfits on Community Lots. No more trips home just to change into underwear. See the Vacationing chapter.
- ◆ **Community Lot Marriage:** Sims can now be married on Community Lots. Let the wedding chapel building begin! See the Vacationing chapter.
- ◆ **Death on Community Lots:** Have you ever had a Sim die on a Community Lot and bemoaned the unfair permanence of his demise? With a change to how Community Lots handle the death of a Sim, you have a brief opportunity to undo the damage. See the Vacationing chapter.
- ◆ **Digging for Treasure:** There be treasure beneath your Sims' feet! Now they can search for it by digging on any open bit of earth. They could find a valuable treasure chest or other handsome objects, or uncork a watery mess. See the Vacation Collectables chapter.
- ◆ **Greetings:** While on vacation, Sims can learn three new gestures known only to the destinations' denizens. See the Vacation Collectables chapter.
- ◆ **Hotel Room Service:** While staying at a hotel, Sims can have their dinner brought to their room. See the Vacation Accommodations chapter.
- ◆ **Hotels:** This new kind of lot lets your Sims establish a temporary second home in either a vacation destination or any base or associated neighborhood. See the Vacation Accommodations chapter.
- ◆ **Invite to be Houseguest:** Sims can invite their friends and acquaintances to spend a few days and nights as houseguests. This is a great ability for getting to know Sims they met on vacation or just have more time with special Sims. See the Vacationing chapter.
- ◆ **Jewelry:** A new appearance category allows you to adorn your Sim with rings, bracelets, necklaces, or earrings, and a new countertop vending rack gives Sims a place to buy it. Intrepid beachcombers can also uncover rare pieces. See the New Objects chapter.

- ◆ **Massages:** Sims can use the new massage table object to give relaxing massages and can expand their repertoire by learning three massages from faraway lands. See the Vacation Collectables and New Objects chapters.
- ◆ **Mementos:** Sims collect experiences to make them more accomplished travelers with Vacation Mementos, a new scoring system found in their Memories panel. See the Vacation Collectables chapter.
- ◆ **New fitness activity:** Vacationers to Far East destinations can learn a new fitness activity that also has many of the benefits of group dancing. If your Sims can do Tai Chi, they improve their bodies and get to know other Sims at the same time. See the Vacation Collectables chapter.
- ◆ **New group dances:** In addition to the Smustle, vacationing Sims can now learn two new group dances for big Fun and Social interaction. See the Vacation Collectables and New Socials chapters.



Tai Chi anyone?



Beware the Unsavory Charlatan!



Bigfoot loves the Slap Dance.

- ◆ **New NPCs:** A cast of new NPCs make Sims' vacation time easier or more exciting. Bellhops and Housekeepers keep the hotels running smoothly while Masseuses/Masseurs make your Sims feel more relaxed and centered. Tour Guides take your Sims on organized—but still unpredictable—adventures while Unsavory Charlatans disguise themselves in local clothing and pick the

pockets of the naive vacationer. Fire Dancers entertain and teach your Sims their ancient art while a salty Pirate Ghost Captain and a shadowy Ninja can instruct them in group singing and a new way to get around. See the New NPCs chapter.

- ◆ **New Objects:** Treat your Sims to exotic local foods, a serene pot of tea, axe throwing, or a game of mahjong, and give them a chance to sit around a campfire, soak in a hot springs, or take a sauna. They have many other new experiences to try in the expanded object lineup. See the New Objects chapter.
- ◆ **New Places to WooHoo:** Amorous Sims have even more places to get intimate, with the new tent, sauna, and hammock objects. See the New Socials and New Objects chapters.
- ◆ **New transportation picker:** Whenever your Sims go to a Community Lot, they can now pick individual Sims to join them rather than having to go with everyone or no one. See the Vacationing chapter.
- ◆ **New Turn Ons/Offs:** Sim attraction can be enhanced or stifled in new ways thanks to 14 new Turn Ons and Turn Offs. Now your Sims can be attracted or repelled by a Sim's success in career or skills and even more kinds of supernatural Sims. See below.
- ◆ **Pagoda Roofs:** This exotic new roof style comes in a variety of shapes. See the Build Mode Additions chapter.
- ◆ **Real Honeymoons:** Honeymoons are no longer quick illusory trips off lot, but rather full-fledged romantic getaways to a vacation destination. A special vacation booking system makes planning a honeymoon as easy as falling off a wedding arch. See the Vacationing chapter.
- ◆ **Roof Textures:** New roof textures reflect the culture of each of the three vacation destinations. See the Build Mode Additions chapter.
- ◆ **Secret Lots:** Find each vacation destination's secret lot and unlock its mysteries to reap special rewards. Sims can learn to spin a Far Eastern legend, control other Sims with Island magic, or bring back the biggest (and hairiest) vacation souvenir of all. See the Vacation Collectables and New NPCs chapters.
- ◆ **Snapshots:** All Sims now carry a pocket camera wherever they go so they can snap candid or posed pictures. Prints or photo albums of these shots can be ordered and delivered to your Sims' door to adorn their home or be viewed for Fun. See the Vacationing chapter.
- ◆ **Souvenir display:** This ordinary looking shelf can exert a magical influence if stocked with the right combination of vacation collectables. See the Vacation Collectables chapter.
- ◆ **Souvenirs:** New souvenir racks let your Sims convert their hard-earned Simoleons into dust-collecting trinkets to display back home.
- ◆ **Special Effects:** Sims can now experience many new sensations, and not all of them good. Well, "good" depends on whether one enjoys being swarmed by bees, having poison ivy, and feeling motion sick. See the Vacationing chapter.

CHAPTER 1: WHAT'S NEW



Bejewel your Sims with a new appearance option.



Putting soap in this fountain isn't a great idea; the monkey god does not approve.



The ghost of the pirate Edward Dregg has such a musical laugh!

- ◆ **Tours:** Send your Sims away for a few vacation hours on nine thrilling tours of local attractions. They'll always face an unexpected dilemma that sends them home with something surprising. See the Vacationing chapter.
- ◆ **Vacation Benefits:** Sims can bring the results of a good vacation home with them thanks to the new Vacation Benefit reward system. See the Vacationing chapter.
- ◆ **Vacation Destinations:** Three new built-in vacation destinations come complete with hotels, Community Lots, and vacation homes that highlight the many features in *The Sims™ 2 Bon Voyage*. These destinations demonstrate what's possible with the tools and resources now at your creative fingertips and are detailed in the Vacation Destinations chapter.
- ◆ **Vacation Homes:** A new kind of ownable real estate, available in vacation neighborhoods, lets your Sims buy and use a second home. See the Vacation Accommodations chapter.
- ◆ **Walk to Lot:** Sims now have a new way to move between their home lots and Community Lots thanks to the new public phone and "Walk to Lot..." self-interaction. No more waiting for the taxi! See the Vacationing chapter.

Miscellaneous New Features

New Turn Ons/Turn Offs

Sims are attracted to one another for myriad reasons, but each Sim's personal Turn Ons and Turn Offs play a very significant role. In fact, maximum attraction is impossible without at least one Turn On. *The Sims™ 2 Bon Voyage* adds 14 new possible attraction features:



In Create-A-Sim, assign your new Sims some existing Turn Ons/Offs or try out the new ones.

- | | | | |
|---------------------------------------|---|---------------|---|
| ◆ Athletic |  | ◆ Logical |  |
| ◆ Charismatic |  | ◆ Lycanthropy |  |
| ◆ Creative |  | ◆ Mechanical |  |
| ◆ Good at Cleaning |  | ◆ Plantsimism |  |
| ◆ Great Cook |  | ◆ Robots |  |
| ◆ Hard Worker (Job Level 6 or higher) |  | ◆ Unemployed |  |
| ◆ Jewelry |  | ◆ Zombism |  |



Existing Sims can change their Turn Ons/Turn Offs with a bottle of ReNuYu Porta-Chug potion or...



...the ReNuYu Senso Orb Aspiration reward object.



Either way lets you change your Sim's Turn Ons and Turn Offs (and Aspiration).



Read all about it! The new Sims news panel keeps you up to date on all things Sim-my.

Features Carried Forward



note

What we call "features carried forward" are systems or content introduced in previous expansion packs that are installed as part of a later pack. If, therefore, you don't have the previous pack, you'll get carried forward features when you apply *The Sims™ 2 Bon Voyage*. For example, the concept of "attraction" was introduced in *The Sims™ 2 Nightlife*, but you'll see the attraction system with the installation of any later pack.



note

The ReNuYu Porta-Chug potion can't be bought. Existing Sims each received one bottle if you installed *The Sims™ 2 Nightlife*. If you want a later-created Sim to have one, direct another Sim to give it as a gift or place the bottle on the ground from inventory and direct your newer Sim to drink it.

Sims News

With this expansion pack, you can keep up to date on the world of *The Sims™ 2* whenever you launch your game.

This informative navigational tool will display:

- ◆ Which expansion packs you have installed
- ◆ *The Sims™ 2* news updates
- ◆ New *The Sims™ 2* downloads
- ◆ A button to launch your game

- ◆ Influence (*The Sims™ 2 University*)
- ◆ Vanity functionality (*The Sims™ 2 University*)
- ◆ Lifetime Wants (*The Sims™ 2 University*)
- ◆ Inventory panel (*The Sims™ 2 Nightlife*)
- ◆ Attraction/Chemistry (*The Sims™ 2 Nightlife*)
- ◆ Pleasure Aspiration (*The Sims™ 2 Nightlife*)
- ◆ ReNuYu Porta-Chug potion (*The Sims™ 2 Nightlife*)
- ◆ Turn Ons/Turn Offs (*The Sims™ 2 Open for Business*)
- ◆ Door Lockability (*The Sims™ 2 Open for Business*)
- ◆ Change Lot Name button (*The Sims™ 2 Open for Business*)
- ◆ Game Tip Encyclopedia (*The Sims™ 2 Pets*)
- ◆ Collections enhancements (*The Sims™ 2 Pets*)
- ◆ Flatten Lot tool (*The Sims™ 2 Pets*)
- ◆ Sledgehammer tool (*The Sims™ 2 Pets*)
- ◆ Rotating floor tiles (*The Sims™ 2 Pets*)
- ◆ Revamped Collections (*The Sims™ 2 Pets*)
- ◆ Inventory hotkey (*The Sims™ 2 Pets*)
- ◆ Invite household interface (*The Sims™ 2 Pets*)
- ◆ Hair enhancements (*The Sims™ 2 Seasons*)
- ◆ Give Gift Social (*The Sims™ 2 Seasons*)
- ◆ New pool shapes (*The Sims™ 2 Seasons*)

Chapter 2

VACATIONING

There's only so much fun you can have close to home. Every now and then, a Sim's just gotta get away from it all, pull up stakes, and bask in the exotic glory of a vacation paradise. That's what *The Sims™ 2 Bon Voyage* is all about. To help your Sims make the most of their hard-earned (and usually expensive) vacation time, it's crucial that you become very familiar with the inner workings of the vacationing world.

This chapter will introduce you to the world of Sim vacations: how they operate, how to book one, things to do on them, and what constitutes a successful holiday.

What Is a Vacation?

While the answer seems obvious, it's important to understand what Sims consider a vacation.

In *The Sims™ 2 Bon Voyage*, a vacation is a multi-day journey away from their home lot to a "vacation neighborhood," during which Sims will live in some kind of vacation accommodation (vacation home, hotel, or campground). This sounds a bit obtuse, but it highlights all the important features and decisions you'll see and face when you send a Sim on vacation.

When planning a Sim's vacation, there are several factors to consider.

- ◆ **Cost:** Vacations cost money: money for airfare, money for accommodations, money for food, money for souvenirs, and money for tours of local attractions. To book a vacation, however, your Sims only need to have the airfare cost (shown as "Total Airfare") and any upfront child or pet care expenses "in the bank" at the time of departure.
- ◆ **Duration:** Vacations can last from three to seven days, and you may end a vacation early if you wish (for example, if your Sims run out of money for food).
- ◆ **Work/School/Time:** Your Sims won't miss any work or school while away on vacation and they needn't spend any of their accumulated Vacation Days. In fact, all time stops at home when Sims go on vacation, so feel free to send them away even if work calls or, say, a baby is due. Regular life will wait until they return to their humble abode.
- ◆ **Aging:** Sims don't age while on vacation. They return home with exactly as many days remaining in their current age as when they left. Oh, the magic of travel!

- ◆ **Who can travel:** Children and teens can go on vacation but only with at least one adult or elder. Babies, toddlers, and pets cannot travel to vacation neighborhoods and must, therefore, be left at home. If you intend to leave a baby, toddler, child, or pet behind, your Sims must leave behind at least one teen, adult, or elder member of the household or hire a Nanny. Nannies require an upfront payment (\$250), so your Sims must have that in the bank before they depart.
- ◆ **Travel Parties:** A vacation may be taken by a group of up to eight Sims drawn from the booking Sim's household and any friends or non-household family of sufficiently high relationship. All travel, accommodation, and incidental expenses will come out of the booking Sim's household funds, and non-household Sims are not controllable (though, like pets, you can view their Needs, relationships, etc).
- ◆ **Saving:** Vacationing Sims can only be saved when on their "home base" lot. This can be either a hotel or campground they've checked into or an owned vacation home. Until a travel party is either checked in or on a vacation home lot, you can't save their status or take them to any Community Lots.

Those are just a few of the most obvious considerations when booking a vacation. We'll expand upon each of these in the sections below and chapters beyond.

Creating Vacation Neighborhoods

Before any Sims may book a vacation, you must associate at least one vacation destination—any of the included destinations or one you build yourself—with the Sim's base neighborhood (such as Pleasantview, Strangetown, Veronaville, etc.).



To associate a vacation neighborhood, click on the new Vacation Destination button in the screen's upper left corner.



You may select each vacation destination individually or associate all three at one ("Add All") with the Create Vacation Destination panel.



Once a vacation neighborhood is associated, any Sim from the base neighborhood or any associated non-vacation neighborhoods (such as business districts, university towns, downtowns, etc.) can vacation there.

As with other kinds of secondary neighborhoods, any given vacation neighborhood can be associated with each primary neighborhood. You can, therefore, have several Three Lakes vacation destinations but they'll each exist in separate universes, visited by the Sims living in each associated primary neighborhood and its other secondary neighborhoods.



note

In addition to the three included neighborhoods, you can create your own vacation neighborhoods based on the three basic templates: Island, Far East, and Mountain. Note, however, that only the pre-made destinations will have secret lots.

This process is discussed in the Build Mode Additions chapter.



note

The only other neighborhoods that use a similar continuous clock are college towns in *The Sims™ 2 University*.

In vacation neighborhoods, time on your Sim's home base lot continues to run when your Sims visit Community Lots. When a vacationing Sim leaves her hotel at 10 a.m. and spends six hours on a Community Lot, she returns to her hotel at 4 p.m.



note

It's worth noting again that although time is continuous within a vacation destination, no time at all passes back on the Sims' home lots.

This is critically important for hotel check out times. If noon passes while a Sim is away from the home base hotel lot, his next return will be greeted with a notice that the hotel took the liberty of charging him for the next day.

If your Sims are off lot on the *final* day of a vacation, the approach of noon generates warnings to return to home base. If you don't act on these notifications, your Sims return to home base automatically.



The Vacation Clock

In traditional neighborhoods, time is a funny thing. When your Sims leave to spend time on Community Lots, no time actually passes on their home lots. They leave home at 10 a.m., spend six hours on a Community Lot, and return home at...10 a.m. Vacation destinations work differently.

Booking a Vacation

Vacations are booked with either:



- ◆ Home telephones
- ◆ Computers

Vacations can be booked by phone or computer.



No matter the technology used, the process is the same.



note

Sims may only have one vacation planned at a time. If the Sim has booked a vacation or honeymoon or is a member of a vacation booked by someone else, she can't book another trip without canceling the existing reservation.

Young adult or older Sims may use the phone or computer's "Vacation..." interaction to initiate the booking process.



The Trip Planning window is the first major stop on the road to vacationland.

Booking a vacation is completed through the Trip Planning window. First, however, you need to make some choices for your Sim:

- ◆ When will the vacation begin?
- ◆ How long will the vacation be?
- ◆ Who will be going?

Vacation Seasons

If you have *Sims™ 2 Seasons* installed, you may want to consider the current season at your Sim's vacation destination.

When Sims travel, the destination is in the same seasonal quadrant (1-4) as their home lot. If, therefore, a Sim's home is in the third season of its cycle, any vacation destination your Sims visit will also be in its third quadrant.

This matters because of seasonal effects and weather. Because each season can influence a Sim's relationships, Needs, and skills, it pays to visit a destination in a season that'll affect your Sims in some advantageous way. For example, if a budding romantic couple is going away to solidify their relationship, they should travel somewhere during the destination's spring season, because romantic socials and relationship are boosted.

As for the weather, the strategic effect isn't as huge, but your Sims might not want to visit the islands during the rainy seasons (spring/fall).

You can, of course, change any vacation destination's seasonal progression in the Neighborhood view.

Start Date



Advance booking means discounts on airfare.

A Sim's vacation can start either immediately or up to six days after the vacation is booked. The further in advance you book the trip, the cheaper the per-Sim airfare will be. For details on vacation cost, see "Airfare."



note

One kind of vacation doesn't require a specified start date: the honeymoon. This vacation, if booked in advance, begins automatically whenever an engaged couple takes the next step of actually wedding/joining. Though this date can be more than seven days in the future, the booking Sim (and the fiancé) can't book any other vacations without first canceling the honeymoon.

We'll get into the details of post-nuptial travel in the "Honeymoon" section.

If you elect to begin the vacation immediately, the airport shuttle arrives in one hour. If, on the other hand, the vacation is set to start later, you'll receive a reminder one hour before the shuttle pulls up.



note

Vacations booked in advance begin on the appointed day at 8 a.m. no matter what time the trip was booked. If, therefore, your Sim called to book the trip at 11 a.m. on Monday to depart on Thursday, the departure reminder will appear around 7 a.m. on Thursday.

Duration

A vacation must be reserved for a defined period of days and nights, lasting at least three and no more than seven days. Your Sims can end a vacation early, but they *cannot* overstay.

The booked length of the vacation will be the time covered by each party member's Vacation Meter.



Upon arrival at a vacation destination, a Vacation Meter replaces each traveler's Age Meter. This meter shows the days remaining until the Sim must return home.

Note that duration has no impact on the Total Airfare amount shown in this window. How long Sims stay doesn't change the price of the roundtrip ticket, but it can affect any lodging cost because hotels charge by the day. Thus, the longer the vacation, the greater the accommodations expense will be.



note

If Sims stay in a campground or vacation home, the duration of the vacation won't directly translate into a greater expense because neither charge by the day. The only real difference, then, between a three-day and a seven-day campground or vacation home vacation is the cost of food.



note

The amount of money your Sims have in their household funds isn't considered when they check in at hotels and campgrounds. In fact, they don't even need to have the money when they check out, but they will have to come up with it by the time the next stack of household bills arrives.

Traveling Party

When booking a vacation, you must indicate who, in addition to the booking Sim, will be included in the vacation.

A traveling party can include:

- ◆ Household Sims, child or older.
- ◆ Non-household Sims (child or older) to whom the booking Sim has at least a Friend relationship or is a blood relative.



In addition to household Sims, non-household Sims with sufficient relationship to the caller can be invited on vacation as non-playable party members.

From this list, you may choose up to eight guests for the booking Sims traveling party. Thus, the largest possible party is nine Sims (the booking Sim plus eight guests). Note that the cost of airfare—shown as "Total Airfare"—increases with each guest added to a vacation.



note

When non-household Sims are brought along on a vacation, an interesting thing happens: they're effectively in two (or more) places at once. Due to the way the game saves lots, non-household Sims remain saved on their own lot even when they've been included in another Sim's vacation party. You could, therefore, go into the guest's home, play him, and even take him on his own vacation while he's saved as a guest on some other Sim's vacation. He can't however, stay at the same hotel and he'll never see his doppelganger wandering the vacation neighborhood's Community Lots.

Ready for it to get weirder? The same Sim can be brought along as a non-household guest by any number of Sims in their neighborhood. Thus, Don Lothario could be a non-playable guest of Cassandra Goth (in Hotel A), Nina Caliente (in Hotel B), and Daniel Pleasant (in Daniel's vacation home), and also be on his own vacation as a controllable Sim (in Hotel C).

Yeah, my head hurts too.

CHAPTER 2: VACATIONING



note

If, while on vacation, Sims go on dates or outings (*The Sims™ 2 Nightlife* only) with non-party Sims, the date or all members of the group are temporarily added to the travel party.

Including Sims from outside the booking Sim's household is a very generous act because all travel expenses are paid out of the booking Sim's household funds. Non-household guests get an entirely free vacation. Not bad!

Total Airfare

Total Airfare is the unavoidable expense of vacationing—though it may not necessarily be the largest—and it's the one that *must* be paid when the trip is booked.



Total Airfare reflects the total price for transportation to and from the vacation, minus any advance-booking discounts.

Each vacation costs a fixed, per-Sim fee to cover roundtrip transportation. This cost is shown in the Trip Planning window as "Total Airfare."

The more Sims you include in the traveling party, the more the vacation will cost. The per-Sim cost can, however, be reduced by booking in advance (up to six days). Each day in advance reduces the cost per Sim by about four percent.

Travel Date	Per Sims Travel Cost
Now	\$500
+1 Day	\$483
+2 Days	\$466
+3 Days	\$450
+4 Days	\$433
+5 Days	\$416
+6 Days	\$400

Thus, travel cost for a party of four will be \$2,000 for an immediate departure, but only \$1,200 if booked six days in advance. Pays to plan ahead, doesn't it?

Destination and Accommodations

Once you've chosen the when, the how long, and the with whom, it's time to consider where your Sim's vacation party will be going and shacking up during their stay.

Destination

Where to travel is a matter of taste and desire. Sims can travel to any vacation destination that's already been associated with their base neighborhood.



note

Destinations can only be associated from the Neighborhood view. If you're trying to book your Sims on a trip to an unassigned destination, you'll have to go to the Neighborhood view, associate the destination, return to the Sim's lot, and then book the vacation.

Vacation destinations come in three kinds. *The Sims™ 2 Bon Voyage* comes with pre-built destinations based on each kind (shown below in parenthesis):

- ◆ Far East (Takemizu Village)
- ◆ Island (Twikkii Island)
- ◆ Mountain (Three Lakes)

You can, of course, expand this selection by creating your own vacation destinations. Note, however, that no matter what manner of vacation destination you design, it must be based on one of the three basic templates.



note

The fundamental characteristics of each vacation template are discussed in detail in the Vacation Destinations chapter.

Accommodations

This is a critical decision, but it needn't necessarily be made now; you can choose where to stay once your Sims arrive at their destination.

There are three possible places to stay:

- ◆ Hotels: Cost variable
- ◆ Owned vacation homes: Free after initial real estate purchase
- ◆ Campgrounds: Free

Complete details on each kind of accommodation can be found in the Vacation Accommodations chapter.

Hotels



A five-Simoleon hotel may have a cheaper room or two, but budget-minded Sims may want to look elsewhere.

When picking a hotel, the most important consideration is cost. Unfortunately, it's hard to make this choice when booking, because every hotel suite is priced individually based on its size and contents. Still, you can still make a general decision with the help of each hotel's Simoleon rating. This rating—on a scale of one to five Simoleon signs—represents the average price of all suites in the hotel. Keep in mind, however, that you may need to book multiple rooms to have enough beds for a large party.

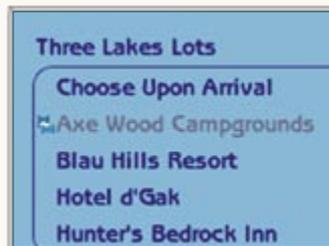


note

See the Vacation Destinations chapter for a complete listing of all suites by capacity and price.

Accommodations Booking Icons

The list of available accommodations may contain some icons that explain the lot's current status and why it may not be available to your Sim.



A bed icon means it's a hotel or campground currently occupied by another family. The lot's name will be grayed out, meaning you can't stay there.



A gold suitcase icon means it's a vacation home owned by your current Sim's household. They can stay there for free whenever you like!

Hotel expenses, unlike travel cost, are charged on a per day, per room basis.



If your Sims haven't checked into their hotel or have checked out with some vacation remaining, they can look at other hotels or campgrounds or move to their vacation home via the phone's Vacation... Try Different Lodgings interaction.



note

Just because you've booked a hotel doesn't mean your Sims are obligated to stay there. In fact, they won't be charged until they actually reserve and check into a room (via the front desk's Check In interaction). Thus, if you'd rather have a look at another hotel or you find that your chosen hotel's rooms are all too expensive, you can direct your Sims to walk or take a taxi to any other hotel or campground (or a vacation home, if they own one) to check out the alternatives. This is done via the public phone's Vacation... Try Different Lodgings interaction.

Keep in mind, however, that you can't save until your Sims have chosen a home base by checking into a hotel/campground or going to an owned vacation home.

CHAPTER 2: VACATIONING

Campgrounds



Campgrounds are a bit rough hewn, but they're a bargain!

Campgrounds work a lot like hotels. Instead of specific rooms, your Sims won't call any individual tent home, but can have the run of any one on the lot. Best of all, they're free.

Vacation Homes



Ah, vacation homes. All the comforts of home, but without the nagging obligations of bills, jobs, and school. Unfortunately, your Sims can only stay there for a short time before they have to go home.

If the party spends the entire stay in a vacation home—a residential lot located in a vacation neighborhood—they pay no daily fee for accommodations. The expense of a vacation home is its original purchase price. Once that's paid, its owners can stay for free whenever they like. And, unlike normal homes, vacation homes don't have bills to pay every three days. Nice deal if you can afford it!

Honeymoons

Traditionally, when a couple gets married or joined, there would only be a honeymoon if the marriage occurred with the help of the wedding arch object. And even then, the honeymoon consisted of a brief trip off-lot and a Mood boost upon return. Now everyone can have a real honeymoon, as long as they plan ahead.

A honeymoon must be booked *before* the engaged Sims are actually joined or wed. If no honeymoon is booked, none will occur, not even the old kind.



The honeymoon booking process is a bit simpler than normal vacations.

When an engaged Sim uses the phone or computer's Vacation menu, they get an extra option: **Book Honeymoon**. Because a honeymoon only ever involves the two happy honeymooners, the only decision the booking Sim must make is how long the trip should be. There's no need to create the guest list; we already know who's coming along... and no, in-laws are not welcome!

NEW: Non-Home Lot Marriage

Until now, Sims could only be wed or joined on their respective home lots. No weddings in the park, no wedding chapels, no casino weddings. Nope. Home or nothing. Well, not any more.

Sims can now get married pretty much anywhere: Community Lots (owned and unowned), hotels, campgrounds, vacation Community Lots, and dorms lots. Almost anywhere your Sims can go, they can get married.

And don't worry about that honeymoon you booked for your Sim. As long as the wedding doesn't occur in a vacation destination, the airport shuttle will come to the lot just as it would on a home lot.

This also means that you can't set the departure date, because you don't actually know when the wedding will occur. Rest assured, however, that shortly after the happy couple ties the knot (whether it's a minute or a week after the trip was booked), the vacation will begin. The downside to this is, of course, that your Sims won't get the book-ahead discount on airfare, but that's a small price to pay for wedded bliss.

You'll still have to make any house-sitting arrangements if there are to be unattended minors or pets left behind. See House-sitting, below.

Once the wedding/joining happens, you'll receive the usual warning that the shuttle is en route. From this point forward, the honeymoon proceeds like any other vacation.

Leaving for Vacation

Leaving for a vacation is always the hardest part, but for Sims there are only a few potential pitfalls.

Fortunately, the airport shuttle is not one of them; it's a full service affair. If any of the household vacationing Sims are off the lot when the shuttle is set to arrive (at work or school, for example), no problem! The shuttle will leave without them and, effectively, pick them up—along with any non-household Sims—on the way.

House-Sitting

Things are somewhat more complicated if the household contains babies, toddlers, or pets, or a child who's not going on vacation. Someone of sufficient age must be physically on the lot before the vacation can begin.

The cheapest solution is to omit one teen or older member of the household when booking the vacation. This Sim can hold down the fort until the travelers return from their holiday. If, however, no one is available for this duty, what's a family to do?

If, after selecting who will be going on a vacation, there isn't sufficient care for youngsters or pets, you'll be required to come up with a solution before the booking can be completed. There are two options:



Leave someone trustworthy at home with the youngsters or pets, or hire professional help?

- ◆ You can select one of the teen or older household members of the travel party to stay behind, removing them from the party.
- ◆ Hire a Nanny.

Electing to hire a Nanny costs an upfront fee of \$250 plus \$15 per hour. Sure it's pricey, but sometimes you gotta leave the kiddies (and kitties) behind.



note

If, by unfortunate timing, the Sim you've chosen to leave behind is off the lot when the airport shuttle arrives, your Sims won't be able to leave on vacation until he or she returns. The vacation won't, however, be cancelled; you're given the option to wait or hire the Nanny. If you elect to wait, the vacation can begin once the family house-sitter is safely back on the lot, though you'll need to click on the extremely patient shuttle to resume the vacation process. If you elect to hire the Nanny instead, she's dispatched instantly and your Sims can depart when she arrives.

Even in more dire circumstances, you'll have every opportunity to leave on the vacation. If the chosen member of the household has moved out or died in the interim, leaving no one responsible at home when the shuttle arrives, you'll again have the option of leaving someone else behind or hiring the Nanny.

The Nanny arrives either immediately, if you've chosen to depart today, or at about 7:30 a.m., if you've booked in advance. The shuttle follows closely at 8 a.m. As long as the Nanny hasn't been dismissed during that half-hour, your Sims will consider their home well cared for and head out on their merry way.

Getting Settled

So, your Sims have landed back on *terra firma* and are ready to being vacationing in earnest. No so fast, oh great travel agent in the sky! First you may need to help them establish a home base.

Did I say "may"? Well, yes, I did. That's because whatever you did in booking their trip could have had one of three effects. The first thing you see may be:

- ◆ Vacation Neighborhood view: If you chose to select a home base upon arrival, you can select any hotel, campground, or (if the Sim owns one) vacation home from Neighborhood view. Only a vacation home will immediately become the home base.
- ◆ Chosen hotel or campground: If you already selected one of the available hotels or campgrounds in your chosen destination, you begin there. This does *not* however, mean you've established a home base yet! There are more steps along this road.
- ◆ Owned vacation home: If you chose a vacation home owned by someone in the booking Sim's household, you're taken directly there. This is automatically your Sim's home base for the rest of the vacation.

CHAPTER 2: VACATIONING

What Is a Home Base?

On Sim vacations, a home base is a lot on which your Sims will reside for at least part of their vacation. During a vacation, their home base acts as their temporary home lot for some purposes:



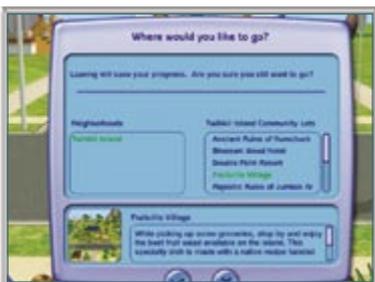
Home base is the only place Sims can be saved while on vacation. If the save button is still grayed-out, you haven't established a home base.

- ◆ **Saving:** It's the only place the Sims can be saved. Everywhere else (even other hotels) act as Community Lots with most of the usual Community Lot rules.
- ◆ **Inventory:** It's the only place you have access to your Sims' personal inventories. At hotels and campgrounds, you may only view inventory contents. On owned vacation homes, however, you can move items to and from inventories.



If Sims haven't checked in, only the Vacation menu will be available on the public phone, permitting them to either end their vacation or look for a different place to stay.

Additionally, until your Sims establish a home base, they can't visit any Community Lot in the vacation destination. They can, however, visit other hotel/campground lots as freely as they like. For most Sims, however, there's more to a vacation than hotels, swanky though they may be.



If Sims have set a home base, they can travel to any Community Lot or any hotel not currently occupied by another vacationing household.

To truly get started on a vacation, pick a home base as soon as possible.

Choosing Upon Arrival

If you elected to choose your digs upon arrival, the first thing you'll see is the Neighborhood view of the vacation destination. From here, you can select where you might like your Sims to stay.



As when you move Sims from the Sim Bin into a home, all eligible hotel, campground, or owned vacation home lots are highlighted by a blue outline.



note

If your Sim's household owns a vacation home, it too will be highlighted in blue. Unless you're sure you don't want your Sims to stay at a hotel for the entire visit, don't initially select a vacation home.



This means your Sims own this lot but aren't currently staying in it. That makes it a valid place to stay.

Any owned vacation homes are also highlighted and marked with a gray suitcase icon. If you wish your Sims to stay there, choose it and begin the vacation right away.

Hotels and Campgrounds

Though hotels and campgrounds are the accommodation of choice for most vacationing Sims, choosing one when they book their vacation neither selects their room nor sets the hotel/campground as their home base.



note

Only one party of playable Sims may be checked into a hotel at any time. Thus, if you've saved other vacations to hotels in a destination, a simultaneous vacation with a different playable Sim will be limited to any vacant hotels.

If the hotel you chose when booking a vacation becomes occupied by another vacation party between booking and the vacation's start, the later Sims will go straight to the Neighborhood view as if you chose to select upon arrival.

The only effect of choosing a hotel or campground in the booking process is where the vacation begins. Rather than starting in the Neighborhood view, your Sims go directly to the chosen hotel/campground. They are not, however, committed to that hotel as a home base. For that to happen, they must do two things:

1. Select a suite (hotel only).
2. Check in via the tent (campground) or the front desk (hotel).



note

If after perusing your selected hotel, you decide that it's either too expensive or just not right, you can direct your Sims to any other available hotel or campground in the neighborhood to have a look around.

A hotel's rooms are priced individually based on their size and the value of their contents. The bigger the room and the more expensive the objects, the more the room will cost to rent each day.



note

A hotel's Simoleon rating is based on the average daily rate of all its rooms.

Vacation Logistics

Under the hood, sending Sims on vacation is a complicated matter. You've already witnessed some of the temporal vagaries created when you take the same non-household Sim on multiple vacations (he's on them all *and* still playable at his own home). Much of this confusion, however, is clarified in the Neighborhood with the use of special vacation icons and locked-out lots.



When any member of a household is on vacation as a controllable Sim, the lot is unplayable, as indicated by this dimmed plumb bob over the lot.



Attempting to play this lot offers the option of jumping to the family vacation. Note that the lot will be unplayable even if only one of its Sims is on vacation as a controllable Sim.



A rotating, glowy bed icon indicates a Sim's vacation home base (either a hotel/campground or vacation home). No other Sims may stay at such a lot until the current family returns home.



A dimmed suitcase icon means a family owns this vacation home but isn't currently staying there.

Vacation Homes

Choosing a vacation home is, as stated above, a limiting decision. You must be very sure you don't want your Sims to stay at a hotel before you send them to a vacation home. Though you can change hotels as often as you like, entering a vacation home prohibits your Sims from changing their home base for the rest of their vacation.

CHAPTER 2: VACATIONING



note

Vacation homes can be purchased only from your Sims' home lots (via the telephone Real Estate menu). Once they're on vacation, it's already too late to buy one.



note

Though you can't change vacation-home-dwelling Sims' home base, you can still send them to visit hotel/campground lots. They can even check in and use the facilities, but this doesn't make it a home base and the game can't be saved on the lot. When the Sims leave the lot, they're forced to check out.



Non-household Sims' portraits branch off the main stack containing household Sims. This represents the Sim's special status: viewable but not controllable.



note

Players with *The Sims™2 Pets* will recognize this viewable-but-not-controllable system as the same for household pets. There is, however, no need to put out a litter box for your fellow travelers; they can take care of themselves.

Fellow Travelers

Part of the fun of a big trip away from home is meeting lots of new people and getting to know your companions even better. Sims can take advantage of these social opportunities too with three different groups:



Vacation destination lots are crawling with people.

- ◆ Non-Household Party Members
- ◆ Locals
- ◆ Tourists

Non-Household Party Members

Inviting non-household Sims along on vacation doesn't make them controllable, but it does give you some otherwise unavailable insight into their inner workings.

When your Sims arrive on their initial vacation lot, look carefully at the Sim portraits along the left side of the screen. Any playable Sims are stacked as usual in a vertical line, but guests appear on a "branch" of this tree.

This is because guests have a special status while on vacation. You can select them and view their action queue, Wants and Fears and their Needs, Relationships, Skills & Careers, and Simology panels. Normally, all this information is invisible when an otherwise controllable Sim appears as a guest on another controllable Sim's lot.

You'll find that having this information helps considerably in deciding what the party should do and for predicting the results of social interactions between your controllable Sims and their autonomous guests.



The action queue for non-controllable party members is off limits, hence the grayed-out icons.

There are, however, several critical things you *can't* do:

- ◆ Cancel queued interactions
- ◆ View the contents of their personal inventory or anything else in their Reward panel
- ◆ Direct them in any way

Clearly, we saved the biggest one for last there. Guests remain uncontrollable, though they will make every effort to tag along with your controllable Sims and join the same activities.



note

Any money autonomously spent by non-playable guests comes out of the playable Sim's household funds.

Locals

Every vacation destination has a pool of locals with whom your Sims can interact. Functioning much the same as townies, locals appear autonomously on hotel/campground lots and Community Lots in vacation neighborhoods. They may, therefore, randomly walk by vacation homes and can be invited over if your Sims have already met them.



Far East locals



Island locals



Mountain locals

Unlike townies back home, however, locals have some very important roles to play. First, they all have at least a few common cultural similarities. For example, all Mountain locals are less likely to accept jokes. Second, they are a major source for your Sim's vacation "collectables."



note

The commonalities of all locals are detailed in the Vacation Destinations chapter.

As you'll see in the Vacation Collectables chapter, there are two things your Sims can learn while on vacation that come only from interacting with the locals: gestures and dances.

Sims learn and become proficient at a destination's indigenous gesture and dance only by doing them with various local Sims. It pays, therefore, to get out and mingle while on holiday.

Tourists

Tourists are another special breed of non-playable Sims that are functionally similar to townies, but they have some behaviors all their own. Unlike locals, tourists are fellow travelers who've come to the same vacation destination as your Sims. There are two kinds, though they behave identically:



Vacationers are easy to spot: they aren't wearing the local garb and you probably won't recognize them from your Sims' home neighborhoods.

- ◆ **Vacationers:** This is a new pool of non-playable (townie-esque) Sims. These provide substantial opportunities to widen your Sims' social circles beyond the conventional bounds of their own base and associated neighborhoods.
- ◆ **Hometowners:** Occasionally, tourist families may be drawn from the Sims in your Sims' base or associated neighborhoods instead of the fresh pool of vacationers. These Sims may or may not have relationships with your Sims.

You'll first see tourists shortly after your Sims arrive at a hotel or campground. Once you've had a few hours to stake out your Sims' rooms, these out-of-towners start to arrive and fill some or all of the remaining suites.

CHAPTER 2: VACATIONING



note

Though tourists don't all look the same, many will be dressed...well...like tourists. They may have cameras around their necks, carry backpacking gear, or wear fanny packs. Unlike locals, they will not wear any of the indig-enous garb.

Tourist families come in various sizes—from one to four Sims—and their stays are randomly determined when they arrive. One family may leave after only one day and another may still be checked in when your Sims depart.

Though you'll see these non-playable Sims primarily around the hotel, they also pop up on vacation Community Lots, as fellow vacationers are wont to do. Of course, like normal townies, tourists can be befriended and married/joined/asked to move in.



note

As with locals, remember that vacationers will never appear in your Sim's home neighborhoods. The only opportunity to start a relationship with them is while on vacation and the only way to build upon it is via telephone calls or the new "Invite to be Houseguest" interaction.

Tourists and Locals in "the Real World"

Tourists and locals will never appear as walkbys in your Sims home neighborhoods, nor can they accompany your back-at-home Sims on outings to Community Lots, go out on dates, or be invited over for the evening. They live too far away for such brief get-togethers.

But that doesn't mean your Sims can't get to know them on home turf. Once a Sim has a vacation local and/or a tourist in her Relationship panel, she can invite him to be a houseguest at her home. The invited Sim will accept if his Daily Relationship toward the calling Sims is greater than 20.

If the Sim accepts, he arrives by cab and stays for three days and two nights. During this time, it is possible to ask him to move in or get married, if the relationship develops enough.

This invitation is also available to have regular townies or even playable Sims from other lots come to stay for an extended visit.

Getting Around and Sightseeing

The Sims™ 2 Bon Voyage gives your Sims plenty to do on vacation, but it also adds some features that can benefit your Sims anywhere.

Walking to Lots

In the laid back spirit of vacationing, Sims now have a new way to travel to Community Lots in vacation destinations or their own neighborhood or other associated neighborhoods: on foot.



note

Of course, Sims can't travel on foot between base, downtown, or business district neighborhoods, on the one hand, and college towns or vacation destinations, on the other.



note

When using the Walk to Lot... interaction while on a Community Lot, your Sims have two choices: go to another Community Lot or "Home." When on vacation, "Home" refers not to your Sims' home lot in the base neighborhood, but rather to their home base in the vacation destination. When, by the way, your Sims are staying at a hotel in a non-vacation neighborhood, and they venture from there to a Community Lot, electing to go home will take them back to their actual home and *not* the hotel.

Indeed, Sims can now walk to any lot to which they could drive their cars (*The Sims™ 2 Nightlife*) or take a cab. There are three ways to travel by foot:



Self-Interaction: Every teen and older Sim now has a new "Walk to Lot..." self interaction.



Pedestrian Sign Object: The new pedestrian sign object (Sim Crossing by Signature Signs, Decorative > Miscellaneous menu) offers the Walk to Lot... interaction.



Public phone: If the Sims are on a home base hotel/campground lot or Community Lot to which they came on foot, the Walk to Lot... interaction is available on the public phone.

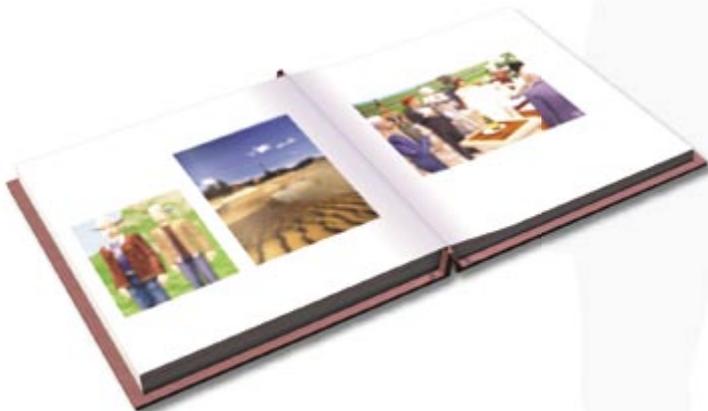
No matter which way a Sim goes, the process is the same as using the phone's Taxi menu: select which household Sims will be joining the controlled Sim and pick the destination.



note

Walking does not, however, permit inviting Sims from other lots along for the walk (à la the phone's "Transportation" menu).

Once your Sims walk to a Community Lot, they can only travel to other Community Lots or back home by the same means. The taxi option is not available on the public phone. Likewise, if they taxi or drive their own car to the lot, the Walk to Lot... interaction will be unavailable until they return home.



New: Transportation Picker

It's now much easier to choose who travels from lot to lot with your Sim. The new transportation picker expands the previous all-or-none system.



The new transportation picker allows you to pick which members of a Sim's household will accompany her on a walk, car ride, or taxi trip.

Previously, when a Sim traveled to a Community Lot, she could choose to either go alone or bring all the members of their household. What if, however, you only wanted to bring *some* members?

This new system works exactly like the party planning system, in which you can select individual Sims to put in or take out of a list.

Tours

Sometimes, vacationers love nothing more than searching for activities on their own, stumbling upon adventure as life brings it. Sometimes, however, they may want a more organized, guided experiences. And for that, there are tours.



The Tour Guide is always ready to send your Sims on a vacation adventure.



note

Tours provide many of the Mementos your Sim will need to fill out your Sim's Vacation Mementos.

CHAPTER 2: VACATIONING

Tours function somewhat like jobs. Your Sim leaves to go on the tour, returning two hours later. Tours also present you with “chance cards”: dilemmas that can provide either benefits or penalties. In jobs, these opportunities arise only occasionally, while tours always offer them.



note

As with job chance cards, the “right” answer for tour chance cards is selected at random. There’s no telling which will be the right answer each time it arises.



Choose from three tours for each destination.

The gateway to tours is the new NPC Tour Guide, always found hanging around the public phone on vacation neighborhood Community Lots and hotel/campground lots.

Each vacation destination offers three different tours, each with several good and bad outcomes.



note

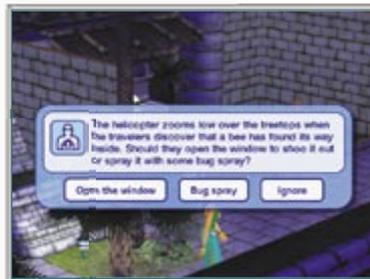
When building your own custom vacation neighborhoods, keep in mind that tours are controlled by which of the three basic vacation destination templates you use. Even if you plan to make, for example, a medieval playground vacation, the tours available on it will always be the Far East, Island, or Mountain excursions. See the Build Mode Additions chapter for further details on building custom vacation destinations.

Tours are a great way to gain Mementos (see “Vacation Mementos” in the Vacation Collectables chapter); earn Need, skill, or money rewards; and acquire rare items. They can also cause your Sim to deplete Needs or lose money or skill points, and can afflict them with some uncomfortable consequences.



note

Also like jobs, going on tours has a fixed effect on your Sims’ Needs. For example, a walking tour will expend a Sim’s Energy more than a boat tour. This effect is independent of any chance card Need effect.



Whenever Sims return from a tour, they’ll get either a chance card or news that they discovered a map to a secret lot.

Tour	Destination	Cost per Sim	Transportation	Good Outcomes	Bad Outcomes	Bladder	Comfort	Energy	Fun	Hunger	Hygiene	Social
Bamboo Forest	Far East	\$300	Helicopter	+Fun, +Body, +Logic, +\$500, +\$150	-Fun, Bees, -\$300	-14	-12	-8	28	-6	-16	8
Bird Watching	Mountain	\$200	Van	+Logic, +Charisma, +\$500	Bees, -Charisma, -Logic, -Fun	-8	-10	-10	24	-10	-8	18
Glass Bottom Boat	Island	\$100	Van	+Logic, +\$350	-Fun/-Com, Motion Sick, Poison Ivy, -Fun	-6	16	6	18	-8	-6	18
Helicopter Tour	Island	\$200	Helicopter	+Mechanical, +Logic, +Cleaning	Motion Sick, -Logic, Bees	-24	-10	20	36	-6	-6	10
Historic Walking Tour	Far East	\$100	Tour Bus	+Charisma, +Fun/+Energy, +\$500, +Cooking, +Body	-Hunger/-Energy/-Bladder, Poison Ivy, Bees, -\$300, -Fun/-Comfort/-Hygiene	-10	-16	-16	24	-10	-6	12
Logging Expedition	Mountain	\$100	Van	+Body, +Logic, +Charisma	-Fun/-Comfort, -Logic, Poison Ivy, Bees, --Hunger	-10	-20	-30	34	-16	-18	16
Nature Trail	Mountain	\$300	Van	+Body, +Logic, +\$300, +\$500	Poison Ivy, Bees, --Hunger, -Charisma, -Logic	-12	-12	-18	30	-6	-10	20
Parasailing	Island	\$300	Van	+Body, +\$400, +\$500	-\$50, -\$1,000/-Fun/-Comfort, --Hygiene, -Fun/-Comfort, -Energy/-Fun/-Comfort	-16	-20	-34	40	-16	-14	-10
River Boat	Far East	\$200	Van	+\$500, +Fun/+Energy, +Mechanical, +Charisma, +Body	-\$300, -Fun, Poison Ivy, Motion Sick, Bees, -Fun/-Comfort/-Hygiene	-14	10	6	22	-8	-12	10

Bees, Poison Ivy, and Motion Sickness, Oh My!

Bad tours can punish Sims with many of the familiar effects on skills, Needs, or money, but they can also afflict them with three new post-tour consequences.

- ◆ **Motion Sickness:** Sims stricken with motion sickness immediately vomit and suffer the usual Hygiene-depleting aftereffects.
- ◆ **Bees:** Bees are tenacious pursuers, following your Sims from their tour and stinging them after they disembark the tour vehicle. This consequence depletes each touring Sim's Comfort and Fun.
- ◆ **Poison Ivy:** Poison ivy is a pesky but quick healing condition suffered by Sims on bad tours. This itchy inconvenience lasts a short time and depletes both Comfort and Hygiene.



note

Sims can also be attacked by bees or get poison ivy when using the Lucky Shrine object (see "Spiritual Shrine of Odd Blessings," in the New Objects chapter).

There is also a slim chance that a Sim will make a startling discovery while on a tour (in pre-made vacation destinations only). Instead of the usual chance card, the Sim may return from the tour with a map to the destination's secret lot.

Snapshots

All child and older Sims are now constantly equipped with a portable camera for grabbing snapshots on vacation or, really, anywhere they might be. Here's how it works.

CHAPTER 2: VACATIONING



note

Veterans of *The Sims™ 2 University* will recognize this system from the Luminous Pro Antique Camera (Artist career object) minus some of its special effects. If you know how to use that, this new camera will be a...snap.

The most important thing to know is that the picture is not literally being taken by the Sim with the camera. The photographer can even appear, camera to eye, in his own picture. Once the system is activated, you can move the camera anywhere you please in either normal view or Cameraman mode (Tab). The game controls won't appear in the final picture.



Whoever is taking the picture is shown holding the camera.



note

Sims waiting to take a snapshot will see a faster than normal depletion of Comfort.

There are actually two ways to take pictures:

1. Self-interaction: Any controllable Sim can use the "Take Picture" self-interaction. The photographer Sim will take out a pocket camera and hold it to her eye while you compose the shot. Keep in mind that she'll hold this pose until you either snap the picture or cancel the interaction. If, therefore, the picture includes the photographer, she'll be in the pictures, holding the camera.
2. Sim-to-Sim interaction: You can instead click on any playable or autonomous Sim and use the Take My Picture interaction. This works identically to the self-interaction, save that the target Sim assumes the photographer stance. This leaves the active Sim to appear (sans camera) and pose in the picture.



note

Posed Sims will turn their heads to look at the camera as you change the angle of the view.



Position Sims anywhere (the location of the camera doesn't matter) in whatever goofy pose you choose. Frame the scene and press **C** to snap.

Framing the shot is, of course, only part of the process. You may also want your Sims to be posed in a certain place or position. This is done through the "Pose" self-interaction and the "Stand Next to" Sim-to-Sim interaction.

- ◆ Pose: Any selectable Sim on the lot can do the Pose self-interaction. Choose any of the zany poses for your Sims and they'll do as commanded. Note that posed Sims' Needs decay while posing, so they'll eventually bail out if Mood or critical Needs drop enough. To un-pose a Sim after the picture is snapped, cancel the interaction by left-clicking on the Pose icon in the queue.
- ◆ Stand: With another Sim selected, click on a posed Sim and choose where you'd like this Sim to stand in relation to the posed Sim. Once the additional Sim is positioned next to another, you may pose him too.

The pictures taken with this camera are added to the Story mode's Organize Story mode. They're not, however, added to the pictures taken with the traditional Story mode camera, but rather to the new Snapshots panel. This panel can be filtered by one or more kinds of vacation destination (all based on the Far East template, for example) or Other (for shots taken anywhere else). These shots can be used just like normal Story mode pictures in Story mode albums or blogs.



Pictures taken with the new personal snapshot camera are displayed in their own Snapshots panel in Story mode.



To filter a household's snapshots by where they were taken, toggle the buttons for each kind of vacation destination or Other for pictures taken anywhere else.



note

Occasionally, your Sim's snapshot may randomly be a "bad" shot, requiring you to take it again.

Ordering Pictures

Pictures taken with the snapshot camera can be turned into objects via any computer's "Order Photos" interaction. You can order either a single framed print or—if there is more than one picture in the bin—a bound multi-photo album.



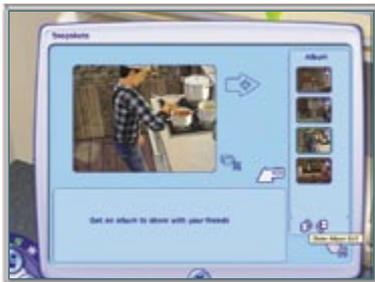
Select a single photo and click the Order Print button to have a framed photo delivered to your Sim's door.



To create an album, select a photo and click the Add Photo to Album button. An album can hold up to 15 shots.



The pictures can be rearranged with the Move Entry Up and Move Entry Down buttons.



To order the album, click the Order Album \$45. It'll be delivered to your Sim's door.

Once a picture is delivered, any Sim can enter Build mode to position the picture on a wall or surface (it'll automatically change to fit either) or sell (delete) it for §15.



If you hold the picture near a wall, it will switch to a hanging frame.



Hold it over a surface and it'll become a tabletop frame.

Albums, on the other hand, are delivered in book form. This object can be added to inventory, placed by Sims or via Build mode on the ground or surfaces, or sold through Buy mode (§45).



note

Pictures and albums can be sold, but they do not depreciate or gain value from the photographer's Creative skill as do easel paintings.

When a playable Sim views a photo album, a panel opens so you can view each picture. While perusing the pictures, the Sim earns Fun and Social.



tip

For information on Cameraman mode, see "Cinematic Cheats" in the Story Mode and Movie-making chapter of *The Sims™ 2 Prima® Official Game Guide*.



note

The picture-taking system on the Camera object is also very similar to the Paint Portraits/Still Life interactions on the easel. See "Independent Expressions Inc. Easel" in the Objects chapter of *The Sims™ 2 Prima® Official Game Guide*.

CHAPTER 2: VACATIONING



caution

Packing a lot to the Lot Bin or moving a family to a new house will delete any albums on the lot.

Dying on Vacation

Sometimes, it does all end in tears and yes, it is, in fact, possible for Sims to perish even in paradise.

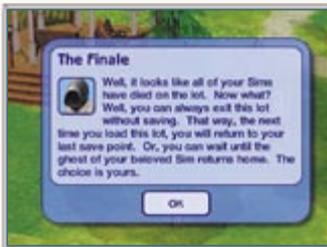
When a Sim dies while on vacation (on any kind of lot), it's very much like dying on a regular Community Lot. The ghost trudges off the lot and a tombstone/urn is left on the lot where the Sim expired.

New Feature: Reversible Community Lot Death

If you've ever had a Sim die on a Community Lot, you're probably wondering something. "Hey!" you say, "isn't death on a Community Lot permanent because there's no way to stop the lot from automatically saving?" Well...not now.

Before *The Sims™ 2 Bon Voyage*, if the last playable Sim died on a Community Lot, the lot would automatically reset itself and save your Sim just as it would any time the last playable Sims leaves the lot in any other way. The unfortunate upshot of this was that Community Lot death, unlike death at home, couldn't be undone by exiting without saving.

A fix in this expansion pack remedies this lingering inequity. Now, if the last controllable Sim dies on a Community Lot (whether on vacation or in any other kind of neighborhood), the Reaper fills you in on your options.



We couldn't have explained it any better ourselves. Thanks Mr. Reaper.

Now, instead of automatically shutting down, the lot continues for a bit with no playable Sims on it, though your Sim's ghost remains for a while. Eventually, the ghost will depart the lot, automatically saving the Sim's state and finalizing the death.

If, however, you click on the Options > Neighborhood button before the ghost leaves the lot (and agree that you want to leave without saving), it'll be as if the death never happened. When you next load the dead Sim's lot, he'll simply return home just as he would if you exited a Community Lot without saving. No harm, no foul.



If you don't want a Community Lot death to be permanent, exit the lot without saving before the ghost heads home.

No matter where the death occurs (at home base or on a vacation Community Lot), if the death leaves no teen or older Sim on the lot, all child Sims automatically return to either their vacation home base (if there's a teen or older household member still there) or to their real home (if no teen or older Sims remain in the vacation party). Obviously, if the family no longer contains any living teen or older Sims, the youngsters are taken into the care of the Social Worker and the home lot is shut down as usual.

Keep in mind that a vacation death is a *major* negative event for vacation scoring purposes (see "Vacation Scoring").

Ending a Vacation

Like all good things, vacations must come to an end. Because you'll want your Sims to cram as many experiences as possible into their time away, it's important to know what to expect when the end is near. Also, it's even possible that you'll want to end a Sim's vacation early, so you'll need to know the steps.

When your Sims' vacation is drawing to a close—the Vacation Meter is nearly full—you'll receive several onscreen warnings.



If your Sims are on a Community Lot when a vacation is about to end, an onscreen warning alerts you that a taxi will arrive soon and automatically take your Sims back to their home base.

Check out time is noon on the last day of vacation, so all of your Sims must be back at their home base (whether

hotel, campground, or vacation home) by 11 a.m. You can simply make sure everyone's at home base at the appointed time or let things occur automatically. How this goes down, however, will depend on where your Sims are and where they're staying:

1. If you're playing some or all of your Sims on a vacation Community Lot, the taxi will automatically come around 10 a.m. and your Sims will drop whatever they're doing and hop in for the ride back to home base.
2. If you're playing your household on their hotel or campground home base lot, you're instructed to check out. If you don't direct them to check out—via the front desks "Check Out" interaction—by noon, they'll automatically do it and then hop into the shuttle for the ride to the airport.
3. If you're playing your household on an owned vacation home lot, the airport shuttle will arrive automatically at noon and whisk your Sims away for their journey home.

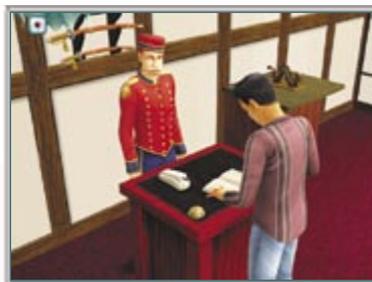
Ending a Vacation Early

If, for whatever reason, you wish to cut your Sims' vacation short, the process depends on where they're staying.

- ◆ No Home Base: Use any public phone's Vacation...End Vacation menu to summon the shuttle.
- ◆ Hotel: There are two ways. First, check out via the front desk. This exposes the Vacation... menu on the public phone. Use the End Vacation interaction to summon the airport shuttle. Second, they can use their room phone and use the Leave Vacation and Return Home interaction to combine both steps in one.
- ◆ Campground: Sims check out via any tent. This exposes the Vacation... menu on the public phone. Use the End Vacation interaction to summon the airport shuttle.
- ◆ Vacation Home: Pick up the house phone and use the Leave Vacation and Return Home interaction to bring the shuttle.

Checking Out

Checking out of a hotel means it's time to pay the piper... err... Bellhop. Well, that's not exactly true. If your Sims have money to cover the final cost of the bill, it's immediately deducted from their household funds.



Whether Sims are in a hotel or campground, they must check out before they can end their vacation. If you don't direct them to do it in time, it'll happen by itself.

If, however, they don't have enough cash left to pay the bill at check out time, they're still allowed to leave, but the amount of the bill is added to the next delivery of household bills back home.

Although campgrounds are free, your Sims must still check out before they can summon the shuttle, or else it'll be done automatically.



caution

While your Sims needn't have enough money to cover their hotel bill at the end of the vacation, you'd better find a way to get the cash pretty soon after arrival. If your Sims can't pay the next round of household bills when they return home, the Repo Man's gonna come calling. And he is not interested in seeing vacation snapshots!

Obviously, if your Sims are staying in an owned vacation home, there is no need to check out and no final bill to settle. The shuttle comes and they're done.

Vacation Scoring

At the end of a vacation, Sims receive the fruits of their adventurous wanderings. The final individual scores for all party members are added together and averaged to make each party member's final vacation score.



note

During a vacation, you never see any tally of this score, though your Sims periodically tell you what they think of the vacation so far ("This vacation was worth every penny"). This is actually a reflection of the current score level. Your Sims' level of success is only revealed when they return home either rested and refreshed or, if things go poorly, not so much.

CHAPTER 2: VACATIONING

Points are added or subtracted when any of the following occur:

Event	Points
Party member loses a relationship (Friend, Crush, etc.) with a Sim not in the party	-20
Party member loses a relationship (Friend, Crush, etc.) with a Sim in the party	-30
Party member witnesses someone die	-50
Party member gains an Enemy	-25
Sim dies	-200
Another Sim in the party dies	-100
Party member freezes or gets heatstroke	-60
Party member gains any Vacation Memento	+20
Party member gains a positive (non-Enemy) relationship toward any Sim	+15
Party member gets married or engaged while on the vacation	+50
Party member loses an Enemy	+15
Party member discovers a secret lot (once per party per vacation)	+40



note

If a member of the party dies in sight of the other members, they all get penalties for *both* the death of a team member and witnessing a Sim die.



When Sims get home from even a decent vacation, you can choose one to three benefits to help ease back into real life.

Upon return home, each member's points are tallied and then averaged for a final, albeit unstated, score. Though this score is never revealed, its result dictates what and how many "Vacation Benefits" each party member receives.

Score Range	Vacation Quality	Result
75 to 100	Great	3 Benefits
50 to 74	Very Good	2 Benefits
25 to 49	Good	1 Benefit
-25 to 24	Blah	No Benefits
-60 to -26	Bad	Jetlag
-100 to -61	Awful	Jetlag and Cranky

The Vacation Benefits window appears if the final average vacation score was 25 or higher and shows how many benefits each party member may choose. You can choose for members individually or press the Apply to All Sims button to select the same benefits for all members. Members may choose:



note

For playable non-household Sims, you can choose their benefits the next time you load their home lot. If, however, you used the Apply to All Sims button, the benefits will already be applied. If, however, the vacation score was negative, the negative effects will be in place. If more than one effect has been earned since the Sim's lot was last loaded, the most recent set will be active.

Because they're never played, non-playable group members (townies, service NPCs, etc.), don't receive any benefits.

Benefit	Effect
Carefree	Sims get an extra Want slot for 48 hours.
Cranky	Nice/Grouchy personality is shifted 3 points toward Grouchy.
Forgiving	Negative relationship effects toward other Sims are reduced by two thirds for 48 hours.
Industrious	Sim gets +30 job performance score for 48 hours (N/A for child).
Je ne sais quoi	Sim becomes more attractive (+80) for 48 hours (N/A for child or Bigfoot).

Benefit	Effect
n/a Jetlagged	Skill/Talent Badge/homework rate is decreased for 48 hours.
Productive	Comfort, Fun, and Social maxed out for 24 hours.
Refreshed	Skill/Talent Badge/homework rate bonuses accrue for 48 hours.



To see what benefits are in effect and for how long, point to your Sim's portrait on the screen's left side.

note
 Vacation benefit effects add to any similar seasonal effects (for example, fall's skill boost is similar to Refreshed). They do not, however, stack if one vacation's benefits are still in effect when the Sim returns from a subsequent vacation.



CHAPTER 3: VACATION ACCOMMODATIONS

Chapter 3

VACATION ACCOMMODATIONS

Vacation accommodations permit something unprecedented in *The Sims*™ 2: the ability to treat a second lot as home. How much like home they are and how accessible they'll be to your Sims, however, varies with the kind of accommodation you choose.

This chapter introduces you to the ins-and-outs of hotels, campgrounds, and vacation homes and clues you in on how to build your own.

Accommodation Types

There are three kinds of places Sims can stay while on vacation, each with its own rules, benefits, and drawbacks:

Accommodation	Advantages	Disadvantages
Hotel	Lots of amenities, high Sim traffic, housekeeping service, room service	Costs money, can't access inventory, can't re-model
Campground	No cost, simple check-in/check-out	No reserved rooms, fewer amenities, no housekeeping service, can't access inventory
Vacation Homes	No bills or per day charges, no check in/check out, fully useable residential lot, remodeling OK, inventory access	Very expensive to purchase, can't change home base during single vacation



Where will your Sims call home for the holidays?

When your Sims go on vacation, they must stay at one of these kinds of lots in order to have the freedom a vacation demands. Where Sims put down stakes is, as discussed in the Vacationing chapter, called your Sim's "home base." Without a home base at a hotel, campground, or vacation home you can't:

- ◆ Save
- ◆ Add/Remove items from Sims' inventory (vacation homes only)
- ◆ Take Sims to Community Lots
- ◆ Let them sleep in beds

Sure, you could decide to take Sims on vacation and never establish a home base. Though the free hotel tour of Twikkii Island may sound exciting, traveling "baseless" loses its shine pretty quickly.



note

The process of choosing a place to stay is covered in detail in the Vacationing chapter.

There are, as generally discussed in the Vacating chapter, three kinds of vacation accommodations.

Vacation Homes

Vacation homes allow your Sims, for the first time ever, to own more than one home lot. This is an extraordinary new power, but it comes with certain limitations.

Functionally, vacation homes work identically to home lots. Your Sims can cook their own meals, sleep in beds, hire Maids and other service Sims, build skills, and use Build and Buy mode.



note

Unless they are occupied, vacation homes can't be altered in Buy or Build modes directly from the Neighborhood view. To enter Buy/Build modes, at least one Sim from the owning household must be physically on the lot before you can switch from Live mode to Buy or Build modes.



Buy and Build mode are only available when you're playing the lot.

What the owners of vacation homes can't do, however, is critical. They can't:

- ◆ Go to work
- ◆ Age
- ◆ Stay for more than seven days
- ◆ Visit the lot without paying for airfare

Pretty much as in the real world, there is—even for homeowners—no such thing as a permanent vacation. Having a vacation home may mean vacationing more often (because they don't have to pay for hotels), but they can't ever stay for more than seven days without returning home and paying for another flight back to paradise.

A few other things are different:

- ◆ No bills to pay
- ◆ Teens cannot run away when on vacation homes
- ◆ No one goes to school or jobs
- ◆ Teens cannot leave for college
- ◆ No pets
- ◆ No adoption allowed
- ◆ No toddlers or babies

The instant your Sims set foot on their vacation home lot, they can't change their home base for the entire vacation, even if they own more than one. Sims can still visit hotels and campgrounds. They can even check in, but they can't save and will be forced to check out if they leave the lot.

By contrast, Sims who begin their vacation in hotels or campgrounds can freely visit other hotels or campground lots (as if they were Community Lots) or may change to a different hotel or campground (or vacation home) whenever they please.

Buying a Vacation Home

Sims can purchase vacation homes only from their home lot. They can't, for example, go on vacation, stay at a hotel, decide that this would be a great place to have a house, and buy themselves a place. Nope, they must do it from home.



Vacation real estate is purchased from home on either the phone or computer.



CHAPTER 3: VACATION ACCOMMODATIONS



note

If you have *The Sims™ 2 Open for Business*, your Sims' computers and home phones already have the Real Estate menu for buying and selling Community Lots. That menu now has a new "Purchase Vacation Home" sub-interaction.

Your Sims' home phones and computers now have a new Real Estate... menu for buying and selling vacation homes. Buying a vacation home is as easy as picking a vacation destination (from those assigned to the base neighborhood) and choosing from any unowned vacation home lots.



note

To increase a vacation destination's selection of vacation homes, you can either place any unoccupied residential lot from the Lots and Houses Bin or place an empty regular or beach lot, zone it residential, and build a vacation home on it.

See the Build Mode Additions chapter for information on placing and building on beach lots.



Property owners get a deed that signifies their ownership. It can make a handsome floor or wall decoration.

If your Sims' household has enough money, they gain immediate ownership of the lot. Its deed appears as an object in the calling Sim's inventory. This deed can be dragged out of inventory as a decorative object.

Selling a Vacation Home

The simplest way to sell a lot is via the Sim's base neighborhood home phone or computer with the Sell Owned Lot interaction.



Intra-household transfers can be executed on the deed itself.

Transfers can also be done on a Sim's home lot via the deed object itself. Place it anywhere on the lot and then use "Sell Back to the Community" to get the same price you'd get if selling via phone or computer.



caution

Due to depreciation of the objects in a vacation home, your Sims may take a loss when selling vacation homes.

If you wish instead to transfer ownership between household members, you can do so with the deed object's Transfer Ownership to... interaction. This makes the selected Sim the owner of the lot and gives her the power to move the deed into her inventory or sell it.

Inheriting Vacation Homes

Owned Community Lots pass upon the death of the owner through a series of possible recipients:

1. The member of the owner's household (teen or older) with the highest Lifetime Relationship to the owner.
2. The owner's closest married or blood relative (teen or older).
3. The owner's closest friend.
4. Back to the community (becomes unowned).

If a deed passes in this way, the new owner is informed of the inheritance and given the new deed the next time that Sim's home lot is loaded, or immediately if he was on the same lot with the former owner when she died.



note

Players with *The Sims™ 2 Open for Business* can also sell a vacation home by placing the deed for sale on a home business or owned Community Lot. For full details, see *The Sims™ 2 Open for Business Prima® Official Game Guide*, Chapter 4.

Vacation Homes and Booking Vacations



The gold suitcase icon means someone in this Sim's household owns that vacation home.

When booking a vacation, you can elect to send your Sims to an owned vacation home; it's indicated in the Choose Accommodations panel with a golden suitcase icon. Your Sims are taken directly to their vacation home where, without any further steps, you can save them or send them out to explore other lots.

If, instead, you choose to select accommodations on arrival, any of the household's vacation homes will appear in Neighborhood view with a gray suitcase icon.

Or you can choose to begin their vacation in a hotel or campground. If you wish to later switch to a vacation home, check them out of the hotel and use the phone's Vacation... Try Different Lodgings interaction. Any owned vacation homes are highlighted with a golden suitcase icon.

In any of these situations, once your Sims enter an owned vacation home in Live mode, they can't change home base—even to another owned vacation home—for the entire vacation. The lesson: make very sure you want them to stay at a vacation home before directing your Sims to it.

Ending a Vacation

To end a vacation from a vacation home, you can either:

- ◆ Use the Vacation...End Vacation interaction on the home phone
- ◆ Wait until noon on the vacation's final day and let it end automatically.



The home phone is your tool for manually ending a vacation.

Note that because vacation home lots (unlike hotel lots) are saved when the vacation ends, any messes or other changes will still be there when your Sims next use the house.

Hotels

Hotels don't provide all the control of home, but they make up for it in comfort and convenience. For the most carefree vacation experience, you'd be hard-pressed to do better than any of the hotels in the vacation destinations. Getting the most out of them, however, requires an understanding of how they work.

In essence, hotels are Community Lots that can be temporarily converted (via checking in) into a limited home lot, gaining some but not all of the functionality your Sims see at their own abodes. Being mindful of this duality helps you remember what can and can't be done on hotel lots:

- ◆ You can save
- ◆ Sims can't build skills, even if checked in
- ◆ You can't move objects in or out of Sims' inventories
- ◆ You can't use Build or Buy mode



note

Sims can get married on hotel lots, but that's not because of anything special about hotels. That's because of the new Community Lot marriage feature, discussed in detail in the Vacating chapter.

This hybrid nature also means that a hotel requires a few extra formalities before it becomes your Sim's home base.

Checking in Hotels

Choosing a hotel when a vacation is booked neither reserves a suite or sets the hotel as our Sim's home base. For that to happen, you must go through two steps:

1. Reserve a suite by clicking on its hotel door
2. Check in at hotel desk

CHAPTER 3: VACATION ACCOMMODATIONS



tip

If your Sims are going to switch hotels or end their vacation early, be sure to check out before noon to avoid being charged for the next night.



tip

Though it makes sense to book enough beds for all the Sims in your party, it's not required. You can always add more suites later if sleeping becomes a problem; the hotels never fill up beds that your party might potentially require.

Step 1: Reserve a Suite

When your Sims first arrive at a hotel, they must reserve a suite or suites before they're allowed to check in.



Click on a hotel suite's door to claim it. This turns the door sign yellow.



note

When you reserve a suite for your Sims, the door sign turns yellow. No one else may claim this suite, but your Sims can't use it until they check in at the hotel desk.

Hotels are always empty when Sims without home bases arrive, but they won't remain so for long. You'll have about an hour before other vacationers start to arrive and pick suites. Thus, you have only a bit of time to nail down the suite or suites of your choice.



note

The arrival of other tourists will never shut your party completely out of a hotel; they always leave enough beds for everyone in your party to sleep at the same time. Waiting too long will, however, limit your choices (all the ground floor suites may be taken, for example).

When you've spotted a suitable suite (or suites), click on their doors and use the "Reserve Suite" interaction. Reserving a suite doesn't, however, set your Sim's home base; it merely prevents any tourist parties from booking the suite before you have a chance to check in at the front desk.



note

All suites are billed from noon to noon. So, if you add a new suite at 11 a.m. the day before the end of a vacation, you'll be charged for two days (the one just ending and the next).

Step 2: Check In at Hotel Desk



To seal the deal and make a hotel your Sim's home base, check in at the front desk.

Finally, and this *does* finally establish your Sims' vacation home base, locate the front desk and use its "Check In" interaction. This interaction shows you the daily rate for the suite or suites you've selected and sends your Sim to finalize the process. When it's done, the suites are theirs to use for as long as they wish. Your Sims can now be saved and may travel to any campground, hotel, Community Lot, or secret lot to which you wish to send them.



When your Sims check in, all reserved suites' door signs change from yellow to green.

Suite Locking and Do Not Disturb

Checking into a suite gives your Sims exclusive access to it. If you want anyone other than all Sims in the traveling party (and the Housekeeper or room service delivery) to get in, you can use the door to control access.



The Do Not Disturb sign keeps Housekeepers from walking in whenever they like.



Checked in suites offer several access-control settings on their hotel door:

- ◆ Do Not Disturb: Prevents Housekeeper NPC from entering the suite. In fact, it's the *only* thing you can do to keep her out. It won't, however, keep out the Bellhop if he's delivering room service.
- ◆ Allow Housekeeping: Remove a Do Not Disturb sign.
- ◆ Lock...Allow Household Only: Prevents entry by all Sims but members of the traveling party. Does not keep out Housekeeper or Bellhop NPCs. If a Sim is part of an Outing or Date (*The Sims™ 2 Nightlife*), the date or outing group members will also be admitted.
- ◆ Lock...Lock for All Sims: Prevents entry by all Sims including the Sim locking the door. Doesn't keep out Housekeeper or Bellhop NPCs.
- ◆ Lock...Allow Me Only: Prevents entry by all Sims but Sim locking the door. Doesn't keep out Housekeeper or Bellhop NPCs.
- ◆ Unlock: Remove any lock on the door.



The lock interaction won't keep out the Housekeeper, but it will work on other hotel guests and even your own Sims.



note

Suites needn't be locked every time your Sim goes in or out; they remain locked indefinitely until you direct your Sim to unlock them.

Also, locks keep Sims out but can't lock them in. If, for example, you change the lock setting in a way that excludes someone currently in the room, that Sim can get out but can't get back in.

Tourist Suites

Suites claimed by tourists are not freely accessible to your Sims and their contents and any Sims within are, in fact, invisible in Live mode.



This suite isn't empty, just claimed, so the contents are invisible until one of your Sims enters the suite.

Each claimed suite is private so, in Live mode, you can't see inside any non-playable Sim's suite. The contents of the suite become visible only if your Sim is permitted inside.

When a non-playable tourist is in his suite, the suite displays a thought bubble informing you what the suite's inhabitants are doing:



Tourists can be sleeping...

CHAPTER 3: VACATION ACCOMMODATIONS



having Fun in their suite...



or be away doing vacation stuff.



Even sleeping Sims will answer if they have a well-established relationship with the person knocking. If not, well, they'll express their displeasure.



If tourists are in their suites with the door locked, your teen or older Sims can try to gain access by knocking (click on the door and select "Knock on Door"). If, however, the inhabitants are sleeping, they'll answer the door if one of the Sims inside has a Lifetime Relationship toward the knocking Sim above 20. If Lifetime Relationship with everyone is too low, the tourists will refuse to answer (displayed by a thought bubble with your Sims's face crossed by an "X").

When tourists are in their suite or off lot, their suite displays a thought bubble informing you what the suite's owner is doing:

- ◆ Sleeping: Bed icon
- ◆ Off Lot: Sun icon
- ◆ Having Fun: TV-Fun icon



tip

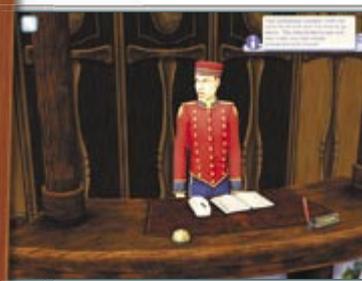
You can peek

into locked suites by switching the game into Options mode. You can't move or manipulate anything, but you can at least confirm which Sims are inside. What you see, however, might be disillusioning; sleeping tourists are actually just standing inside the suite. Some things, I guess, weren't meant to be seen.



Check Out Time

Check out time at every hotel is noon. On the last day of your Sims' stay, this is the time their vacation ends and the shuttle comes to fetch them.



When check out time nears, you'll know it.

On other days, check out time is the moment when your Sims will be charged for the next day. If, therefore, you intend to change hotels or move to a campground or vacation home, do it *before noon* so your Sims aren't charged for a day they won't be using.

You receive a warning about check out time at around 11 a.m.

Adding/Removing Suites

You may, at any time, add vacant suites to your traveling party's bill. If a suite is vacant, you can use the door's Add Suite to Bill interaction to gain full and exclusive access.



note

To find out how much money your Sims owe so far for their hotel stay, use their suite phone's Check Bill interaction.



Not enough space? Try adding a suite to your bill.

Conversely, once the party holds more than one suite, doors to all their suites include the Remove Suite from Bill interaction. This signals that your Sims don't want exclusive control of the suite after the next check out time. Until then, however, they retain full access, including locking, whether you want it or not; it's paid for after all.



note

The objects in vacant suites cannot be used by anyone.

Hotel Suite Value

As mentioned above, the nightly rate for hotel suites is determined by two factors:

- ◆ Size (number of tiles within its walls)
- ◆ Value of objects

The exact nightly rates of all hotel suites in Twikkii Island, Takemizu Village, and Three Lakes are listed in the Vacations Destinations chapter.

Housekeeping

The Housekeeper NPC cleans up any messes on the entire hotel lot, including your Sims' suites, and will enter to do so even if your Sim is asleep.



The Housekeeper keeps things tidy in the guests' suites and everywhere else.

To prevent the Housekeeper entering, use each door's Do Not Disturb interaction.



caution

A Do Not Disturb sign stays on your Sim's door until you remove it. Remember that no cleaning will occur when that sign is up, so don't forget to Allow Housekeeping when privacy isn't needed.

Room Service

Whether a hotel has a restaurant or not, guests can order room service any hour of the day.



note

Ordering room service garners the calling Sim a Vacation Memento.



Food right to your suite?!?
What will they think of next?

Sims order room service via their suite phone's Room Service... menu, where you must select whether to order for the caller only or for a group (the customary eight servings) and what food to select.

CHAPTER 3: VACATION ACCOMMODATIONS

Food selection varies by time of day and comes in a range of prices:

Food	Mealtime	Single Cost	Group Cost
Baked Alaska	Lunch/Dinner	N/A	\$132
Berry Pie	Lunch/Dinner	N/A	\$114
Cake	Lunch/Dinner	N/A	\$114
Cereal	Breakfast	\$6	\$36
Cheesecake	Lunch/Dinner	N/A	\$138
Chef Salad	Lunch/Dinner	\$11	\$66
Chili Con Carne	Lunch	\$22	\$132
Crepes Suzette	Lunch/Dinner	N/A	\$132
Cup O' Ramen	Lunch/Dinner	\$7	N/A
Gelatin	Lunch/Dinner	N/A	\$36
Grilled Cheese Sandwiches	Lunch	\$13	\$78
Hamburgers	Breakfast/Lunch/Dinner	\$27	\$162
Lobster Thermidor	Dinner	\$31	\$186
Lunch Meat Sandwiches	Lunch	\$10	\$60
Mac and Cheese	Dinner	\$12	\$72
Omelettes	Breakfast	\$19	\$114
Pancakes	Breakfast	\$20	\$120
Pork Chops	Dinner	\$24	\$144
Salmon	Dinner	\$25	\$150
Spaghetti	Dinner	\$18	\$108
Toaster Pastries	Breakfast	\$5	\$30
Turkey	Dinner	N/A	\$150
TV Dinner	Lunch/Dinner	\$7	N/A

Room Service Menu by Meal Time

Breakfast	Lunch	Dinner
Cereal	Baked Alaska	Baked Alaska
Hamburgers	Berry Pie	Berry Pie
Omelettes	Cake	Cake
Pancakes	Cheesecake	Cheesecake
Toaster Pastries	Chef Salad	Chef Salad
	Chili Con Carne	Crepes Suzette
	Crepes Suzette	Cup O' Ramen
	Cup O' Ramen	Gelatin
	Gelatin	Lobster Thermidor
	Grilled Cheese Sandwiches	Mac and Cheese
	Hamburgers	Pork Chops
	Lunch Meat Sandwiches	Salmon
	TV Dinner	Spaghetti
		Turkey
		TV Dinner

When a Sim summons room service, the NPC Bellhop takes the call and brings the tray up to the suite. The cost of the food isn't paid immediately but is added to the final hotel bill.

The Bellhop will enter the suite even if it's locked. He'll even ignore the Do Not Disturb sign; because your Sims summoned him, he figures it's ok to barge right in.

Hotel Restaurants



note

If you don't have *The Sims™ 2 Nightlife* installed, restaurants in a given hotel won't exist; the rooms will just be empty.

Hotels can contain restaurants for the dining pleasure of guests and visitors. These function just like normal un-owned Sim restaurants (circa *The Sims*™ 2 *Nightlife*), but with a few changes:

- ◆ Because the restaurant is only part of the lot, the serving area is limited to the room that contains the host podium. No seating or table service will occur outside that room.
- ◆ Sims can't skip out on the bill.



If you're building your own hotel with a restaurant, make sure that the restaurant podium and the seating area are in a contiguous room without any separation via walls, half-walls, doors, etc.

Like a normal restaurant—but unlike room service—a restaurant bill is paid immediately out of family funds.

Non-Vacation Hotels

Hotel lots can be placed in non-vacation neighborhoods to allow your Sims a home-away-from-home.

If you place a hotel lot from the Specialty Lots Bin in a non-vacation (base, business district, downtown, etc.) neighborhood, your Sims can travel (via car, walking, or taxi) to it as a Community Lot.

Though hotels largely function as standard Community Lots, there's one service the latter can't offer: a bed to sleep in. One of the big limiting factors in visiting Community Lots is that your Sim must, eventually, go home to sleep. When staying at a hotel, therefore, your Sims can enjoy the lot's amenities and avoid work, school, etc. for as long as they can afford to stay. They can't, however, save on non-vacation hotel lots; that can only be done at their real home.

While on a non-vacation hotel lot, your Sim can visit other Community Lots. While away from the hotel, however, choosing "Home" from the traveling options will send them back to their real home, *not* the hotel.

Campgrounds

Campgrounds share much of their underlying clockwork with hotels, but with one crucial difference: staying at them is free.



Campgrounds are hotels... without the hotel. Sims can sleep in a bed, save, and travel to Community Lots.



note

Sleeping in a tent garners your Sim a Vacation Memento.

Like hotels, campgrounds give your Sims a place to sleep (tents) and enable saving and travel to Community Lots and to other campgrounds and hotels. To change accommodations, your Sims must check out of the campground (via any tent) before they can set up a different home base.

Unlike hotels, however, campgrounds are free. Your Sims can stay their entire vacation at a cost of exactly \$0 per day. Over a seven-day vacation that's...let's see...\$0. Not bad, eh? So, what's the catch?

Campgrounds aren't as well appointed as hotels, with fewer high-end Need objects and attractions. Tents, though passable sleeping objects, aren't going to provide as much Energy replenishment as the beds in hotels. This means more time sleeping and less time vacationing. If, therefore, you're planning to put your Sims up in a campground, make sure it's a long vacation.



note

There's no maid service on campgrounds, so your Sims will have to clean up their own messes or rely on other Sims to do so.

Checking In

To check into a campground, click on any tent and select "Check In." That's it, but you don't get quite the level of choice as in a hotel.

CHAPTER 3: VACATION ACCOMMODATIONS



To check in, click on any tent. Remember, though, your Sims don't have dibs on any particular tent on the lot.

Though you must check in via an individual tent, your Sims have no exclusive claim to that or any other tent, nor do the other tourists staying on the lot. You can, however, always count on having enough places to sleep; the number of tourists is controlled so that all of the Sims in your party can have enough tents to sleep simultaneously.

Tents and Campgrounds

Tents alone do not a campground make. They can actually be placed on any kind of lot, functioning as a normal bed. Only on a campground lot, however, will they contain their hotel-esque functionality, allowing Sims to check in and check out.

On vacation and non-vacation Community Lots (including other hotel and campground lots when your Sim already has a home base) and any home lot (vacation or otherwise), the tent functions as a relatively uncomfortable bed.

Once your Sims check in via a tent, the campground is their home base. It can, however, be changed by checking out and going to another hotel or campground or to an owned vacation home.

Checking Out

When it's time to leave a campground—either to go home or set up a new home base—just click on any tent and select “Check Out”.

Building Custom Hotels or Campgrounds



note

For information on placing hotel lots, see the Build Mode Additions chapter.

You can't officially build your own hotels or campgrounds, but let's not let that stop us. With a handy zoning cheat, you can turn any Community Lot into a hotel/campground or build your own from scratch.



Hotel doors should always face out from the suite.



This, for example, is wrong.

Whether you're modifying or creating hotels, it's imperative that you observe the following rules or they will not function properly:



A shared bathroom may seem practical, but it will defeat any attempts to lock the hotel suite doors.

- ◆ Hotel doors *must* always face out.
- ◆ Hotel suites should not have more than one hotel door leading into them.
- ◆ Hotel suites with hotel doors that share a bathroom will not be properly locked.

Every hotel *must* contain at least one of each of the following objects:

- ◆ Hotel desk (ConciergoSum Desk by Welcome Home Furniture)
- ◆ Hotel door (Solidity Door)



note

The Sims™ 2 University veterans will notice that hotels are assembled much like dorms. The similarity is clear, but the differences are many. Paramount among them: you can't use Buy or Build modes while playing a hotel, and hotel suites can consist of more than one suite (not so of their college analogs).

Modifying Existing Hotels

To alter an existing hotel, go into Neighborhood view and switch into Buy or Build mode, and load the lot.

You can change the decorations and add objects, but can't make any structural changes. To do that, you must temporarily change the zoning of the lot:

1. Load the hotel lot.
2. Open up the cheat window (Ctrl)+(Shift)+(C) and type *changelotzoning community*. This rezones your lot as a Community Lot.
3. Save and exit to the neighborhood.
4. Reload the lot. You now have full Buy/Build mode tools and privileges.
5. When done, open up the cheat window (Ctrl)+(Shift)+(C) and type *changelotzoning hotel* to restore hotel zoning.
6. Save and exit to Neighborhood view.

Making Custom Hotels

To make your own hotels:

1. Start by placing a Community Lot of any size in a vacation neighborhood.
2. Enter the lot and build your desired "hotel."
3. Open up the cheat window (Ctrl)+(Shift)+(C) and type *changelotzoning hotel*. This rezones your lot as a hotel.
4. Save and exit to Neighborhood view.

Making a Campground

What differentiates a campground from a lot full of tents is the zoning. Unless the lot is zoned as a hotel, it can't be a campground.

But, there's another catch: there can't be a working hotel on the same lot. If, therefore, the lot contains either a hotel desk or hotel door, the tents will offer the check in function, but the lot won't be a campground.

Boiled down, then, here are the steps to creating your own campground.

1. Start by placing a Community Lot of any size in a vacation neighborhood.
2. Enter the lot and build your desired "hotel."
3. Place at least one tent (Action Traveler's Action Tent) on the lot.
3. Open up the cheat window (Ctrl)+(Shift)+(C) and type *changelotzoning hotel*. This will rezone your lot as a hotel.
4. Save and exit to Neighborhood view.

If you're altering an existing hotel to turn it into a campground, remember to delete all hotel desks and doors. See Modifying Existing Hotels, above, for details.



CHAPTER 4: VACATION COLLECTABLES

Chapter 4

VACATION COLLECTABLES

Memories last forever, but you can't stylishly place a memory on the coffee table to show your friends. Sure you could assault them with a gripping though unbidden tale of your scrumptious beachside meal, but that might be considered... presumptuous.

It's so much more graceful to adorn one's world and person with things and behavior that scream "I have been to exotic places and drunk deeply from the well of worldliness!" Not only does this just make one a broader, more interesting individual, it raises the chance that someone else might, of their own free will, ask: "So, where'd you learn to dance like that?" Then you can regale them with your bite-by-bite account of how Pineapple Surprise tastes at three in the morning, without fear of social awkwardness.

This chapter enumerates and explicates the various abilities, objects, and experiences your Sims can collect on vacation and how these baubles and behaviors improve your Sims' lives.

Acquired Abilities

Some of the most interesting things your Sims can acquire while on vacation are new and exotic abilities that they can bring home and keep doing forever.

Vacationing Sims can learn to do new local:

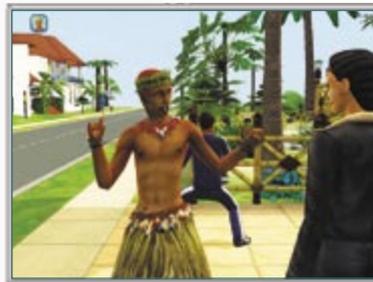
- ◆ Gestures
- ◆ Dances
- ◆ Massages

Gestures

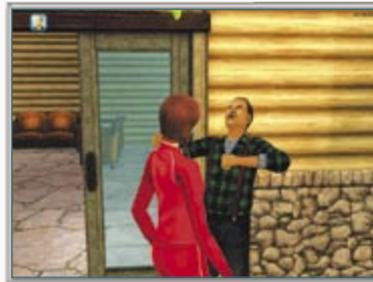
Each of the three vacation destinations is known for its signature gesture. All the locals know this gesture and can perform it expertly. If your Sims are on the receiving end of a destination's local gesture enough times, they too will be able to execute it like a native.



Far East Bow



Island Hang Loose



Mountain Chest Thump

Sims learn local gestures when the greeting is used toward them. Getting good at it, however, requires repeated exposures.

The first time a Sim is gestured at with a destination's local gesture, it becomes available in their Gesture... menu. They can also do it autonomously. At first, your Sim will perform the gesture awkwardly and to diminished effect.



Once one gesture is known, the Gesture... menu appears among your Sim's available interactions.

After accepting the gesture three times, the Sim automatically becomes proficient at it, earning a memory ("Learned New Gesture") and a Vacation Memento.



note

If a Sim doesn't know *any* gestures, the Gesture... social menu won't be available.

Once one of your Sims is proficient at a gesture, he can teach it to your other Sims by using it on them. After three gestures, the gesture will be fully learned by the other Sim.

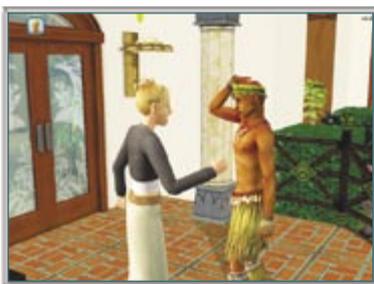


tip

Note that Sims *do not* get better at a gesture by *doing* it, but rather by *receiving* it. Therefore, give your Sims some free time on vacation destination Community Lots to act autonomously and be gestured at by locals. If you dominate all their time with directed actions, no one will have an opportunity to use the local gesture on them.

Knowing a local gesture is beneficial for several reasons:

- ◆ Mementos: Each Sim that fully learns a destination's gesture gets one of the 45 available Vacation Mementos.
- ◆ Far East Secret Lot: One way to get the Ancient Dragon Legend Scroll from the Far East destination's secret lot NPC (the Wise Old Man) is to gesture to him with a perfect Bow.
- ◆ Faster Socializing: Locals love receiving their culture's signature gesture and experience a larger relationship boost than for normal gestures.



Giving the wrong gesture can result in confusion and offense.



caution

Note that the locals in each destination don't feel too warmly about gestures from other destinations, and they'll be downright offended if your Sims greet them with the gesture from their most disliked destination. The gestures listed below, if given to the wrong locals, will produce an automatic rejection and relationship drop.

- ◆ Island dislikes: Far East
- ◆ Far East dislikes: Mountain
- ◆ Mountain dislikes: Island

When acting autonomously, Sims will use these gestures most often:

- ◆ When on vacation in the gesture's home destination (that is, Bow in any destination based on the Far East template).
- ◆ For several days after they return home. Gradually, the novelty of the new gesture will wear off as Sims settle back into their everyday life, and they'll use it less and less.

Local gestures can be initially acquired only in vacation destinations, but they can be spread to others who've never been to that destination. Once one of your Sims knows each gesture, she can teach it to any other Sim by performing it three times.

Dances

There are few things Sims enjoy more than moving in unison. Hence the rampant popularity of the Smustle. If one Sim starts doing the Smustle, half the crowd will suddenly gather and fall in step.

Imagine, then, their excitement to learn that going on vacation allows them to learn three more dances for getting their collective groove on.



note

Technically, of course, Tai Chi is not a dance. In *The Sims™ 2 Bon Voyage*, however, it shares a similar method of learning and system of joining and moving in unison. However, it is, as you'll read below, activated differently from the proper group dances.

Each vacation destination features its own signature dance:

- ◆ Island: Hula
- ◆ Far East: Tai Chi
- ◆ Mountain: Slap Dance



When you see a local doing the local dance, get your Sims to join so they can make it their own.

CHAPTER 4: VACATION COLLECTABLES

To learn a new dance, Sims must join a local who's already performing it. Until your Sims know a dance, they can't initiate it themselves.

These dances are quite foreign to the inexperienced Sim, so only maximum Dancing skill guarantees immediate grace. When learning a local dance, the chances that Sims dance clumsily, capably, or perfectly are dictated by their overall Dancing skill.



note

Dancing is an invisible skill built by doing any kind of dance. With normal dancing in *The Sims™ 2*, increased Dancing skill allows the Sim to dance more nimbly and do more spectacular flourishes. When learning vacation neighborhood dances, Dancing skill enables a Sim to dance a local dance with fewer (or no missteps).

Dancing Skill Level	Chance of Clumsy	Chance of Capable	Chance of Perfect
0	100	0	0
1	90	10	0
2	80	20	0
3	60	40	0
4	40	50	10
5	30	55	15
6	20	60	20
7	0	50	50
8	0	40	60
9	0	20	80
10	0	0	100

Doing local dances also builds Dancing skill, but rate of skill increase depends on the current Dancing skill. For example, Sims with Dancing skill of 1 will learn local dances at 25 percent the rate of Sims with Dancing skill of 9 or 10.

Once a Sim has joined a dance one time, he can initiate it. If you have any playable Sims who don't already know the dance, they can then learn the dance by joining the Sim who does.

Each dance has different effects on your Sim and, in one case, a different way to start.

Dances can be initially learned only on vacation but can be spread to other Sims when your Sims do the dance back home.

Hula

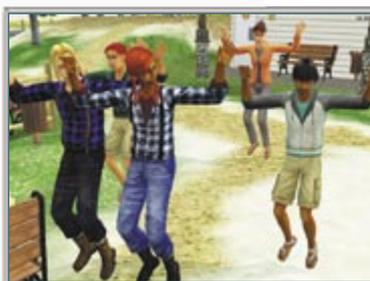


Island: Hula

Once learned, Sims can initiate the Hula by using its interaction on any music source (such as stereos). Depending on their relationship and their current Fun level, other Sims (including playable Sims who don't already know the dance) will join autonomously.

Doing the Hula satisfies Fun and depletes Energy. If other Sims join, all dancers get Social.

Slap Dance



Mountain: Slap Dance

Once learned, Sims can initiate the Slap Dance by using its interaction on any music source (such as stereos). Depending on their relationship and their current Fun level, other Sims (including playable Sims who don't already know the dance) will join autonomously.

Doing the Slap Dance satisfies Fun and depletes Energy. If other Sims join, all dancers get Social.



tip

To instantly befriend Bigfoot on the Mountain destination's hidden lot, start a Slap Dance via the stereo in his house. Bigfoot *loves* to Slap Dance and will always join. Once he does, your Sim will immediately get the Ask Bigfoot to Move In social regardless of their relationship.

Tai Chi



Far East: Tai Chi

Unlike other "dances" Tai Chi is, once learned, begun with a self-interaction (à la yoga). Because it's more exercise than dance, you'll find that the more your Sims do Tai Chi, the more beneficial it will become.

Doing Tai Chi at all proficiency levels satisfies Fun and (if others have joined) Social. Unlike other dances, Tai Chi satisfies—rather than depletes—Energy and also satisfies Comfort while depleting Hunger and Hygiene. Once a Sim masters Tai Chi, doing it slows their normal Need decay rate and (if they're on a home lot) builds Body skill.



tip

Once your Sims convince the Far East hidden lot's Wise Old Man into socializing, one way to prove your Sim worthy of knowing the Dragon Legend is to do Tai Chi. He'll always join and consider your Sim worthy of his attention.

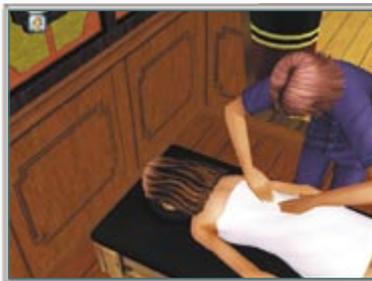
Because Tai Chi is an exercise rather than a dance, it isn't dependent on Dancing skill, but rather Body skill. The higher the Sims' Body skill, the faster they'll learn Tai Chi.

Massages

All Sims can help comfort their fellow Sims with a massage table and the commonly known Swedish massage. Legend tells, however, that masseuses and masseurs in distant lands know exotic massages to soothe the muscles and cleanse the soul.



Island: Hot Stones



Far East: Acupressure



Mountain: Deep Tissue

Vacationing Sims can, with a bit of time and a fair chunk of money, acquire these mysterious skills and unleash them on overly stressed friends and family back home.



note

Learning each local massage earns a Vacation Memento.

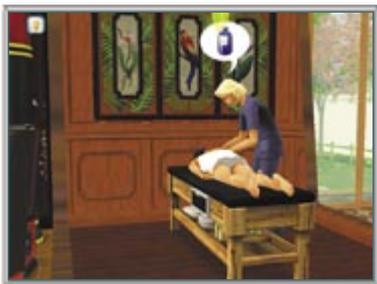
Your Sim can learn new massages by seeking out massage table objects (Soft'n'Tender Massage Table) on vacation destination Community Lots and invoking its Learn Massage interaction. For a mere (or not-so-mere)

CHAPTER 4: VACATION COLLECTABLES

§500, the NPC masseuse will give your Sim the local massage while explaining how it's done. Your Sim emerges from the table refreshed and with complete knowledge of how to perform the local massage like a pro.



Ask your Sim's masseuse to teach the local massage technique.



As the masseuse gives the massage, she explains how it's done.

Local massages can be taught only by NPC masseuse/masseurs on vacation destination Community Lots. Unlike dances and greetings, local massages *cannot* be taught to another Sim.

All massages have the same effects: replenishing Energy, Comfort, and Social, and building relationship with the giver.

Object-Based Collectables

Sims can bring home all manner of experiences and objects from their travels. Several of these are acquired or experienced through interaction with certain objects.

In some cases, these objects can be placed in any neighborhood you wish, but the only time you'll encounter them already in place is in vacation neighborhoods. For example, you can eat Mountain food on any Community Lot on which you place the Mountain food stand (Flippin' Fred's Flapjack Shack).

Foods

Each vacation destination has a trio of signature dishes that capture its cultural essence. Your Sims can sample these dishes at food stands when they visit.



Far East: Nutritious Noodles Food Stand



Island: Taste of the Tropics Food Stand



Mountain: Flippin' Fred's Flapjack Shack

 **note** Unlike the massage tables, the food stands and the dishes they serve are not controlled by the kind of vacation destination, but rather your choice of food stand. Instead of one object, food stands are available as three distinct objects in the Buy mode catalog, each of which can be placed on any Community Lot in any kind of neighborhood.

Thus, if you've put these three stands on local Community Lots, your Sims can sample dishes and receive Vacation Mementos for all three destinations without ever leaving home. It's more fun, though, if they taste this exotic fare in its native land, dontcha think?



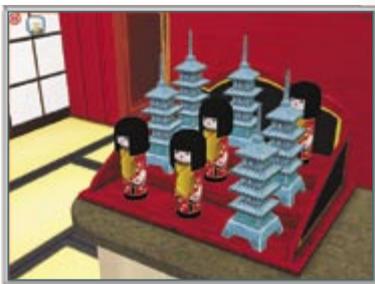
You *must* try Pineapple Surprise when you visit the island! It's divine!

For each kind of food stand, one of the three dishes will score your Sim a Vacation Memento:

- ◆ Far East: Chirashi
- ◆ Island: Pineapple Surprise
- ◆ Mountain: Flapjacks

Souvenirs

Souvenirs are purchased from countertop souvenir racks. Each rack sells two different kinds of souvenir appropriate to the rack's theme. Note that the offerings are dictated by the rack (Simple Seller Souvenir Rack) itself, not the destination on which they appear.



Simple Seller Souvenir Rack—Far East Edition.



Simple Seller Souvenir Rack—Island Edition.



Simple Seller Souvenir Rack—Mountain Edition.



tip

Remember to buy five souvenirs from each vacation destination's corresponding souvenir rack. Any five will do; five of one item or two of one and three of the other. If you place five souvenirs from the same destination on a ShowMeOff Rack of Glory in your Sim's home, it'll exert powerful passive effects on nearby Sims.

Far East	Island	Mountain
Pagoda by Oh The Memories	Little Chest of Booty	Bit o' Vug
Doll by Oh The Memories	Private Island Figurine	Lumberjack's Pride

Pirate Ship



note

Though you can place this object on any beach lot with sufficient space—it's a massive object—and a long enough coastline, you can find one already in place in the Twiikkii Island vacation destination on the South End Beach Community Lot.

The Swashbuckling Shipwrecker by Impressive Installations is a massive and intricate object with myriad ways to have fun. One of these, however, can snag your Sim a very valuable decorative object.

Plunder



Do you dare sneak inside the captain's cabin? Only if you're not afraid of p...p... p...pirate ghosts!! Jinkies!

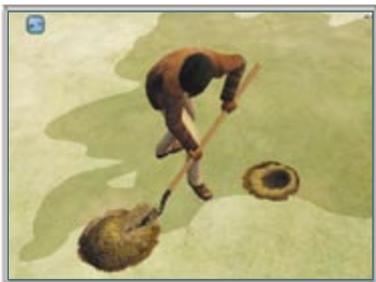
The Plunder the Captain's Cabin interaction sends your Sim through the door to the dead pirate captain's cabin. Most of the time, the Sim will emerge either empty handed or with one of these objects deposited in her inventory:

Item	Value	Environment
Captain's Log	\$675	10
Gold Doubloon	\$550	10
Treasure Map	\$2,500	10

All of these objects can decorate your Sim's home—for big Environment score boosts—or sold for many, many Simoleons.

CHAPTER 4: VACATION COLLECTABLES

Digging for Treasure



Digging isn't just for dogs anymore. Sims can dig in their yards or almost anywhere else to find valuable and powerful objects.

Sims can use the Dig for Treasure interaction on any piece of open outdoor terrain (except beaches). Digging Sims will randomly find:

- ◆ Nothing
- ◆ A dog bone
- ◆ A map to a secret lot
- ◆ A valuable item
- ◆ A water main...and a big mess
- ◆ A worthless item



note

For players with *The Sims™ 2 Seasons*, your Sims can't dig for treasure in heavy snow.

It takes a while to dig a hole deep enough to find something. A few moments after the dirt pile next to the hole reaches its largest state, your Sim may randomly find something.



Click on any existing hole or a dirt pile (even if it was originally dug by a pet) for a fresh opportunity to find something. It's faster than digging a new hole.

Once a hole is fully dug, Sims can dig there again for a new chance to find something. Digging into an existing hole is much faster than creating a new hole, so click on any dirt piles you see rather than starting a new hole. When starting with an existing hole, it takes only a few strokes of the shovel to either hit something or come up empty.



note

Failure to find something doesn't mean the Sim won't get lucky if he tries the same hole again.



caution

An open hole is a mess that brings down Environment score until it is filled in. The deeper the hole (as indicated by the size of the dirt pile), the bigger the negative effect. Note that very Clean Sims will fill in holes autonomously and pets may autonomously continue to dig holes your Sims began, or roll in the dirt piles for Fun.

Filling in holes builds Cleaning skill, but depletes Hygiene.

If Sims find something, it goes directly into their inventory. What the Sim is likely to unearth depends, in part, on whether he's on a vacation lot.

Treasure Objects

Sims can find a variety of objects of varying value:

Rocks

Sims can pull out three kinds of rocks. All three carry the same Environment score (1) if used as a decorative object, but they vary in resale value:

- ◆ Skippy the Stone: \$25
- ◆ Rocky the Rock: \$50
- ◆ Greta the Granite: \$75

Treasure Chests



The treasure chest is a decorative object of great power and beauty.

Sims may find a treasure chest, an object of great financial and decorative value. Chests glow spectacularly when placed on the ground and exert a whopping effect on Environment (10) score. Alternately, they can be sold for an equally shiny \$5,000.

Maps to Secret Lots

Excavating Sims can uncover a map to a secret lot. To which lot, however, depends on where the Sim is digging. If the digging takes place on a lot in a vacation destination, the first map will always be for that destination's secret lot. If, on the other hand, the digging is on a lot in a non-vacation neighborhood, the map could be from any of the three possible secret lots.



note

If the digging Sim already has a map to a secret lot in her inventory, the map she find will be to one of the other lots. If a Sim carries all three kinds of maps, she will never find a map while digging.



Secret maps can be mounted on the wall for decoration. Just don't forget to pack it if you send your Sims on vacation.



note

If your Sims use the lucky shrine and get a particular blessing, the next time they dig, they're guaranteed to find a map to a secret lot.

Maps to secret lots can serve three purposes:

- ◆ A Sim with this map in his inventory can visit the secret lot when visiting any vacation destination of the corresponding type (that is, the map to the Hidden Burrow will work in any Mountain-based vacation destination). The hidden lot will *only* appear as a destination when the Sim walks or takes a taxi if it's in the Sim's inventory.
- ◆ Maps can be sold for \$400 each.
- ◆ Maps can act as decorative objects on either surfaces (ground, floors, tables, counters, etc.) or on walls for a substantial Environment score (3).

Bones

Sometimes Sims find old bones. These are worth \$55 on resale, but carry no Environment score. They can, however, be used by pet dogs to satisfy their Chew and Fun needs (store-bought chew toys cost \$55).

Hitting a Water Main

There is a chance that any digging Sim may hit an underground water main, causing an unexpected deluge. This spray of water quickly creates several Environment-reducing puddles in the immediate area.

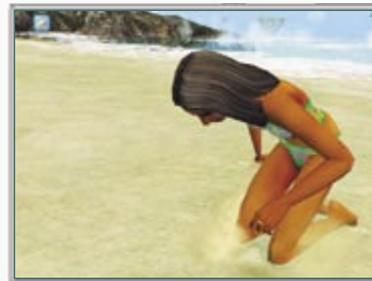


Sometimes you get treasure, sometimes you get a geyser in your front yard. Such are the risks of treasure hunting.

To stop a water main break, the hole must be filled in. Clean Sims do this autonomously, while other Sims must be directed to do it. As with all water messes, the puddles must be mopped up to undo the leak's enduring effect on Environment score.

Combing for Seashells

Your Sims can't Dig for Treasure on the beach, but they can get their hands in the sand and comb for seashells. This special ground-based interaction is available exclusively on the useable sections of beaches and can provide a Sim with a nice collection of pretty decorative items, jewelry to wear, a story to tell, or maybe just a pinch! Or they can find nothing but a handful of sand.



Digging in the beach can unearth some pretty decorations for your Sims' home or body.

These collectables—while vacation-themed—can all be found on any beach on any kind of neighborhood.



note

Finding anything while beachcombing earns your Sim a Vacation Memento.

CHAPTER 4: VACATION COLLECTABLES

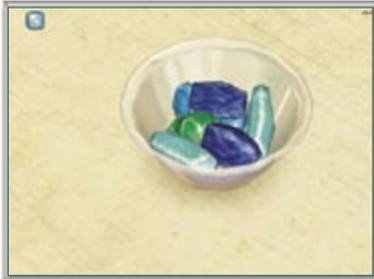
Unlike Digging for Treasure, beachcombing doesn't leave any unsightly holes that bring down Environment score or need to be filled in.

Objects

Most often, beachcombing Sims will unearth objects that can be placed on the ground or surfaces in their home (or vacation home lot). Possible finds include:



Conch



Colored glass



Clam



Starfish

Found objects are placed directly into your Sim's inventory, from which they can be dragged and sold (each fetches §430) or put on display.



Beach treasures can be placed for decoration or used as a conversation starter.

Once placed as decorative objects, these beach treasures offer three benefits:

- ◆ Boost to Environment score: The effect isn't large, but every little bit counts.
- ◆ Fun for Viewing: As with all decorative objects, their decorative qualities can be converted into Fun satisfaction if your Sim uses the object's View interaction.
- ◆ Share Discovery Story with...: Each placed beach treasure offers the Share Discovery Story with... social. Choose a Sim to tell about one of these fascinating objects to satisfy Fun and Social and build Daily relationship.

Jewelry

Beaches conceal pieces of jewelry that can't be bought in stores. When your Sim finds these trinkets, they don't appear in inventory, but rather become available as jewelry options via the Change Appearance interaction (on mirrors, vanities, etc.).



note

The Change Appearance tool now contains a new "Rings, Bracelets, Necklaces & more" panel for applying jewelry.



Possible finds include:



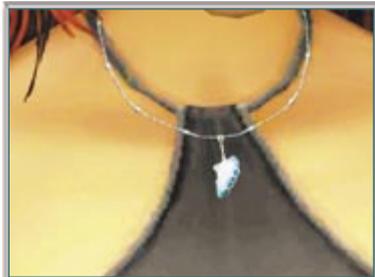
Clamshell bracelet



Clamshell earrings



Clamshell necklace



Seaglass necklace

Crabs



Ow! Pinchy!

Occasionally, beachcombing Sims get a nasty pinch from a crab rather than a shiny bauble.

Secret Lot Collectables

Two of the three vacation secret lots offer powerful objects as their rewards.

Ancient Dragon Legend Scroll

If your Sims can get the attention of and endear themselves to the Wise Old Man on the Far East destination secret lot ("The Pagoda in the Shadows"), he'll regale them with the ancient dragon legend. Any Sim who listens to the tale—whether they have any relationship with the Wise Old Man or not—gets a copy of the legend in their inventory in the form of the Ancient Dragon Legend Scroll.



Telling the dragon legend is a communal Fun experience.

This object enables any Sim who holds it in his inventory to tell the dragon legend to others.



note

Sims who listen to the dragon legend from anyone other than the Wise Old Man won't receive their own scroll. The teller can, however, gift the scroll to another or you can drag it out of one Sim's inventory and into another Sim's inventory. This would transfer the ability to tell the story to another, but the original Sim will have to acquire another scroll before she could tell it again.

CHAPTER 4: VACATION COLLECTABLES



Your Sim can only tell the dragon legend when this scroll is in the Sim's inventory.

Sims who possess the Ancient Dragon Legend Scroll can use the Talk... Tell Dragon Legend interaction on others to satisfy Fun and Social and build Daily relationship. The beauty of this object is that several Sims can simultaneously listen to the legend and together satisfy their Needs and build relationship with the teller. It's a great way to build-up several relationships at once.

While a Sim is telling the dragon legend, other Sims can use the Listen to Dragon Legend interaction on the teller. Sims will do this autonomously, especially if they have high Nice or Serious personalities.

Sims can also ask the possessor of the Ancient Dragon Legend Scroll to tell the story with the Ask to Listen to Dragon Legend interaction. This is especially handy if the teller is a non-playable Sim, because Sims won't tell the tale autonomously.

The Ancient Dragon Legend Scroll can also be used as a decorative object (Environment 3). It can be wall mounted or placed on the ground or surfaces (just like a secret lot map), but the Sim who had it will lose the ability to tell the tale.

Finally, the Ancient Dragon Legend Scroll can be sold for \$518.

Voodoo Doll (Mr. Mickles)

Fix all of the Witch Doctor's broken stuff on an Island destination secret lot ("The Mysterious Hut"), and he'll reward you with a magical object. The Mr. Mickles voodoo doll empowers your Sim to do nearly untold mischief.



Do you feel hot Mr. Mickles? Oh yes you do! My, it is getting hot in here, isn't it? Mwahahaha!



Mr. Mickles can be placed on the ground or any surface, but it has no effect on Environment score. It's also worthless to sell in Buy mode and can't be marked for sale on a Sim-owned business lot (*The Sims™ 2 Open for Business*).



note

Getting a Mr. Mickles earns your Sim a Vacation Memento.

Teen and older Sims who keep a Mr. Mickles in their inventory gain a set of new Sim-to-Sim social interactions for manipulating and torturing other Sims.



note

Teens may only use Mr. Mickles' Romance curse on other teens. Likewise, adult and older Sims can't use the Romance curse on teen Sims.

Warm Up



This curse raises the target's internal temperature if you have *The Sims™ 2 Seasons*. Otherwise, it depletes Comfort instead.

Cool Down



This curse lowers the target's internal temperature if you have *The Sims™ 2 Seasons*. Otherwise, it depletes Comfort instead.

Agitate



This curse inspires the target to do a Poke interaction on the closest Sim, regardless of their relationship or whether the social is normally available between them. Take care that your Sim isn't the

closest to the target when doing this curse.

Shake Up



This curse induces severe nausea, massively depleting the target's Comfort and possibly causing him to vomit (lowering Hygiene and creating an Environment-slammung mess too).

Stinkify



This curse severely depletes the target's Hygiene.

Saturate



This curse seriously depletes the target's Bladder need. If it was already low, the target will have an accident.

Friendship



The target of this curse feels very friendly toward the Sim, raising their Daily Relationship. If relationship rises high enough, a Friend or Best Friend relationship will be created with the Sim.

Each repetition of this spell on the same Sim decreases its effect.

Romance



The target of this curse will feel very romantic toward the Sim, raising their Daily Relationship. If relationship rises high enough, a Crush or Love relationship will be created with the Sim.

Each repetition of this spell on the same Sim decreases its effect.



note

Placing five Mr. Mickles dolls on the special souvenir rack ("ShowMeOff Rack of Glory") has an interesting effect on those standing nearby. They'll be magically covered in bees!

CHAPTER 4: VACATION COLLECTABLES

Backfiring

An object of such power must, of course, be used with caution and restraint. If Mr. Mickles is used too often in a short time, there's a chance a curse will backfire. A backfired curse boomerangs the intended effect onto your Sim. If a Friendship or Romance curse backfires, your Sim will get one of the other curses instead.



note

Using one of your Sim's Mr. Mickles-enabled curses on the Witch Doctor will have disastrous results. Not only will he take it away, but the intended effect will rebound on your Sim. Ingratitude has its price.

NPC-Learned Abilities

Some collectable vacation abilities are acquired from specific NPCs (rather than locals in general). Only one of these abilities (Teleport), however, is exclusive to one vacation destination. The sea chantey and the fire dance can be learned anywhere there's The Swashbuckling Shipwrecker by Impressive Installations pirate ship or a Scorchin' Matt's Mat fire dancing mat, respectively.

Ninja Teleport Ability

Visitors to a Far East vacation destination may spy a mysterious presence on Community Lots: the shadowy Ninja. This curious character is particularly noticeable for the way he moves about the lot, disappearing into a puff of smoke and materializing elsewhere. With a bit of luck, this teleport ability can be yours.



Tired of walking, skipping, or running? How about teleporting? Just click on the ground and travel faster than ever before.

The first task is to find the Ninja. He randomly shows up on Far East Community Lots. If you can spot him and do the Learn to Teleport interaction, he'll challenge your Sim with an enigmatic riddle. Don't sweat the answer too much, however, because both the riddle and the correct answer are random.

If your Sims answer the Ninja's riddle correctly, they immediately gain the Teleport locomotion interaction.



note

Learning to teleport earns your Sim a Vacation Memento.

Sing Sea Chantey

Occasionally, Sims plundering the captain's cabin on The Swashbuckling Shipwrecker by Impressive Installations pirate ship object will be chased out by the specter of Pirate Captain Edward Dregg.



Sing along with Captain Dregg's ghost to learn his song of the salty sea.

Once the captain appears, he'll stand guard over his cabin's door, preventing further intrusions. In other words, once you awaken the captain's ghost, you can't plunder the cabin again until you leave the lot and return.

This doesn't, however, mean that you can't get something else out of the ghostly apparition: socialize with him and he'll teach your Sims a salty sea chantey. This handy social is a group activity that gives everyone Fun and Social and teaches the song to any who don't already know it.

Before anyone can enjoy this ancient tune, however, one of your Sims needs to charm it out of the translucent captain. Using the very limited socials available to your Sim, you must build Daily relationship to 7 before the Learn Sea Chantey social appears.

It may take a couple repetitions of the Learn Sea Chantey social before your Sims learn the tune well enough to do it themselves. When they learn it fully, they'll gain the Sing Sea Chantey social, which is available on any other child or older Sim. As a bonus, any Sim who receives this social learns the song and can sing it to others.



note

Learning the Sea Chantey from the captain's ghost or from any other Sim earns your Sims a Vacation Memento whether they hear the song on vacation or not.

Fire Dance



What? You thought you'd get a flaming torch during the lesson? There'll be plenty of chances for that later.

Wherever you find a Scorchin' Matt's Mat and its built-in Fire Dancer NPC, your Sim can learn the impressive fire dance.



note

Learning the fire dance will earn your Sim a Vacation Memento.

Your Sims can watch the Fire Dancer at work and that's fun and all. But, for a mere \$75, he'll agree to teach your Sim his rather dangerous routine.



note

Sims needn't complete the fire dance training to be able to do it. If, however, they don't fully learn it, they'll just do it quite badly, dropping the torch and burning their hinders with alarming frequency. They can pick up lessons where they left off (progress will be preserved), but they'll have to pay another \$75.

It takes a while to fully learn—you can chart your Sim's progress by the learning bar over his head—but the rewards are so worth it! The fire dance means Fun for your Sim and any who stop to watch. Plus, it looks so very cool!

Once learned, you can direct your Sim to Perform > Fire Dance anywhere. Your Sims can even make money with their performances by Performing for Tips... (The Sims™ 2 Nightlife only).



note

Learning the fire dance—whether in a vacation neighborhood or any other kind—garners your Sim a Vacation Memento.

Collection Shelf

Many of your Sim's vacation collectable objects can be displayed as decorative objects. Though they can be placed on any surface, they'll never look better than in a ShowMeOff Rack of Glory display case.

They look especially good if you fill the rack with certain combinations of items. Let's just say the right objects can have a powerful effect on Sims that behold or even stand near them. Try these combinations and see what happens:

- ◆ Five Far East souvenirs
- ◆ Five Mountain souvenirs
- ◆ Five Island souvenirs
- ◆ Five seashells
- ◆ Five Mr. Mickles dolls

See the New Objects chapter for the secrets behind the ShowMeOff Rack of Glory.

Mementos

Of course you know Sims collect memories in their Simology>Memories panel. What you may not know is that they reserve a special place within the Memories panel for certain pivotal vacation experiences. This place is called the Vacation Mementos panel and it's revealed by clicking on the new suitcase-shaped Vacation Mementos button.

CHAPTER 4: VACATION COLLECTABLES



The Memories panel now contains a new suitcase-shaped button to reveal your Sim's Vacation Mementos.

The Vacation Mementos panel contains 45 achievements that your Sim can have or amass while on vacation. At first, all 45 are shaded and mysterious. Point at them with your cursor and you'll see a cryptic explanation of what each slot represents. As your Sims individually taste each experience, the slot will fill with the Memento's icon and a clear explanation of what was achieved.



As a Sim experiences each item, it gets filled in and its name is revealed.

To relieve the suspense and permit you to plan your Sim's vacations more strategically, the table below shows the full list of Vacation Mementos along with both their cryptic and unlocked title and the location where each can be most easily had.



note

Many Vacation Mementos can be achieved outside the vacation destinations, but only if you place certain vacation-themed objects on your standard home lot or Community Lot. These are marked with an "*". The locations listed for these Mementos are where your Sims can experience them as soon as you install *The Sims™ 2 Bon Voyage*.

Items marked "General" are cumulative or can be achieved on any vacation destination.

The Vacation Destinations chapter lists which Mementos can be unlocked in them and notes throughout this book indicate when something will lead to a Memento.

Cryptic Name	Unlocked Name	Where to Find
A singing pirate?	Learned a sea chantey	Island*
Be guided to all the local sights	Went on all of the tours	General
Become a frequent traveler	Had five good vacations	General
Check out local sights	Went on a tour	General
Dance with the fire loving locals	Learned to fire dance	Island
Discover a vacation secret	Discovered a secret lot	General
Enjoy a hearty mountain meal	Ate flapjacks	Mountain*
Enjoy a meal delivered right to your room	Ordered room service	General
Enjoy a warm cup of tea	Drank tea	Far East*
Enjoy your trip	Had a good vacation	General

Cryptic Name	Unlocked Name	Where to Find
 Escape to an island paradise	 Went on an island vacation	Island
 Explore the wilderness	 Went on a mountain vacation	Mountain
 Fence and navigate at the beach	 Played on the pirate ship	Island*
 Find a lead to hidden secrets	 Found a secret map	General
 Find an island secret	 Got a voodoo doll	Island
 Find the buried treasure!	 Dug up a treasure chest	General
 Follow a guide to five new sights	 Went on five tours	General
 Get an album to share with your friends	 Ordered a photo album	General
 Hang loose with the locals	 Learned to hang loose	Island
 Hit that target	 Got a bull's-eye at axe throwing	Mountain*
 Immerse yourself in tradition and culture	 Went on a Far East vacation	Far East
 Join in ancient exercise	 Learned Tai Chi	Far East
 Landscape the Zen way	 Raked a Zen garden	Far East*
 Learn a Far Eastern tale	 Learned the dragon legend	Far East
 Learn the ancient massage of the Far East	 Learned acupressure massage	Far East
 Learn the local ways	 Learned all of the gestures	General
 Learn to dance like the mountain men	 Learned to slap dance	Mountain
 Learn to spread relaxation with heat	 Learned hot stone massage	Island
 Learn to work out tension the mountain way	 Learned deep tissue massage	Mountain
 Make a furry friend	 Befriended Bigfoot	Mountain
 Make a wish!	 Wished at the lucky shrine	Far East*
 Pay homage to an ancient civilization	 Made an offering at the monkey ruins	Island*

CHAPTER 4: VACATION COLLECTABLES

Cryptic Name	Unlocked Name	Where to Find
 Pound your chest like a true mountaineer	 Learned to chest pound	Mountain
 Shake that grass skirt on the beach	 Learned to hula dance	Island
 Sleep under the stars	 Slept in a tent	Mountain*
 Stay on the log and win!	 Won at log rolling	Mountain*
 Take a bow	 Learned to bow	Far East
 Third time's the charm	 Had three good vacations	General
 Travel like a ninja!	 Learned to teleport	Far East
 Tree rings tell an interesting tale	 Examined the tree ring display	Mountain*
 Try a fishy eastern delicacy	 Ate chirashi	Far East*
 Try a fruity island treat	 Ate pineapple surprise	Island*
 Uncover all the vacation secrets	 Discovered all of the secret lots	General
 Use those tiles and win!	 Won at mahjong	Far East*
 What can you find in the sand?	 Found a beach treasure	Island*

Memento Monikers



note

Mementos are a purely individual experience, so only Sims who participate in an experience get a Memento for it. If one Sim in the group, for example, finds the map to the secret lot, only that Sim gets the Memento even if all the Sims then follow her to the lot.

Note also that Mementos are distinct from vacation scoring events (see the Vacationing chapter for details), though earning one is worth vacation score points, and a few individual Mementos—such as getting a secret map—affect both.



The Memento count and the corresponding Memento Moniker represent how adventurous your Sim is on vacation.

As a Sim collects mementos, his Memento count and its corresponding progress bar get bigger. The more Mementos a Sim accumulates, the grander his Vacation Memento Moniker will become. The table below lists all the monikers and how many Mementos are required for each.

Memento Moniker	Mementos Required	Memento Moniker	Mementos Required
Bumbling Tourist	0	Gifted Globetrotter	15
Stumbling Sightseer	2	Veteran Vacationer	20
Rambling Roamer	5	Talented Trekker	30
Excited Excursionist	8	Elite Explorer	40
Jaunty Jet-Setter	10	Savvy Traveler	42
Able Adventurer	12		

Chapter 5

VACATION DESTINATIONS

Choosing where to send your Sims on vacation is much easier if you know what awaits them and where they can call their home-away-from-home. This chapter will guide you through the three vacation destinations, the process of creating custom destinations, and all pre-made hotels, houses, Community Lots, and families you'll now find in their respective bins.

Each of the three vacation destinations is based on one of the three basic destination templates: Island, Far East, and Mountain. The template on which a destination is based determines many of its features:

- ◆ Destination Effects: Sims vacationing in a destination experience changes in, for example, their Needs, skill-building speed, Relationship effects, etc.
- ◆ Dance: Your Sims can learn the indigenous dance by joining with dancing locals.
- ◆ Jewelry: Certain jewelry pieces are exclusively available on each vacation destination type.
- ◆ Massage: Masseuses and masseurs working massage tables in a vacation destination know and can teach the destination's indigenous massage.
- ◆ Souvenirs: The objects sold in a destination's souvenir rack. The pre-made destinations contain only their matching souvenir rack objects. Your custom destinations can mix and match the kinds of souvenir racks if you so choose.
- ◆ Food Stand Fare: Food served in a destination's food stands. The pre-made destinations contain only their matching food stand objects. Your custom destinations can mix and match the kinds of food stands if you so choose.
- ◆ Gestures: Your Sims can learn the indigenous gesture by being greeted by locals and repeating the gesture themselves.
- ◆ Default Seasonal Progression (*The Sims™ 2 Seasons* only): Each destination sets the seasonal progression. This can be changed at the neighborhood level. Note that the seasonal quadrant in your Sim's home neighborhood dictates the current season for their vacation. Thus, if your Sims go on vacation in their second quadrant at home and it's spring when they leave, they'll arrive at their destination in *its* second quadrant. Thus, it pays to consider the season in a destination for maximum enjoyment.

- ◆ Local Simology: Locals from a destination will share several features of their Simology (such as high Outgoing, etc.). They also particularly dislike the use of gestures from one of the other destination types (for example, Far East locals hate the Mountain gesture) and will lose many Daily Relationship points if your Sims use it on them.



note

The three built-in vacation destinations have one thing that custom vacation destinations won't: a secret lot. Once your Sims learn how to get to these lots, great rewards await those who can solve the problem posed by each lot's NPC. See the Vacation Collectables and new NPC chapters for details.

Twikkii Island



- ◆ Destination Type: Island
- ◆ Destination Effects: Increased positive Daily/Lifetime Relationships from romantic socials. All attraction boosted.
- ◆ Dance: Hula
- ◆ Massage: Hot Stone
- ◆ Souvenirs: Little Chest of Booty, Private Island Figurine
- ◆ Secret Lot/NPC: The Mysterious Hut/Witch Doctor
- ◆ Food Stand Fare: Luau Ribs, Pineapple Surprise, and Teriyaki Mahi-Mahi
- ◆ Greeting Gesture: Hang Loose
- ◆ Default Seasonal Progression (*The Sims™ 2 Seasons* only): Summer, Summer, Summer, Summer

Local Simology

- ◆ High Charisma
- ◆ High Outgoing
- ◆ High Playful

CHAPTER 5: VACATION DESTINATIONS

- ◆ Turn On: Fitness
- ◆ Turn Off: Fatness
- ◆ Disliked Gesture: Far East
- ◆ Decreased relationship requirements for Kiss socials
- ◆ Increased Relationship gains from Admire socials

Vacation Mementos

- ◆ Ate pineapple surprise ("Try a fruity island treat")
- ◆ Found a beach treasure ("What can you find in the sand?")
- ◆ Got a voodoo doll ("Find an island secret")
- ◆ Learned a sea chantey ("A singing pirate?")
- ◆ Learned hot stone massage ("Learn to spread relaxation with heat")
- ◆ Learned to fire dance ("Dance with the fire loving locals")
- ◆ Learned to hang loose ("Hang loose with the locals")
- ◆ Learned to hula dance ("Shake that grass skirt on the beach")
- ◆ Made an offering at the monkey ruins ("Pay homage to an ancient civilization")
- ◆ Played on the pirate ship ("Fence and navigate at the beach")
- ◆ Went on an island vacation ("Escape to an island paradise")

Hotels

Blossom Wood Hotel (\$)



- ◆ Single: \$328
- ◆ Single: \$360
- ◆ Double: \$393
- ◆ Double: \$393
- ◆ Double: \$443
- ◆ Double: \$425
- ◆ Triple: \$682

Double Palm Resort (\$\$\$\$\$)



- ◆ Single: \$435
- ◆ Double: \$624
- ◆ Double: \$596
- ◆ Split Double: \$471
- ◆ Triple: \$835

Potterhouse Bungalows (\$\$\$\$\$)



- ◆ Double: \$936
- ◆ Triple: \$1,224
- ◆ Quad: \$1,524

Twikkii Beach Hotel (\$\$\$\$)



- ◆ Single: \$875
- ◆ Single: \$726
- ◆ Double: \$899
- ◆ Double: \$1,073
- ◆ Split Double: \$816
- ◆ Triple: \$1,118

Vacation Homes

Brickstone Chateau



Brickstone Retreat



Community Lots

Ancient Ruins of Numchuck



Features:

- ◆ Food stand
- ◆ Temple of Jumbok IV
- ◆ Hot springs

Vacation Mementos:

- ◆ Ate pineapple surprise
- ◆ Made an offering at the monkey ruins

Fruitville Village



Features:

- ◆ Food stand
- ◆ Grocery shopping

Vacation Mementos:

- ◆ Ate pineapple surprise

Majestic Ruins of Jumbok IV



Features:

- ◆ Food stand
- ◆ Temple of Jumbok IV
- ◆ Hot springs

Vacation Mementos:

- ◆ Made an offering at the monkey ruins
- ◆ Ate pineapple surprise

Seawater Beach Paradise



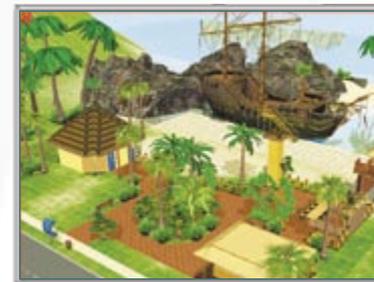
Features:

- ◆ Beach
- ◆ Campfire
- ◆ Fire Dancer

Vacation Mementos:

- ◆ Found a beach treasure
- ◆ Learned to fire dance

South End Beach



Features:

- ◆ Beach
- ◆ Clothes shopping
- ◆ Food stand
- ◆ Jewelry rack
- ◆ Pirate ship
- ◆ Souvenir rack

Vacation Mementos:

- ◆ Ate pineapple surprise
- ◆ Found a beach treasure

CHAPTER 5: VACATION DESTINATIONS

- ◆ Learned a sea chantey
- ◆ Played on the pirate ship

Twikkii Beach Boardwalk



Features:

- ◆ Beach
- ◆ Campfire
- ◆ Clothes shopping
- ◆ Fire Dancer
- ◆ Food stand
- ◆ Jewelry rack
- ◆ Souvenir rack

Vacation Mementos:

- ◆ Ate pineapple surprise
- ◆ Found a beach treasure
- ◆ Learned to fire dance

Whitesand Hot Springs



Features:

- ◆ Food stand
- ◆ Hot springs
- ◆ Massage table
- ◆ Sauna

Vacation Mementos:

- ◆ Ate pineapple surprise
- ◆ Learned hot stone massage

Secret Lot

The Mysterious Hut



Vacation Mementos:

- ◆ Got a voodoo doll
- ◆ Discovered a secret lot
- ◆ Discovered all of the secret lots (1 of 3)

Takemizu Village



- ◆ Destination Type: Far East
- ◆ Destination Effects: Increased skill building
- ◆ Dance: Tai Chi
- ◆ Massage: Acupressure
- ◆ Souvenirs: Pagoda by Oh The Memories, Doll by Oh The Memories
- ◆ Secret Lot/NPC: Pagoda in the Shadows/Wise Old Man
- ◆ Food Stand Fare: Chirashi, Ramen, Steamed Rice Bowl
- ◆ Greeting Gesture: Bow
- ◆ Default Seasonal Progression (*The Sims™ 2 Seasons* only): Spring, Spring, Fall, Fall

Local Simology

- ◆ High Creativity skill
- ◆ High Nice
- ◆ High Neat
- ◆ Gold Gardening badge
- ◆ Disliked Gesture: Mountain
- ◆ Increased Relationship requirements for Kiss socials
- ◆ Increased Relationship gains from Gift social
- ◆ Increased Relationship losses for Irritate and Prank socials

Vacation Mementos

- ◆ Ate chirashi ("Try a fishy eastern delicacy")
- ◆ Drank tea ("Enjoy a warm cup of tea")
- ◆ Learned acupressure massage ("Learn the ancient massage of the Far East")
- ◆ Learned Tai Chi ("Join in ancient exercise")
- ◆ Learned the dragon legend ("Learn a Far Eastern tale")
- ◆ Learned to bow ("Take a bow")
- ◆ Learned to teleport ("Travel like a ninja!")
- ◆ Raked a Zen garden ("Landscape the Zen way")
- ◆ Went on Far East vacation ("Immerse yourself in tradition and culture")
- ◆ Wished at the lucky shrine ("Make a wish!")
- ◆ Won at mahjong ("Use those tiles and win")

Hotels

Flaming Dragon Hotel (\$\$\$)



- ◆ Double: \$777
- ◆ Double: \$764
- ◆ Split Double: \$765
- ◆ Split Double: \$762
- ◆ Single: \$640
- ◆ Single: \$648

Jade's Exclusive Villas (\$\$\$)



- ◆ Double: \$447
- ◆ Split Double: \$489
- ◆ Quad: \$1,029
- ◆ Quad: \$914

Steaming Dragon Hotel (\$\$)



- ◆ Double: \$424
- ◆ Double: \$557
- ◆ Double: \$568
- ◆ Single: \$392
- ◆ Split Double: \$636
- ◆ Triple: \$639

Takemizu Village Resort (\$\$\$\$)



- ◆ Double: \$786
- ◆ Double: \$774
- ◆ Split Double: \$850
- ◆ Single: \$755
- ◆ Triple: \$872

CHAPTER 5: VACATION DESTINATIONS

Vacation Homes

Green Thicket Manor (\$33,140)



Pearl Mist Estate (\$26,742)



Community Lots

Immortal Zen Garden



Features:

- ◆ Food stand
- ◆ Tea table
- ◆ Zen garden

Vacation Mementos:

- ◆ Ate chirashi
- ◆ Drank tea
- ◆ Raked a Zen garden

Lucky Shrine Park



Features:

- ◆ Clothes shopping
- ◆ Food stand
- ◆ Jewelry rack
- ◆ Lucky shrine
- ◆ Mahjong table
- ◆ Souvenir rack
- ◆ Stereo

Vacation Mementos:

- ◆ Ate chirashi
- ◆ Learned Tai Chi
- ◆ Wished at the lucky shrine
- ◆ Won at mahjong

Takemizu Pagoda and Market



Features:

- ◆ Clothes shopping
- ◆ Food stand
- ◆ Grocery shopping
- ◆ Jewelry rack
- ◆ Souvenir rack
- ◆ Zen garden

Vacation Mementos:

- ◆ Ate chirashi
- ◆ Raked a Zen garden

Takemizu Village Hot Springs



Features:

- ◆ Food stand
- ◆ Hot springs
- ◆ Massage table
- ◆ Stereo
- ◆ Tea table

Vacation Mementos:

- ◆ Ate chirashi
- ◆ Learned acupressure massage
- ◆ Learned Tai Chi
- ◆ Drank tea

Three Corners Food Mart



Features:

- ◆ Food stand
- ◆ Grocery shopping

Vacation Mementos:

- ◆ Ate chirashi

Secret Lot

Pagoda in the Shadows



Vacation Mementos:

- ◆ Learned the dragon legend
- ◆ Discovered a secret lot
- ◆ Discovered all of the secret lots (1 of 3)

Three Lakes



- ◆ Destination Type: Mountain
- ◆ Destination Effects: Increased Daily and Lifetime Relationship gains from non-romantic socials, faster boost to fishing skill building
- ◆ Dance: Slap Dance
- ◆ Massage: Deep Tissue
- ◆ Souvenirs: Bit o' Vug, Lumberjack's Pride
- ◆ Secret Lot/NPC: The Hidden Burrow/Bigfoot
- ◆ Food Stand Fare: Char-broiled Catfish, Chicken Pot Pie, Flapjacks
- ◆ Greeting Gesture: Chest Pound
- ◆ Default Seasonal Progression: Fall, Fall, Winter, Winter

CHAPTER 5: VACATION DESTINATIONS

Local Simology

- ◆ High Body skill
- ◆ High Active
- ◆ High Sloppy
- ◆ Maximum fishing skill
- ◆ Disliked Gesture: Island
- ◆ Turn On: Stink
- ◆ Increased Relationship and Fun from Play socials
- ◆ Increased chance of rejecting jokes

Vacation Mementos

- ◆ Ate flapjacks ("Enjoy a hearty mountain meal")
- ◆ Befriended Bigfoot ("Make a furry friend")
- ◆ Examined the tree ring display ("Tree rings tell an interesting tale")
- ◆ Got a bull's-eye at axe throwing ("Hit that target")
- ◆ Learned deep tissue massage ("Learn to work out the tension the mountain way")
- ◆ Learned to chest pound ("Pound your chest like a true mountaineer")
- ◆ Learned to slap dance ("Learn to dance like the mountain men")
- ◆ Slept in a tent ("Sleep under the stars")
- ◆ Went on a mountain vacation ("Explore the wilderness")
- ◆ Won at log rolling ("Stay on the log and win")

Hotels

Axe Wood Campgrounds (Free)



Blau Hills Resort (\$\$\$)



- ◆ Double: \$722
- ◆ Double: \$712
- ◆ Double: \$664
- ◆ Double: \$521
- ◆ Double: \$484
- ◆ Split Double: \$438

Hunter's Bedrock Inn (\$\$)



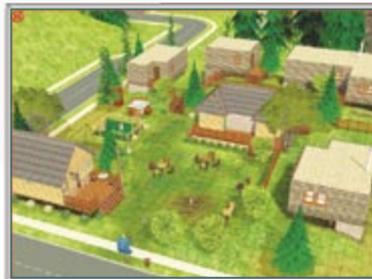
- ◆ Double: \$411
- ◆ Double: \$406
- ◆ Single: \$379
- ◆ Split Double: \$408
- ◆ Triple: \$553
- ◆ Triple: \$555

Sky Vista Hotel (\$\$\$\$\$)



- ◆ Double: \$914
- ◆ Split Double: \$915
- ◆ Double: \$1,135
- ◆ Double: \$1,055
- ◆ Triple: \$1,289
- ◆ Single: \$945

Three Lakes Cabins (\$\$)



- ◆ Split Double: \$410
- ◆ Single: \$309
- ◆ Double: \$450
- ◆ Triple: \$790

Vacation Homes

Copper Ranch Retreat (\$30,467)



Villa di Simoleon (\$43,141)



Community Lots

Lumber Mill Range



Features:

- ◆ Axe throwing
- ◆ Campfire
- ◆ Food stand
- ◆ Log rolling
- ◆ Tree ring display

Vacation Mementos:

- ◆ Ate flapjacks
- ◆ Examined the tree ring display
- ◆ Got a bull's-eye at axe throwing
- ◆ Won at log rolling

Smooth Rock Spa



Features:

- ◆ Food stand
- ◆ Hot springs
- ◆ Massage table
- ◆ Sauna

Vacation Mementos:

- ◆ Ate flapjacks
- ◆ Learned deep tissue massage

Three Lakes Market



Features:

- ◆ Clothes shopping
- ◆ Food stand
- ◆ Grocery shopping
- ◆ Jewelry rack
- ◆ Souvenir rack

Vacation Mementos:

- ◆ Ate flapjacks

Three Lakes Plaza



Features:

- ◆ Food stand
- ◆ Stereo

Vacation Mementos:

- ◆ Ate flapjacks
- ◆ Learned to slap dance

CHAPTER 5: VACATION DESTINATIONS

Wallowa Park



Features:

- ◆ Grocery shopping
- ◆ Souvenir rack
- ◆ Tree ring display

Vacation Mementos:

- ◆ Examined the tree ring display

Secret Lot

Hidden Burrow



Vacation Mementos:

- ◆ Befriended Bigfoot
- ◆ Discovered a secret lot
- ◆ Discovered all of the secret lots (1 of 3)

Anatomy of Vacation Destinations

Vacation destinations function as separate neighborhoods from your Sims' base neighborhoods. The Sims visiting vacation destinations can come from the base neighborhood (or other associated neighborhoods) and will return to it when they depart.



note

If you've built custom college towns in *The Sims™ 2 University*, you'll notice that vacation destinations and hotel lots function similarly to college towns and dorms, respectively. Despite these commonalities, there are some significant differences.

Actually, any vacation destination is a template that can be repeatedly associated with any or all base neighborhoods, with each incarnation existing entirely separate from every other. If you have three base neighborhoods, for example, there can be three Twikkii Islands, each with totally different visitors.

Within vacation destinations, there are five different kinds of lots:

- ◆ Hotels: Can only be placed pre-made from the Specialty Lots Bin. Officially, you can't make your own hotels and can't significantly edit them once placed. Unofficially? We'll get to that later. Hotels can be visited before or even after your Sims establish a home base. To change hotels, your Sims must check out of their current home base.
- ◆ Vacation Homes: Exactly like residential lots in the base neighborhoods. Can't be visited by taxi. Can only be purchased via Real Estate phone menu from your Sim's home lot.
- ◆ Community Lots: Built and function exactly like base neighborhood Community Lots. Can be visited by taxi. Can't be owned.
- ◆ Secret Lots: One per pre-made vacation neighborhood. Can't be placed and can't be made from scratch or moved once placed. Can only be visited by groups of Sims with at least one Sim (who must initiate the trip) who has the secret lot's map in his inventory.

Editing a Vacation Destination

Vacation destinations can be substantially, but not entirely, edited from the Neighborhood view. Here's a helpful list of what you can do:

- ◆ Add, move, or delete neighborhood decorations. Several new decorations fit nicely into any vacation destination.
- ◆ Place unoccupied houses from the Lots and Houses Bin to serve as vacation homes. These may include custom content houses. Once vacation homes are owned, they can be edited via Buy/Build modes only if the owners are currently saved within them.
- ◆ Place pre-made and unalterable hotels from the Specialty Lots Bin.
- ◆ Place and edit pre-made Community Lots. These may also include custom content lots.

- ◆ Place empty lots and specify whether they're residential or community. To make a custom hotel, you'll have to place a residential lot, enter it in Buy/Build mode, and enter a special cheat code (see the Vacation Accommodations chapter) to zone it as a hotel. Once that's done, you'll still need to place certain objects for the lot to actually *function* as a hotel.
- ◆ Build private residences or Community Lots from scratch.

Creating a Vacation Destination

Many of the steps for creating a new vacation destination are identical to the procedures for base neighborhoods. See *The Sims™ 2 Prima® Official Game Guide*.



The Vacation Destination Chooser's Create Destination buttons begin the process. This is what the window looks like if you have one or more pre-built destinations that haven't been assigned to the base neighborhood.

To begin the process, access the Vacation Destination Chooser and select one of the three Create Destination buttons below the Create a Vacation list. Which button you use determines which vacation template will be used for your destination.



If you have assigned all three pre-made destinations, the Vacation Destination Chooser will look slightly different.

The Create Vacation Destination tool contains templates for the three types of vacation destinations: Far East, Island, Mountain. To add a new destination, press the desired Create Custom Destination button below the list of pre-made destinations. Note that if you've already added all three pre-made destinations, this list will be empty.



note

You can create any kind of vacation destination you want—medieval castles, race cars, whatever—but it must be based on one of the three templates. So, even if your custom destination is a North African casaba, several elements will be based on your choice of template:

- ◆ Attire of locals
- ◆ Available massages on any massage table object
- ◆ Default seasons (this can be changed in the normal way)
- ◆ Destination effects (such as faster skill building)
- ◆ Jewelry in jewelry racks
- ◆ Local dance
- ◆ Local greeting gesture
- ◆ Personality, skill, etc. of the locals
- ◆ Tours
- ◆ Whether the ninja appears (Far East only)

This may lead to some incongruities—kimono-clad locals in your Old West vacation destination—but that's the way it is.

In the Create Custom Destination tool, choose a terrain file as the canvas for your new destination.



note

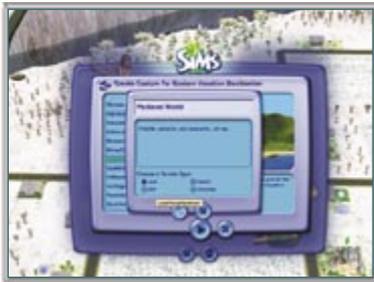
Vacation destinations can use the same terrain files as base neighborhoods. Several of these were installed with your game, but new ones can be created via the tools in *SimCity™ 4*.



Choose a terrain file on which to build your destination.

Finally, enter the name and description of your new vacation destination and decide whether the terrain will be lush, dirt, desert, or concrete.

CHAPTER 5: VACATION DESTINATIONS



Name your destination and choose its terrain.

Your new destination will now be listed among the available templates for the currently loaded base neighborhood. It will not, however, be available from other base neighborhoods.



Once you've made your first custom destination, it'll appear in the Vacation Destination Chooser. To access any unassigned pre-made destinations, press the Create Custom Destination button.

Vacation Destination Essentials

There are only a few hard and fast rules about what should be in a vacation destination, but there are several elements that probably *should* be present. Some, if missing, will make game elements unavailable.

A good vacation destination must have at least one hotel, vacation home, or campground or Sims won't be able to establish a home base. Beyond that, a good destination should have:

- ◆ Hotels of various capacities, with rooms of various prices (see the Vacation Accommodations chapter for details on creating custom hotels)
- ◆ Some vacation homes in a range of cost, perhaps including a campground for Sims with limited funds
- ◆ Community Lots

Specialty Lots

Some pre-made hotel lots can be found in a vacation destination's Specialty Lot Bin.



note

These hotels and all the lots listed below are also available in home neighborhoods, but they function a bit differently outside vacation destinations. See the Vacation Accommodations chapter for details.

Hotels (Specialty Lots)



Pre-fab hotels can be found in the Specialty Lot panel in vacation neighborhoods (and base neighborhoods too).

Choose from two pre-made hotels of different sizes and price ranges.

BV Inn (\$).....



◆ Rooms: 6

BV Grand Hotel (\$\$\$).....



◆ Rooms: 5

Lots and Houses Bin

The Lots and Houses Bin contains several unoccupied Community and home lots that can grace your vacation destinations or any other neighborhood.

Community Lots

BV General Store



◆ Attractions: Island food stand, retail

Sky Arc Spire



◆ Attractions: Mahjong tables, retail, Far East food stand, Zen garden

Unoccupied—Residential

BV Home (\$10,234)



BV Estates (\$64,914)



BV Mansion (\$128,484)



CHAPTER 5: VACATION DESTINATIONS

New Families

A world so full of vacation adventure needs a family of adventurous vacationers! Enter: the Traveller family.

Traveller



◆ Family Funds: \$60,000



note

As an added treat, the Traveller family already owns all available jewelry items.



Name	Aspiration	Age	Age Days Left	Gender	Neat	Outgoing	Active	Playful	Nice	Cooking	Mechanical	Charisma	Body	Logic	Creativity	Cleaning	Career Track	Job Name	Job Level
Trent	Knowledge	Adult	29	Male	2	6	7	4	6	—	—	—	200	100	—	—	—	—	—
Trisha	Popularity	Adult	29	Female	5	6	4	5	5	—	—	—	—	—	—	—	—	—	—
Tina	Grow Up	Child	8	Female	4	6	7	4	4	—	—	—	—	—	—	—	—	—	—

CHAPTER 6: NEW OBJECTS

New Object Directory

Object	Price and Depreciation				Needs							Skills						Function						Room Sort						Community Sort					
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food			
Four Blessing Mahjong Table	\$840	\$126	\$84	\$336	0	0	0	0	0	9	5																								
Fun For The Roof I	\$140	\$21	\$14	\$56	0	0	0	0	0	0	1																								
Fun For The Roof II	\$110	\$16	\$11	\$44	0	0	0	0	0	0	1																								
Fun For The Roof III	\$90	\$13	\$9	\$36	0	0	0	0	0	0	1																								
Fun For The Roof IV	\$120	\$18	\$12	\$48	0	0	0	0	0	0	1																								
Grassda Folding Chair	\$90	\$13	\$9	\$36	0	4	0	0	0	0	0																								
Hellacious Headboard Double Bed by Sir Sleepalot Industries	\$1,750	\$262	\$175	\$700	0	4	0	0	4	0	3																								
Huuuge Bill	\$5,250	\$787	\$525	\$2,100	0	0	0	0	0	0	10																								
Imperial Mane Ceiling Lamp	\$230	\$34	\$23	\$92	0	0	0	0	0	0	2																								
"Lie Like a Bear" Rug from Grim's Mountain Outfitters	\$550	\$82	\$55	\$220	0	0	0	0	0	0	0																								
Lodging Lamp by Economical Effects	\$180	\$27	\$18	\$72	0	0	0	0	0	0	1																								
Logs of Burning	\$245	\$36	\$24	\$98	0	2	0	0	0	2	4																								
"Lost" by Sims of the Sea	\$55	\$8	\$5	\$22	0	0	0	0	0	0	1																								
Luxury's Lap Loveseat	\$725	\$108	\$72	\$290	0	8	0	0	2	0	0																								
Mountain Man's Mountain Lighter	\$99	\$14	\$9	\$39	0	0	0	0	0	0	1																								
Neukum Systems "Ethnomico" World Music Wall Speaker	\$400	\$60	\$40	\$160	0	0	0	0	0	2	0																								
Neukum Systems "Main Street" Big Band Wall Speaker	\$400	\$60	\$40	\$160	0	0	0	0	0	2	0																								
Neukum Systems "Off-Beat" Reggae Wall Speaker	\$400	\$60	\$40	\$160	0	0	0	0	0	2	0																								
Neukum Systems "Sound Waves" Surf Wall Speaker	\$400	\$60	\$40	\$160	0	0	0	0	0	2	0																								
Not Really Antlers Display	\$575	\$86	\$57	\$230	0	0	0	0	0	0	4																								
Nutritious Noodles Food Stand	\$4,500	\$675	\$450	\$1,800	10	0	0	0	0	0	10																								
Over the Range Hotel Sign	\$99	\$14	\$9	\$39	0	0	0	0	0	0	1																								
Over the Range Sign	\$550	\$82	\$55	\$220	0	0	0	0	0	0	3																								
Paradise Lost (and Found)	\$375	\$56	\$37	\$150	0	0	0	0	0	0	3																								
Sand Waves Zen Garden	\$1,250	\$187	\$125	\$500	0	0	0	0	0	0	10																								

New Object Directory

Object	Price and Depreciation				Needs							Skills						Room Sort							Community Sort											
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food			
The Schottel Chair	\$360	\$54	\$36	\$144	0	5	0	0	0	0	0									Comfort	X	X														
The Swashbuckling Shipwrecker by Impressive Installations	\$32,767	\$4,915	\$3,276	\$13,106	0	0	0	0	0	10	10									Miscellaneous								X								
The Wall of Significant Confusion	\$790	\$118	\$79	\$316	0	0	0	0	0	0	6									Decorative	X	X										X	X			
This Old Cabin by Hanz Gunterschmidt	\$1,050	\$157	\$105	\$420	0	0	0	0	0	0	7									Decorative	X	X										X	X			
Throwdown by Around the World Rugs	\$925	\$138	\$92	\$370	0	0	0	0	0	0	0									Decorative	X	X										X	X			
Tokonoma Series by Jermone Inc	\$775	\$116	\$77	\$310	0	0	0	0	0	0	7									Decorative	X	X										X	X			
Toucan Lola Statue	\$180	\$27	\$18	\$72	0	0	0	0	0	0	1									Decorative	X	X										X	X			
Under the Horizon by Sam Stewart	\$290	\$43	\$29	\$116	0	0	0	0	0	0	2									Decorative	X	X										X	X			
Unknown Ancient Leader by Tropical Inc.	\$505	\$75	\$50	\$202	0	0	0	0	0	0	4									Decorative			X										X	X		
Where's My Mini Umbrella Bar	\$2,500	\$375	\$250	\$1,000	0	0	0	0	0	3	0									Miscellaneous												X	X			
Wild Wilderness Floor Lamp	\$230	\$34	\$23	\$92	0	0	0	0	0	0	1									Lighting	X	X														



Object Catalog

Comfort

Dining Chairs

The Schottel Chair



- ◆ Price: \$360
- ◆ Need Effects: Comfort 5

Living Chairs

Grasco Folding Chair



- ◆ Price: \$90
- ◆ Need Effects: Comfort 4

Simokyo by Mountopolis



- ◆ Price: \$615
- ◆ Need Effects: Comfort 7

Sofas

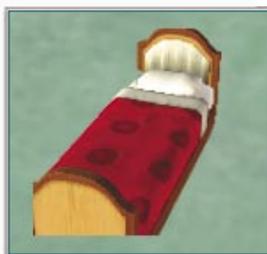
Luxury's Lap Loveseat



- ◆ Price: \$725
- ◆ Need Effects: Comfort 7 (Sit/Nap), Comfort 8 (Lounge), Energy 2 (Nap)
- ◆ Need Max: Energy up to 70 (Nap)

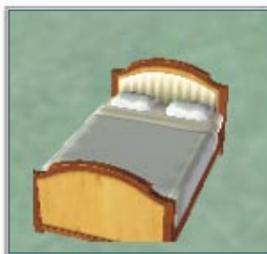
Beds

The Ergonomizer



- ◆ Price: \$875
- ◆ Need Effects: Comfort 3, Energy 3, Fun 2 (Jump), Environment 2

Hellacious Headboard Double Bed by Sir Sleepalot Industries



- ◆ Price: \$1,750
- ◆ Need Effects: Comfort 4, Energy 4, Fun 2 (Jump), Environment 3

The Double Bed of Wonderment



- ◆ Price: \$2,750
- ◆ Need Effects: Comfort 6, Energy 6, Fun 2 (Jump), Environment 5

Miscellaneous

"The Sample" Bar Seat



- ◆ Price: \$400
- ◆ Need Effects: Comfort 5

Action Traveler's Action Tent



- ◆ Price: \$650
- ◆ Need Effects: Comfort 3, Energy 3, Environment 1
- ◆ Need Max: Energy up to 75 (Sleep)

Interactions:

- ◆ Get In: Up to two child or older Sims can occupy a tent at one time. Getting in the tent opens other nested interactions (such as Sleep, WooHoo, etc.).
- ◆ Join: Child or older Sims can join a Sim already in the tent. Join replaces "Get In" when one Sim occupies the tent.
- ◆ Ask to Join: A Sim inside the tent can invite another child or older Sim to get in the tent.
- ◆ Sleep: Up to two child or older Sims can sleep in the tent. Note that tents aren't terribly comfortable, so Sims can only replenish Energy up to three-quarters of their Energy maximum.
- ◆ Talk With...: When two Sims are in a tent, they can converse.
- ◆ WooHoo/Try for Baby with...: When two Sims are in the tent and have a sufficient relationship, they can WooHoo in the "privacy" of the tent. Tents, of course, are anything but private, so this is considered a public WooHoo. This means that it will satisfy a Sim's Want to WooHoo in public and will (*The Sims™ 2 Nightlife* only) incur the puritanical wrath of Mrs. Crumplebottom if she's nearby.



Sims can talk in the tent.

When a tent is on a home or Community Lot, it behaves like a simplified bed.

When, however, it's on a campground lot, it gains additional functions, turning each tent into a one-room hotel.



note

See the Vacation Accommodations chapter for details on what makes a campground.

- ◆ Check In: Sim checks into the *campground* for the stated per day price. Note that they do not actually check into any particular tent; unlike at hotels, your Sims and all others on the lot can use any tent they please. Checking in to a tent makes the campground your Sims' home base, permitting them to save and to travel to Community Lots.
- ◆ Check Out: Checks out of the campground. Checking out removes the lot as your Sims' vacation home base, disabling both saving and traveling to Community Lots until another home base is established. Just as in hotels, your Sims will be automatically checked out of a campground at noon on the last day of their stay.



Or communicate in more intimate ways.



note

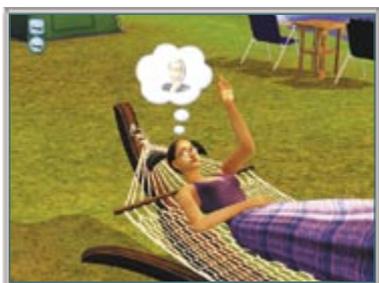
See the New Socials chapter for availability and acceptance of this WooHoo/Try for Baby.

CHAPTER 6: NEW OBJECTS

Swing Away Hammock



- ◆ Price: \$800
- ◆ Need Effects: Comfort 3, Energy 3, Fun 2 (Play On), Environment 2
- ◆ Need Max: Fun up to 80 (Play On)



Daydream the day away in a lovely hammock.

Interactions:

- ◆ Relax: Child or older Sim takes a leisurely recline in the hammock for an infusion of Comfort. There is a chance, based on Body skill, that a Sim will fall out of the hammock.
- ◆ Play On: Sim rocks back and forth, enjoying the thrill of nearly falling out of the hammock and satisfying both Fun and Comfort.
- ◆ Daydream: Available when a Sim is in the hammock. The Sim chills on the hammock, thinking about Sims he or she knows and satisfying Comfort, Fun, and Social.
- ◆ Read: Available when a Sim is in the hammock. Sim reads in the hammock, satisfying Fun and Comfort.
- ◆ WooHoo/Try for Baby: When a young adult or older Sim is relaxing in a hammock, he or she can WooHoo or Try for Baby with a Sim with sufficient relationship. Likewise, the Sim not in the hammock can initiate WooHoo/Try for Baby on a Sim who's in the hammock.
- ◆ Listen to Music/Watch TV: While lying in the hammock, a Sim can have a bit of extra Fun by listening to a nearby stereo or watching a nearby television.



WooHoo doesn't get much more public than this!



Feel the Breeze Hammock



- ◆ Price: \$1,100
- ◆ Need Effects: Comfort 3, Energy 3, Fun 2 (Play On), Environment 4
- ◆ Need Max: Fun up to 80 (Play On)

Same as the "Swing Away Hammock."

Surfaces

Tables

Customer's First Dining Table



- ◆ Price: \$340

End Tables

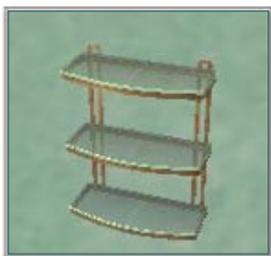
End Table by Splendid Scenes



◆ Price: \$170

Shelves

ShowMeOff Rack of Glory



- ◆ Price: \$450
- ◆ Need Effects: Environment 4
- ◆ Need Max: Fun up to 95

This special wall-mounted display case can hold up to five small objects, just like any other display case. Unlike standard display cases, however, the ShowMeOff has a hidden ability when loaded up with vacation souvenirs.

When the rack displays most objects, it can be viewed for Fun. When, however, it contains certain combinations of objects, it also exudes a passive “effects”—while not exactly a punishment, it’d be hard to call it a “benefit”—to any Sims nearby.



Strategically locate this rack for significant benefits. Putting a rack full of Far East souvenirs near a skill-building object will have a pronounced effect on a Sim’s rate of learning.



note

The vacation destination souvenirs don’t need to be identical; they need only be bought from the same kind of souvenir stand (such as Far East, Mountain, etc.).

- ◆ Five Far East souvenirs: Sims gain faster skill-building.
- ◆ Five Mountain souvenirs: Non-romantic socials are more effective.
- ◆ Five Island souvenirs: Romantic socials are more effective.
- ◆ Five seashells: Sims gain slower Bladder decay.
- ◆ Five voodoo doll objects: Nearby Sims may imagine they’re being attacked by Bees (see “Bees,” in the Vacationing chapter).



Of course, five Mr. Mickles voodoo dolls will impress visitors, but is it worth the apian hallucinations?

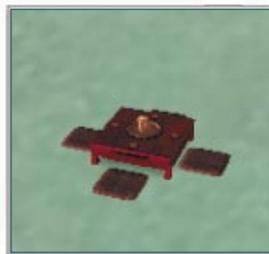


note

If the identical area-of-effect of multiple racks overlap, the effects don’t stack. If, for example, two shelves boost skill rate, a Sim lifting weights between them won’t get a double boost to skill rate.

Miscellaneous

Tea Time Table



- ◆ Price: \$850
- ◆ Need Effects: Environment 2, Bladder -1

CHAPTER 6: NEW OBJECTS



"Tea darling?" "Oh, yes, just like our Far East holiday!!"

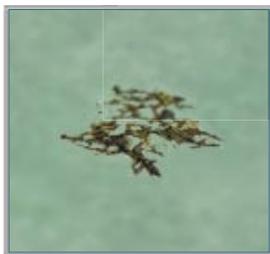
This Far East-themed table enables Sims to enjoy quiet, profound tea-guzzling gab sessions. The first Sim to use the object's Drink Tea interaction is the server, pouring tea for any other Sims seated at the table. Sims will drink and talk, replenishing Social, until disengaged by you or forced to leave by the tea's depleting effect on their Bladder need.

Decorative

Plants



Big Pond Peddlers Seaweed Mini



- ◆ Price: \$8
- ◆ Need Effects: Environment 1

Big Pond Peddlers Sea Pod



- ◆ Price: \$10
- ◆ Need Effects: Environment 1

Big Pond Peddlers Seaweed



- ◆ Price: \$16
- ◆ Need Effects: Environment 1

Big Pond Peddlers Seaweed Jumbo



- ◆ Price: \$24
- ◆ Need Effects: Environment 1

Fanciful Finicky Fronds



- ◆ Price: \$179
- ◆ Need Effects: Environment 1

Bodacious Bonsai Bonanza



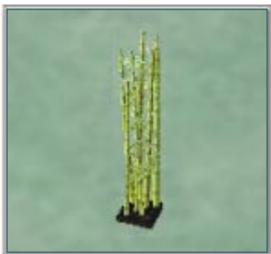
- ◆ Price: \$220
- ◆ Need Effects: Environment 2

ForeveRedwood Potted Tree



- ◆ Price: \$305
- ◆ Need Effects: Environment 2

Bam Bam Boo



- ◆ Price: \$760
- ◆ Need Effects: Environment 4

Sculptures

Big Pond Peddlers Driftwood



- ◆ Price: \$20
- ◆ Need Effects: Environment 1

Big Pond Peddlers Driftwood Deluxe



- ◆ Price: \$30
- ◆ Need Effects: Environment 1

"Lost" by Sims of the Sea



- ◆ Price: \$55
- ◆ Need Effects: Environment 1

"At Rest" by Sims of the Sea



- ◆ Price: \$125
- ◆ Need Effects: Environment 1

Toucan Lola Statue



- ◆ Price: \$180
- ◆ Need Effects: Environment 1

Dramatically Rearing Horse



- ◆ Price: \$220
- ◆ Need Effects: Environment 2

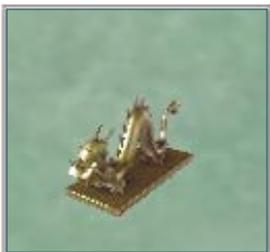
CHAPTER 6: NEW OBJECTS

The Frog of Good Tidings



- ◆ Price: \$420
- ◆ Need Effects: Environment 3

Dragon?



- ◆ Price: \$430
- ◆ Need Effects: Environment 3

A Beary Good Friend



- ◆ Price: \$465
- ◆ Need Effects: Environment 4

Unknown Ancient Leader by Tropicool Inc.



- ◆ Price: \$505
- ◆ Need Effects: Environment 4

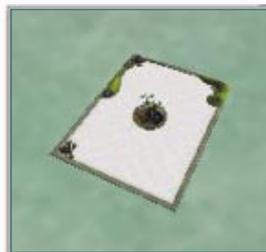
Serenity Squared by Fountains of Maine



- ◆ Price: \$580
- ◆ Need Effects: Environment 4

A Far East-themed fountain (known as a *Shishi Odoshi*). Like all fountains, it freezes in the winter and can be temporarily vandalized with the Add Soap interaction.

Sand Waves Zen Garden



- ◆ Price: \$1,250
- ◆ Need Effects: Comfort 2, Fun 1, Environment 10



note

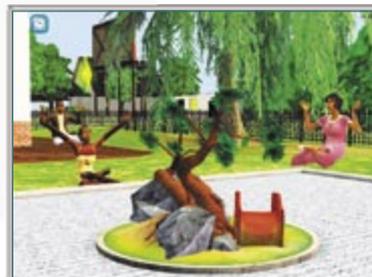
The Zen garden is a *big* object (six by eight tiles), perhaps too big for many residential lots.

Interactions:



note

Grooming sessions can be resumed if your Sim is interrupted. The pattern will, however, fade from the point at which the Sim stopped, so don't stay away too long if you want to pick up where your Sim left off.



Zen gardens can be havens for quiet introspection...and unnatural levitation.

- ◆ **Groom:** One Sim at a time may rake the Zen garden for Fun and Comfort. On a home lot, once a quadrant is groomed, the pattern fades gradually over 24 hours. On Community Lots, fully groomed quadrants don't fade or return to their ungroomed state until the lot is exited.
- ◆ **Meditate:** Up to four Sims, even those without the required Logic skill (3), can meditate simultaneously on the Zen garden. Meditating allows Sims to freeze their Needs and Moods indefinitely for as long as they meditate. Even if the Sim hasn't amassed any of the hidden Meditate skill points, he or she will, after a time, vanish and reappear, floating over the garden. (Normally, only experienced meditators can float.) Meditating on a Zen garden does not build Meditate skill.
- ◆ **View:** The garden can, like any decorative object, be viewed for Fun.



Who the heck is DC?!? Oh, wait, that's me. Whew!



note

Pets can pee on the tree ring sculpture.

Spiritual Shrine of Odd Blessings



- ◆ Price: \$2,500
- ◆ Need Effects: Environment 7

Interactions:

This mystical object bestows blessings both good and ill.

With the **Toss Coin** interaction, Sim throws a \$1 into the shrine. Whether it lands is based on Body skill; if it misses, nothing happens. If the coin lands, however, the result is random.



This may look painful, but the suddenly wealthier Sim doesn't feel a thing. Except the overpowering urge to throw one of those new coins into the shrine.



note

A Sim with no Body skill has a 75 percent chance of throwing a coin successfully. Each point in Body skill adds five percent. Thus, a Sim with Body 5 or higher will *NEVER* miss.



note

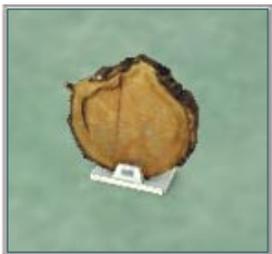
If a Zen garden is covered in heavy snow (*The Sims™ 2 Seasons* only), it can't be raked. If, however, quadrants were groomed before the snow, Sims can meditate over them.



note

For full details on Meditation, see "Hidden Skills" in Chapter 9 of *The Sims™ 2 Prima's® Official Game Guide*.

"Big Ol' Glory" Tree Ring



- ◆ Price: \$1,300
- ◆ Need Effects: Fun I, Environment 6

This large sculpture is a font of essentially useless historical facts when each of the tree's rings were formed. Sims can Examine it for Fun and, perhaps, to find out who Don Lothario was with each time *he's* viewed it.

CHAPTER 6: NEW OBJECTS

Even getting a coin into the shrine isn't a guarantee that blessings will follow. In fact, there's a 50 percent chance that nothing at all will happen. Still, each of the following has a 10 percent chance of occurring:

- ◆ Great Secret: The next time your Sim does something that could lead him or her to a map to a secret lot (such as digging, going on a tour, etc.), he or she will certainly find it.
- ◆ Vast Fortune: Sim is pelted by a rain of coins worth \$1,000.
- ◆ Lucky Career: For three days, there's a 90 percent chance the Sim will receive a chance card while at work; any choice you make from those cards will be correct.
- ◆ Bees: Sim will be attacked by bees.
- ◆ Scratching: Sim gets poison ivy.

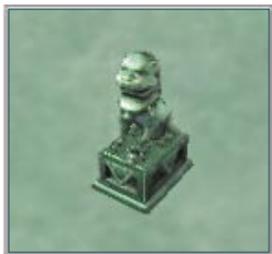


note

If a blessing is going to be positive, the shrine will glow green. If it's negative, it'll glow red. If no blessing is forthcoming, it will glow...clear. And by "clear" we mean "not at all."

A Sim may only use a shrine once per hour. Even if there are multiple shrines on the lot, only one toss per hour is allowed.

ShuShu's How Now Bu Lion



- ◆ Price: \$3,250
- ◆ Need Effects: Environment 10

ShiShi's Frou Frou Fu Lion



- ◆ Price: \$3,250
- ◆ Need Effects: Environment 10

Huuuge Bill



- ◆ Price: \$5,250
- ◆ Need Effects: Environment 10

He's Bill. And he's huge. If a giant lumberjack asks you if you want flapjacks... you say "YES"!!

Telling Tori Gate



- ◆ Price: \$7,500
- ◆ Need Effects: Environment 10

Temple of Jumbok IV



- ◆ Price: \$15,000
- ◆ Need Effects: Environment 10

Interactions:



The old soap trick has some unexpected consequences when you mess with a god!

- ◆ Sit: Child or older Sims can sit on the wall around the pool and dip their hands in the cool water for Fun and Comfort. If the water happens to be lava, the Sim will instead burn his or her hand, losing both Fun and Comfort.
- ◆ Make Offering: Child or older Sims can toss a coin into the water/lava for Fun. If the fountain is flowing water, there's a chance they'll receive an object in their inventory. If the fountain has become lava, giving an offering may turn it back to water. Making an offering costs no money.
- ◆ Add Soap: Just as with other fountains, child or older Sims can mischievously vandalize it with a bit of soap powder for big Fun. Unlike other fountains, however, the temple resents this. The water transforms into red-hot lava, spooking the vandalizing Sim into a drop in Bladder need.
- ◆ View: Sims can view the temple for Fun.



You'd think it'd be hard not to notice that the cool fountain has turned to fiery lava, but Sims on vacation do let their minds wander.

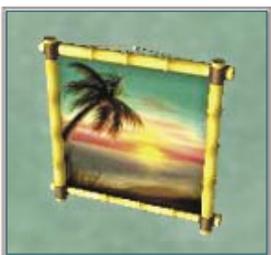
Wall Hangings

Collectible Poster by TravelKeeper



- ◆ Price: \$149
- ◆ Need Effects: Environment 1

Under the Horizon by Sam Stewart



- ◆ Price: \$290
- ◆ Need Effects: Environment 2

Paradise Lost (and Found)



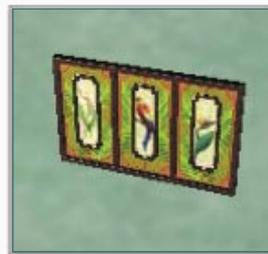
- ◆ Price: \$375
- ◆ Need Effects: Environment 3

Not Really Antlers Display



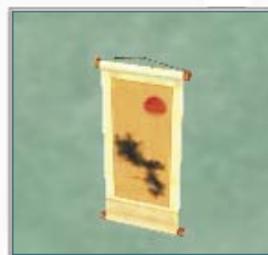
- ◆ Price: \$575
- ◆ Need Effects: Environment 4

Almost There by Artis Cool



- ◆ Price: \$725
- ◆ Need Effects: Environment 6

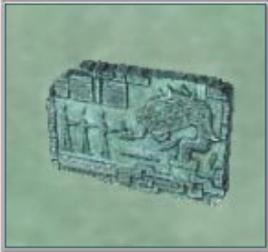
Tokonoma Series by Jermone Inc.



- ◆ Price: \$775
- ◆ Need Effects: Environment 7

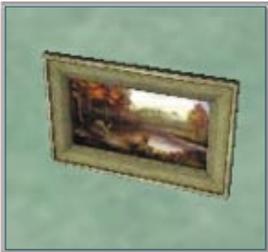
CHAPTER 6: NEW OBJECTS

The Wall of Significant Confusion



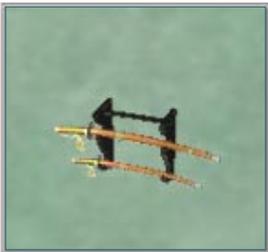
- ◆ Price: \$790
- ◆ Need Effects: Environment 6

This Olde Cabin by Hanz Gunterschmidt



- ◆ Price: \$1,050
- ◆ Need Effects: Environment 7

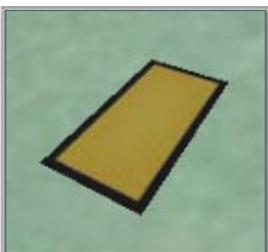
Blades of Masamune



- ◆ Price: \$1,300
- ◆ Need Effects: Environment 9

Rugs

Tantalizing Tatami Rug



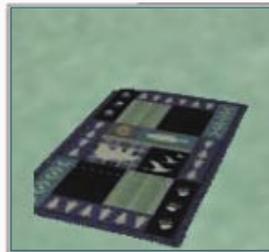
- ◆ Price: \$400

A Tropical Dream



- ◆ Price: \$475

"Lie Like a Bear" Rug from Grim's Mountain Outfitters



- ◆ Price: \$550

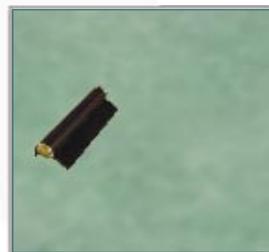
Throwdown by Around the World Rugs



- ◆ Price: \$925

Miscellaneous

Fun for the Roof III



- ◆ Price: \$90
- ◆ Need Effects: Environment 1

These interlocking, Far East-inspired roof decorations look best when placed on the apex of roofs. They'll interlock if situated properly, so rotate them as usual if they don't look right.



These new roofline decorations combine in many different ways.

Over the Range Hotel Sign



- ◆ Price: \$99
- ◆ Need Effects: Environment I

Sim Crossing by Signature Signs



- ◆ Price: \$100
- ◆ Need Effects: Environment I

This sign is not just decorative, it represents an alternate way for your Sims to use their new Walk to Lot... interaction. This new mode of transportation can be activated as a self-interaction on the active Sim or you can use it from this sign.



Another way to get your Sims to travel on foot.

Fun for the Roof II



- ◆ Price: \$110
- ◆ Need Effects: Environment I

See Fun for the Roof III.

Fun for the Roof IV



- ◆ Price: \$120
- ◆ Need Effects: Environment I

See Fun for the Roof III.

Fun for the Roof I



- ◆ Price: \$140
- ◆ Need Effects: Environment I

See Fun for the Roof III.

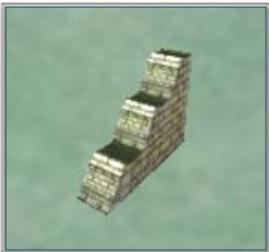
CHAPTER 6: NEW OBJECTS

Over the Range Sign



- ◆ Price: \$550
- ◆ Need Effects: Environment 3

Backyard Pyramid "Little One"



- ◆ Price: \$560
- ◆ Need Effects: Environment 4

This and the five other modular pieces allow you to make freeform, flat-topped pyramid. Aligned pieces will automatically blend. This piece is a narrow side piece.



These pyramid pieces can create some pretty complex structures. Sims can't, however, climb them.

Dragon on the Roof



- ◆ Price: \$700
- ◆ Need Effects: Environment 6

This roof decoration can be placed on the apex of roofs (or anywhere, really).

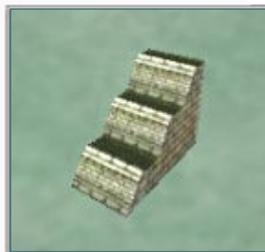


This dragon sculpture looks best in its proud and proper place, peering down on the mortals below.

Backyard Pyramid "Big One"

**note**

The sixth piece of this set is the Backyard Pyramid "Step it Up," found in Build mode in Staircases. For full details on building pyramids, including multistory pyramids, see the Build Mode Additions chapter.



- ◆ Price: \$950
- ◆ Need Effects: Environment 6

This second pyramid part is a wider side piece, double the width (two tiles wide) of the Little One.

Aspiring Spire by Architectural Elements



- ◆ Price: \$1,100
- ◆ Need Effects: Environment 7

Like the Dragon on the Roof, this spire is a roof sculpture that can be placed anywhere.

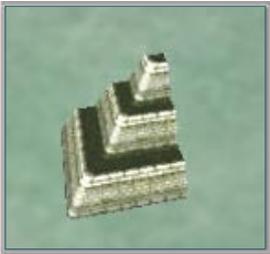
Backyard Pyramid "What an Arch"



- ◆ Price: \$1,150
- ◆ Need Effects: Environment 7

This pyramid segment contains an arch to make "doorways" in your pyramid structures.

Backyard Pyramid "Corner Out"



- ◆ Price: \$1,400
- ◆ Need Effects: Environment 10

This pyramid piece creates an outside corner.

Backyard Pyramid "Corner In"



- ◆ Price: \$1,900
- ◆ Need Effects: Environment 10

This pyramid piece creates interior corners.

Electronics

TVs and Computers

Stationary Concierge by Splendid Scenes



- ◆ Price: \$1,200
- ◆ Skills: Cooking (Watch Yummy Channel), Body (Work Out), Mechanical (Repair)
- ◆ Need Effects: Fun 7 (varied by Sim's reaction to channel); Energy -3, Comfort -3, Hygiene -7 (Work Out); Environment 3

To evoke that elusive hotel look-and-feel, this new television comes embedded in its own hutch. Functionally, it's just like every other TV.

Lighting

Table Lamps

Mountain Man's Mountain Lighter



- ◆ Price: \$99
- ◆ Need Effects: Environment 1

Lodging Lamp by Economical Effects



- ◆ Price: \$180
- ◆ Need Effects: Environment 1

CHAPTER 6: NEW OBJECTS

So Bright It Almost Smells Lamp



- ◆ Price: \$215
- ◆ Need Effects: Environment 1

Floor Lamps

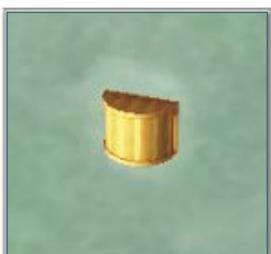
Wild Wilderness Floor Lamp



- ◆ Price: \$230
- ◆ Need Effects: Environment 1

Wall Lamps

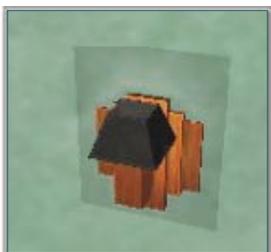
SaunaSoothe Wall Light



- ◆ Price: \$100
- ◆ Need Effects: Environment 1

This lamp is not limited to saunas.

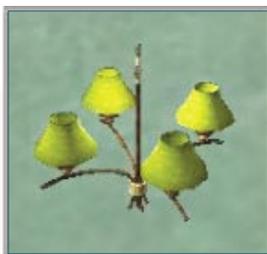
Stylish Wall Sconce



- ◆ Price: \$200
- ◆ Need Effects: Environment 1

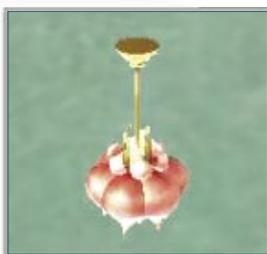
Ceiling Lamp

Softwind Ceiling Lamp



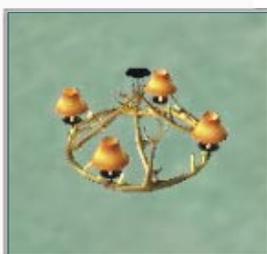
- ◆ Price: \$195
- ◆ Need Effects: Environment 1

Imperial Mane Ceiling Lamp



- ◆ Price: \$230
- ◆ Need Effects: Environment 2

Survival of the Fittest Fixture



- ◆ Price: \$250
- ◆ Need Effects: Environment 2

Hobbies

Creativity

Bosenklavier Model B



- ◆ Price: \$4,000
- ◆ Skills: Creativity (Play), Mechanical (Tune)
- ◆ Need Effects: Fun 10 (Play), Fun 4 (Watch), Environment 6

The functions the same as other pianos.

Recreation

Axe-olutely Throwing Station



- ◆ Price: \$380
- ◆ Need Effects: Hygiene -7, Fun 4 (Play), Fun 2 (Watch), Environment 1



note

Success at axe throwing is based on a Sim's Mechanical skill.

Interactions:



Why do Sims love axe throwing? Don't axe me why.

- ◆ Play: Teen or older can play for Fun. If Sims are watching, players receive Social too.
- ◆ Watch: Teen and older. Satisfies Fun and Social. Watchers react based on Grouchy/Nice.

Soft'n'Tender Massage Table



- ◆ Price: \$750
- ◆ Need Effects: Comfort 5, Energy 3, Fun 2

How this object behaves depends largely on where it's located and where the playable Sim using it has been on vacation.

Learned Massages

Every young adult or older Sim knows how to give the Swedish massage. Other massages are learned from masseuses on vacation lots (for a fee of \$500). Once a Sim learns a massage, he or she can give it to other Sims. The three kinds of learned massage are:

- ◆ Acupressure (Far East)
- ◆ Hot Stones (Island)
- ◆ Deep Tissue (Mountain)

While on vacation, Sims can experience exotic local massages and even learn how they're done—for a fee, of course.



For more details on learned massages, see the Vacation Collectables chapter.

If the massage table is on a Community Lot—vacation or otherwise—it'll spawn a masseuse who'll give the massage for a fixed price (\$100). Which massage will be available depends on the Community Lot's neighborhood. If it's a vacation neighborhood, the destination's signature massage and Swedish massage will be offered. If it's in any other kind of neighborhood, only Swedish massage will be offered.

Community Lot massage tables offer two interactions:

- ◆ Buy Massage: Purchased massages satisfy Energy, Comfort, and Social needs. All massages cost \$100.
- ◆ Learn Massage: Playable Sims can pay an NPC masseuse to teach them a new massage. The playable Sims receive a massage (satisfying Energy, Comfort, and Social) and learn a new massage they can offer to others on their home lot. Learning a massage costs \$500.



note

If you have *The Sims™ 2 Open for Business*, the massage table operates much like the salon chair object. When your playable Sim is visiting the lot, the NPC masseuse will man the table. When you're playing the lot as the business owner, the object can be assigned an employee or be worked by one of your playable Sims. The massage selection depends on which massages the Sim knows.

See *The Sims™ 2 Open for Business Prima's® Official Game Guide* for full owned-business functionality.

CHAPTER 6: NEW OBJECTS

If the massage table is on a home lot (vacation home or standard residence), there are two interactions available for each massage the active Sim knows:



At home, Sims can treat their friends to a Swedish massage or any massage they've learned on their travels.

- ◆ Ask for Massage: Young adult or older Sims can request any other young adult or older Sim give them any massage they know. Acceptance or rejection is based on relationship and other factors (see the New Socials chapter for details).
- ◆ Give Massage: Young adult or older Sims can offer any other young adult or older Sim any massage they know. Acceptance or rejection is based on relationship and other factors (see the New Socials chapter for details).

Four Blessing Mahjong Table



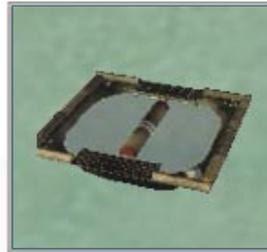
- ◆ Price: \$840
- ◆ Need Effects: Fun 9 (Play), Fun 4 (Watch), Social (Play and Watch), Environment 5

Mahjong can be played recreationally (child or older) or for money (teen or older). Either way, players get Fun (even if they're just sitting and waiting for others to join) and Social just for playing, and big and small Fun bonuses for winning and losing, respectively. Chances of winning are influenced by each Sim's Logic skill.

Interactions:

- ◆ Play for Money: Teen or older Sims can sit at the table to start a game. If at least one Sim joins, the game begins. Each game puts \$100 per player at stake. At the end of a game, the winning Sim collects the winnings and a new game begins. Players stay at the table even if their Fun is maxed out.
- ◆ Play for Fun: Child or older Sims can sit at the table to start a game. This works identically to playing for money but no Simoleons change hands.
- ◆ Watch: Sims watch the Sims playing at the table and cheer or boo based on Daily Relationships with the players. Booing decreases Daily Relationship and cheering increases it.

Deluxe Log Rolling Pit by Burly's Birling



- ◆ Price: \$1,800
- ◆ Skill: Body
- ◆ Need Effects: Fun 10, Energy -, Social (Watch)

Sims can log roll for entertainment and competition, though luck favors those with higher Body skill. Happily, a dedicated log roller will become better with time, because doing it also builds Body skill.



Everyone gets wet. It's only a question of when.

Interactions:

- ◆ Log Roll: Child or older Sims change into swimsuits and balance atop the log. Sims rolling solo may, depending on Body skill, fall off. Whether playing alone or competitively (up to two Sims), Sims earn Fun and lose Energy as long as they play. Winning gives an extra boost of Fun and losing or falling while rolling alone decreases Comfort.
- ◆ Watch: Sims can watch log rolling for Fun and Social.

Sweat It Out Sauna



- ◆ Price: \$4,000
- ◆ Need Effects: Comfort 8, Environment 6

The sauna is a Comfort object that also presents an opportunity for romantic pursuits.

The sauna can be placed indoors or outdoors as a free-standing room, and its walls are built automatically using standard, unfinished wall segments. These, along with the floor, can be covered any way you prefer.



Saunas come with their own walls. Don't forget to cover them with something relaxing. This? Probably not that relaxing.



If the sauna is placed indoors, it can use existing walls as long as nothing (windows, wall decorations, etc.) is attached to them.



note

If any of the walls around the sauna, including the automatically built ones, are deleted with the Wall tool, the sauna will be sold and deleted.

- ◆ Use Sauna: Teen or older Sims who aren't pregnant and showing (day 2 or 3) can use the sauna. While in the sauna, Sims gain Comfort and deplete Hygiene (what with all the *schvitzing*). It also increases internal temperature (*The Sims™ 2 Seasons* only). If several Sims are together, they all gain Social.
- ◆ WooHoo/Try for Baby: Young adult or older Sims can WooHoo or Try for Baby in the sauna. They'll shoo out any "third-wheels" before the room fills with a discreetly opaque amount of steam, and fireworks ensue. This is considered a private WooHoo for Want/Fear achievement.



caution

A low Body skill Sim with low Energy may pass out upon exiting the sauna.

Ancient Soakalicious Spring



- ◆ Price: \$9,500
- ◆ Need Effects: Comfort 6, Fun 7, Environment 10, Social

This in-ground pool works similarly to a hot tub: it satisfies Comfort, Fun, and Social (if multiple Sims share it) and raises Sims' internal temperature (*The Sims™ 2 Seasons* only).

Miscellaneous

Dressers

Foreign Flavor Dresser



- ◆ Price: \$375
- ◆ Need Effects: Environment 1

Party

Where's My Mini Umbrella Bar



- ◆ Price: \$2,500
- ◆ Need Effects: Fun 3
- ◆ Need Max: Fun up to 50 (Juggle) or 80 (Make Drinks) or 50 (Consume Drinks) or 70–90 (Drink from Bottle, depends on Playful/Serious)

This works exactly like other bars.

Miscellaneous

Logs of Burning



- ◆ Price: \$245
- ◆ Need Effects: Comfort 2, Fun 2, Environment 4

CHAPTER 6: NEW OBJECTS

Interactions:

- ◆ **Light Fire:** Teen or older can ignite campfire. It burns for about one-and-a-half hours.
- ◆ **Sit Around Campfire:** Child or older Sims (up to four at a time) sit by campfire, satisfying Comfort, Fun, and Social and raising internal temperature (*The Sims™ 2 Seasons*).
- ◆ **Roast Marshmallows:** Satisfies Fun. Cooking skill dictates whether Sim's marshmallow ignites. Eating marshmallows satisfies a small amount of Hunger.
- ◆ **Warm Hands:** Child or older Sims can warm their hands for Comfort.
- ◆ **Add Logs:** Once a campfire burns out, this is the only available interaction. Once logs are added, the campfire can be reignited.

The Swashbuckling Shipwrecker by Impressive Installations



- ◆ Price: \$32,767
- ◆ Need Effects: Fun IO, Environment IO

This fully interactive pirate ship is massive in both size and entertainment value. There's so much to do, it might inspire you to buy a bigger home lot for your Sims so they can have one of their own.



Explore Pirate Ship: Child and older Sims wander around the ship, just having a look around. Satisfies Fun.



Walk the Plank: Child and older Sims can satisfy Fun by pretending to walk the plank. Though they'll never actually fall off the plank, Sims with low Body skill may briefly lose their balance and nearly fall, earning them a reduced dose of Fun and an adrenaline-inspired drop in Bladder.



Man the Wheel: Child or older Sims can satisfy Fun by pretending to steer the grounded ship.



Raise/Lower the Jolly Roger: Child and older Sims can hoist or strike the ship's llama-and-crossed-veggies colors for Fun.



Fence with Cutlass: Child and older Sims can take a few hacks at an authentic pirate dummy with an equally authentic pirate sword for a bit of Fun.



Climb Crow's Nest: Child and older Sims can pretend to be the ship's lookout by scuttling up to the crow's nest. This offers a great view and some Fun.



Plunder the Captain's Cabin: The truly daring can venture inside the old pirate's cabin to see if there are any souvenirs for the taking. After a while the Sim will reemerge empty handed, with a valuable find (found in the Sim's inventory), or in flight from ghost of the ship's captain.

The last possibility is, indeed, frightening at first, but presents a handsome opportunity for vacation memorabilia. See the Vacation Collectables chapter for more information on the Ghost Captain and the Sea Chantey.



note

Sims also gain a new Sim-to-Sim interaction anytime there's a pirate ship on the lot. The Play...Ask to Play Pirates interaction initiates a chaotic and far-ranging make-believe game aboard the ship. For details, see the New Socials chapter.



note

Food stands can be used to generate income on an owned Community Lot if you have *The Sims™ 2 Open for Business*.

Community Lot Only Objects

Appliances

Nutritious Noodles Food Stand



- ◆ Price: \$4,500
- ◆ Need Effects: Hunger IO, Environment IO

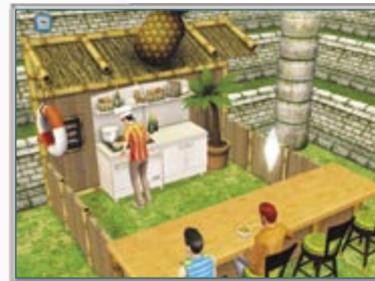
Each vacation destination has a signature food stand that serves three regional dishes for your Sims to try. Sims can use these stands as a quick and cheap (each dish costs \$25) way to eat on vacation and, if others are eating at the bar, satisfy a bit of Social.

This Far East-themed stand serves:

- ◆ Chirashi
- ◆ Ramen
- ◆ Steamed Rice Bowl



If you want your Sims to collect as many mementos as possible (see the Vacation Collectables chapter for details), make sure they eat the Chirashi. Note that the stand doesn't need to be in a Far East neighborhood to score toward the memento.



Eating at food stands feeds not only the body, but also creates lasting holiday memories.



note

Beyond ordering food or asking for travel advice ("What's Cool Around Here?") the NPC working these stands can't be interacted with in any way. Nor can you either direct your Sim to work the stand or assign an employee to work it.

Flippin' Fred's Flapjack Shack



- ◆ Price: \$4,500
- ◆ Need Effects: Hunger IO, Environment IO

This Mountain-themed stand serves:

- ◆ Char-broiled Catfish
- ◆ Chicken Pot Pie
- ◆ Flapjacks

CHAPTER 6: NEW OBJECTS



If you want your Sims to collect as many mementos as possible (see the Vacation Collectables chapter for details), make sure they eat the Flapjacks. Note that the stand doesn't need to be in a Mountain neighborhood to score toward the memento.

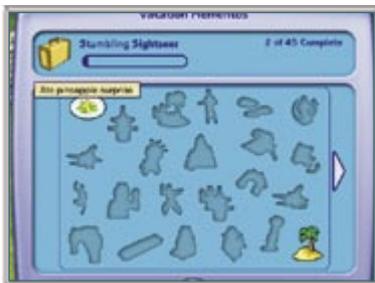
Taste of the Tropics Food Stand



- ◆ Price: \$4,500
- ◆ Need Effects: Hunger 10, Environment 10

This Island-themed stand serves:

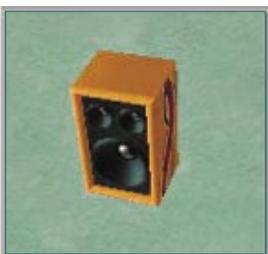
- ◆ Luau Ribs
- ◆ Pineapple Surprise
- ◆ Teriyaki Mahi-Mahi



If you want your Sims to collect as many mementos as possible (see the Vacation Collectables chapter for details), make sure they eat the Pineapple Surprise. Note that the stand doesn't need to be in a Island neighborhood to score toward the memento.

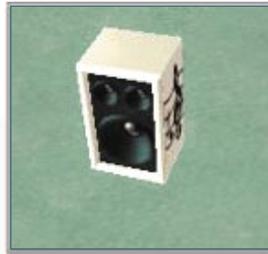
Electronics

Neukum Systems "Ethnomusico" World Music Wall Speaker



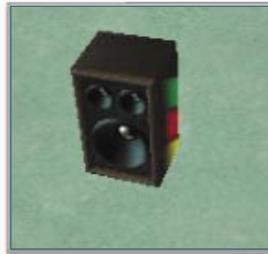
- ◆ Price: \$400
- ◆ Need Effects: Fun 2

Neukum Systems "Main Street" Big Band Wall Speaker



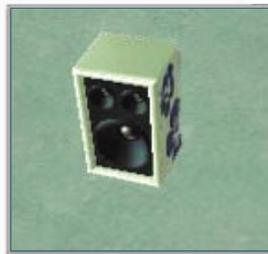
- ◆ Price: \$400
- ◆ Need Effects: Fun 2

Neukum Systems "Off-Beat" Reggae Wall Speaker



- ◆ Price: \$400
- ◆ Need Effects: Fun 2

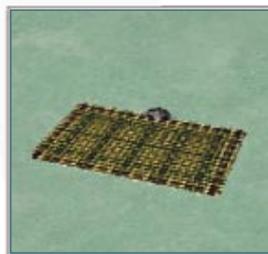
Neukum Systems "Sound Waves" Surf Wall Speaker



- ◆ Price: \$400
- ◆ Need Effects: Fun 2

Hobbies

Scorchin' Matt's Mat



- ◆ Price: \$5,000
- ◆ Need Effects: Fun 10, Environment 7



The Fire Dancer comes with the mat at no extra charge. All interactions for the mat are accessed by clicking on the dancer.

This entertainment object, placeable on any Community Lot, comes with its own fire dancing NPC. Sims can watch the show for Fun or can, for a fee of \$75, learn to do the fire dance themselves.



Learning the fire dance takes time and hard work, but boy does it impress the folks back home.



note

Learning to do the fire dance is a Memento item. See the Vacation Collectables chapter.

- ◆ Watch Fire Dance: Sims (toddler and older) can watch the fire dance for Fun (and, if others are watching, Social) and will cheer or boo based on relationship. Vampires, PlantSims, werewolves, and zombies will cower from the fire.
- ◆ Learn Fire Dance: Teen or older Sims can pay the Fire Dancer to teach them the ancient art of fire dancing. The learning bar over the Sim's head indicates progress toward mastery of the dance. Learning Sims get Fun and Social.
- ◆ Wait for Performance: If the Fire Dancer is taking a break, your Sim will stand in position to wait for the next show.



note

Due to the risk of accidental self-immolation, doing the fire dance is a lonely business. Though observers may talk among themselves, they will not socialize with the Sim doing the dance for fear of distracting him or her. As such, doing the fire dance causes Social to decay at a slightly increased rate.

Miscellaneous

ConciertoSum Desk by Welcome Home Furniture



◆ Price: \$1,495

This desk is one of the objects that make a hotel lot. Without at least one of these, the lot won't function. For full details on hotel desks, see the Vacation Accommodations chapter.

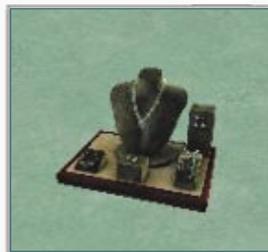
ConciertoSum Desk by Welcome Home Furniture



◆ Price: \$1,495

The larger version of the hotel desk.

SparkleMaster Jewelry Rack



◆ Price: \$1,500

◆ Need Effects: Fun 4, Environment 6



Jewelry racks provide another way of adorning Sims of all ages and sexes.

CHAPTER 6: NEW OBJECTS

This countertop point-of-sale rack offers jewelry for sale, but its stock depends on where it's located. On non-vacation Community Lots, the rack offers a wide selection of bracelets, rings, earrings, and necklaces. On vacation lots, however, the selection also includes a location-specific collection of local jewelry. Thus, this rack will have different inventory when it's used in a Mountain, Island, Far East, or non-vacation neighborhood.



note

Buying jewelry, like clothing, enhances the wardrobe of every member of the household, regardless of age. If a piece can be worn by teens or older, buying the adult version also makes the piece available to teens and elders.

Create-A-Sim Jewelry



The new Rings, Bracelets, Necklaces & more panel in Create-A-Sim makes jewelry available to all new Sims.

Jewelry can also be applied to new Sims in Create-A-Sim. A new panel ("Rings, Bracelets, Necklaces & more") in the Makeup, Facial Hair & Glasses panel (#4) allows you to add jewelry to your Sim on a per outfit or universal basis.

You'll also see the same option in mirrors and vanities.

Sims get Fun from buying jewelry.

Simple Seller Souvenir Rack—Far East Edition



note

The souvenir objects purchased from these racks are placed in your Sims' inventories and can be sold or displayed on surfaces. For details on each, see the Vacation Collectables chapter.



- ◆ Price: \$2,500
- ◆ Need Effects: Fun 4, Environment 7

Souvenir racks are countertop point-of-sale displays that dispense two different objects (\$75 each). Though the visual design of the stand and the specific objects it stocks differ in its three destination-specific versions, all three souvenir racks work the same.



note

In fact, all three souvenir stands work just like the familiar countertop videogame rack. Players with *The Sims™ 2 Open for Business* will find that they can be used in a Sim-owned business in exactly the same manner.

This Far East themed rack sells:

- ◆ Pagoda by Oh The Memories
- ◆ Doll by Oh The Memories



note

Remember that five souvenirs from the same destination (i.e. three pagodas and two dolls or any other combination) will have a magical effect when displayed in a ShowMeOff Rack of Glory (see above), so make the nice souvenir vendor happy and buy in bulk!

Simple Seller Souvenir Rack—Island Edition

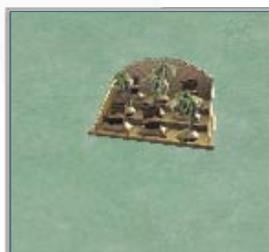


- ◆ Price: \$2,500
- ◆ Need Effects: Fun 4, Environment 7

This Island-themed version of the souvenir rack sells:

- ◆ Little Chest of Booty
- ◆ Private Island Figurine

Simple Seller Souvenir Rack—Mountain Edition



- ◆ Price: \$2,500
- ◆ Need Effects: Fun 4, Environment 7

This Mountain-themed version of the souvenir rack sells:

- ◆ Bit o' Vug
- ◆ Lumberjack's Pride

Found Objects

Sims can find several kinds of objects by doing the **Comb for Seashells** interaction on beaches or the **Dig for Treasure** interaction on any outdoor, diggable surface. Objects found from each source behave differently.

Combing for Seashells can reveal:

- ◆ Abalone
- ◆ Clamshell
- ◆ Colored Glass
- ◆ Conch Shells
- ◆ Coral
- ◆ Pinchy Crab
- ◆ Sand Dollars
- ◆ Shell Bracelet
- ◆ Shell Earrings
- ◆ Shell Necklace
- ◆ Starfish

All objects but the crab and jewelry go directly into the Sim's inventory, can be displayed at home or worn (using **Change Appearance** at a mirror), and can be the source for the **Share Discovery Story With...** interaction.

The crab is an unpleasant surprise for unlucky beachcombers, pinching the Sim and scuttling away.

When digging for treasure, Sims can find several objects of varying value. These objects can be displayed and sold, but they can't be used to tell a Discovery Story.

- ◆ Bone
- ◆ Rocks
- ◆ Secret Lot Maps
- ◆ Treasure Chests

Sims can also unearth objects from the Buy Mode catalog, including:

- ◆ 12th Century Song Dynasty Sculpted Vase
- ◆ Adorable Ocean Liner
- ◆ Chickenfeed Charlie Sculpture of Fun
- ◆ Convex Stoneware by Simporters Inc.
- ◆ Dragon?
- ◆ Dramatically Rearing Horse
- ◆ Earthenware Trio by Pastoral Poultry Designs
- ◆ Hydrocyanic Cat No. 7
- ◆ Itty Bitty Clay Vases
- ◆ Kozy Kitsch Gnome
- ◆ Little Tiki Idol
- ◆ Major's Rooster by Franc-O-Phile Designs
- ◆ Musee Public "Collection Sculpture"
- ◆ Odd Reflection of Grace
- ◆ Potted Potential
- ◆ Shapes in Space
- ◆ The Beckoning Cat from Worldly Stuff Inc.
- ◆ The Daruma Wishing Doll by "Suki Desu"
- ◆ The Frog of Good Tidings
- ◆ The Imposing Falcon
- ◆ The Little Jug of Wishes
- ◆ The Measure of a Sim
- ◆ The Prototype X94 "Angsternaut" Robosuit
- ◆ The Tray o' Orbs from Orby Designs
- ◆ Toucan Lola

Full details on these objects, and how you acquire them, can be found in the **Vacation Collectables** chapter.

Non-Catalog Objects

Some very complex and powerful objects aren't available from any catalog, but arise naturally in the world. These objects don't cost anything, but they may be just as important to your Sims' lives.

Beach-Based Interactions



note

Beach interactions are unavailable when there's heavy snow accumulation.

Build Sandcastle

- ◆ Skill: Creativity (home or vacation home lots)
- ◆ Need Effects: Fun 4, Social

Beaches can be used for a great many things, but one that creates a new object is building a sandcastle.

Interactions:

- ◆ **Build Sandcastle:** Available on beaches on either home or Community Lots. The builder gains Fun and—on home, vacation home, owned Community Lots, or hotels—builds Creativity. The quality of the sandcastle depends on the Creativity of the Sim who initiated the sandcastle. If, for example, a Sim with Creativity 1 abandons a sandcastle he started and a Sim with Creativity 10 finishes it, the castle will be low quality.
- ◆ **Help Build Sandcastle:** Child or older can join the building of the sandcastle. Both Sims get extra Social during building.
- ◆ **Ask for Sandcastle Help:** Sim building a Sandcastle can be directed to invite any other child or older Sim to join the building. Both Sims get extra Social during building.
- ◆ **Continue Building:** If building is interrupted, any Sim can use this interaction to resume building. The quality of the castle is based on the Sim who started the castle, not that Sim who finishes it.
- ◆ **Destroy:** Child or older Sims (may autonomously or by user direction) knock over or destroy a sandcastle. Nearby Sims, including builder(s), will react according to Personality. Deviant Sims (Child Sims with low Aspiration score) will autonomously do this more often.
- ◆ **Chew/Scratch:** Pets can chew or scratch sandcastles.

Finished sandcastles erode over time.



Sims with Creativity 0–1 build this sand “castle.”



Sims with Creativity 2–5 produce a nice, but small structure.



Sims with Creativity 6–10 build a palace that makes the tide feel guilty for washing it away.



Destroying a sandcastle is an unkind thing to do, but it's fun for the destroyer who may harbor a secret desire for gigantism...and to live where there are lots of castles.

Comb for Seashells

Sims can dig in the sand to look for decorative objects. This interaction is different from the Dig for Treasure interaction in that it doesn't leave a hole and it reveals a different set of objects (no treasure chests or maps to secret locations).



No shovel is required to comb for seashells. An no unsightly hole left behind either.

Beachcombing in a vacation neighborhood does give your Sim an opportunity to find certain indigenous jewelry items that can't be bought in stores.

Get In (Ocean)

Sims can enter the ocean itself and go for a swim. As with swimming pools, swimming builds Body skill. Unlike the manmade versions, however, Sims can't play Marco Polo.



note

Sims can, theoretically, drown while swimming in the ocean, but you'll have to either turn off autonomy or take a very active role in this cruel fate.



The Get In interaction is available on ocean tiles only. If you don't get the interaction, try clicking a bit further into the water or a bit closer to the shoreline; it won't arise from either the beach or the transitional slope from beach-to-ocean.



Watch Waves



There's nothing like losing yourself in the rhythmic roar of the waves.

Child or older Sims can relax on the beach and pensively watch the waves roll in and out. Wave watching Sims satisfy Comfort, Fun, and Hygiene and can be joined or ask others to join (satisfying Social as well).

Eat Sand



Mmmmm...gritty.

Toddlers can do one thing on a beach that no other Sims can: eat sand. Why they'd want to is a mystery, but darn if they don't get some Fun out of it.

Because toddlers can't go on vacation or to Community Lots, this interaction will be available only if the toddler is on a residential lot with a beach.

Sunbathe

What good is a beach if Sims can't sunbathe on it?



Click anywhere on the beach to choose a nice sunbathing spot.

CHAPTER 6: NEW OBJECTS



Sims can get a lovely bronze tan for a while or a nasty burn. Don't worry, though, either way the effect is purely visual; it causes no actual change in the Sim's Needs.



note

Sunbathing can only be done during daylight hours.

Sunbathing satisfies human Sims' Comfort need, Servos' Power need (*The Sims 2™ Open for Business*, and Plant Sims' Sunlight need (*The Sims 2™ Seasons*).

If your Sim sunbathes long enough, three things could happen:

- ◆ Suntan: 40%
- ◆ Sunburn: 30%
- ◆ No Effect: 30%

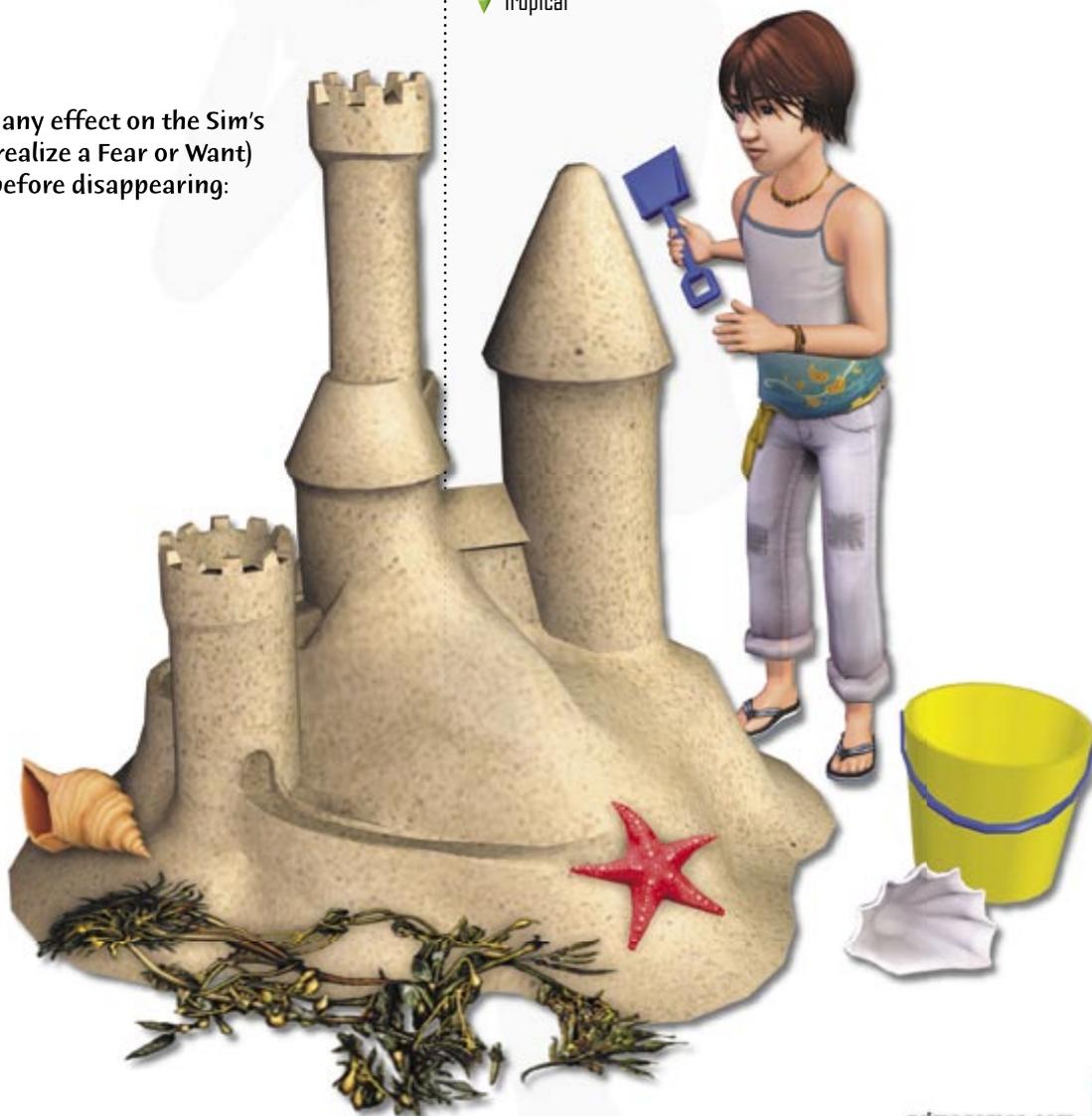
Neither result has any effect on the Sim's Needs (though it may realize a Fear or Want) and lasts a fixed time before disappearing:

- ◆ Suntan: 48 hours
- ◆ Sunburn: 24 hours

New Collections

The Collections panel contains five new collections:

- ◆ Bon Voyage
- ◆ Far East
- ◆ Hotel
- ◆ Mountain
- ◆ Tropical



Chapter 7

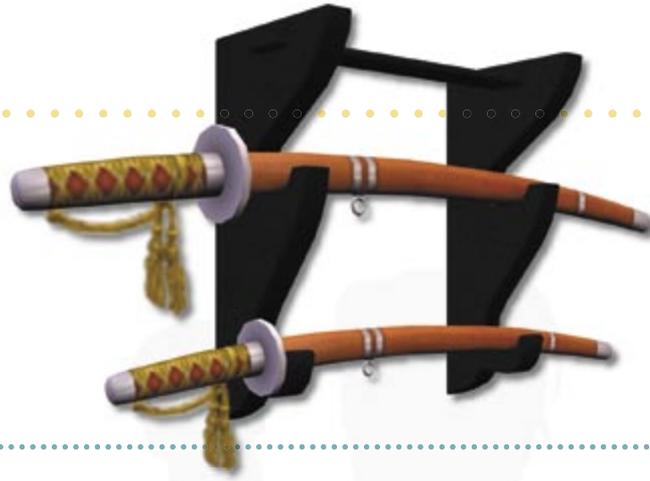
New Socials

With three new cultures to explore and expropriate, your Sims will need some new social interactions. This chapter introduces you to every social nuance that'll make your Sims' vacations complete.

Social Interaction Directory

Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/Go Steady or Pack	Personality (Pet)
Ask Bigfoot to Move In	Main	55	100	And	5	100	—	—	Not Autonomous
Ask to Play Pirates	Play	-20	100	Or	0	100	—	—	Playful
Bigfoot Hug	Bigfoot	25	100	Or	15	100	—	—	—
Bow	Gesture	-20	100	Or	-20	100	—	—	—
Chest Pound	Gesture	-20	100	Or	-20	100	—	—	—
Hang Loose	Gesture	-20	100	Or	-20	100	—	—	—
Hula	Dance	—	—	—	—	—	—	—	Not Autonomous
Listen to Dragon Legend	Main	-100	100	And	-100	100	—	—	Nice or Serious
Offer/Ask for Massage	Massage Table	-100	100	And	-100	100	—	—	Not Autonomous
Perform Fire Dance	Entertain	—	—	—	—	—	—	—	Active
Perform Tai Chi	Self	—	—	—	—	—	—	—	Nice
Scare...	Bigfoot	-100	50	Or	-100	50	—	—	—
Share Discovery Story with...	Beach Collectable	-100	100	And	-100	100	—	—	Serious
Sing Sea Chantey	Main	-100	100	And	-100	100	—	—	Outgoing or Playful
Slap Dance	Dance	—	—	—	—	—	—	—	Not Autonomous
Take My Picture	Main	-20	100	Or	-10	100	—	—	Not Autonomous
Talk with...	Tent	-100	100	And	-100	100	—	—	—

CHAPTER 7: NEW SOCIALS



User Directed	Autonomous	If Accept, A's Social	If Accept, A's Daily	If Accept, A's Lifetime	If Accept, B's Social	If Accept, B's Daily	If Accept, B's Lifetime	If Reject, A's Social	If Reject, A's Daily	If Reject, A's Lifetime	If Reject, B's Social	If Reject, B's Daily	If Reject, B's Lifetime
Yes	No	15	8	2	15	8	2	—	—	—	—	—	—
Yes	Yes	8	5	1	15	6	2	0	-10	-1	0	-10	-1
Yes	Yes	10	6	1	10	6	1	0	-5	-1	0	-5	-1
Yes	Yes	10	3	0	10	3	0	0	-5	-1	0	-5	-1
Yes	Yes	10	3	0	10	3	0	0	-5	-1	0	-5	-1
Yes	Yes	10	3	0	10	3	0	0	-5	-1	0	-5	-1
Yes	Yes	—	—	—	—	—	—	—	—	—	—	—	—
Yes	Yes	Variable	Variable	Variable	Variable	Variable	Variable	—	—	—	—	—	—
Yes	No	5	3	0	5	3	0	0	-2	0	0	-2	0
Yes	Yes	—	—	—	—	—	—	—	—	—	—	—	—
Yes	Yes	—	—	—	—	—	—	—	—	—	—	—	—
No	Yes	20	-5	-2	20	-5	-2	-20	-5	2	-20	-5	2
Yes	Yes	10	3	0	10	3	0	5	-5	0	5	-5	0
Yes	Yes	Variable	Variable	Variable									
Yes	Yes	—	—	—	—	—	—	—	—	—	—	—	—
Yes	No	0	0	0	0	0	0	0	0	0	0	0	0
Yes	Yes	15	5	1	15	5	1	—	—	—	—	—	—

Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/Go Steady or Pack	Personality (Pet)
Tell About Travels	Talk	-20	100	Or	-20	100	—	—	Outgoing
Tell Dragon Legend	Main	-100	100	And	-100	100	—	—	—
WooHoo/Try for Baby	Hammock	85	100	And	65	100	Required	Required	Not Autonomous
WooHoo/Try for Baby	Sauna	85	100	And	65	100	Required	Required	Not Autonomous
WooHoo/Try for Baby	Tent	85	100	And	65	100	Required	Required	Not Autonomous

Sim-to-Sim Interactions

Top Menu Interactions

Listen to Dragon Legend



◆ Who: Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder

Always accepted. Listening to the Dragon Legend feeds a Sim's Fun and Social.

Sing Sea Chantey



◆ Who: Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder



note

For instructions on how to acquire the Sing Sea Chantey interaction, see the Ghost Captain in the New NPCs chapter.

To perform this social, the Sim must have learned the song from either:

- ◆ The Ghost Captain Edward Dregg on a lot with the pirate ship object
- ◆ A Sim who knows the song

Once the Sim has been taught the Sea Chantey, he can perform it by using this social on other Sims.

The more singers there are (up to four), the more Social each Sim will get.

Take My Picture



◆ Who: Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder



note

For full details on the new snapshot-taking system, see the Vacationing chapter.

CHAPTER 7: NEW SOCIALS

User Directed	Autonomous	If Accept. A's Social	If Accept. A's Daily	If Accept. A's Lifetime	If Accept. B's Social	If Accept. B's Daily	If Accept. B's Lifetime	If Reject. A's Social	If Reject. A's Daily	If Reject. A's Lifetime	If Reject. B's Social	If Reject. B's Daily	If Reject. B's Lifetime	Game
Yes	Yes	10	5	1	10	5	1	0	-4	0	0	-4	0	
Yes	No	Variable	Variable	Variable	Variable	Variable	Variable	0	-5	-1	0	-5	-1	
Yes	No	50	9	1	30	9	1	-5	-6	-1	-45	-6	-1	
Yes	No	50	9	1	30	9	1	-5	-6	-1	-45	-6	-1	
Yes	No	50	9	1	30	9	1	-5	-6	-1	-45	-6	-1	

Always accepted.

Holding up a camera while a bunch of Sims mill about and get posed can be tiring, so Sims accepting this social gets a periodic drop in Comfort.

Tell Dragon Legend



◆ Who: Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder

Sims can Tell Dragon Legend if they possess an Ancient Dragon Legend Scroll. This object can be acquired in two ways:



note

For more information on the Ancient Dragon Legend Scroll and how to procure it, see the Vacation Collections and New NPC chapters.

- ◆ By listening to the Dragon Legend as told by the Wise Old Man NPC on the Far East secret lot ("The Pagoda in the Shadows")
- ◆ Getting it from another Sim via the Gift interaction or by moving it between inventories

Accepted if:

1. Daily >-10, or
2. Daily <-10 and Lifetime >10, or
3. Daily <-10, Lifetime <10, and Outgoing >9

Telling the Dragon Legend satisfies Fun and Social and increases relationship with the listeners.

Talk Interactions

Tell About Travels



◆ Who: Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder

This social becomes available only after a Sim has gone on and returned from a vacation of any length. If Sim B has been to the same destination(s) as the speaker, she'll reply with thought bubble icons from the same destination.

1. Daily is positive and Lifetime >-10, or
2. Daily is positive, Lifetime <-10, and Nice >5, or
3. Daily is positive, Lifetime <-10, Nice <5, and Mood >60, or
4. Daily is negative and Lifetime >5, or
5. Daily is negative, Lifetime <5, and Nice >7, or
6. Daily is negative, Lifetime <5, Nice <7, and Mood >80

Gesture Interactions



note

For details on acquiring these three gestures, see the Vacation Collectables chapter.

The locals in each vacation destination have their own special gesture. Once your Sim has received the gesture three times either from a local or from another Sim who's completely learned it, she too can do it proficiently. Using the proper gesture with the proper locals yields substantial social dividends.

Each vacation culture hold one of the other two cultures in particularly low regard. Hated gestures will be rejected (even if the Mood and Relationship requirements are met). Foreign-but-not-hated gestures get a shrug, but will still be accepted.

Bow



◆ Who: Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder

I. Lifetime >-10, Daily >-20, and Mood >-60

The reaction your Sims get for this gesture depends on who they use it with:

- ◆ Far East locals: Accept and Bow
- ◆ Island locals: Reject
- ◆ Mountain locals: Accept and shrug
- ◆ Anyone else: Accept and shrug

Chest Pound



◆ Who: Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder

I. Lifetime >-10, Daily >-20, and Mood >-60

The reaction your Sims get for this gesture depends on who they use it with:

- ◆ Far East locals: Reject
- ◆ Island locals: Accept and shrug
- ◆ Mountain locals: Accept and Chest Pound
- ◆ Anyone else: Accept and shrug

Hang Loose



◆ Who: Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder

I. Lifetime >-10, Daily >-20, and Mood >-60

The reaction your Sims get for this gesture depends on who they use it with:

- ◆ Far East locals: Accept and shrug
- ◆ Island locals: Accept and Hang Loose
- ◆ Mountain locals: Reject
- ◆ Anyone else: Accept and shrug

Play Interactions

Ask to Play Pirates



◆ Who: Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder when a Swashbuckling Shipwrecker by Impressive Installations pirate ship is on the lot.

Accepted if Sim B's:

1. Lifetime >10 and Daily is positive, or
2. Lifetime >10, Daily is negative, and Nice >2, or
3. Lifetime <10, Daily >10, and Nice >4

This game can be played anywhere on a lot that contains the pirate ship object. In the game, one Sim plays the captain and the others do “pirate-y stuff” around the ship. Playing pirates is joinable and earns everyone Fun, Social, and increases to Daily Relationship.

If a Sim rejects the offer, Daily Relationship declines.

Self Interactions

Main Menu

Perform Tai Chi



◆ Who: Child/teen/young adult/adult/elder

Unlike most exercises, Tai Chi *satisfies* Comfort and Energy. When your Sim can do Tai Chi perfectly, these benefits (along with the amount of Social satisfaction, if others are doing Tai Chi too) get larger. It also depletes both Hunger and Hygiene, but the former becomes much smaller with expertise.

Performing Tai Chi also builds Body skill (when done on a home lot) and increases Fitness.



note

When your Sim is doing Tai Chi, he can get other Sims to join with the Sim-to-Sim “Let’s Tai Chi” interaction. It’s always accepted, even if the Sim doesn’t yet know how to Tai Chi.

Entertain Interactions

Perform Fire Dance



note

For full details on learning the fire dance, see the Objects and Vacation Collectable chapters.



◆ Who: Teen/young adult/adult/elder

This self-interaction is available to Sims who’ve paid a Fire Dancer NPC for lessons and fully learned this dangerous art.

Sims performing the fire dance satisfy their Fun and—if others are watching—Social, but deplete Comfort, Energy, and Hygiene.

Alternately, Sims can “Perform Fire Dance for Tips” to make a bit of scratch on the side.



note

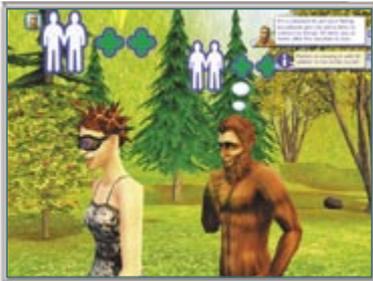
When PlantSims (*The Sims™ 2 Seasons*) do the fire dance, they deplete their Water need.

Main Menu

Bigfoot Interactions

A few interactions are exclusively directed toward or done by Bigfoot Sims.

Ask Bigfoot to Move In



Who: Child/teen/young adult/adult/elder to Bigfoot

Bigfoot normally keeps to his secret lot in Mountain destinations. If, however, your Sims find a map to the lot (the "Hidden Burrow") and develop a relationship with him, this social allows them to invite Bigfoot to be a member of their household.



note

Details on how to interact with Bigfoot can be found in the New NPCs chapter.

Unlike normal invitations to move in, this special invitation is always accepted. Bigfoot becomes controllable while your Sims remain on his lot, but you won't see him again until your Sims return home from vacation.

Bigfoot Hug



Who: Bigfoot to child/teen/young adult/adult/elder

Accepted if Sim B's:

1. Mood >-15 , or
2. Lifetime >15 and Mood positive, or
3. Lifetime <15 and Mood >90

Sims receiving a Bigfoot hug get a boost of Fun but a drop in Hygiene and the big hugger himself gets Fun too (though a bit less than his hug-ee).

Scare...

Who: Bigfoot to non-household child/teen/young adult/adult/elder

1. Lifetime >10 , Mood >-10 , Playful/Serious >6 , and Daily >5 , or
2. Lifetime >10 , Mood >-10 , Playful/Serious <6 , and Daily >10 , or
3. Lifetime >10 , Mood <-10 , and Playful/Serious <8 , or
4. Lifetime >10 , Mood <-10 , Playful/Serious >8 , and Daily >8 , or
5. Lifetime <10 , Mood >25 , and Playful/Serious <7 , or
6. Lifetime <10 , Mood >25 , Playful/Serious >7 , and Daily >12 , or
7. Lifetime <10 , Mood <25 , and Playful/Serious <9 , or
8. Lifetime <10 , Mood <25 , Playful/Serious >8 , and Daily >15

Bigfoot can have some fun by trying to scare non-household Sims (visitors, etc.). If a recipient accepts the interaction, she'll be scared and suffer a drop in Fun and decreases in Social and both Daily and Lifetime Relationship with Bigfoot. Bigfoot gets Fun and Social, but loses some relationship toward the victim.

If, however, the victim rejects (as highly Playful Sims or Sims with high relationship will), they'll scare Bigfoot back and have some Fun (and Social) of their own. In this case, some of the effects are reversed: Bigfoot gets a drop in Social and both parties see a drop in Daily Relationship. Lifetime Relationship is, however, boosted a bit by this unexpected turnabout.

This interaction is autonomous-only; you can't direct a controllable Bigfoot to scare anyone.

Object-Based Interactions

Beach Souvenir Interactions

Share Discovery Story with...



◆ Who: Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder

Accepted if B's:

1. Mood >20, Daily >24, Nice >4, or
2. Mood >22, Daily >24, Nice 4 or less, or
3. Mood >24, Daily -24-24, Nice >6, or
4. Mood >26, Daily -24-24, Nice 6 or less

When an object your Sim found while combing for seashells (see Vacation Collectables) is displayed on your Sim's lot, it can be used to initiate a conversation with any other Sim on the lot.

Both the teller and the listener get Fun in addition to Social and relationship points.

Hammock Interactions

WooHoo/Try for Baby



◆ Who: Adult/elder to adult/elder

Available when one of the Sims is in a hammock. Considered a public WooHoo.

Accepted if Sim B's:

1. Mood >15 and Lifetime >65, or
2. Mood >15, Lifetime <65, and Daily >85, or
3. Mood >15, Lifetime <65, Daily 51-85, Outgoing/Shy >8, or
4. Mood <15 and Lifetime >70, or
5. Mood <15 and Lifetime <70, and Daily >75

Massage Table Interactions

Ask for Massage.../Offer Massage to...



◆ Who: Young adult/adult/elder to young adult/adult/elder

If there's a Soft'n'Tender Massage Table on a Sim's home lot, he can use it to offer or ask for a massage to or from any Sim on the lot. In either case, individual interactions appear for each massage that the massaging Sim has learned. All Sims know Swedish massage, but other massages can be learned from Masseur/Masseuse NPCs on vacation destination lots.



note

For further details on learning massages, see the Vacation Collectables, New Objects, and New NPCs chapters.

- ◆ Far East: Acupressure
- ◆ Island: Hot Stone
- ◆ Mountain: Deep Tissue

Not all massages have the same effects. Each massage is listed below with its relative impact—on a scale of one to four—on Comfort, Energy, and Fun.

Massage	Comfort	Energy	Fun
Acupressure	*	****	*
Deep Tissue	**	**	**
Hot Stone	**	*	***
Swedish	****	*	*

Accepted if Sim B's:

1. Mood >5 and Daily >0

Sauna Interactions

WooHoo/Try for Baby



◆ Who: Adult/elder to adult/elder

Available when both Sims are in a sauna.

Accepted if Sim B's:

1. Mood >15 and Lifetime >65, or
2. Mood >15, Lifetime <65, and Daily >85, or
3. Mood >15, Lifetime <65, Daily 51–85, Outgoing/Shy >8, or
4. Mood <15 and Lifetime >70, or
5. Mood <15 and Lifetime <70, and Daily >75

Stereo Interactions



note

For details on how Sims learn local dances, see the Vacation Collectibles chapter.

Hula



◆ Who: Child/teen/young adult/adult/elder

Once a Sim learns this local group dance, she can initiate it on any music source and invite others to join. Sims can also learn this dance by joining any Sim who's learned the dance.

This dance depletes Hunger, Comfort, Energy, and Hygiene, but satisfies Fun and—if others join—Social.



note

The Hula and the Slap Dance differ a bit in their effect on Sim's Needs. Slap Dance is a bit more physical, draining Energy and Hygiene more than Hula. Hula, however, satisfies more Fun.

Slap Dance



◆ Who: Child/teen/young adult/adult/elder

CHAPTER 7: NEW SOCIALS



note

No one loves to Slap Dance more than Bigfoot. He gets substantially more Fun and Social than other Sims and depletes half as much Energy. You'll probably also notice that he depletes Hygiene much faster than average too.

◆ Who: Child/teen/young adult/adult/elder

Once a Sim learns this local group dance, he can initiate it on any music source and invite others to join. Sims can also learn this dance by joining any Sim who's learned the dance.

This dance depletes Hunger, Comfort, Energy, and Hygiene, but satisfies Fun and—if others join—Social.

Tent Interactions

Talk with...



◆ Who: Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder

Available when both Sims are in a tent. Always accepted.

WooHoo/Try for Baby



◆ Who: Adult/elder to adult/elder

Available when both Sims are in a tent. Considered a public WooHoo.

Accepted if Sim B's:

1. Mood >15 and Lifetime >65, or
2. Mood >15, Lifetime <65, and Daily >85, or
3. Mood >15, Lifetime <65, Daily 51–85, Outgoing/Shy >8, or
4. Mood <15 and Lifetime >70, or
5. Mood <15 and Lifetime <70, and Daily >75



Chapter 8

New NPCs

Unless you travel well off the beaten path, the most frequent sight you'll see while traveling isn't ocean or ancient temples but rather other people. There are people to clean your room, people to sell you food, and people to provide you with unforgettable experiences. It's these individuals we turn to now. The characters that populate your Sims' world are a varied and fascinating lot, especially if you know what makes them tick.

The NPCs in *The Sims™ 2 Bon Voyage* range in complexity, but can be broken down into three groups:

- ◆ Vacation NPCs: Non-playable Sims that appear—either exclusively or primarily—in vacation destinations.
- ◆ Secret Lot NPCs: Non-playable Sims that appear exclusively on each vacation destination's secret lot.
- ◆ Object-based NPCs: Non-playable Sims that exist only when a certain object is on the lot.

Vacation NPCs

The Sims in this group are important and entertaining characters, but you'll mostly see them in vacation destinations. In one case—the Ninja—you'll only ever spot him in one particular type of destination (Far East).

These Sims have very limited interactions and none can be befriended, married, etc. or any way interacted with outside their core function.

Ninja



The Ninja



note

Learning the Teleport interaction earns your Sim a Memento. See the Vacation Collectables chapter for details.

The Ninja appears only on Community Lots on Far East vacation destinations. His arrival is random and fortuitous: he can empower your Sims with an extremely fast and impressive means of locomotion.



To freeze the Ninja and hear his question, do the Learn to Teleport interaction on him as quickly as you can. Pause the game if you find him hard to pin down.

When you spot the Ninja, his only available interaction is "Learn to Teleport." Once you select this interaction, the mercurial character will cease poofing about the lot and wait for your request for wisdom.



There's no right answer, so just go with your gut.

What will this secret cost you? Nothing, but you must respond correctly to his enigmatic question. As with job or tour chance cards, there is no definitively correct answer to these conundrums, but one answer is randomly chosen as "right." Guess correctly and your Sim will immediately acquire the Teleport self-interaction.



Shock friends and loved ones by suddenly materializing before them with your new Teleport self-interaction.

The Ninja will not appear in your Sims' Relationship panels and no other interactions can be done with him.

Tour Guide

The Tour Guide is your Sims' gateway to exciting vacation excursions. Outside simple logistics, however, your Sims won't have much use for him.

This dapper fellow will always be found (24 hours a day) hanging around the sidewalk pay phone in all vacation neighborhood community, hotel, and campground lots.

In each neighborhood, the Tour Guide's attire differs a bit in color, but you should have no trouble identifying him.



Far East Tour Guide



Mountain Tour Guide



Island Tour Guide

Each Tour Guide offers only two possible interactions:

- ◆ **Go on Tour:** This interaction allows teen or older Sims to purchase one of the vacation neighborhood's three available tours. Once you choose a tour for your Sim, the cost is deducted from household funds. Moments later, the tour transportation arrives and whisks the selected Sims off the lot for several hours (à la going to work or school). Typically, though not always, touring Sims return with a map to a secret lot or a tour-themed chance card. This choice results in either a benefit or penalty. Tours also earn Mementos for each Sim.
- ◆ **What's Cool Here:** To learn general vacation tips or hear about interesting and unique features of your particular vacation neighborhood, child or older Sims can just ask the Tour Guide.



note

For complete details on tours, see "Tours" in the Vacationing chapter.

The Tour Guide will not appear in your Sims' Relationship panels and no other interactions can be done with him.

Unsavoury Charlatan



The Unsavoury Charlatan.

Thieves are an unavoidable hazard of vacationing. In Sim vacation neighborhoods, however, there's only one thief and he's remarkably easy to spot. He wouldn't agree, but I think you will.

The Unsavoury Charlatan can actually appear on Community Lots in any kind of neighborhood, though he's more frequently seen in vacation destinations. When on non-vacation neighborhoods, the Unsavoury Charlatan wears the traditional garb of the Unsavoury Charlatan: top hat, long black mustache, etc. You know, like all Unsavoury Charlantans.



The Unsavory Charlatan in his Mountain neighborhood disguise

When trolling for gullible vacationers, however, he's much more devious. Or at least he thinks so. In each vacation neighborhood, he dons a distinctive indigenous costume to "blend" with the locals. Alas for him, the top hat is a bit of a giveaway.



The Unsavory Charlatan in action



Shortly after arriving on a lot, the Unsavory Charlatan will choose a victim, though not necessarily one of your playable Sims. Each time he successfully pickpockets a victim, there's a chance he will either select another victim or depart the lot. It's wise, therefore, to frequently monitor your Sims when this no-goodnik is skulking about.

Once the Unsavory Charlatan chooses a playable Sim to victimize, his sneaky interaction—"Be Greeted"—appears in the Sim's queue. You can help your Sim avoid the encounter by canceling the interaction (by right-clicking on it), but only until it becomes your Sim's current action. Once its icon moves into the leftmost place in the queue, there's no way for you to intervene.



You know the Unsavory Charlatan is about to strike when you see the "Be Greeted" in a Sim's queue.



note

Because you can view, but not change, the queue of a non-playable member of a vacation party (a Sim who's part of the group but not from the playable Sims' household), there's no way to help that Sim avoid the Unsavory Charlatan. What's more, if such Sims do fall victim, the funds are removed from the playable Sims' household.

Once your Sim has been accosted, the Unsavory Charlatan engages in an elaborate conversational sleight of hand that typically ends with the creep making off with \$150 of your Sim's hard-earned cash. Victimized Sims get a depletion of both Fun and Comfort, but experience a bump in Social. Well, he is charming!

Eventually, victimized Sims realize what has happened and grope for their suddenly lighter wallet. How long this insight takes depends on Logic skill; Logic 0 Sims take one hour and smarter Sims realize it much more quickly (-5 minutes per Logic point) and flash a thought balloon of the perpetrator (if Logic 5 or higher).



note

Sims with Logic 6 or higher always immediately realize they've been robbed.



note

Anyone foolish enough to play games of chance with the Unsavory Charlatan will likely regret it. When he plays pool, cards, or mahjong, the Unsavory Charlatan has a heavily weighted chance of winning. Because... well...he cheats, of course.

CHAPTER 8: NEW NPCs



note

Pets, not fooled by the Unsavory Charlatan's charms or disguises, often chase or hiss/growl at him.

Sims may be able to challenge the Unsavory Charlatan to a fight. The Fisticuffs! interaction becomes available on the thief immediately after the crime occurs (unless the Unsavory Charlatan is already making his way off the lot). Victorious Sims get their money back while losers get fleeced for even more cash (\$100) during the meleé.



If your Sim has the Body skill to tip the odds in his or her favor, it might be worth it to engage in a bit of Fisticuffs! with the Charlatan.

If vigilantism fails or just isn't your bag, your victimized Sims can alert the authorities that the Unsavory Charlatan is in town. Using the pay phone's Report Foul Play interaction, Sims can inspire the police to be on the lookout for the famous thief. They won't ever catch him, but the APB issued after your Sim's call ensures that he won't appear on any lot with the calling Sim for three days.



tip

If the Unsavory Charlatan can be kept busy with games of chance (pool, mahjong, or cards) he won't have time to steal from anyone. When your Sims are playing at these games, they can coax the pickpocket into the game with the Join interaction. Make sure, though, your Sim starts the game in question for fun, not for money. Though the thief won't himself initiate a game for fun, he will join them if invited.

Now, even Sims learn from experience, and smart ones learn even faster. For each time a Sim has been victimized by the Unsavory Charlatan (as represented by a Memory in the Memory panel) and every Logic skill point he or she possesses, the odds increase that the Sim will reject the "Be Greeted" interaction. Specifically:



Each of these Memories makes it 20 percent less likely that your Sim will be victimized again.

- ◆ Memories: 20 percent chance of rejection per Memory.
- ◆ Logic: 10 percent chance of rejection per Logic skill point.

Thus, a Sim with sufficient Logic or several encounters can no longer be victimized. For example, the Charlatan can't ever again dupe Sims with:

- ◆ Logic 10
- ◆ Logic 8 or 9 and one run-in
- ◆ Logic 6 or 7 and two run-ins
- ◆ Logic 4 or 5 and three run-ins
- ◆ Logic 2 or 3 and four run-ins
- ◆ Logic 0 or 1 and five run-ins

The Unsavory Charlatan can't help but be helpful to travelers in need, though his assistance may not be entirely altruistic. As such, he has only one normally available interaction:

- ◆ What's Cool Here: To learn general vacation tips or hear about interesting and unique features of your particular vacation neighborhood, child or older Sims can just ask the Charlatan.

The Unsavory Charlatan will not appear in your Sims' Relationship panels and no other interactions can be done with him.



note

For those with *The Sims™ 2 Nightlife* on their hard drives, a treat awaits if by some chance the Unsavory Charlatan and Mrs. Crumblebottom are on the same lot. Apparently, the scoundrel is enamored of the unattainable old gray lady and will, on sight, attempt to woo her with a serenade. She may or may not reward his ardor with her customary savage purse-whipping.

How does this benefit you? Well, because both of these characters can be a bit of a pain for your Sims, anything that keeps them both busy at the same time is a good thing.

Secret Lot NPCs

Certain new NPCs appear only on each pre-made vacation destination's secret lot. With one (rather hairy) exception, these Sims don't exist outside their lot, can't be contacted from home or invited over, and certainly can't be invited to live with or marry our Sim. Though Sims can build relationship with them while visiting these NPCs, the relationship disappears when your Sims finish their vacation. If your Sims return later on a separate vacation, they'll have to rebuild the relationship from scratch.

Find full details on each of these NPC's lots and the challenges you must solve there in the Vacation Collectables chapter.

Wise Old Man



The Wise Old Man

The Wise Old Man resides in Far East vacation destinations, on a secret lot called The Pagoda in the Shadows.

This peaceful man of meditation is the keeper of the ancient Dragon Legend and will teach it to anyone he deems worthy of its Fun-inspiring tale.



At first, the Wise Old Man's only interaction is Greet. How your Sim greets the Wise Old Man depends on whether and how well they've learned the Far East greeting gesture. This? Not gonna cut it.

When your Sims first arrive on the lot, they may only Greet the Wise Old Man who, unless your Sim is adept at the proper greeting, barely responds. Before your Sims can build a relationship with the Wise Old Man (the goal of this lot), one of them must get him to open up. There are two ways to manage this:



Serving tea causes the Wise Old Man to warm to your Sims.



note

It's best to visit the Wise Old Man's lot only after at least one of your Sims has become an expert at the Far East greeting gesture (the Bow). Once any Sim in the group so greets the Wise Old Man, he becomes open to socialize with *all* members of the group, whether they know the greeting or not.

- ◆ Far East Greeting: Sims who perform the Wise Old Man's Greet interaction automatically do either the Bow greeting gesture (at whatever proficiency they've learned) or a standard wave (if they don't yet know the Bow). If they do the expert version of the Bow, the Wise Old Man will happily socialize with everyone in the party.
- ◆ Serve Tea: If your Sim uses the Wise Old Man's tea table (Serve Tea), the Wise Old Man will join and become open to socializing.



Once the Wise Old Man has opened up, you can skip the relationship building and earn the Dragon Legend by doing some Tai Chi with him.

Once your Sims have earned the Wise Old Man's trust, they can use any available interaction with him. Skillful socializing quickly earns them (and every other playable Sim on the lot) the coveted Ancient Dragon Legend Scroll and the ability to tell it to others. Alternatively, Sims can prove themselves worthy of the scroll by doing Tai Chi with the Wise Old Man.

Witch Doctor



The Witch Doctor

The Witch Doctor resides in Island vacation destinations, on a secret lot called the Mysterious Hut.

When your Sims arrive, the only available interaction is Offer Help. The Witch Doctor has a big problem: several of his objects are broken. Only when they're repaired, he insists, can he offer any hospitality.



note

Clearly, Sims with high Mechanical skill will have a much easier time winning this lot.



Get to work on the Witch Doctor's broken objects if you want him to be more hospitable.

Once the Witch Doctor's stuff's been fixed, he rewards one of your Sims with a Mr. Mickles (placed in your Sim's inventory). This powerful voodoo doll is a valuable gift indeed, enabling its owner to do some nasty stuff to other Sims. Plus, if your Sim can collect five Mr. Mickles dolls and display them in a ShowMeOff Rack of Glory display case, it'll have a very interesting effect on nearby Sims.



note

To actually get additional Mr. Mickles dolls, your Sims can't already have one in their inventories when they return to fix the Witch Doctor's stuff on a subsequent vacation. If it's in their inventories, they'll get the "thanks," but not the reward.



A gracious fellow, the Witch Doctor rewards your Sims with a magical gift.

His problem solved, the Witch Doctor becomes much more accessible, cooking for your Sims and offering the full array of social interactions. Like the Wise Old Man, however, any social progress you make with the Witch Doctor is erased when you finish the vacation. He'll never appear in a Sim's relationship panel and he can't be contacted when your Sim is off his lot.

As a bonus, once a Sim gets the Witch Doctor's reward, he or she can go back to the Mysterious Hut on the same vacation and the Witch Doctor will always have a sumptuous—well, at least free—meal waiting for them.

Bigfoot



Bigfoot.

Lurking somewhere on a hidden lot (The Hidden Burrow) in Mountain vacation destinations is one of Sim-dom's most elusive legendary creatures: Bigfoot. Unlike the other secret lot NPCs, Bigfoot can be befriended or invited to live with your Sims. He can't, however, do any romantic interactions and, thus, can't be married/joined. To earn the honor of having a Bigfoot in the house, however, you need to get on his good side.



note

Bigfoot has a name...other than "Bigfoot" that is. Many people don't know that Bigfoot is actually the creature's family name. Thus, the Bigfoot your Sims will meet could be named Clive Bigfoot or Harry Bigfoot or even Aloysius Bigfoot. In fact, once one of your Sims gets Bigfoot to move in, a new Bigfoot with a different first name replaces him on the lot. You could, therefore, collect several of the Bigfoot clan in a Sim's household.

Sims can immediately interact with Bigfoot on his home lot, though not with romantic socials. That could end up icky...and furry. If your Sim can establish sufficient relationship (at least Daily relationship 55, Lifetime relationship 5) with Bigfoot (and, of course, there aren't already eight Sims in the family), he'll agree to join the Sim's household.



When Bigfoot likes a Sim enough, the Ask Bigfoot to Move In interaction is added to the available social interactions.

To win over Bigfoot quickly, it helps to know both the Mountain greeting gesture (Pound Chest) and the Mountain dance (Slap Dance). The gesture is helpful because it nets a lot of relationship points, but it's the Slap Dance that'll really win the day. Sims who do the Slap Dance with Bigfoot *immediately* get the Ask Bigfoot to Move In interaction regardless of relationship.



Get some tunes on the stereo and make with the Slap Dancing. If Bigfoot joins your Sims, you can immediately invite him to become part of the household.

Once your Sim and Bigfoot have become bosom buddies or they've Slap Danced together, your Sim can use the Ask Bigfoot to Move In social. This special invitation is always accepted. While your Sim remains on the lot, Bigfoot will be a controllable member of the party. Once, however, your Sims leave the lot, Bigfoot won't be with them when they arrive at their next destination. He's gone to meet your Sims at the airport when their vacation is through (he doesn't want to be a bother); he'll be with them in the cab when they return to their home lot.



note

Bigfoot will age normally and eventually die. He can't, however, reproduce.

Back home, you'll discover that Bigfoot has some distinctive features and powers.

Hygiene



Don't count on Bigfoot to bathe when he's smelly. He doesn't let it bother him.

Bigfoot has Needs just like regular Sims, but he pays no attention to his Hygiene. No matter how low it is, he'll never autonomously bathe or do any other exclusively Hygiene-satisfying activity, and his Mood will be totally unaffected. This isn't to say that *others* won't notice his stink, however, so you might want to direct him to the bathtub occasionally.

CHAPTER 8: NEW NPCs

Hunger and Fun Desperation

When normal Sims are low on their critical Needs, they act out a bit: stomping, screaming, etc. But they don't have a thing on a hungry or bored Bigfoot.



When Bigfoot is out of sorts, he can destroy both objects and relationships, so make sure he's taken care of.

When Bigfoot is critically low in either Hunger or Fun, he goes kinda nuts. He'll howl, scream, and beat his chest and become destructive, wrecking objects and doing his Scare and Irritate... interactions more often.

To remedy this behavior, make sure he gets what he needs.

Employment



Yowza!! Bigfoot can quickly rise to the top of any career!

Bigfoot is a big earner! Take a look at his Skills and Career panel and you'll see he has 10 points in all skills and gold badges in every talent. Plus, he always meets the friend requirements for promotions regardless of how many friends he actually has. He gets promoted very quickly.

He also seems to inspire great generosity when he's away from his lot (at least we hope it's generosity, and not sheer terror), because he'll usually come with a random object for the household.



No matter what job he has, Bigfoot always goes to work in his trusty bowler hat and vest.



tip

If your Sims don't already know the Slap Dance, direct Bigfoot to do it and have the other Sims in the household join him. They learn the dance and earn a Memento and Bigfoot gets a *huge* Fun satisfaction from doing the Slap Dance.

Pets and Kids

Dogs and kids love Bigfoot, but cats hate him! When interacting with the big fella, these Sims gets modifiers to their:

- ◆ Daily relationship results for social interactions: The bonus or penalty increases or decreases the amount of Daily relationship the Sim gets from interacting with Bigfoot. For example, if a child does an interaction that would normally earn +5, he or she will get +17 for doing the same interaction with Bigfoot.
- ◆ Lifetime relationship results for social interactions: The bonus or penalty increases or decreases the amount of Lifetime relationship the Sim gets from interacting with Bigfoot. For example, if a cat does an interaction that would normally earn +5, it will get -15 for doing the same interaction with Bigfoot.
- ◆ Mood for social interaction acceptance: When interacting with Bigfoot, each group is presumed to have a higher (or lower) Mood for accepting or rejecting the social. For example, if a dog normally needs to have a Mood of 20 to accept an interaction, it will accept it from Bigfoot even if its actual Mood is only 5.

Factor	Children	Dogs	Cats
Daily Relationship	+12	+20	-30
Lifetime Relationship	+5	+20	-20
Mood	+4	+15	-15

Bigfoot Interactions



note

These interactions are discussed in-depth in the New Socials chapter.

Bigfoot has several unique social interactions:



Who wants a Bigfoot Hug!?

- ◆ **Scare:** Bigfoot can roar to frighten other Sims. Whether the other Sim is scared or amused enough to scare him back depends primarily on relationship. If Bigfoot is asleep on the lot when a Thief arrives, Bigfoot will wake up and automatically Scare the intruder into leaving.
- ◆ **Bigfoot Hug:** If he's feeling expansive, Bigfoot may give a Sim a huge Bigfoot Hug. This grand gesture satisfies the recipient's Fun and Social and builds relationship, but depletes Hygiene.

Bigfoot Can'ts

Unlike normal Sims, Bigfoot:



Zombie, vampire, Bigfoot!!!
Ahhhhh!

- ◆ Can't use any object that offers the Change Appearance interaction (mirrors, vanities, etc.).
- ◆ Can't be impregnated with an alien baby if abducted.
- ◆ Can't get sunburned.
- ◆ Can't become a werewolf or PlantSim, but can become a zombie or vampire.
- ◆ Can't get cold internal temperature. They can, however, get hot.

Object-Based NPCs

Object-based NPCs exist because a certain object is present on the lot. Most have only limited interactions and some only exist to fulfill their object's function. Some have a specific job, but are capable of much more.

Bellhop



The Bellhop

One Bellhop exists for each hotel front desk object on a hotel lot. His primary purpose is to check your Sims in and out of hotels. These interactions can be accessed from either the front desk object itself or the Bellhop. He also delivers room service.



The Bellhop also contains the front desk's check in/check out interactions.

Food Stand Chefs



Food Stand Chefs

CHAPTER 8: NEW NPCs



Food Stand Chefs come as part of the three vacation destination-themed food stand objects. They can't come out from behind the counter or do any interactions beyond taking food orders and being asked "What's Cool Around Here" for travel advice.

If your Sims can manage to build Daily relationship with the Ghost Captain, he'll teach them his Sea Chantey. This jolly group sing is a great tool for having Fun and building relationship with several Sims at once.



Break the ice with a joke or two and the Captain will begin to warm to your Sim.

Getting to know this spectral mariner, however, is challenging, because his social interactions are quite limited:

Available Socials on the Ghost Captain and Who Can Initiate

Interaction	Your Sim	Ghost Captain
Appreciate...Admire	X	—
Entertain...Dirty Joke	—	X
Entertain...Joke	X	—
Irritate...Gross Out	—	X
Irritate...Insult	X	X
Play...Punch U Punch Me	X	X
Talk	X	X

Ghost Captain



The Ghost Captain

The Ghost Captain is hard to get to know, but your Sims will be glad they did if they can learn his hearty sing-along song.

The Ghost Captain can appear by chance if a Sim does the Plunder the Captain's Cabin social, chasing the thieving intruder back onto the deck. Once out in the open air, the Captain lingers until your Sims leave the lot.



note

The Ghost Captain can be encountered anywhere you place the pirate ship object, not just when visiting the one in Twikkii Island.



note

For more information on the Sea Chantey social interaction, see the New Socials chapter.

It takes a surprisingly difficult but still low Daily relationship of 7 to gain access to the Sea Chantey.

The Ghost Captain will appear in your Sims' Relationship panel, and whatever progress you make in this quest will be preserved on your next vacation. You can't, however call him from back home, can't invite him over, and certainly can't marry him. He is a Ghost Captain.

Fire Dancer



The Fire Dancer

The Fire Dancer goes to work wherever you find the Scorchin' Matt's Mat object. Charismatic though he may be, however, his only purposes are to either perform the legendary fire dance or teach it to Sims with lots of time and money to spend.



note

Learning the fire dance gets your Sim a vacation Memento.

Housekeeper



The Housekeeper

Like the Bellhop, the Housekeeper is created when you place a hotel check-in desk on a hotel lot.

Unlike the Bellhop, however, Housekeepers have the full range of social interactivity, including being asked to move in, invited as houseguest, or married/joined. In this—and most others—they behave *exactly* like the familiar Maid NPC. Unlike the Maid, however, they needn't be nor can they be summoned to the lot; they arrive in the morning, work all day, and leave to go "home" at night.



Housekeepers can do all the same interactions as maids.

While they're on the job, Housekeepers will clean any mess and repair any broken objects they find in the hotel's common areas, restaurant sections, and guest rooms (vacant, booked by your Sims, or taken by non-playable Sims).



note

Housekeepers will obey a hotel door's Do Not Disturb setting, but they are not barred by any kind of lock.

Masseuse/Masseur



The Masseur

The Masseuse/Masseur NPC exists for each massage table object on the lot. Like the Housekeeper, Masseuses and Masseurs are fully social and can be invited to visit, asked to move in, or married/joined.

Each Masseuse and Masseur knows at least one kind of massage. How many and which they know depends on where the table is. If the table is in a vacation destination, the Masseuse/Masseur will know both Swedish massage and the local specialty massage (such as Acupressure in Far East neighborhoods). If, on the other hand, the table is on an unowned Community Lot in any other kind of neighborhood, the Masseuse/Masseur will *only* know Swedish massage.

CHAPTER 9: BUILD MODE ADDITIONS

Chapter 9

BUILD MODE ADDITIONS

The exotic new vacation destinations bring with them myriad new topographical and architectural elements. With these in your Build mode arsenal, your creative horizons will be as expansive as the horizon over a beautiful Twikkii Island beach.

Beaches

Until now, Sim neighborhoods had coastlines, but you couldn't place lots to include them; they were purely decorative.



Beach lots finally make use of your neighborhoods' shorelines with lovely lapping waves and lots of new beach interactions.

With new beach lot templates, your Sims can, for the first time, reach the beach. To make this possible, you'll need to choose the right kind of template and place it correctly.



note

All beach interactions are discussed in "Non-Catalog Objects" in the Objects chapter.

Beach Templates

Build mode's Empty Lots Bin now contains a second panel, "Beach Lots." These new lot templates come in an array of sizes:



The Empty Lots Bin now houses a new "Beach Lots" panel.

- ◆ 3x5
- ◆ 4x5
- ◆ 5x5
- ◆ 5x6

Only these lots, when placed, will create a useable beach.



Placing standard lot templates near a coastline will yield a standard lot with an off-limits coastline just outside it.



Beach Template or Lot Placement



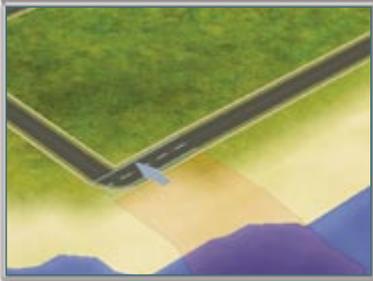
Beach lots can only be placed between a road and water.

To place a beach lot template, there must be:

- ◆ A road on one side
- ◆ Water on the opposite side

With these basic requirements met, a template (or lot based on a beach template) can be placed only if at least half the lot is on land. If more than half the lot would be over the water, there won't be enough useable space on

the lot once the beach is created between the waterline and the lot proper.

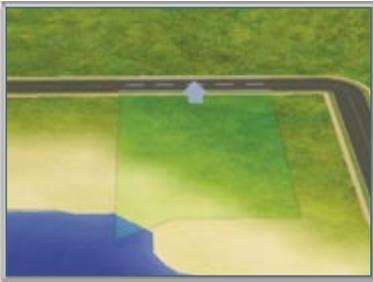


There just won't be enough dry land left after the beach is built into this lot.

Conversely, beach templates must have at least one tile overlapping the water.



This won't work because no water tiles fall within the template.



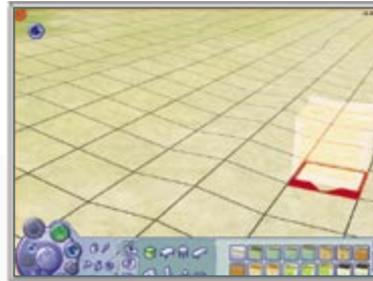
This one, however, can be placed because that single tile is over water.

Building on Beaches

You can't build or place objects on the beach portion of a beach lot. Typically, the border between the useable lot and non-useable beach isn't clearly defined.



There may be a steep drop-off if the elevation difference between the land and the water is too great, but this isn't always the case.



When in doubt, pick any single-tile object from the Buy mode catalog and hold it over the beach. The first row of tiles on which it can be placed is probably the divider between lot and beach.



Beach Ground Cover

Five new ground covers give you the power to fine tune your beachfront lots. Shoreline not exactly like you want it? Paint it to suit your fancy.



Ocean Depths



Ocean Shallows



Ocean's Edge

CHAPTER 9: BUILD MODE ADDITIONS



Sandier Grass



Standard Issue Sand—
Non-Standard Edition



Standard Issue Sand—
Wet Edition



Pagoda roofs can only be built over square or rectangular structures.

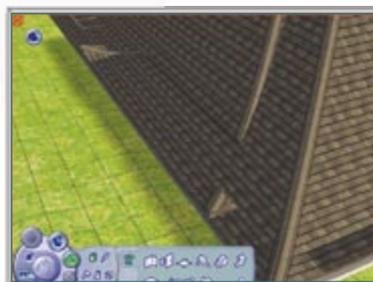


Diagonal versions are likewise only buildable over four-sided structures.

You'll find Pagoda roofs function almost identically to non-octagonal and non-circular roofs. Unlike traditional roofs, however, they can't be built to intersect with each other or other kinds of roofs.



With normal roofs, you can intersect them and they change to blend their shapes.



Pagoda roofs, on the other hand, can only intersect in limited situations and then the effect is usually less than appealing. Getting them to look right may take some finesse.

Pagoda Roofs



The decorative swoop of the Pagoda roof is just what Far East vacation spots need.

Pagoda roofs are a new kind of roof to give your buildings a distinctive Far Eastern feel.

Roof Decorations

To buttress the decorative motifs in *The Sims 2 Bon Voyage*, this pack contains several new objects and textures.



note

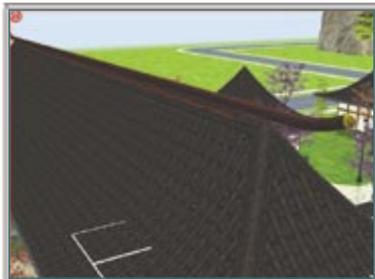
These specialty roof sculptures can be found in the Decorative Miscellaneous catalog in Buy mode.

Sure you can put any old sculpture on your roofs, but now you'll have a new array of objects specifically designed for the roofline:

- ◆ Aspiring Spire by Architectural Elements
- ◆ Dragon on the Roof
- ◆ Fun for the Roof I
- ◆ Fun for the Roof II
- ◆ Fun for the Roof III
- ◆ Fun for the Roof IV



The Fun for the Roof objects can be mixed-and-matched in a variety of ways.



The Fun for the Roof objects will join each other when properly aligned, but can't be used on diagonal roofs. Conversely, the Dragon on the Roof can only be placed on diagonal roofs or on the corners.

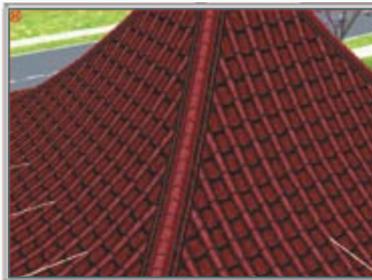
But that's not all, to make the roof *under* those pretty sculptures even more eye-catching, you can also use three new roof textures (in an array of colors). Each of the new textures is thematically tied the three vacation destinations:



Corrugated Steel (Mountain)



Thatched (Island)



Asian Tile (Far East)

CHAPTER 9: BUILD MODE ADDITIONS

Build Mode Object Catalog



note

The Solidity Door is a critical element in building a hotel. Without at least one of these Build mode objects on a lot, it won't function as a hotel. For details on how to use this powerful but complicated object, see the Vacation Accommodations chapter.

Object	Price	Catalog
Arched Window By Economical Effects	\$98	Doors & Windows
Armagenium Column by J. Collin	\$300	Miscellaneous
Backyard Pyramid "Step it Up"	\$1,460	Staircases
Backyard Pyramid "Too Tall"	\$175	Miscellaneous
Bamboo Gateway By Tropical Touches	\$210	Doors & Windows
Bonsai Voyage	\$310	Garden Center
Branched Trunk by Log Creations	\$165	Doors & Windows
Breadfruit Tree	\$270	Garden Center
Cozy Conifer	\$700	Garden Center
Douglas Fir	\$250	Garden Center
Elegant Column By Tropical Touches	\$190	Miscellaneous
Fantastic Fan Palm	\$265	Garden Center
Gomen Nasai Bonsai	\$310	Garden Center
Group Of Trees	\$600	Garden Center
Happy Tree	\$285	Garden Center
Hienmitye Column	\$150	Miscellaneous

Knot-Hole by Log Creations	\$75	Doors & Windows
Mulberry Rice Paper Window	\$245	Doors & Windows
Nana Tree	\$222	Garden Center
Purposeful Papaya	\$230	Garden Center
Solidity Door	\$140	Doors & Windows
Spider Lily	\$175	Garden Center
Subliminally Soothing Hotel Door	\$550	Doors & Windows
The Bamboo Stalks Tonight	\$675	Garden Center
The Friend Creator Gate	\$300	Doors & Windows
The Perfect Plumeria	\$175	Garden Center
Thomas the Small Fir	\$205	Garden Center
Tiny Palm	\$125	Garden Center
Tropical View	\$190	Doors & Windows
Watering Hole Gate	\$185	Doors & Windows
When You're In, You're In Arch	\$500	Doors & Windows
Wooden "Arch"	\$300	Doors & Windows
WorkOfArt Door by Morethanadoor, Inc.	\$425	Doors & Windows
Your Biggest Fan Palm	\$145	Garden Center

Chapter 10

JOBS BY CAREER LEVEL

Adult Careers

Level 1 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off
Adventurer	Ambassador's Intern	0	0	0	0	0	0	0	0	9a–4p	Sun & Thu
Artist	Canvas Stretcher	0	0	0	0	0	0	0	0	7a–2p	Mon & Wed
Artist	Canvas Stretcher	0	0	0	0	0	0	0	0	7a–2p	Mon & Wed
Athletic	Team Mascot	0	0	0	0	0	0	0	0	3p–8p	Mon & Thu
Business	Mailroom Technician	0	0	0	0	0	0	0	0	9a–3p	Sun & Fri
Criminal	Pickpocket	0	0	0	0	0	0	0	0	11a–5p	Mon & Thu
Culinary	Dishwasher	0	0	0	0	0	0	0	0	2p–10p	Mon & Fri
Education	Playground Monitor	0	0	0	0	0	0	0	0	8a–3p	Sun & Sat
Gamer	Noob	0	0	0	0	0	0	0	0	10a–4p	Mon & Fri
Journalism	Yearbook Club Supervisor	0	0	0	0	0	0	0	0	9a–3p	Sun & Sat
Law Enforcement	Security Guard	0	0	0	0	0	0	0	0	8p–2a	Mon & Fri
Law	File Clerk	0	0	0	0	0	0	0	0	8a–4p	Sun & Sat
Medical	Emergency Medical Technician	0	0	0	0	0	0	0	0	8a–2p	Mon & Sat
Military	Recruit	0	0	0	0	0	0	0	0	7a–1p	Mon & Wed
Natural Scientist	Ratkeeper	0	0	0	0	0	0	0	0	9a–4p	Sun & Fri
Paranormal	Psychic Phone Pal	0	0	0	0	0	0	0	0	8p–3a	Sun & Wed
Politics	Campaign Worker	0	0	0	0	0	0	0	0	9a–6p	Mon & Wed
Science	Test Subject	0	0	0	0	0	0	0	0	11a–5p	Sun & Fri
Show Business	Screen Test Stand-In	0	0	0	0	0	0	0	0	10a–5p	Mon & Sat
Slacker	Golf Caddy	0	0	0	0	0	0	0	0	5a–10a	Mon & Sat

CHAPTER 10: JOBS BY CAREER LEVEL

# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
5	\$172	\$860	-8	-5	-3	-3	-4	-2	-7	<i>Seasons</i>
5	\$231	\$1,155	-8	-8	-10	-3	-4	-10	-3	<i>University</i>
5	\$231	\$1,155	-8	-8	-10	-3	-4	-10	-3	<i>Seasons</i>
5	\$154	\$770	-48	-48	-60	0	-60	18	-60	<i>The Sims™ 2</i>
5	\$168	\$840	-48	-48	-18	24	-24	-18	-48	<i>The Sims™ 2</i>
5	\$196	\$980	-48	0	-60	-30	-60	30	-30	<i>The Sims™ 2</i>
5	\$126	\$630	-64	-40	-80	-32	-80	-24	-24	<i>The Sims™ 2</i>
5	\$215	\$1,075	-10	-2	-8	4	-5	-2	-4	<i>Seasons</i>
5	\$123	\$615	-5	-3	-8	-3	-5	2	-5	<i>Seasons</i>
5	\$115	\$575	-4	-7	-3	3	-8	-2	-3	<i>Seasons</i>
5	\$336	\$1,680	-48	-60	-6	-30	-12	-6	-6	<i>The Sims™ 2</i>
5	\$148	\$740	-7	-5	-2	-2	-5	-10	-4	<i>Seasons</i>
5	\$280	\$1,400	-48	-48	-18	24	-24	-18	-48	<i>The Sims™ 2</i>
5	\$350	\$1,750	-60	-30	-60	0	-60	-30	-30	<i>The Sims™ 2</i>
5	\$325	\$1,625	-8	-8	-10	-3	-4	-10	-3	<i>University</i>
5	\$252	\$1,260	-8	-8	-10	-3	4	-10	-3	<i>University</i>
5	\$308	\$1,540	-72	-72	-27	36	-36	-27	-72	<i>The Sims™ 2</i>
5	\$217	\$1,085	-48	-30	-60	-24	-60	-12	-42	<i>The Sims™ 2</i>
5	\$420	\$2,100	-8	-8	-10	-3	4	-10	3	<i>University</i>
5	\$126	\$630	-40	-40	-15	20	-20	-15	-40	<i>The Sims™ 2</i>



Level 2 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off
Adventurer	Spelunker	0	1	0	0	0	0	0	0	3p–9p	Mon & Wed
Artist	Canvas Stretcher	0	0	0	0	0	0	0	0	7a–2p	Mon & Wed
Athletic	Minor Leaguer	0	1	0	0	0	0	0	0	9a–3p	Tue & Thu
Business	Executive Assistant	0	0	0	0	1	0	0	0	9a–4p	Mon & Sat
Criminal	Bagman	0	0	0	0	0	0	0	0	5p–1a	Mon & Wed
Culinary	Drive Through Clerk	0	0	0	0	0	0	0	0	5p–9p	Mon & Wed
Education	Teacher's Aide	0	0	0	0	0	0	0	1	8a–3p	Sun & Sat
Gamer	Button Masher	0	0	0	0	0	0	0	0	9a–4p	Wed & Sat
Journalism	Blog Writer	0	0	0	0	0	0	0	1	1p–6p	Mon & Wed
Law Enforcement	Cadet	0	1	0	0	0	0	0	0	9a–3p	Mon & Sat
Law	Law Firm Receptionist	0	0	0	0	0	0	0	1	8a–4p	Sun & Sat
Medical	Paramedic	0	0	0	0	0	0	1	0	8p–2a	Wed & Fri
Military	Elite Forces	0	0	0	0	0	0	0	0	7a–1p	Wed & Fri
Music	Piano Tuner	0	0	0	0	0	0	0	0	10a–5p	Tue & Thu
Natural Scientist	Ratkeeper	0	0	0	0	0	0	0	0	9a–4p	Sun & Fri
Paranormal	Psychic Phone Pal	0	0	0	0	0	0	0	0	8p–3a	Sun & Wed
Politics	Intern	0	0	0	0	0	0	0	0	9a–3p	Sun & Fri
Science	Lab Assistant	0	0	0	0	0	1	1	0	4p–10p	Mon & Sat
Show Business	Screen Test Stand-In	0	0	0	0	0	0	0	0	10a–5p	Mon & Sat
Slacker	Gas Station Attendant	0	0	0	0	0	0	0	0	10p–3a	Mon & Thu

CHAPTER 10: JOBS BY CAREER LEVEL

# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
5	\$225	\$1,125	-8	-8	-10	-3	-7	8	-8	<i>Seasons</i>
5	\$231	\$1,155	-8	-8	-10	-3	-4	-10	-3	<i>University</i>
5	\$238	\$1,190	-48	-48	-60	0	-42	18	-48	<i>The Sims™ 2</i>
5	\$252	\$1,260	-56	-56	-21	28	-28	-21	-56	<i>The Sims™ 2</i>
5	\$280	\$1,400	-64	0	-80	-16	-56	24	-24	<i>The Sims™ 2</i>
5	\$168	\$840	-32	-16	-40	4	-28	-4	-20	<i>The Sims™ 2</i>
5	\$316	\$1,580	-8	-2	-7	4	-5	-3	-8	<i>Seasons</i>
5	\$147	\$735	-8	-5	-8	-3	-2	3	-1	<i>Seasons</i>
5	\$228	\$1,140	-4	-7	-8	2	-5	2	-2	<i>Seasons</i>
5	\$448	\$2,240	-48	-30	-60	24	-42	18	-60	<i>The Sims™ 2</i>
5	\$215	\$1,075	-6	-4	-8	-3	-7	-8	-5	<i>Seasons</i>
5	\$385	\$1,925	-48	-48	-18	24	-24	-18	-48	<i>The Sims™ 2</i>
5	\$455	\$2,275	-48	-30	-60	0	-42	-18	-24	<i>The Sims™ 2</i>
5	\$186	\$930	-5	-2	-4	2	-7	-2	-7	<i>Seasons</i>
5	\$325	\$1,625	-8	-8	-10	-3	-4	-10	-3	<i>University</i>
5	\$252	\$1,260	-8	-8	-10	-3	4	-10	-3	<i>University</i>
5	\$420	\$2,100	-48	-48	-18	24	-24	-18	-48	<i>The Sims™ 2</i>
5	\$322	\$1,610	-36	-42	-30	12	-42	12	12	<i>The Sims™ 2</i>
5	\$420	\$2,100	-8	-8	-10	-3	4	-10	3	<i>University</i>
5	\$154	\$770	-40	-40	-15	20	-20	-15	-40	<i>The Sims™ 2</i>

Level 3 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off
Adventurer	Multiregional Sim of Some Question	0	2	0	0	2	0	0	1	2p–8p	Sun & Wed
Artist	Canvas Stretcher	0	0	0	0	0	0	0	0	7a–2p	Mon & Wed
Athletic	Rookie	0	2	0	0	0	0	0	0	9a–3p	Tue & Wed
Business	Field Sales Rep	0	0	0	0	2	0	0	0	9a–4p	Tue & Thu
Criminal	Bookie	0	0	1	0	0	0	0	0	11a–6p	Tue & Wed
Culinary	Fast Food Shift Manager	0	0	1	0	0	0	0	0	5p–10p	Wed & Thu
Education	Substitute Teacher	0	0	0	0	1	0	1	2	8a–3p	Sun & Sat
Gamer	Trash Talker	0	0	1	0	0	0	0	0	3p–9p	Mon & Tue
Journalism	Internet Movie Critic	0	0	1	0	1	0	0	2	2p–8p	Tue & Thu
Law Enforcement	Patrol Officer	0	2	0	0	0	0	0	0	3p–11p	Wed & Fri
Law	Legal Secretary	1	0	0	0	0	0	1	2	9a–4p	Sun & Sat
Medical	Nurse	1	0	0	0	0	0	2	0	7a–2p	Mon & Thu
Military	Drill Instructor	0	1	0	1	0	0	0	0	7a–1p	Mon & Tue
Music	Coffee Shop Sound Engineer	0	0	0	1	0	0	0	1	1p–8p	Tue & Fri
Natural Scientist	Ratkeeper	0	0	0	0	0	0	0	0	9a–4p	Sun & Fri
Paranormal	Psychic Phone Pal	0	0	0	0	0	0	0	0	8p–3a	Sun & Wed
Politics	Lobbyist	0	0	0	0	0	0	0	0	8a–2p	Sun & Sat
Science	Field Researcher	1	0	0	0	0	1	3	0	9a–3p	Wed & Fri
Show Business	Screen Test Stand-In	0	0	0	0	0	0	0	0	10a–5p	Mon & Sat
Slacker	Convenience Store Clerk	0	0	0	1	0	0	0	0	9a–3p	Mon & Tue

CHAPTER 10: JOBS BY CAREER LEVEL

# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
5	\$375	\$1,875	-8	-3	-3	-3	-6	3	-1	<i>Seasons</i>
5	\$231	\$1,155	-8	-8	-10	-3	-4	-10	-3	<i>University</i>
5	\$322	\$1,610	-48	-48	-48	0	-36	30	-48	<i>The Sims™ 2</i>
5	\$350	\$1,750	-56	-56	-21	28	-28	-21	-56	<i>The Sims™ 2</i>
5	\$385	\$1,925	-56	-35	-56	28	-42	35	35	<i>The Sims™ 2</i>
5	\$182	\$910	-40	-30	-40	20	-30	15	15	<i>The Sims™ 2</i>
5	\$452	\$2,260	-10	-2	-8	2	-3	-5	-2	<i>Seasons</i>
5	\$225	\$1,125	-8	-3	-8	-3	-6	4	-1	<i>Seasons</i>
5	\$287	\$1,435	-4	-8	-4	4	2	3	3	<i>Seasons</i>
5	\$552	\$2,760	-64	0	-64	80	-48	8	-64	<i>The Sims™ 2</i>
5	\$365	\$1,825	-8	-6	-2	2	-6	-8	-2	<i>Seasons</i>
5	\$476	\$2,380	-56	-56	-21	28	-28	-21	-56	<i>The Sims™ 2</i>
5	\$560	\$2,800	-48	-30	-24	0	-36	30	-18	<i>The Sims™ 2</i>
5	\$223	\$1,115	-5	-5	-7	3	-8	-2	-7	<i>Seasons</i>
5	\$325	\$1,625	-8	-8	-10	-3	-4	-10	-3	<i>University</i>
5	\$252	\$1,260	-8	-8	-10	-3	4	-10	-3	<i>University</i>
5	\$504	\$2,520	-48	-48	-18	24	-24	-18	-48	<i>The Sims™ 2</i>
5	\$448	\$2,240	-48	-36	-48	-18	-36	18	-24	<i>The Sims™ 2</i>
5	\$420	\$2,100	-8	-8	-10	-3	4	-10	3	<i>University</i>
5	\$210	\$1,050	-48	-48	-18	24	-24	-18	-48	<i>The Sims™ 2</i>

Level 4 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off
Adventurer	Deep Sea Excavator	0	4	0	1	2	0	0	2	9a-3p	Tue & Wed
Artist	Comic Book Penciller	0	0	4	3	0	1	0	2	10a-5p	Sun & Fri
Athletic	Starter	0	3	0	0	1	0	0	1	9a-3p	Tue & Thu
Business	Junior Executive	0	0	1	0	2	0	0	1	9a-4p	Wed & Sun
Criminal	Con Artist	0	0	3	0	0	0	0	1	9a-3p	Sun & Sat
Culinary	Host/Hostess	1	0	2	0	0	0	0	1	10a-4p	Mon & Tue
Education	Elementary School Teacher	0	0	0	0	2	0	2	3	8a-3p	Sun & Sat
Gamer	Gold Farmer	1	0	1	1	0	0	0	1	9a-4p	Tue & Sat
Journalism	Fact Checker	0	0	1	0	2	2	0	3	9a-4p	Sun & Sat
Law Enforcement	Desk Sgt	1	2	0	0	0	0	0	1	9a-3p	Sun & Sat
Law	Legal Biller	2	0	0	0	1	0	2	3	9a-4p	Sun & Sat
Medical	Intern	2	0	0	2	0	0	4	1	9a-6p	Tue & Fri
Military	Junior Officer	0	1	0	2	1	0	0	0	7a-1p	Sun & Sat
Music	Summer Camp Music Teacher	0	0	1	2	1	0	0	2	8a-3p	Sun & Sat
Natural Scientist	Scatmaster	0	4	0	3	0	0	3	1	11a-6p	Sun & Sat
Paranormal	Hypnotist	0	0	5	0	3	0	0	2	11a-6p	Sun & Wed
Politics	Campaign Manager	1	0	1	0	0	0	0	1	8a-5p	Tue & Wed
Science	Science Teacher	1	0	0	0	0	2	5	1	8a-3p	Sun & Sat
Show Business	Commercial Actor/Actress	0	3	0	0	3	0	0	1	8a-5p	Sun & Mon
Slacker	Record Store Clerk	0	0	0	1	1	0	0	0	10a-3p	Tue & Thu

CHAPTER 10: JOBS BY CAREER LEVEL

# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
5	\$415	\$2,075	-8	-1	-8	-3	-5	5	-8	<i>Seasons</i>
5	\$630	\$3,150	-8	-8	-3	-3	-5	-4	-5	<i>University</i>
5	\$420	\$2,100	-48	-48	-18	0	-24	30	-24	<i>The Sims™ 2</i>
5	\$448	\$2,240	-56	-56	-21	35	-28	-21	-28	<i>The Sims™ 2</i>
5	\$490	\$2,450	-36	-18	-6	60	-24	30	36	<i>The Sims™ 2</i>
5	\$242	\$1,210	-48	-30	-12	30	-24	18	-12	<i>The Sims™ 2</i>
5	\$642	\$3,210	-10	-2	-7	4	-2	-2	-3	<i>Seasons</i>
5	\$296	\$1,480	-8	-8	-8	-3	-7	-2	-1	<i>Seasons</i>
5	\$385	\$1,925	-6	-5	-2	2	-8	-6	-5	<i>Seasons</i>
5	\$616	\$3,080	-30	-36	-18	30	-24	30	-18	<i>The Sims™ 2</i>
5	\$422	\$2,110	-5	-5	-1	2	-8	-8	-2	<i>Seasons</i>
5	\$574	\$2,870	-81	-72	-27	45	-36	-27	-45	<i>The Sims™ 2</i>
5	\$630	\$3,150	-48	-36	-18	0	-24	18	18	<i>The Sims™ 2</i>
5	\$335	\$1,675	-10	-8	-5	3	-8	2	-4	<i>Seasons</i>
5	\$787	\$3,935	-8	-8	-10	-3	-5	-4	-5	<i>University</i>
5	\$672	\$3,360	-8	-8	-3	-3	-5	-4	5	<i>University</i>
5	\$602	\$3,010	-64	-64	-24	40	-32	-24	-32	<i>The Sims™ 2</i>
5	\$525	\$2,625	-56	-42	-14	35	-28	35	42	<i>The Sims™ 2</i>
5	\$861	\$4,305	-8	-8	-3	-3	5	-4	5	<i>University</i>
5	\$252	\$1,260	-40	-40	-15	25	-20	-15	-20	<i>The Sims™ 2</i>

Level 5 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off
Adventurer	Relic Liberator	0	5	0	2	2	0	0	3	2p-7p	Tue & Wed
Artist	Wedding Photographer	0	0	5	4	3	2	0	4	8a-3p	Sun & Tue
Athletic	All Star	0	6	0	0	2	0	0	2	9a-3p	Tue & Wed
Business	Executive	2	0	1	0	4	0	0	1	8a-3p	Sun & Sat
Criminal	Getaway Driver	0	1	4	2	0	0	0	2	10p-6a	Sun & Sat
Culinary	Waiter/Waitress	3	0	2	0	0	0	0	2	2p-7p	Tue & Wed
Education	High School Teacher	2	0	0	0	3	0	3	5	9a-3p	Sun & Sat
Gamer	Flag Capturer	2	0	2	2	0	0	0	2	1p-7p	Tue & Sat
Journalism	Obituary Writer	0	0	2	0	3	3	0	4	11a-5p	Mon & Tue
Law Enforcement	Vice Squad	1	3	0	0	0	0	0	2	10a-4p	Tue & Wed
Law	Paralegal	3	0	0	0	2	0	3	4	9a-4p	Wed & Sat
Medical	Resident	3	0	0	3	0	0	5	2	6p-1a	Wed & Thu
Military	Counter Intelligence	0	4	0	2	2	0	0	0	8a-2p	Wed & Thu
Music	Battle of the Bands Judge	0	0	2	3	2	0	0	4	2p-8p	Mon, Wed, Thu
Natural Scientist	Soil Identifier	1	5	0	4	0	0	5	2	9a-4p	Mon & Thu
Paranormal	Hypnotist	0	0	5	0	3	0	0	2	11a-6p	Sun & Wed
Politics	City Council Member	2	0	2	0	2	0	0	2	9a-3p	Sun & Sat
Science	Inventor	4	0	0	0	0	4	6	3	10a-7p	Tue & Thu
Show Business	Cartoon Voice	1	3	2	0	4	0	0	3	1p-8p	Sun & Sat
Slacker	Projectionist	0	0	1	3	2	0	0	4	6p-1a	Wed & Thu

CHAPTER 10: JOBS BY CAREER LEVEL

# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
5	\$580	\$2,900	-8	-5	-5	-2	-5	4	-8	<i>Seasons</i>
5	\$808	\$4,040	-6	-8	-8	-2	5	-4	6	<i>University</i>
5	\$539	\$2,695	-36	-48	-48	0	-24	36	-12	<i>The Sims™ 2</i>
5	\$560	\$2,800	-42	-56	-14	35	-28	-14	-14	<i>The Sims™ 2</i>
5	\$595	\$2,975	-48	-40	-64	-24	-32	16	64	<i>The Sims™ 2</i>
5	\$308	\$1,540	-45	-25	-25	35	-25	30	-40	<i>The Sims™ 2</i>
5	\$754	\$3,770	-7	-2	-8	3	-7	-6	-3	<i>Seasons</i>
5	\$325	\$1,625	-8	-6	-8	-2	-4	5	-2	<i>Seasons</i>
5	\$457	\$2,285	-5	-7	-8	5	-5	-1	3	<i>Seasons</i>
5	\$686	\$3,430	-36	-30	-30	30	-24	36	-30	<i>The Sims™ 2</i>
5	\$488	\$2,440	-8	-7	-2	2	-5	-7	-4	<i>Seasons</i>
5	\$672	\$3,360	-42	-56	-14	35	-28	-14	-35	<i>The Sims™ 2</i>
5	\$700	\$3,500	-36	-36	-12	0	-24	48	-12	<i>The Sims™ 2</i>
4	\$452	\$1,808	-8	-5	-2	1	-8	3	-8	<i>Seasons</i>
5	\$945	\$4,725	-6	-8	-10	-2	-5	-4	-6	<i>University</i>
5	\$672	\$3,360	-8	-8	-3	-3	-5	-4	5	<i>University</i>
5	\$679	\$3,395	-36	-48	-12	30	-24	-12	-12	<i>The Sims™ 2</i>
5	\$756	\$3,780	-36	-36	-9	-27	-45	99	54	<i>The Sims™ 2</i>
5	\$1,008	\$5,040	-6	-8	-8	-2	5	-4	6	<i>University</i>
5	\$392	\$1,960	-42	-56	-14	35	-28	-14	-14	<i>The Sims™ 2</i>

Level 6 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off
Adventurer	Dread Pirate	0	6	0	3	3	0	0	4	9a-4p	Mon & Tue
Artist	Art Forger	0	0	5	5	4	3	0	5	2p-9p	Sun, Fri, Sat
Athletic	MVP	0	8	0	1	3	0	0	3	9a-3p	Tue, Wed, Thu
Business	Senior Manager	3	0	3	0	4	0	0	2	8a-3p	Sun & Sat
Criminal	Bank Robber	0	2	5	4	0	0	0	3	3p-11p	Sun & Sat
Culinary	Prep Cook	3	0	2	0	0	3	0	2	9a-3p	Mon & Tue
Education	University Guest Lecturer	4	0	0	0	4	0	4	7	11a-5p	Sun, Tue, Sat
Gamer	Platform Jumper	3	0	2	4	0	0	0	3	2p-8p	Tue & Thu
Journalism	Horoscope Writer	0	0	4	0	4	4	0	5	10a-3p	Sun & Sat
Law Enforcement	Detective	4	3	0	0	0	0	2	3	9a-3p	Mon & Tue
Law	Personal Injury Attorney	3	0	0	0	4	0	4	6	10a-5p	Sun & Sat
Medical	General Practitioner	4	0	0	4	0	0	6	3	10a-6p	Sun & Sat
Military	Flight Officer	0	5	0	4	3	0	0	1	9a-3p	Sun & Sat
Music	Roadie	0	0	2	5	3	0	0	5	8a-3p	Tue & Wed
Natural Scientist	Rogue Botanist	3	5	0	6	0	0	6	4	10a-5p	Tue & Thu
Paranormal	Douser	0	0	6	0	3	3	3	6	5p-12a	Sun & Tue
Politics	State Assemblyperson	3	0	2	0	4	0	0	3	9a-4p	Sun & Sat
Science	Inventor	4	0	0	0	0	4	6	3	10a-7p	Tue & Thu
Show Business	Supporting Player	2	5	3	0	5	0	0	5	6p-1a	Sun & Fri
Slacker	Projectionist	0	0	1	3	2	0	0	4	6p-1a	Wed & Thu

CHAPTER 10: JOBS BY CAREER LEVEL

# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
5	\$870	\$4,350	-6	-5	-9	-5	-3	5	-3	<i>Seasons</i>
4	\$1,339	\$5,356	-4	-8	-5	-2	-5	-5	-3	<i>University</i>
4	\$893	\$3,572	-24	-48	-30	0	-30	18	-12	<i>The Sims™ 2</i>
5	\$728	\$3,640	-42	-56	-14	35	-28	-14	-14	<i>The Sims™ 2</i>
5	\$742	\$3,710	-32	-40	-40	-40	-40	24	-64	<i>The Sims™ 2</i>
5	\$469	\$2,345	-36	-30	-54	-6	3	18	-30	<i>The Sims™ 2</i>
4	\$1,560	\$6,240	-8	-8	-4	2	-7	-1	-8	<i>Seasons</i>
5	\$453	\$2,265	-8	-6	-8	-2	-5	5	-1	<i>Seasons</i>
5	\$668	\$3,340	-2	-5	-2	5	-2	5	-3	<i>Seasons</i>
5	\$756	\$3,780	-24	0	-24	30	-30	18	-24	<i>The Sims™ 2</i>
5	\$725	\$3,625	-8	-5	-3	2	-8	-6	-5	<i>Seasons</i>
5	\$770	\$3,850	-48	-64	-16	40	-32	-16	-16	<i>The Sims™ 2</i>
5	\$770	\$3,850	-24	-6	-30	0	-30	18	18	<i>The Sims™ 2</i>
5	\$535	\$2,675	-10	-8	-8	-1	-1	2	-7	<i>Seasons</i>
5	\$1,134	\$5,670	-4	-8	-5	-2	-5	-5	3	<i>University</i>
5	\$1,092	\$5,460	-4	-8	-5	-2	-5	-5	-3	<i>University</i>
5	\$756	\$3,780	-42	-56	-14	35	-28	-14	-14	<i>The Sims™ 2</i>
5	\$756	\$3,780	-36	-36	-9	-27	-45	99	54	<i>The Sims™ 2</i>
5	\$1,155	\$5,775	-4	-8	-5	-2	5	-5	3	<i>University</i>
5	\$392	\$1,960	-42	-56	-14	35	-28	-14	-14	<i>The Sims™ 2</i>

Level 7 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off
Adventurer	Warhead Disarmer	0	7	0	6	3	0	0	5	10a-4p	Sun & Fri
Artist	Fashion Photographer	0	0	6	6	6	3	0	8	10a-5p	Sun, Tue, Thu
Athletic	Superstar	0	10	0	2	4	0	0	4	9a-4p	Tue, Wed, Thu
Business	Vice President	4	0	3	0	5	0	0	1	8a-4p	Sun & Sat
Criminal	Cat Burglar	0	5	7	4	0	0	0	3	9p-3a	Tue & Thu
Culinary	Sous Chef	4	0	4	0	0	4	0	3	2p-9p	Tue & Thu
Education	High School Principal	5	0	0	0	5	0	5	8	9a-4p	Sun & Sat
Gamer	Power Leveler	4	0	3	5	0	0	0	4	10a-6p	Sun, Mon, Wed
Journalism	Sports Columnist	0	0	5	0	6	4	0	7	1p-7p	Wed & Fri
Law Enforcement	Lieutenant	5	4	0	0	0	0	4	5	9a-3p	Sun & Sat
Law	Family Law Attorney	4	0	0	0	5	0	5	8	9a-4p	Sun & Sat
Medical	Specialist	5	0	0	7	0	0	7	4	10a-4p	Sun & Sat
Military	Senior Officer	0	6	0	5	3	0	0	3	8a-2p	Sun & Sat
Music	Studio Musician	0	0	4	6	4	0	0	7	9p-3a	Mon & Thu
Natural Scientist	Animal Linguist	6	5	0	6	0	0	6	6	10a-5p	Sun & Sat
Paranormal	Police Psychic	0	0	7	0	4	4	6	8	1p-7p	Sun & Sat
Politics	Congressperson	4	0	3	0	6	0	0	5	9a-3p	Sun & Sat
Science	Scholar	5	0	0	0	0	5	7	3	8a-1p	Sun & Sat
Show Business	Broadway Star	3	7	4	0	6	0	0	7	6p-1a	Mon, Wed, Fri
Slacker	Home Video Editor	0	0	2	4	2	0	0	5	11a-5p	Tue, Wed, Thu

CHAPTER 10: JOBS BY CAREER LEVEL

# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
5	\$1,050	\$5,250	-6	-3	-3	-2	0	-4	-3	<i>Seasons</i>
4	\$1,785	\$7,140	-5	-8	-4	-2	6	-4	4	<i>University</i>
4	\$1,190	\$4,760	-35	-56	-28	0	-28	28	-7	<i>The Sims™ 2</i>
5	\$924	\$4,620	-40	-64	-16	48	-32	-8	-8	<i>The Sims™ 2</i>
5	\$896	\$4,480	-30	-6	-24	-42	-24	36	-48	<i>The Sims™ 2</i>
5	\$812	\$4,060	-42	-21	-49	21	3	28	-21	<i>The Sims™ 2</i>
5	\$1,640	\$8,200	-10	-5	-8	4	-6	-4	-4	<i>Seasons</i>
4	\$763	\$3,052	-10	-8	-8	-4	-4	1	-2	<i>Seasons</i>
5	\$874	\$4,370	-8	-3	-8	4	-6	5	-7	<i>Seasons</i>
5	\$826	\$4,130	-30	-30	-24	36	-24	24	-24	<i>The Sims™ 2</i>
5	\$865	\$4,325	-7	-3	-2	8	-2	-3	-2	<i>Seasons</i>
5	\$875	\$4,375	-30	-48	-12	36	-24	-6	-6	<i>The Sims™ 2</i>
5	\$812	\$4,060	-30	-18	-24	0	-24	24	18	<i>The Sims™ 2</i>
5	\$1,030	\$5,150	-8	-7	-3	-2	-5	4	-8	<i>Seasons</i>
4	\$1,344	\$5,376	-5	-8	-4	-2	6	-4	4	<i>University</i>
5	\$1,386	\$6,930	-5	-8	-4	-2	-6	-4	-4	<i>University</i>
5	\$840	\$4,200	-30	-48	-12	36	-24	-6	-6	<i>The Sims™ 2</i>
5	\$896	\$4,480	-25	-20	-10	30	-20	20	20	<i>The Sims™ 2</i>
4	\$1,312	\$5,248	-5	-8	-4	-2	6	-4	4	<i>University</i>
4	\$613	\$2,452	-30	-48	-12	36	-24	-6	-6	<i>The Sims™ 2</i>

Level 8 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off
Adventurer	Hostage Negotiator	0	7	0	7	5	0	0	7	9a–3p	Tue, Wed, Thu
Artist	Acclaimed Muralist	0	0	7	7	7	4	0	9	12p–7p	Sun, Wed, Fri, Sat
Athletic	Assistant Coach	0	10	0	4	5	0	0	5	9a–2p	Tue, Wed, Thu
Business	President	6	0	4	0	5	0	0	1	8a–4p	Tue, Sat, Sun
Criminal	Counterfeiter	0	6	7	7	0	0	0	4	9a–3p	Sun & Sat
Culinary	Executive Chef	6	0	5	0	0	5	0	4	9a–3p	Tue, Wed, Thu
Education	College Senior Professor	7	0	0	0	5	0	6	9	10a–5p	Sun & Sat
Gamer	Real Time Strategizer	6	0	4	6	0	0	0	5	10a–5p	Sun & Sat
Journalism	Investigatory Journalist	0	0	6	0	8	5	0	9	12p–7p	Tue & Fri
Law Enforcement	SWAT Team Leader	6	5	0	0	0	0	6	6	11a–6p	Sun & Sat
Law	Family Law Attorney	6	0	0	0	6	0	6	9	9a–4p	Sun & Sat
Medical	Surgeon	7	0	0	9	0	0	8	5	10a–4p	Sun & Sat
Military	Commander	0	7	0	5	5	0	0	4	9a–3p	Sun & Sat
Music	Concert Pianist	0	0	5	7	5	0	0	8	11a–6p	Sun, Tue, Wed, Thu
Natural Scientist	Unnatural Crossbreeder	8	5	0	7	0	0	7	8	9a–4p	Tue & Thu
Paranormal	UFO Investigator	0	0	7	0	5	4	7	9	10a–5p	Sun, Tue, Sat
Politics	Judge	7	0	3	0	8	0	0	6	10a–2p	Sat, Sun, Wed
Science	Top Secret Researcher	8	0	0	0	0	6	7	3	10a–3p	Tue & Thu
Show Business	Leading Man/Lady	4	10	5	0	7	0	0	9	1p–7p	Sun, Wed, Fri, Sat
Slacker	Freelance Photographer	0	0	3	4	3	0	0	7	2p–7p	Tue, Wed, Thu

CHAPTER 10: JOBS BY CAREER LEVEL

# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
4	\$1,560	\$6,240	-5	-6	-4	-2	0	7	-2	<i>Seasons</i>
3	\$2,232	\$6,696	-5	-8	-7	-2	-6	-7	-1	<i>University</i>
4	\$1,488	\$5,952	-25	-40	-35	0	-35	5	-15	<i>The Sims™ 2</i>
4	\$1,400	\$5,600	-40	-64	-16	48	-32	8	0	<i>The Sims™ 2</i>
5	\$1,064	\$5,320	-30	-36	-42	-36	-42	18	48	<i>The Sims™ 2</i>
4	\$1,208	\$4,832	-30	-36	-24	36	3	42	-12	<i>The Sims™ 2</i>
5	\$1,982	\$9,910	-6	-8	-4	4	-10	-3	-7	<i>Seasons</i>
5	\$950	\$4,750	-8	-5	-8	-1	-7	6	-1	<i>Seasons</i>
5	\$1,168	\$5,840	-10	-8	-2	-5	-4	8	-5	<i>Seasons</i>
5	\$875	\$4,375	-35	-28	-49	42	-49	42	-49	<i>The Sims™ 2</i>
5	\$865	\$4,325	-7	-3	-2	8	-2	-3	-2	<i>Seasons</i>
5	\$980	\$4,900	-30	-48	-12	36	-24	6	-6	<i>The Sims™ 2</i>
5	\$840	\$4,200	-30	0	-18	0	-42	6	42	<i>The Sims™ 2</i>
3	\$1,950	\$5,850	-8	-6	2	5	-7	5	-4	<i>Seasons</i>
4	\$1,554	\$6,216	-5	-8	-7	-2	6	-7	1	<i>University</i>
4	\$2,100	\$8,400	-5	-8	-7	-2	6	-7	1	<i>University</i>
4	\$1,138	\$4,552	-20	-32	-8	0	-16	4	20	<i>The Sims™ 2</i>
5	\$1,036	\$5,180	-25	-20	-10	-15	-35	40	35	<i>The Sims™ 2</i>
3	\$2,205	\$6,615	-5	-8	-7	-2	6	-7	5	<i>University</i>
4	\$788	\$3,152	-25	-40	-10	30	-20	5	0	<i>The Sims™ 2</i>



Level 9 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off
Adventurer	International Sim of Mystery	0	8	0	8	7	0	0	9	2p-10p	Mon, Tue, Wed
Artist	Conceptual Artist	0	0	9	8	7	5	0	10	10a-5p	Sun, Thu, Fri, Sat
Athletic	Coach	0	10	0	7	7	0	0	6	9a-3p	Tue, Wed, Thu
Business	CEO	7	0	6	0	6	0	0	1	9a-4p	Wed, Sat, Sun
Criminal	Smuggler	0	7	9	7	0	0	0	5	2a-8a	Mon, Tue, Wed
Culinary	Restaurateur	7	0	7	0	0	8	0	6	2p-10p	Mon, Tue, Wed
Education	College Dean of Students	8	0	0	0	7	0	8	11	10a-5p	Wed & Sat
Gamer	Guild Leader	7	0	6	7	0	0	0	7	2p-9p	Mon, Thu, Fri
Journalism	Magazine Editor	0	0	7	0	9	5	0	11	9a-4p	Sun & Thu
Law Enforcement	Police Chief	9	7	0	0	0	0	7	8	8a-4p	Sun & Mon
Law	Entertainment Attorney	6	0	0	0	8	0	7	11	10a-5p	Sun & Sat
Medical	Medical Researcher	8	0	0	0	0	0	9	7	11a-6p	Fri, Sat, Sun
Military	Astronaut	0	10	0	6	5	0	0	5	9a-3p	Sat, Sun, Mon
Music	Symphony Conductor	0	0	7	7	6	0	0	9	3p-9p	Mon, Wed, Thu
Natural Scientist	Dinosaur Cloner	10	6	0	9	0	0	8	10	11a-6p	Sun, Mon, Sat
Paranormal	Exorcist	0	0	8	0	6	5	8	10	9p-3a	Mon, Tue, Thu, Sat
Politics	Senator	8	0	5	0	9	0	0	8	9a-6p	Sat, Sun, Mon
Science	Theorist	9	0	0	0	0	7	9	5	10a-2p	Sun, Mon, Sat
Show Business	Blockbuster Director	5	10	7	0	9	0	0	11	10a-5p	Sun, Wed, Fri, Sat
Slacker	Freelance Web Designer	0	0	4	4	4	0	0	10	10a-3p	Fri, Sat, Sun, Mon

CHAPTER 10: JOBS BY CAREER LEVEL

# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
4	\$1,910	\$7,640	-6	-6	-2	-2	0	5	-1	<i>Seasons</i>
3	\$2,625	\$7,875	-4	-8	-2	-2	-6	-4	-3	<i>University</i>
4	\$1,750	\$7,000	-24	-48	-12	0	-24	18	12	<i>The Sims™ 2</i>
4	\$1,663	\$6,652	-28	-56	-14	42	-28	7	7	<i>The Sims™ 2</i>
4	\$1,575	\$6,300	-60	-48	-12	36	-24	18	42	<i>The Sims™ 2</i>
4	\$1,330	\$5,320	-40	-32	-16	64	3	40	-8	<i>The Sims™ 2</i>
5	\$2,430	\$12,150	-8	-7	-8	3	-4	-8	-6	<i>Seasons</i>
4	\$1,250	\$5,000	-8	-8	-8	2	-7	-3	-1	<i>Seasons</i>
5	\$1,460	\$7,300	-7	-6	-1	2	-8	2	-4	<i>Seasons</i>
5	\$910	\$4,550	-32	-56	-16	56	-32	56	-16	<i>The Sims™ 2</i>
5	\$1,572	\$7,860	-7	-4	-5	2	-3	3	3	<i>Seasons</i>
4	\$1,356	\$5,424	-28	-56	-14	-7	-28	7	21	<i>The Sims™ 2</i>
4	\$1,094	\$4,376	-24	-6	-12	0	-24	60	-30	<i>The Sims™ 2</i>
4	\$2,100	\$8,400	-10	-7	2	8	-5	-5	-7	<i>Seasons</i>
4	\$2,283	\$9,132	-4	-8	-2	-2	-6	-4	3	<i>University</i>
3	\$2,494	\$7,482	-4	-8	-2	-2	6	-4	-3	<i>University</i>
4	\$1,225	\$4,900	-36	-72	-18	54	-36	27	27	<i>The Sims™ 2</i>
4	\$1,522	\$6,088	-16	-24	-8	24	-16	12	24	<i>The Sims™ 2</i>
3	\$3,051	\$9,153	-4	-8	-2	-2	6	-4	3	<i>University</i>
3	\$933	\$2,799	-20	-40	-10	30	-20	5	5	<i>The Sims™ 2</i>

Level 10 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off
Adventurer	Space Pirate	0	10	0	9	9	0	0	11	3p–8p	Mon & Fri
Artist	Visionary	0	0	10	0	7	6	0	13	1p–6p	Sun, Mon, Wed, Fri
Athletic	Hall of Famer	0	10	0	7	10	0	0	8	11a–5p	Fri, Sat, Sun, Mon
Business	Business Tycoon	9	0	7	0	8	0	0	1	10a–4p	Fri, Sat, Sun
Criminal	Criminal Mastermind	0	8	10	10	0	0	0	7	5p–11p	Sun, Mon, Wed
Culinary	Celebrity Chef	8	0	10	0	0	10	0	7	3p–8p	Fri, Sat, Sun, Mon
Education	Education Minister	10	0	0	0	8	0	9	13	10a–4p	Sun & Thu
Gamer	Game Designer	10	0	7	8	0	0	0	9	10a–6p	Sun & Sat
Journalism	Media Magnate	0	0	9	0	10	6	0	13	10a–6p	Sun & Sat
Law Enforcement	Captain Hero	9	10	0	0	0	0	8	10	10a–4p	Tue, Wed, Thu
Law	The Law	7	0	0	0	10	0	8	13	10a–5p	Wed & Sat
Medical	Chief of Staff	10	0	0	0	0	0	10	9	9a–4p	Sat, Sun, Mon
Military	General	0	10	0	8	7	0	0	6	10a–4p	Fri, Sat, Sun
Music	Rock God	0	0	9	7	8	0	0	11	5p–11p	Mon, Wed, Thu
Natural Scientist	Ecological Guru	10	8	0	10	0	0	8	12	12p–9a	Mon, Tue, Thu, Fri, Sat, Sun
Paranormal	Cult Leader	0	0	10	0	10	7	9	13	6p–3a	Sun, Mon, Wed, Thu, Fri
Politics	Mayor	10	0	7	0	10	0	0	10	10a–4p	Fri, Sat, Sun
Science	Mad Scientist	10	0	0	0	0	9	10	8	10p–2a	Sun, Mon, Fri, Sat
Show Business	Icon	6	10	9	0	10	0	0	14	4p–9p	Sun, Mon, Fri, Sat
Slacker	Professional Party Guest	0	0	5	4	5	0	0	13	10p–2a	Mon, Tue, Wed, Thu

CHAPTER 10: JOBS BY CAREER LEVEL

# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
5	\$2,730	\$13,650	-7	-4	-2	-4	0	9	3	<i>Seasons</i>
3	\$4,549	\$13,647	-4	-8	-2	-2	8	-4	2	<i>University</i>
3	\$3,033	\$9,099	-24	-48	-12	0	-24	12	12	<i>The Sims™ 2</i>
4	\$2,100	\$8,400	-24	-48	-12	48	-24	12	12	<i>The Sims™ 2</i>
4	\$1,925	\$7,700	-24	-30	-12	-30	-24	36	48	<i>The Sims™ 2</i>
3	\$2,170	\$6,510	-20	-20	-10	50	2	45	15	<i>The Sims™ 2</i>
5	\$3,450	\$17,250	-9	-7	-8	-2	-8	-4	-2	<i>Seasons</i>
5	\$1,960	\$9,800	-10	-8	-2	-8	-8	8	3	<i>Seasons</i>
5	\$2,350	\$11,750	-10	-4	-2	5	-10	-3	-7	<i>Seasons</i>
4	\$1,225	\$4,900	-24	0	-12	48	-3	54	-12	<i>The Sims™ 2</i>
5	\$1,912	\$9,560	-8	-4	-8	5	-5	3	-8	<i>Seasons</i>
4	\$1,488	\$5,952	-28	-56	-14	56	-28	14	14	<i>The Sims™ 2</i>
4	\$1,138	\$4,552	-24	-42	-12	0	-24	12	30	<i>The Sims™ 2</i>
4	\$2,830	\$11,320	-10	-8	-7	-3	-8	8	-8	<i>Seasons</i>
1	\$10,497	\$10,497	10	10	-10	10	10	10	10	<i>University</i>
2	\$4,725	\$9,450	5	-8	3	4	10	5	10	<i>University</i>
4	\$1,313	\$5,252	-24	-48	-12	48	-24	30	30	<i>The Sims™ 2</i>
3	\$2,333	\$6,999	-16	-12	-28	8	-16	28	12	<i>The Sims™ 2</i>
3	\$5,022	\$15,066	-4	-8	-2	-2	10	-4	10	<i>University</i>
3	\$1,400	\$4,200	-16	-32	-8	32	-16	8	8	<i>The Sims™ 2</i>

Teen/Elder Careers

Level 1 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off
Adventurer	Ambassador's Intern	0	0	0	0	0	0	0	0	3p-6p	Sun & Thu
Athletic	Waterperson	0	0	0	0	0	0	0	0	3p-6p	Sun & Fri
Business	Gofer	0	0	0	0	0	0	0	0	3p-6p	Sun & Fri
Criminal	Street Hawker	0	0	0	0	0	0	0	0	3p-6p	Mon & Thu
Culinary	Dishwasher	0	0	0	0	0	0	0	0	3p-6p	Mon & Fri
Education	Playground Monitor	0	0	0	0	0	0	0	0	3p-6p	Sun & Sat
Gamer	Noob	0	0	0	0	0	0	0	0	3p-6p	Mon & Fri
Journalism	Yearbook Club Supervisor	0	0	0	0	0	0	0	0	3p-6p	Sun & Sat
Law Enforcement	School Crossing Guard	0	0	0	0	0	0	0	0	3p-6p	Sun & Sat
Law	File Clerk	0	0	0	0	0	0	0	0	3p-6p	Sun & Sat
Medical	Nursing Home Attendant	0	0	0	0	0	0	0	0	3p-6p	Mon & Wed
Military	Paintball Attendant	0	0	0	0	0	0	0	0	3p-6p	Mon & Sat
Music	Record Store Clerk	0	0	0	0	0	0	0	0	3p-6p	Sun & Wed
Politics	Door to Door Poller	0	0	0	0	0	0	0	0	5p-9p	Mon & Thu
Science	Lab Glass Scrubber	0	0	0	0	0	0	0	0	3p-6p	Sun & Fri
Slacker	Golf Caddy	0	0	0	0	0	0	0	0	3p-6p	Mon & Sat

CHAPTER 10: JOBS BY CAREER LEVEL

# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
5	\$72	\$360	-8	-5	-3	-4	-4	-2	-7	<i>Seasons</i>
5	\$97	\$485	-31	-25	-9	13	-16	-13	-31	<i>The Sims™ 2</i>
5	\$52	\$260	-31	-25	-9	13	-16	-13	-31	<i>The Sims™ 2</i>
5	\$50	\$250	-31	-25	-9	13	-16	-13	-31	<i>The Sims™ 2</i>
5	\$63	\$315	-31	-25	-9	13	-16	-13	-31	<i>The Sims™ 2</i>
5	\$64	\$320	-10	-2	-8	2	-5	-2	-4	<i>Seasons</i>
5	\$45	\$225	-5	-3	-8	-4	-5	2	-5	<i>Seasons</i>
5	\$57	\$285	-4	-7	-3	4	-8	-2	-3	<i>Seasons</i>
5	\$45	\$225	-31	-25	-9	13	-16	-13	-31	<i>The Sims™ 2</i>
5	\$74	\$370	-7	-5	-2	-2	-5	-10	-4	<i>Seasons</i>
5	\$65	\$325	-31	-25	-9	13	-16	-13	-31	<i>The Sims™ 2</i>
5	\$57	\$285	-31	-25	-9	13	-16	-13	-31	<i>The Sims™ 2</i>
5	\$52	\$260	-5	-4	-2	5	-7	2	-7	<i>Seasons</i>
5	\$53	\$265	-42	-33	-13	17	-21	-17	-42	<i>The Sims™ 2</i>
5	\$64	\$320	-31	-25	-9	13	-16	-13	-31	<i>The Sims™ 2</i>
5	\$45	\$225	-31	-25	-9	13	-16	-13	-31	<i>The Sims™ 2</i>



Level 2 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off
Adventurer	Spelunker	0	1	0	0	0	0	0	0	3p-6p	Mon & Wed
Athletic	Locker Room Attendant	0	1	0	1	0	0	0	1	3p-6p	Mon & Sat
Business	Mailroom Technician	1	0	0	0	0	0	0	2	3p-6p	Mon & Sat
Criminal	Numbers Runner	0	0	1	0	0	0	0	1	3p-6p	Mon & Wed
Culinary	Drive Through Clerk	0	0	0	0	0	1	0	1	5p-9p	Mon & Wed
Education	Teacher's Aide	0	0	0	1	0	0	1	1	3p-7p	Sun & Sat
Gamer	Button Masher	0	0	1	0	0	0	0	0	3p-6p	Wed & Sat
Journalism	Blog Writer	0	0	1	0	0	0	0	1	3p-6p	Mon & Wed
Law Enforcement	Parking Lot Attendant	1	1	0	0	0	0	0	1	6p-9p	Tue & Thu
Law	Law Firm Receptionist	1	0	0	0	0	0	0	1	3p-7p	Sun & Sat
Medical	Orderly	0	0	0	0	0	0	1	1	3p-6p	Sun & Wed
Military	Recruit Training Corps	0	0	0	0	1	0	0	1	6p-10p	Mon & Wed
Music	Piano Tuner	0	0	1	0	0	0	0	0	3p-6p	Tue & Thu
Politics	Campaign Worker	0	0	0	0	1	0	0	2	3p-6p	Wed & Sun
Science	Test Subject	1	0	0	0	0	0	0	1	3p-6p	Mon & Sat
Slacker	Gas Station Attendant	0	0	0	1	0	0	0	2	3p-6p	Mon & Thu

CHAPTER 10: JOBS BY CAREER LEVEL

# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
5	\$95	\$475	-8	-8	-10	1	-7	8	-8	<i>Seasons</i>
5	\$110	\$550	-24	-24	-9	12	-12	-9	-24	<i>The Sims™ 2</i>
5	\$76	\$380	-24	-24	-9	12	-12	-9	-24	<i>The Sims™ 2</i>
5	\$62	\$310	-15	-18	-12	12	-18	9	-6	<i>The Sims™ 2</i>
5	\$84	\$420	-32	-20	-40	-16	-40	-12	-12	<i>The Sims™ 2</i>
5	\$86	\$430	-8	-2	-7	4	-5	-3	-8	<i>Seasons</i>
5	\$74	\$370	-8	-5	-8	-4	-2	3	-1	<i>Seasons</i>
5	\$84	\$420	-4	-7	-8	7	-5	2	-2	<i>Seasons</i>
5	\$75	\$375	-15	-15	-15	-15	-15	-15	-15	<i>The Sims™ 2</i>
5	\$98	\$490	-6	-4	-8	1	-7	-8	-5	<i>Seasons</i>
5	\$87	\$435	-24	-24	-21	12	-12	-9	-24	<i>The Sims™ 2</i>
5	\$77	\$385	-24	-24	-60	12	-20	-20	-28	<i>The Sims™ 2</i>
5	\$75	\$375	-5	-2	-4	1	-7	-2	-7	<i>Seasons</i>
5	\$72	\$360	-27	-18	-18	15	-18	-12	-24	<i>The Sims™ 2</i>
5	\$105	\$525	-21	-21	-6	-9	-21	-21	-18	<i>The Sims™ 2</i>
5	\$71	\$355	-24	-24	-9	12	-12	-9	-24	<i>The Sims™ 2</i>

Level 3 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off
Adventurer	Multiregional Sim of Some Question	0	2	0	0	2	0	0	1	5p-9p	Sun, Wed, Sat
Athletic	Team Mascot	0	2	0	2	1	0	0	0	3p-6p	Sun & Mon
Business	Executive Assistant	1	0	1	0	1	0	0	6	3p-7p	Sun & Sat
Criminal	Pickpocket	0	1	2	1	0	0	0	1	3p-6p	Wed & Thu
Culinary	Fast Food Shift Manager	1	0	1	0	0	1	0	4	5p-10p	Wed & Thu
Education	Substitute Teacher	0	0	0	1	1	0	2	2	3p-6p	Sun & Wed
Gamer	Trash Talker	0	0	2	0	0	0	0	1	5p-9p	Sun & Mon
Journalism	Internet Movie Critic	0	0	1	0	1	0	0	2	3p-6p	Tue & Thu
Law Enforcement	Security Guard	1	2	0	0	0	0	0	3	9p-1a	Mon & Tue
Law	Legal Secretary	2	0	0	0	0	0	1	2	3p-7p	Sun & Sat
Medical	Emergency Medical Technician	0	0	0	2	0	0	2	3	7p-10p	Tue & Thu
Military	Recruit	0	1	0	0	1	0	0	2	3p-6p	Sun & Wed
Music	Coffee Shop Sound Engineer	0	0	2	1	0	0	0	1	4p-7p	Sun & Mon
Politics	Intern	1	0	1	0	1	0	0	4	3p-6p	Sun & Sat
Science	Lab Asst	1	0	0	0	0	1	1	2	3p-6p	Sun & Sat
Slacker	Convenience Store Clerk	0	0	1	1	1	0	0	4	5p-9p	Mon & Tue

CHAPTER 10: JOBS BY CAREER LEVEL

# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
4	\$125	\$500	-8	-6	-3	4	-6	3	-1	<i>Seasons</i>
5	\$125	\$625	-24	-24	-9	12	-12	-9	-24	<i>The Sims™ 2</i>
5	\$98	\$490	-32	-32	-12	16	-16	-12	-32	<i>The Sims™ 2</i>
5	\$105	\$525	-36	-15	-24	-24	-27	-18	-21	<i>The Sims™ 2</i>
5	\$91	\$455	-40	-20	-50	5	-29	-5	-25	<i>The Sims™ 2</i>
5	\$116	\$580	-10	-2	-8	4	-3	-5	-2	<i>Seasons</i>
5	\$107	\$535	-8	-3	-8	-5	-6	4	-1	<i>Seasons</i>
5	\$115	\$575	-4	-8	-4	-10	2	3	3	<i>Seasons</i>
5	\$125	\$625	-24	-28	-16	-16	-20	-12	-24	<i>The Sims™ 2</i>
5	\$145	\$725	-8	-6	-2	1	-6	-8	-2	<i>Seasons</i>
5	\$125	\$625	-24	-24	-24	12	-12	-27	-24	<i>The Sims™ 2</i>
5	\$100	\$500	-30	-15	-30	3	-30	-15	-15	<i>The Sims™ 2</i>
5	\$98	\$490	-5	-5	-7	2	-8	-2	-7	<i>Seasons</i>
5	\$112	\$560	-24	-24	-9	12	-12	-9	-24	<i>The Sims™ 2</i>
5	\$115	\$575	-24	-15	-30	-12	-30	-6	-21	<i>The Sims™ 2</i>
5	\$96	\$480	-32	-32	-12	16	-16	-12	-32	<i>The Sims™ 2</i>

CHAPTER 11: OBJECTS

Object Directory

Object	Price and Depreciation			Needs					Skills					Function	Room Sort							Community Sort			Game												
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study		Charisma	Creativity	Body	Logic	Mechanical	Cooking	Kids	Study	Dining Room	Outside		Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food			
#4234 by C. Lee Funkensnooz	\$2,200	\$330	\$220	\$880	0	5	0	0	6	0	4																								The Sims™ 2		
? = (C?)?	\$470	\$70	\$47	\$188	0	6	0	0	0	0	0																								The Sims™ 2		
12th Century Song Dynasty Sculpted Vase	\$4,000	\$0	\$0	\$0	0	0	0	0	0	0	10																								The Sims™ 2		
4 by 4 Designer Chandelier	\$120	\$18	\$12	\$48	0	0	0	0	0	0	1																								The Sims™ 2		
"52 Pickup" Card Table	\$630	\$95	\$63	\$252	0	0	0	0	0	9	0																								Nightlife		
A Cat Haiku by D. Marga	\$325	\$48	\$32	\$180	0	0	0	0	0	0	3																								Pets		
A Dog Haiku by D. Marga	\$325	\$48	\$32	\$180	0	0	0	0	0	0	3																								Pets		
A Fantastic End Table!	\$140	\$21	\$14	\$56	0	0	0	0	0	0	0																								Family Fun Stuff		
A Home for All Seasons	\$4,250	\$637	\$425	\$1,700	0	0	0	0	0	0	10																									Seasons	
A Less Threatening Rack	\$220	\$33	\$22	\$88	0	0	0	0	0	0	2																									Seasons	
A Little Patch of Country from Rugger's Unlimited	\$450	\$67	\$45	\$180	0	0	0	0	0	0	0																									Seasons	
A Lot of Hot Air	\$225	\$33	\$22	\$90	0	0	0	0	0	0	2																									Celebration Stuff	
A Luxurious Night's Sleep	\$3,200	\$480	\$320	\$1,280	0	8	0	0	7	0	6																										Glamour Stuff
A Not-So Lonely Shelf	\$315	\$47	\$31	\$126	0	0	0	0	0	0	3																									Seasons	
A Portrait of Fuzzy Babies	\$415	\$62	\$41	\$166	0	0	0	0	0	0	3																									Pets	
A Portrait of My First Holiday Memory	\$900	\$135	\$90	\$360	0	0	0	0	0	0	6																									Holiday Stuff	
A Sim Noir Print	\$3,000	\$450	\$300	\$1,200	0	0	0	0	0	0	10																									Glamour Stuff	
"A Stroke" by Alfred D'Simvo	\$1,700	\$0	\$0	\$0	0	0	0	0	0	0	10																									Nightlife	
A Touch of Autumn Cornucopia	\$73	\$10	\$7	\$29	0	0	0	0	0	0	1																										Holiday Stuff
Absolutely Nothing Special	\$85	\$12	\$8	\$34	0	0	0	0	0	0	1																										The Sims™ 2
Abstrusism by Gordon Fletcher	\$5,000	\$750	\$500	\$2,000	0	0	0	0	0	0	10																										Glamour Stuff
Ad-a-Quaint Barstool	\$285	\$42	\$28	\$114	0	3	0	0	0	0	0																										The Sims™ 2

CHAPTER 11: OBJECTS

Object Directory

Object	Price and Depreciation				Needs					Skills							Function	Room Sort							Community Sort				Game					
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body		Logic	Mechanical	Cooking	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen		Miscellaneous	Street	Outdoor	Shopping	Food
Apple of the Eye	\$400	\$0	\$0	\$0	0	0	0	0	0	0	3																							The Sims™ 2
AquaBox Five-Gallon Aquarium	\$300	\$45	\$30	\$120	0	0	0	0	0	10	0																							The Sims™ 2
AquaGreen Hydroponic Garden	\$0	\$0	\$0	\$0	0	0	0	0	0	4	0		X																					The Sims™ 2
AquaPlus Shower Stall	\$1,100	\$165	\$110	\$440	0	4	6	0	0	0	2																							The Sims™ 2
Aqueduct of the Future!	\$475	\$71	\$47	\$190	0	0	0	0	0	0	4																							Pets
Archist Soldier	\$2,000	\$0	\$0	\$0	0	0	0	0	0	0	10																							The Sims™ 2
Armchair by Club Design	\$629	\$94	\$62	\$251	0	7	0	0	0	0	0																							The Sims™ 2
Aseyake MZ-30: Soothing Sun Device	\$195	\$29	\$19	\$78	0	0	0	0	0	0	2																							Pets
Asteroid Bowl Lamp	\$300	\$45	\$30	\$120	0	0	0	0	0	0	3																							Pets
Asteroid Standing Lamp	\$300	\$45	\$30	\$120	0	0	0	0	0	0	3																							Pets
Astronaut Telescope	\$550	\$82	\$55	\$220	0	0	0	0	0	4	0					X																		The Sims™ 2
Atom Bench by Nuclear Novelties	\$600	\$90	\$60	\$240	0	8	0	0	2	0	10																							Pets
Atomic Clothing Manager by Streamlined Industries	\$950	\$142	\$95	\$380	0	0	0	0	0	0	5																							Pets
Atomicles Loveseat by Nuclear Novelties	\$1,000	\$150	\$100	\$400	0	8	0	0	2	0	0																							Pets
Atomotopot by Galactic	\$55	\$8	\$5	\$22	0	0	0	0	0	7	0																							Pets
Aunt Julianna's Old Money-maker	\$225	\$34	\$23	\$90	0	0	0	0	0	0	0																							Open for Business
Auntie May's Bar Stool	\$310	\$46	\$31	\$124	0	4	0	0	0	0	0																							Seasons
Average Paws Bedding	\$550	\$82	\$55	\$220	0	5	0	0	7	0	0																							Pets
"B Stroke" by Alfred D Simwa	\$1,700	\$0	\$0	\$0	0	0	0	0	0	0	10																							Nightlife
Bachman Busbar	\$600	\$90	\$60	\$240	0	0	0	0	0	3	0																							The Sims™ 2
Backcountry Vanity	\$900	\$135	\$90	\$360	0	0	0	0	0	0	2																							Seasons
Bamboo Chair by Island Lumberjacks	\$220	\$33	\$22	\$88	0	3	0	0	0	0	0																							Seasons
Banggae Yeon from Simporners, Ltd.	\$700	\$0	\$0	\$0	0	0	0	0	0	0	5																							The Sims™ 2
Banner for Four Seasons	\$65	\$9	\$6	\$26	0	0	0	0	0	0	1																							Seasons

CHAPTER 11: OBJECTS

Object Directory

Object	Price and Depreciation				Needs						Skills							Room Sort							Community Sort			Game						
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom		Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food
Blooms & Boomers End Table	\$120	\$18	\$12	\$48	0	0	0	0	0	0	0								Surfaces															University
Blossoming Heart	\$485	\$0	\$0	\$0	0	0	0	0	0	0	4								Decorative Surfaces	X			X										University	
Blue Ribbon Countertop	\$365	\$54	\$36	\$146	0	0	0	0	0	0	0								Decorative				X									Seasons		
Blue Sky Bonsai Tree	\$99	\$14	\$9	\$39	0	0	0	0	0	0	1								Decorative				X									The Sims™ 2		
Blue Suede Chair	\$61	\$91	\$61	\$244	0	7	0	0	0	0	0								Comfort				X									The Sims™ 2		
Bon Appetit Dining Chair	\$1,100	\$165	\$110	\$480	0	7	0	0	0	0	2								Comfort			X										The Sims™ 2		
Bone Rug by Bonehde Luxury	\$100	\$15	\$10	\$40	0	0	0	0	0	0	0								Decorative	X			X									Pets		
Boronica by d'Lange	\$625	\$93	\$62	\$250	0	0	0	0	0	0	5								Decorative	X	X		X									Pets		
Bottomless Pit Buffet by Horizon-al Events	\$300	\$45	\$30	\$120	8	0	0	0	0	0	0								Miscellaneous			X										Celebration Stuff		
Bowdacious Dining Chair	\$205	\$30	\$20	\$62	0	3	0	0	0	0	0								Comfort			X										Celebration Stuff		
Bowl of Plastic Fruit	\$150	\$22	\$15	\$60	0	0	0	0	0	0	1								Decorative			X										The Sims™ 2		
Brand Name "EconoCool" Refrigerator	\$600	\$90	\$60	\$240	0	0	0	0	0	3	0								Appliances													The Sims™ 2		
Brand Name Metal Kettle	\$299	\$44	\$29	\$119	1	0	0	0	0	0	0								Appliances				X									The Sims™ 2		
Brand Name Zip Zap Microwave	\$250	\$37	\$25	\$100	2	0	0	0	0	0	0								Appliances													The Sims™ 2		
Bridesmaid No More Bouquet	\$50	\$7	\$5	\$20	0	0	0	0	0	0	1								Decorative			X										Celebration Stuff		
Bubble-Up "Soaking Zone" Hot Tub	\$65,500	\$975	\$650	\$2,600	0	6	0	0	0	7	9								Plumbing				X										The Sims™ 2	
Bureaucratic Bureau by Well Bred and Co.	\$1,300	\$195	\$130	\$520	0	0	0	0	0	0	4								Surfaces			X											Elamur Stuff	
Burlud Wood Dartboard	\$180	\$27	\$18	\$72	0	0	0	0	0	4	0								Hobbies				X									The Sims™ 2		
Burnished Blaze Torchiere	\$199	\$29	\$19	\$79	0	0	0	0	0	0	1								Lighting	X	X		X									The Sims™ 2		
Bust of Tylopoda	\$31,130	\$0	\$0	\$0	0	0	0	0	0	0	0								Decorative	X	X		X									Nightlife		
"C-Stroke" by Alfred D Simwo	\$1,700	\$0	\$0	\$0	0	0	0	0	0	0	0								Decorative			X											Nightlife	
Caterina-Style Steelate Counter Island	\$810	\$121	\$81	\$324	0	0	0	0	0	0	2								Surfaces														University	

CHAPTER 11: OBJECTS

Object	Price and Depreciation				Needs							Skills							Room Sort							Community Sort				Game							
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous		Street	Outdoor	Shopping	Food			
Chicletina "Ford" Kitchen Counter	\$490	\$73	\$49	\$96	0	0	0	0	0	0	0								Surfaces					X			X							The Sims™ 2			
Chicletina "Ford" Kitchen Counter	\$490	\$73	\$49	\$96	0	0	0	0	0	0	0								Surfaces					X			X							The Sims™ 2			
Chicletina "Sardinia" Kitchen Counter	\$750	\$113	\$75	\$300	0	0	0	0	0	0	2								Surfaces						X		X							Nightlife			
Chicletina "Sardinia" Kitchen Island	\$780	\$117	\$78	\$312	0	0	0	0	0	0	2								Surfaces					X		X								The Sims™ 2			
Chicletina Executive Desk	\$790	\$118	\$79	\$316	0	0	0	0	0	0	2								Surfaces							X	X							The Sims™ 2			
Children Safety Sign	\$70	\$0	\$0	\$0	0	0	0	0	0	0	1								Decorative		X			X	X	X	X								Nightlife		
Chimney & Daughters' Saloon Piano	\$3,500	\$525	\$350	\$1,400	0	0	0	0	10	3				X					Hobbies					X		X	X								The Sims™ 2		
Chinese Opera Mask by Old Face	\$150	\$0	\$0	\$0	0	0	0	0	0	0	1								Decorative		X			X		X	X								The Sims™ 2		
Chinese Riddle Lantern	\$175	\$26	\$17	\$70	0	0	0	0	0	0	1								Lighting		X			X	X	X	X									The Sims™ 2	
Christmas Tree	\$295	\$13	\$9	\$36	0	0	0	0	0	0	2								Decorative		X			X	X	X	X								Holiday Stuff		
Ciao Time "Mondo Fuego" Gas Stove	\$650	\$97	\$65	\$260	4	0	0	0	0	0	0								Appliances							X	X								The Sims™ 2		
Ciao Time Bovinia Refrigerator Model BRRR	\$1,500	\$225	\$150	\$600	0	0	0	0	0	3	2								Appliances							X	X								The Sims™ 2		
Ciao Time Espresso Machine	\$450	\$67	\$45	\$180	0	0	0	-1	4	3	0								Appliances							X	X								The Sims™ 2		
CinderBooks by Retratch	\$200	\$30	\$20	\$80	0	0	0	0	0	1	0	X							Hobbies		X			X	X	X	X									The Sims™ 2	
Circle of Light Friendship Lamp	\$215	\$32	\$21	\$86	0	0	0	0	0	0	1								Lighting		X	X		X	X	X	X									University	
City Dweller "Dims"	\$70	\$0	\$7	\$28	0	0	0	0	0	0	1								Lighting			X					X									The Sims™ 2	
Civic Idol by Adora Wall Arts	\$50	\$0	\$0	\$0	0	0	0	0	0	0	1								Decorative		X				X	X	X									The Sims™ 2	
Classic Petalberry Lake	\$400	\$60	\$40	\$160	0	0	0	0	0	0	0								Miscellaneous								X								Celebration Stuff		
Clean Water Shower System	\$625	\$93	\$62	\$250	0	0	8	0	0	0	0								Plumbing					X		X	X										The Sims™ 2
Clotheshorse Display Rack	\$3,000	\$450	\$300	\$1,200	0	0	0	0	0	4	8								Miscellaneous									X								The Sims™ 2	
Club Distress Avignon Rectangular Coffee Table	\$610	\$91	\$61	\$244	0	0	0	0	0	0	0								Surfaces							X	X									The Sims™ 2	
Club Distress Butcher's Block	\$240	\$36	\$24	\$96	0	0	0	0	0	0	0								Surfaces		X			X		X	X									The Sims™ 2	
Club Distress Square Coffee Table	\$155	\$23	\$15	\$62	0	0	0	0	0	0	0								Surfaces		X			X		X	X									The Sims™ 2	
Club Distress Wall Mirror	\$580	\$87	\$58	\$232	0	0	0	0	0	0	3		X						Decorative					X	X	X										The Sims™ 2	
Club Room Countertop	\$1	\$90	\$60	\$240	0	0	0	0	0	0	0								Surfaces							X	X									Nightlife	

CHAPTER 11: OBJECTS

Object	Price and Depreciation				Needs						Skills							Room Sort							Community Sort			Game									
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom		Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food			
Contemptio Adirondack Loveseat	\$90	\$13	\$9	\$36	0	0	0	0	0	0	0								Surfaces			X													The Sims™ 2		
Contemptio Good Livin' Chair	\$80	\$12	\$8	\$32	0	4	0	0	0	0	0								Comfort				X												The Sims™ 2		
Contemptio Outdoor Living Lounge	\$420	\$53	\$42	\$168	0	6	0	0	0	0	0								Comfort					X											The Sims™ 2		
Contemptio Penn Station Side Chair	\$310	\$46	\$31	\$124	0	4	0	0	0	0	0								Comfort		X														The Sims™ 2		
"Contortio" Dining Chair by Ernesto Doleroso	\$850	\$128	\$85	\$340	0	7	0	0	0	0	2								Comfort			X														Nightlife	
Conyx Stoneware by Simpotters Inc.	\$375	\$0	\$0	\$0	0	0	0	0	0	0	3								Decorative		X															Blamour Stuff	
Cool Shades	\$0	\$0	\$0	\$0	0	0	0	0	0	0	5								Aspiration																	The Sims™ 2	
COPY Barland	\$8	\$1	\$0	\$3	0	0	0	0	0	0	1								Decorative		X	X														Holiday Stuff	
Corner Pocket Pool Table	\$1,800	\$270	\$180	\$720	0	0	0	0	0	10	0								Hobbies					X												University	
Cornerstone "Sentinel" End Table	\$1,200	\$180	\$120	\$480	0	0	0	0	0	0	0								Surfaces																	University	
Cornerstone "Veritable" Vanity	\$250	\$37	\$25	\$100	0	0	0	0	0	0	0								Surfaces																	The Sims™ 2	
Cornerstone Victorian Velvet Drapes	\$250	\$37	\$25	\$100	0	0	0	0	0	0	2								Decorative		X	X														The Sims™ 2	
Corporal Filbert	\$450	\$67	\$45	\$180	0	0	0	0	0	0	4								Decorative			X														Holiday Stuff	
Counter Cooking Countertop	\$810	\$121	\$81	\$324	0	0	0	0	0	0	2								Surfaces																	The Sims™ 2	
Counter Culture "Surface"	\$200	\$30	\$20	\$80	0	0	0	0	0	0	0								Surfaces						X											The Sims™ 2	
Counter Productive Work Surface	\$750	\$112	\$75	\$300	0	0	0	0	0	0	2								Surfaces																	The Sims™ 2	
CounterRevolution Commercial Counter	\$750	\$112	\$75	\$300	0	0	0	0	0	0	2								Surfaces																	The Sims™ 2	
Countertop Game Display from Group Interaction LTD.	\$3,500	\$525	\$350	\$1,400	0	0	0	0	0	4	9								Miscellaneous																	The Sims™ 2	
Country Comfort Corner Table	\$110	\$16	\$11	\$44	0	0	0	0	0	0	0								Surfaces					X												The Sims™ 2	
Country Fried Island Counter from McKraken Industries	\$375	\$56	\$37	\$150	0	0	0	0	0	0	0								Surfaces																	Seasons	
Courty Sleeper Day Dreamer	\$700	\$105	\$70	\$280	0	3	0	0	3	0	2								Comfort								X									The Sims™ 2	
Cowboy's Caboose Chair	\$385	\$57	\$38	\$154	0	5	0	0	0	0	0								Comfort				X													The Sims™ 2	
Cowpoke Stove from Cowboy Cookin'	\$750	\$112	\$75	\$300	7	0	0	0	0	0	0								Appliances																		Seasons

CHAPTER 11: OBJECTS

Object Directory

Object	Price and Depreciation				Needs					Skills					Room Sort							Community Sort			Game										
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside		Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food	
Dingo's Crackers	\$50	\$8	\$5	\$20	0	0	0	0	0	5	0								Miscellaneous				X												Holiday Stuff
Dingo's Fountain of Fiery Jublations	\$75	\$11	\$8	\$0	0	0	0	0	0	5	0								Miscellaneous				X												Holiday Stuff
Discombobulated Mirrortron from Galactica	\$525	\$75	\$50	\$200	0	0	0	0	0	0	3		X						Decorative	X				X										Pets	
Discourse Dining Table	\$1,200	\$180	\$120	\$480	0	0	0	0	0	0	2								Surfaces			X												X	The Sims™ 2
Do A Little Turn Fashion Rug	\$299	\$44	\$29	\$19	0	0	0	0	0	0	0								Decorative	X	X			X	X									HGM@ Fashion Stuff	
Dogganit Pet Display	\$222	\$150	\$100	\$400	0	0	0	0	0	4	3								Miscellaneous															Pets	
Don Meswithis Bunny Pennant	\$65	\$0	\$0	\$0	0	0	0	0	0	0	1								Decorative	X	X					X								University	
Double-Helix Designer Bookshelf	\$650	\$97	\$65	\$260	0	0	0	0	0	1	0							X	Hobbies		X			X	X									The Sims™ 2	
Doublewide Tieback Curtains	\$400	\$60	\$40	\$160	0	0	0	0	0	0	4								Decorative	X		X		X	X									The Sims™ 2	
Downbeat Kit	\$3,100	\$585	\$390	\$1,560	0	0	0	0	0	10	3			X					Hobbies				X											University	
Downhill Snowmanning	\$130	\$19	\$13	\$52	0	0	0	0	0	0	1								Decorative			X												Holiday Stuff	
Dr. Vis Automated Cosmetic Surgeon	\$0	\$0	\$0	\$0	0	0	0	0	0	0	0								Career															University	
Drag Strip Toy Bin	\$55	\$8	\$5	\$22	0	0	0	0	0	7	0								Miscellaneous	X														Seasons	
Dreams Alight by Guildsmen Industries	\$125	\$19	\$13	\$50	0	0	0	0	0	0	1								Lighting	X	X			X										Family Fun Stuff	
Dreams of a Gifted Mind	\$35	\$0	\$0	\$0	0	0	0	0	0	0	1								Decorative	X														The Sims™ 2	
Dry Land Floation Device	\$250	\$38	\$25	\$100	0	0	0	0	0	0	2								Decorative	X		X		X	X									Family Fun Stuff	
Durable Value Sofa	\$250	\$37	\$25	\$100	0	6	0	0	2	0	0								Comfort					X										The Sims™ 2	
Durably Plush Teddy Bear	\$49	\$7	\$4	\$19	0	3	0	0	0	10	0								Miscellaneous	X														The Sims™ 2	
Dynasty "Enlightenment" Lamp	\$95	\$14	\$9	\$38	0	0	0	0	0	0	1								Lighting	X	X			X										The Sims™ 2	
Dynasty Armoire	\$560	\$84	\$56	\$224	0	0	0	0	0	0	2								Miscellaneous															The Sims™ 2	
Dynasty Dining Chair	\$415	\$62	\$41	\$166	0	5	0	0	0	0	0								Comfort			X												The Sims™ 2	
Dynasty Dresser 2	\$900	\$135	\$90	\$360	0	0	0	0	0	0	3								Miscellaneous							X								The Sims™ 2	
Earthenware Trio by Pastoral Poultry Designs	\$200	\$30	\$20	\$80	0	0	0	0	0	0	2								Decorative	X	X													Seasons	

CHAPTER 11: OBJECTS

Object Directory

Object	Price and Depreciation			Needs							Skills							Function	Room Sort							Community Sort			Game					
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic		Mechanical	Cooking	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen		Miscellaneous	Street	Outdoor	Shopping	Food
EverFlow Uranium Rod	\$170	\$26	\$17	\$68	0	0	0	0	0	0	1																						Nightlife	
Exceptionally Expensive Clothing Collator	\$5,000	\$750	\$500	\$2,000	0	0	0	0	0	4	10																						The Sims™ 2	
Exclaim! Sign	\$71	\$0	\$0	\$0	0	0	0	0	0	0	1																						Nightlife	
Execuputer	\$0	\$0	\$0	\$0	0	0	0	0	0	4	0			X																			The Sims™ 2	
Exerto 5000 Multipress Exercise Machine	\$1,400	\$210	\$140	\$560	0	0	0	0	0	3	2																						The Sims™ 2	
Exerto Butterfly Exercise Machine	\$900	\$135	\$90	\$360	0	0	0	0	0	1	2																						University	
Exerto Free Press Exercise Machine	\$900	\$135	\$90	\$360	0	0	0	0	0	1	2																						University	
Exerto Leg Extension Exercise Machine	\$900	\$135	\$90	\$360	0	0	0	0	0	1	2																						University	
Exerto Punching Bag	\$0	\$0	\$0	\$0	0	0	0	0	0	6	0																						The Sims™ 2	
Exerto Selfing Obstacle Course	\$0	\$0	\$0	\$0	0	0	0	0	0	0	0																						The Sims™ 2	
Exotic (Non)Screen from Simports, Ltd.	\$900	\$135	\$90	\$360	0	0	0	0	0	0	6																						The Sims™ 2	
Exotic Reflections Mirror	\$340	\$51	\$34	\$136	0	0	0	0	0	0	2			X																			The Sims™ 2	
Exploding Dragon Dining Table	\$755	\$113	\$75	\$302	0	0	0	0	0	0	2																						The Sims™ 2	
Extra Pep Coffee-maker	\$85	\$12	\$8	\$34	0	0	-1	3	1	0																							The Sims™ 2	
EZ20tv Lightning Finial	\$315	\$47	\$31	\$126	0	0	0	0	0	0	2																						Seasons	
Falling Fern	\$111	\$16	\$11	\$44	0	0	0	0	0	0	1																						The Sims™ 2	
Falmeryne Fountain	\$625	\$0	\$0	\$0	0	0	0	0	0	0	10																						University	
Fancifully Fuzzy Fern	\$170	\$25	\$17	\$68	0	0	0	0	0	0	1																						The Sims™ 2	
Fancy Fairy by UgreCorp	\$190	\$29	\$19	\$76	0	0	0	0	0	0	2																						Family Fun Stuff	
Fancy Sycophancy Mirror	\$1,400	\$210	\$140	\$560	0	0	0	0	0	0	7			X																			Glamour Stuff	
Farstar e3 Telescope	\$2,100	\$315	\$210	\$840	0	0	0	0	0	10	2																						The Sims™ 2	
Fat City Daunters	\$630	\$95	\$63	\$252	0	0	0	0	0	0	0																						Nightlife	
Fearless Flyin' 4000 Treadmill	\$2,250	\$337	\$225	\$900	0	0	0	0	0	5	2																							University

CHAPTER 11: OBJECTS

Object Directory

Object	Price and Depreciation			Needs					Skills					Function	Room Sort							Community Sort			Game									
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study		Charisma	Creativity	Body	Logic	Mechanical	Cooking	Kids	Study	Dining Room	Outside		Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food
Florid Font	\$5,800	\$0	\$0	\$0	0	0	0	0	0	0	10																							Nightlife
Flowin' Protozoan Double Bed	\$520	\$78	\$52	\$208	0	3	0	0	3	0	0											X			X								University	
Flowin' Protozoan Single Bed	\$620	\$93	\$62	\$248	0	3	0	0	3	0	1														X								University	
FMJU 3000	\$250	\$37	\$25	\$100	0	0	0	0	0	7	0															X							Pets	
Food Shrine Commercial Display Freezer	\$5,000	\$750	\$500	\$2,000	0	0	0	0	0	4	5																X						The Sims™ 2	
Food Temple Commercial Display Freezer	\$5,000	\$750	\$500	\$2,000	0	0	0	0	0	4	5																X						The Sims™ 2	
Formicum Counter by Astro-Tops Design	\$770	\$15	\$77	\$308	0	0	0	0	0	0	2															X							Pets	
Foulbreaths Mat	\$225	\$34	\$23	\$90	0	0	0	0	0	0	0																						Family Fun Stuff	
Founding Fathers Electric Lamp	\$235	\$35	\$23	\$94	0	0	0	0	0	0	1											X											The Sims™ 2	
Fountain of Opulence	\$1,000	\$150	\$100	\$400	0	0	0	0	0	0	7																X						Glamour Stuff	
Four Dead Guys Luminous Lawn Ornament	\$99	\$14	\$10	\$21	0	0	0	0	0	1	1																						Holiday Stuff	
Four Vegetables in Repose	\$325	\$0	\$0	\$0	0	0	0	0	0	0	3																						Nightlife	
Frost de Fleur Bud Vase	\$30	\$4	\$3	\$12	0	0	0	0	0	0	1																						The Sims™ 2	
Fruitless Fig Tree	\$333	\$49	\$33	\$133	0	0	0	0	0	0	2																							The Sims™ 2
Functional Eloquence Mirror	\$600	\$90	\$60	\$240	0	0	0	0	0	0	4		X																				Open for Business	
Fun-Kadelic Frequency Stereo System from Kauker Inc.	\$375	\$56	\$37	\$150	0	0	0	0	0	9	0			X																			The Sims™ 2	
Funky the Snowman	\$99	\$14	\$9	\$39	0	0	0	0	0	0	0																						Holiday Stuff	
Fusty Hars' O'ouwes Gym Lockers	\$700	\$105	\$70	\$280	0	0	0	0	0	0	4																							University
Futnesque Fantasy Sofa	\$180	\$27	\$18	\$72	0	5	0	0	2	0	0																							The Sims™ 2
Futu-Mu by Vidiblast	\$800	\$120	\$80	\$320	0	0	0	0	0	7	3																							Pets
Bagmia Simore "RefuseNIK" Trash Compactor	\$375	\$56	\$37	\$150	0	0	0	0	0	0	0																							The Sims™ 2

CHAPTER 11: OBJECTS

Object	Price and Depreciation			Needs						Skills							Room Sort							Community Sort			Game								
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom		Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food	
Handle and Spout	\$27,500	\$0	\$0	\$0	0	0	0	0	0	0	10									Decorative		X		X				X					X	The Sims™ 2	
Hanging Flower by Capur Ceramics	\$100	\$15	\$10	\$40	0	0	0	0	0	0	1									Decorative		X		X				X					X	Nightlife	
Harmonious Center Piece	\$59	\$8	\$5	\$23	0	0	0	0	0	0	1									Decorative		X	X	X				X					X	Celebration Stuff	
Head on Marble	\$4,200	\$530	\$420	\$1,580	0	0	0	0	0	0	10									Decorative	X		X					X					X	Glamour Stuff	
Headhunter Battle Mask	\$825	\$123	\$82	\$330	0	0	0	0	0	0	6									Decorative		X	X	X									X	Seasons	
Here and There Thing	\$280	\$42	\$28	\$112	0	0	0	0	0	0	0									Surfaces				X									X	The Sims™ 2	
High-Glass Dresser by Well Bed and Co.	\$520	\$78	\$52	\$208	0	0	0	0	0	0	2									Miscellaneous					X								X	Glamour Stuff	
Hipster Barstool by Big Daddy	\$340	\$51	\$34	\$136	0	5	0	0	0	0	0									Comfort				X									X	Nightlife	
Hipster Metal Chair by Big Daddy	\$350	\$53	\$35	\$140	0	4	0	0	0	0	1									Comfort		X			X								X	Nightlife	
Hipster Mosaic in Pink	\$150	\$22	\$15	\$60	0	0	0	0	0	0	1									Miscellaneous			X										X	Nightlife	
Hold Me Closer by Tiny Dresser Co.	\$2,000	\$300	\$200	\$800	0	0	0	0	0	0	6									Miscellaneous					X								X	Open for Business	
Hole-y Pots Cascading Waterfall	\$460	\$59	\$46	\$184	0	0	0	0	0	0	4									Decorative			X										X	Seasons	
Holiday Bow	\$15	\$2	\$1	\$6	0	0	0	0	0	0	1									Decorative		X			X								X	Holiday Stuff	
Holiday Candle	\$23	\$3	\$2	\$9	0	0	0	0	0	0	1									Decorative		X											X	Holiday Stuff	
Holiday in Leukerbad	\$27,600	\$390	\$260	\$1,040	0	0	0	0	0	0	10									Decorative		X			X								X	Holiday Stuff	
Holiday Wreath	\$15	\$2	\$1	\$6	0	0	0	0	0	0	1									Decorative		X											X	Holiday Stuff	
Home Office Desk by Quaint Design	\$220	\$33	\$22	\$88	0	0	0	0	0	0	0									Surfaces		X											X	The Sims™ 2	
Home Sweet Home from McKraken Industries	\$248	\$37	\$24	\$99	0	0	0	0	0	0	2									Decorative		X		X		X							X	Seasons	
Homespun Banner Streetlamp	\$285	\$42	\$28	\$114	0	0	0	0	0	0	1									Lighting			X											X	Seasons
Home-Style End Table	\$150	\$22	\$15	\$60	0	0	0	0	0	0	0									Surfaces				X									X	Seasons	
Hosta La Vista	\$90	\$13	\$9	\$36	0	0	0	0	0	0	1									Decorative		X		X									X	The Sims™ 2	
Hula Dancer Lamp	\$105	\$15	\$10	\$42	0	0	0	0	0	0	1									Lighting		X		X									X	Seasons	
Hula Feast Table	\$310	\$46	\$31	\$124	0	0	0	0	0	0	0									Surfaces		X											X	Seasons	

CHAPTER 11: OBJECTS

Object Directory

Object	Price and Depreciation				Needs						Skills						Room Sort						Community Sort			Game									
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room		Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food	
Jacuster's "Last Stand" Sectional Booth	\$300	\$45	\$30	\$120	0	8	0	0	0	0	0								Comfort		X							X					Nightlife		
Johnny the Pump	\$325	\$48	\$32	\$130	0	0	0	0	0	0	3								Decorative		X	X						X					Pets		
Juice On The Wall Sculpture	\$240	\$0	\$0	\$0	0	0	0	0	0	0	2								Decorative		X	X						X					Nightlife		
Junior Cosmonauts Bedside Table	\$115	\$17	\$11	\$46	0	0	0	0	0	0	0								Surfaces			X	X				X						Pets		
Juniper Bonsai Tree	\$120	\$18	\$12	\$48	0	0	0	0	0	0	1								Decorative		X	X					X						The Sims™ 2		
Jupiter over Miami Party Dubs	\$80	\$12	\$8	\$32	0	0	0	0	0	0	1								Lighting			X					X							Celebration Stuff	
Just Corner Shelves	\$200	\$30	\$20	\$60	0	0	0	0	0	0	3								Surfaces				X				X							Open for Business	
Just in Case Dars	\$450	\$58	\$45	\$180	0	0	0	0	0	0	4								Decorative		X	X					X							Family Fun Stuff	
Just More Corner Shelves	\$200	\$30	\$20	\$60	0	0	0	0	0	0	3								Surfaces				X				X							Open for Business	
Just Shelves	\$400	\$50	\$40	\$160	0	0	0	0	0	0	4								Surfaces				X				X							Open for Business	
Keister Kampanion Barstool	\$185	\$27	\$18	\$74	0	3	0	0	0	0	0								Comfort				X				X							The Sims™ 2	
Kepler's Celestial Wall Mirror	\$475	\$72	\$48	\$190	0	0	0	0	0	0	3		X						Decorative				X	X			X							Family Fun Stuff	
Kepler's Planetary Floor Mirror	\$550	\$83	\$55	\$220	0	0	0	0	0	0	3		X						Decorative								X							Family Fun Stuff	
Kick Back!erd Loungechair by Survivall	\$130	\$19	\$13	\$52	0	4	0	0	0	0	0								Comfort			X					X							The Sims™ 2	
King for a Day Outdoor Chess Table	\$399	\$59	\$39	\$159	0	0	0	0	0	7	0					X			Hobbies			X					X							The Sims™ 2	
King Krieket Klubberin' Klub	\$75	\$11	\$7	\$30	0	0	0	0	0	0	1								Decorative		X	X					X							Pets	
King Rainier's Sign	\$60	\$9	\$6	\$24	0	0	0	0	0	0	1								Decorative			X					X							Seasons	
Kitten Vs. Yarn: Season 1 Print	\$130	\$19	\$13	\$52	0	0	0	0	0	0	1								Decorative		X	X					X							Pets	
Kitty Kraze Katnip	\$35	\$5	\$3	\$14	0	0	0	0	0	6	0								Miscellaneous		X	X					X							Pets	
Korean Keumungo	\$80	\$0	\$0	\$0	0	0	0	0	0	0	1								Decorative		X	X					X							The Sims™ 2	
Kozy Kirsch Gnome	\$68	\$10	\$6	\$27	0	0	0	0	0	4	1								Decorative				X				X								The Sims™ 2

CHAPTER 11: OBJECTS

Object Directory

Object	Price and Depreciation				Needs						Skills							Room Sort							Community Sort			Game							
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom		Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food	
Little Sister, WDI5	\$2,800	\$420	\$280	\$1,120	0	0	0	0	0	7	3									Electronics	X	X													The Sims™ 2
Little Space Rangers Chair	\$175	\$26	\$17	\$70	0	3	0	0	0	0	0									Comfort	X	X													Pets
Little Tiki Idol	\$200	\$30	\$20	\$80	0	0	0	0	0	0	2									Decorative	X	X													Seasons
Llama Xing Sign	\$70	\$0	\$0	\$0	0	0	0	0	0	0	1									Decorative		X													Nightlife
Llarnark Electronic Cash Register	\$205	\$30	\$20	\$82	0	0	0	0	0	0	0									Electronics															The Sims™ 2
Locker Room Counterfeet	\$90	\$13	\$9	\$36	0	0	0	0	0	0	0									Surfaces															University
Loft Curtains by Sparse and Fine	\$195	\$29	\$19	\$78	0	0	0	0	0	0	2									Decorative	X	X													The Sims™ 2
Loglight by Zecutine	\$360	\$54	\$36	\$144	0	0	0	0	0	0	3									Decorative	X														HGM® Fashion Stuff
London's Famous Birthday Cake	\$30	\$4	\$3	\$12	0	0	0	0	0	0	0									Miscellaneous															The Sims™ 2
Look This Way Fashion Curtain	\$499	\$74	\$49	\$199	0	0	0	0	0	0	3									Decorative															HGM® Fashion Stuff
Look Upon the Orient Mirror	\$370	\$55	\$37	\$148	0	0	0	0	0	0	2									Decorative															The Sims™ 2
Los Batos Condominiums	\$450	\$67	\$45	\$180	0	5	0	0	7	4	0									Miscellaneous															Pets
Los Pascados of the Wall	\$78	\$12	\$8	\$31	0	0	0	0	0	0	1									Decorative	X	X													Family Fun Stuff
Los Pascados of the Wall Two	\$78	\$12	\$8	\$31	0	0	0	0	0	0	1									Decorative	X	X													Family Fun Stuff
Lounge-U-Rama by Nuclear Noveltyas	\$850	\$127	\$85	\$340	0	8	0	0	2	0	2									Comfort															Pets
Love Tub	\$0	\$0	\$0	\$0	0	6	0	0	0	7	10									Aspiration			X												The Sims™ 2
Loveseat by Club Distress	\$750	\$112	\$75	\$300	0	8	0	0	2	0	0									Comfort				X											The Sims™ 2
Lucious Hanging Pendant	\$400	\$60	\$40	\$160	0	0	0	0	0	0	2									Lighting			X												Open for Business
Luminous Pro Antique Camera	\$0	\$0	\$0	\$0	0	0	0	0	0	0	0									Career														University	
Lunatech "BaulleVenizer" Wall Sconce	\$85	\$12	\$8	\$34	0	0	0	0	0	0	1									Lighting			X												The Sims™ 2
Lunatech "Lighten Up" Lighting Fixture	\$75	\$11	\$7	\$30	0	0	0	0	0	0	1									Lighting			X												The Sims™ 2
Lunatech Amber Ceiling Lamp	\$220	\$33	\$22	\$88	0	0	0	0	0	0	1									Lighting	X	X													The Sims™ 2
Lunatech BGT/6	\$135	\$20	\$13	\$54	0	0	0	0	0	0	1									Lighting	X	X	X												The Sims™ 2

CHAPTER 11: OBJECTS

Object Directory

Object	Price and Depreciation				Needs						Skills							Function	Room Sort							Community Sort			Game						
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic		Mechanical	Cooking	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen		Miscellaneous	Street	Outdoor	Shopping	Food	
Mentionable Plastic Litter Box	\$150	\$22	\$15	\$60	0	0	0	10	0	0	0																							Pets	
Mentionable Porcelain Toilet	\$950	\$142	\$95	\$380	0	10	0	10	0	0	0																							The Sims™ 2	
Merakkan End Table	\$210	\$31	\$21	\$90	0	0	0	0	0	0	0																							The Sims™ 2	
Merakkan Loveseat	\$500	\$75	\$50	\$200	0	7	0	0	2	0	0																							The Sims™ 2	
Merry-making Dining Table	\$1,025	\$153	\$102	\$410	0	0	0	0	0	0	2																							University	
Milano Royale Dining Table	\$900	\$135	\$90	\$360	0	0	0	0	0	0	2																							The Sims™ 2	
Mini-Disco Dinette Table	\$255	\$38	\$25	\$102	0	0	0	0	0	0	0																							University	
Mission Coffee Table by Lulu Designs	\$230	\$34	\$23	\$92	0	0	0	0	0	0	0																							Open for Business	
Missionaire Dining Table	\$950	\$142	\$95	\$380	0	0	0	0	0	0	2																							Open for Business	
Mixed Flower Bouquet	\$85	\$12	\$8	\$34	0	0	0	0	0	0	1																						Open for Business		
Mixed Flowers Planter by Bowerflox	\$175	\$26	\$17	\$70	0	0	0	0	0	0	1																							Pets	
MMM Mini Fridge	\$350	\$52	\$35	\$140	10	0	0	0	0	0	0																							University	
Modart Naudeco Mirror (1-panel)	\$660	\$87	\$58	\$232	0	0	0	0	0	0	3																							Nightlife	
Modart Naudeco Mirror (3-panel)	\$660	\$87	\$58	\$232	0	0	0	0	0	0	3																							Nightlife	
Model This! Banner	\$155	\$23	\$15	\$52	0	0	0	0	0	0	1																							HEM@ Fashion Stuff	
Moderniste Dining Chair	\$720	\$108	\$72	\$400	0	6	0	0	0	0	2																							The Sims™ 2	
Modest Medieval End Table	\$355	\$53	\$35	\$142	0	0	0	0	0	0	0																							University	
Modular Image Full-length Mirror	\$150	\$22	\$15	\$60	0	0	0	0	0	0	1																							The Sims™ 2	
Molded Sectional by WorldWald	\$150	\$23	\$15	\$60	0	6	0	0	1	0	0																							Nightlife	
Money Tree	\$0	\$0	\$0	\$0	0	0	0	0	0	0	0																							The Sims™ 2	
Moneywell Computer	\$1,000	\$150	\$100	\$400	0	0	0	0	0	7	0																								The Sims™ 2
Moon Hopper Sink by Atmos Furnishings	\$340	\$51	\$34	\$136	0	0	0	0	0	0	0																							Pets	
Moonshot Thruster Clock	\$230	\$34	\$23	\$92	0	0	0	0	0	0	0																								Pets

CHAPTER 11: OBJECTS

Object	Price and Depreciation			Needs						Skills							Room Sort						Community Sort			Game										
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room		Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food		
"NeonBar" by Neontrix	\$2,100	\$277	\$185	\$740	0	0	0	0	0	3	0									Miscellaneous		X		X				X						Nightlife		
Neo Lighto by Glucolux	\$200	\$30	\$20	\$80	0	0	0	0	0	0	3									Lighting	X	X	X	X		X								Pets		
Neon Flamingo	\$225	\$34	\$23	\$90	0	0	0	0	0	0	1									Lighting	X			X										Nightlife		
Neon Wedding Tack	\$150	\$22	\$15	\$60	0	0	0	0	0	0	1									Lighting		X		X										Celebration Stuff		
"NeonServe" by Neontrix	\$590	\$89	\$59	\$236	0	0	0	0	0	0	0									Surfaces					X	X	X	X	X	X	X	X	X		Nightlife	
Neo-Quartzo by Astro-Tops	\$770	\$115	\$77	\$308	0	0	0	0	0	0	2									Surfaces					X	X	X	X	X	X	X	X	X		Pets	
Neukum Systems "Bubblegum Sugar" Pop Wall Speaker	\$400	\$60	\$40	\$160	0	0	0	0	0	2	0									Electronics						X	X	X	X	X	X	X	X	X		The Sims™ 2
Neukum Systems "Happy Shopping" Stone Soundscape Wall Speaker	\$400	\$60	\$40	\$160	0	0	0	0	0	2	0									Electronics						X	X	X	X	X	X	X	X	X		Open for Business
Neukum Systems "Hep Cat" 50s Rock Wall Speaker	\$400	\$60	\$40	\$160	0	0	0	0	0	2	0									Electronics						X	X	X	X	X	X	X	X	X		Nightlife
Neukum Systems "sorhythm" Classical Wall Speaker	\$400	\$60	\$40	\$160	0	0	0	0	0	2	0									Electronics						X	X	X	X	X	X	X	X	X		The Sims™ 2
Neukum Systems "Right On" Jam Band Wall Speaker	\$400	\$60	\$40	\$160	0	0	0	0	0	2	0									Electronics						X	X	X	X	X	X	X	X	X		Seasons
Neukum Systems "Seasonal Solstice" New Age Wall Speaker	\$400	\$60	\$40	\$160	0	0	0	0	0	2	0									Electronics						X	X	X	X	X	X	X	X	X		Seasons
Neukum Systems "Totally Rad" New Wave Wall Speaker	\$400	\$60	\$40	\$160	0	0	0	0	0	2	0									Electronics						X	X	X	X	X	X	X	X	X		Open for Business
Neukum Systems "Yee Haw" Country Wall Speaker	\$400	\$60	\$40	\$160	0	0	0	0	0	2	0									Electronics						X	X	X	X	X	X	X	X	X		Pets
Neukum Systems "Art of Darkness" Heavy Metal Wall Speaker	\$400	\$60	\$40	\$160	0	0	0	0	0	2	0									Electronics						X	X	X	X	X	X	X	X	X		The Sims™ 2
Neukum Systems "En Fuego" Salsa Wall Speaker	\$400	\$60	\$40	\$160	0	0	0	0	0	2	0									Electronics						X	X	X	X	X	X	X	X	X		The Sims™ 2
Neukum Systems "Go Stik" Techno Wall Speaker	\$400	\$60	\$40	\$160	0	0	0	0	0	2	0									Electronics						X	X	X	X	X	X	X	X	X		The Sims™ 2
Neukum Systems "The Badunkadunk" Hip Hop Wall Speaker	\$400	\$60	\$40	\$160	0	0	0	0	0	3	0				X					Electronics	X		X	X												The Sims™ 2

CHAPTER 11: OBJECTS

Object	Price and Depreciation				Needs						Skills							Function							Room Sort							Community Sort			Game							
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Decorative	Decorative	Decorative	Lighting	Lighting	Comfort	Decorative	Comfort	Decorative	Kids	Study	Dining Room	Outside	Living Room	Bathroom		Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food
Open/Closed Sign of War and Commerce	\$20	\$0	\$0	\$0	0	0	0	0	0	0	0									Decorative									X	X	X	X	X	X	X	X	X	X	X	X	Open for Business	
Open-Wall Wall Fan	\$3,500	\$0	\$0	\$0	0	0	0	0	0	0	10									Decorative	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	The Sims™ 2	
Gpus by Rose Grace Wise	\$3,500	\$0	\$0	\$0	0	0	0	0	0	0	10									Decorative	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	Open for Business	
Orbs of Connectedness Ceiling Lamp	\$180	\$27	\$18	\$72	0	0	0	0	0	0	1									Lighting			X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	University		
Organic Material's Barstool	\$700	\$105	\$70	\$280	0	7	0	0	0	0	2									Comfort			X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	The Sims™ 2		
Organically Atomic Rug	\$950	\$142	\$95	\$380	0	0	0	0	0	0	0									Decorative	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	Pets		
Outdoor Ergo Ergonomic Chair by Gudfoer-Ebadi Furnishings	\$320	\$48	\$32	\$128	0	5	0	0	0	0	0									Comfort			X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	The Sims™ 2		
Outdoor Protector	\$245	\$36	\$24	\$98	0	0	0	0	0	0	1									Lighting			X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	Open for Business	
Pampered Sounds Stereo	\$3,000	\$382	\$255	\$1,020	0	0	0	0	0	10	4				X					Electronics	X		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	Glamour Stuff	
Paper Moon Ceiling Light	\$300	\$45	\$30	\$120	0	0	0	0	0	0	2									Lighting			X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	The Sims™ 2	
Park Parthenon	\$750	\$112	\$75	\$300	0	7	0	0	2	0	0									Comfort			X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	Seasons		
Park Plates Mini Outdoor Dining Table	\$115	\$17	\$11	\$46	0	0	0	0	0	0	0									Surfaces			X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	The Sims™ 2	
Party Banner	\$99	\$14	\$9	\$39	0	0	0	0	0	0	1									Decorative	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	Celebration Stuff	
Party Hardy Open Bar	\$1,400	\$210	\$140	\$560	0	0	0	0	0	3	0									Miscellaneous			X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	Celebration Stuff	
Party Juice Barrel	\$145	\$21	\$14	\$58	1	0	0	0	0	6	0									Miscellaneous	X		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	University	
Passable Mission Chair	\$790	\$118	\$79	\$316	0	8	0	0	0	0	2									Comfort			X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	Open for Business	
Pasteur's Homogenius Smart Milk	\$0	\$0	\$0	\$0	0	0	0	0	0	0	0									Aspiration																				The Sims™ 2		
PatioPlastics Dining Chair	\$80	\$12	\$8	\$32	0	2	0	0	0	0	0									Comfort			X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	The Sims™ 2	
Paws-A-Plenty Rug by Bonafide Luxury	\$360	\$54	\$36	\$144	0	0	0	0	0	0	0									Decorative	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	Pets	
Peace of Garbage Can	\$30	\$4	\$3	\$12	0	0	0	0	0	0	0									Miscellaneous																				The Sims™ 2		
Perfect Packets Hot Chocolate Maker	\$85	\$12	\$8	\$34	0	0	0	0	-1	3	1									Appliances																					X	Seasons

CHAPTER 11: OBJECTS

Object Directory

Object	Price and Depreciation			Needs					Skills							Room Sort							Community Sort			Game							
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room		Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping
Potted Ficus by Nature's Garden	\$320	\$48	\$32	\$128	0	0	0	0	0	0	2								Decorative				X					X	X	X	X	Nightlife	
Potted Palm	\$600	\$90	\$60	\$240	0	0	0	0	0	0	3								Decorative			X	X	X			X	X	X	X	X	Nightlife	
"Potted Plant in Spiral Elegance," an existential piece by Natural Pretzel	\$510	\$77	\$51	\$204	0	0	0	0	0	0	3								Decorative			X	X	X			X	X	X	X	X	Nightlife	
Potted Potential	\$300	\$0	\$0	\$0	0	0	0	0	0	0	2								Decorative		X	X	X				X				X	Nightlife	
Power Mirror	\$625	\$94	\$63	\$250	0	0	0	0	0	0	3		X						Decorative						X						X	Family Fun Stuff	
Premium Large Rock	\$300	\$45	\$30	\$120	0	0	0	0	0	0	3								Decorative			X	X	X			X	X	X	X	X	Seasons	
Pretty Pot 'Pansies	\$180	\$27	\$18	\$72	0	0	0	0	0	0	1								Decorative			X	X	X			X	X	X	X	X	Open for Business	
Preventek Luminlight Streetlamp	\$439	\$55	\$43	\$175	0	0	0	0	0	0	2								Lighting			X	X				X	X	X	X	X	The Sims™ 2	
Preventek Tri-Luminlight Streetlamp	\$600	\$90	\$60	\$240	0	0	0	0	0	0	3								Lighting			X	X				X	X	X	X	X	The Sims™ 2	
Prints Charming Fingerprinting Scanner	\$0	\$0	\$0	\$0	0	0	0	0	0	4	0								Career												X	The Sims™ 2	
Prisoner of Azkalam	\$35	\$5	\$3	\$14	0	0	0	0	0	0	1								Lighting			X	X	X	X		X					X	The Sims™ 2
Produce Market Shingle	\$99	\$14	\$9	\$39	0	0	0	0	0	0	0								Decorative								X	X	X	X	X	The Sims™ 2	
Prosperous Parch Sofa by Well Bred and Co.	\$490	\$74	\$50	\$198	0	9	0	0	2	0	2								Comfort					X			X				X	Glamour Stuff	
Pst Over Here Mannequin by Zeoutine	\$299	\$44	\$29	\$119	0	0	0	0	0	0	2								Decorative							X					X	HEM® Fashion Stuff	
Psychedelic SimAtri Coffee Table	\$145	\$0	\$0	\$0	0	0	0	0	0	0	0								Surfaces				X	X	X		X				X	University	
Qadim Bauble Lamp	\$150	\$22	\$15	\$60	0	0	0	0	0	0	1								Lighting		X			X	X		X				X	The Sims™ 2	
Queen Anne Coffee Table	\$470	\$70	\$47	\$180	0	0	0	0	0	0	0								Surfaces		X		X	X	X		X				X	The Sims™ 2	
Quick Display by Sims Club Merchandise	\$200	\$30	\$20	\$80	0	0	0	0	0	0	2								Surfaces				X	X			X				X	Open for Business	
Ultraron Phase-Array Atmospheric Forecaster	\$900	\$135	\$90	\$360	0	0	0	0	0	0	6								Decorative		X		X	X	X		X				X	Seasons	
R.O.I. Lighting	\$500	\$75	\$50	\$200	0	0	0	0	0	0	3								Lighting			X		X	X		X				X	X	Glamour Stuff

CHAPTER 11: OBJECTS

Object	Price and Depreciation				Needs					Skills					Function	Room Sort						Community Sort			Game											
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma		Creativity	Body	Logic	Mechanical	Cooking	Kids	Study	Dining Room	Outside		Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food		
Retratech Padded Egg Chair	\$150	\$22	\$15	\$60	0	3	0	0	0	0	0																									The Sims™ 2
Retro Bodacious Loveseat	\$615	\$92	\$61	\$246	0	7	0	0	2	0	0																								University	
Retro Lounge "High Liquidity" Juice Bar	\$800	\$120	\$80	\$320	0	0	0	0	0	3	0																								The Sims™ 2	
Retro Diversey Eggseater	\$620	\$93	\$62	\$248	0	7	0	0	0	0	0																								University	
Retro Diversey Eggseater Recliner	\$640	\$96	\$64	\$256	0	7	0	0	2	0	0																								University	
Revolutionary Rebellion Poster	\$45	\$0	\$0	\$0	0	0	0	0	0	0	1																								University	
Ribbons Ahrenty Lamp by Safestyle Inc	\$475	\$71	\$48	\$190	0	0	0	0	0	0	3																								Glamour Stuff	
Right Away Community Trash-Can	\$75	\$11	\$7	\$30	0	0	0	0	0	0	0																								The Sims™ 2	
Ring a Ding Earthquake Detection System	\$30	\$4	\$3	\$12	0	0	0	0	0	0	1																								Holiday Stuff	
Ring a Ding Earthquake Detection System Holiday Special	\$40	\$6	\$4	\$16	0	0	0	0	0	0	1																								Holiday Stuff	
Ring-O-Posies Commercial Planter	\$175	\$26	\$17	\$70	0	0	0	0	0	0	3																								Pets	
Rings of Saturn Light by Galactic	\$250	\$37	\$25	\$100	0	0	0	0	0	0	2																								Pets	
Rip Co. Little Baker Oven	\$100	\$15	\$10	\$40	0	0	0	0	0	1	0																								The Sims™ 2	
Rip Co. Toy Bin	\$55	\$8	\$5	\$22	0	0	0	0	0	7	0																								The Sims™ 2	
Rip Co. Wobbly Wabbit Head	\$35	\$5	\$3	\$14	0	0	0	0	0	10	0																								The Sims™ 2	
Rip Co. Xylophone	\$40	\$6	\$4	\$16	0	0	0	0	0	4	0																								The Sims™ 2	
Rob R. Barron "Nouveau" Medium Wardrobe	\$950	\$142	\$95	\$380	0	0	0	0	0	0	3																								Open for Business	
Rob R. Barron "Nouveau" Wardrobe	\$1,000	\$160	\$100	\$400	0	0	0	0	0	0	3																								The Sims™ 2	
Rocket Heifer Barbeque	\$1,300	\$195	\$130	\$520	10	0	0	0	0	0	0																								Seasons	
Roadsplay by Grant Industries	\$500	\$75	\$50	\$200	0	0	0	0	0	0	4																								Open for Business	
Roadsplay Conceal Corner by Grant Industries	\$250	\$37	\$25	\$100	0	0	0	0	0	0	3																								Open for Business	

CHAPTER 11: OBJECTS

Object	Price and Depreciation				Needs							Skills							Room Sort							Community Sort			Game							
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen		Miscellaneous	Street	Outdoor	Shopping	Food		
SRTC Universal Public Phone	\$550	\$92	\$55	\$220	0	0	0	0	0	0	0									Electronics															The Sims™ 2	
Seating Indifference Wall Poster	\$50	\$0	\$0	\$0	0	0	0	0	0	0	1									Decorative	X														The Sims™ 2	
Seasonal Wishes Floor Mat	\$90	\$13	\$9	\$36	0	0	0	0	0	0	0									Decorative		X		X	X										Seasons	
Seatr's by Ima Hack	\$1,220	\$183	\$122	\$488	0	8	0	0	2	0	0									Comfort				X			X	X							The Sims™ 2	
Secure Sentinel Post Lamp	\$185	\$27	\$18	\$74	0	0	0	0	0	0	1									Lighting			X				X	X							The Sims™ 2	
Sellafone Gadget Kiosk	\$27,500	\$375	\$250	\$1,000	0	0	0	0	0	4	7									Electronics							X								University	
SensSwitch Lie Finder	\$0	\$0	\$0	\$0	0	0	0	0	0	0	0									Career															The Sims™ 2	
"Sent to My Room Without Dinner" by Picts Elle	\$900	\$0	\$0	\$0	0	0	0	0	0	0	6									Decorative	X	X		X		X		X							Nightlife	
Serenity Sitter	\$800	\$120	\$80	\$300	0	8	0	0	0	0	2									Comfort				X				X								The Sims™ 2
Sewage Brothers Resterze Toilet	\$300	\$45	\$30	\$120	0	0	0	10	0	0	0									Plumbing					X				X	X						The Sims™ 2
Sewage Brothers Resterze Urinal	\$400	\$60	\$40	\$160	0	0	0	10	0	0	0									Plumbing									X	X					The Sims™ 2	
Shades of Celebration	\$399	\$59	\$39	\$159	0	0	0	0	0	0	3									Decorative			X					X							Celebration Stuff	
Shapes in Space	\$300	\$45	\$30	\$120	0	0	0	0	0	0	3									Decorative	X		X	X	X		X								Pets	
Share the Bounty Nutcracker	\$45	\$6	\$4	\$18	0	0	0	0	0	0	1									Decorative	X	X						X							Holiday Stuff	
Sheer Radiance Vanity Light	\$90	\$13	\$9	\$36	0	0	0	0	0	0	1									Lighting	X			X				X							Open for Business	
Shimmering Light of Elegance	\$320	\$48	\$32	\$128	0	0	0	0	0	0	2									Lighting	X	X	X	X	X	X	X	X								Glamour Stuff
Shining Knight Standing Lamp	\$315	\$47	\$31	\$126	0	0	0	0	0	0	2									Lighting		X	X		X	X	X	X								University
Shiny Things Inc. Whisp-Aire Dishwasher	\$950	\$142	\$95	\$380	0	0	0	0	0	0	0									Appliances						X									The Sims™ 2	
Shiny Things, Inc. Grandiose Grill	\$1,000	\$165	\$100	\$440	10	0	0	0	0	0	0									Appliances			X													The Sims™ 2
ShinyYme Cooktop	\$900	\$135	\$90	\$360	10	0	0	0	0	0	0									Appliances						X									University	
Shinyyme Kitchen Sink by Gurglumics	\$300	\$45	\$30	\$120	0	0	5	0	0	0	0									Plumbing					X			X	X						Nightlife	
Ship Rotation Device	\$250	\$38	\$25	\$100	0	0	0	0	0	0	2									Decorative	X	X		X		X		X							Family Fun Stuff	
Shocking Pink Flamingo	\$12	\$1	\$1	\$4	0	0	0	0	0	0	0									Decorative				X												The Sims™ 2

CHAPTER 11: OBJECTS

Object	Price and Depreciation				Needs							Skills							Room Sort							Community Sort				Game						
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous		Street	Outdoor	Shopping	Food		
Simsanto Inc. Biotech Station	\$0	\$0	\$0	\$0	0	0	0	0	0	4	0									Career															The Sims™ 2	
SimsSentry Clothing Booth	\$370	\$55	\$37	\$148	0	0	0	0	0	4	0									Miscellaneous															The Sims™ 2	
SimVac	\$0	\$0	\$0	\$0	0	0	0	0	0	0	10									Aspiration															The Sims™ 2	
Single-Track Light Set	\$200	\$30	\$20	\$80	0	0	0	0	0	0	1									Lighting															Open for Business	
Sirvin Shuffle Screenshot	\$190	\$28	\$19	\$76	0	0	0	0	0	0	2									Decorative															Pets	
"Sit n'Spin" Photo Booth from iBurn Commercial Imagery	\$1,300	\$55	\$37	\$148	0	0	0	0	0	9	0									Miscellaneous															Nightlife	
Sit-Up-Straight Dining Chair	\$700	\$105	\$70	\$280	0	6	0	0	0	0	2									Comfort															Open for Business	
Sizzling Cuisine Mitts	\$70	\$10	\$7	\$28	0	0	0	0	0	0	1									Decorative															Seasons	
Skimmer Securities Ceiling Sprinkler	\$245	\$36	\$24	\$98	0	0	0	0	0	0	0									Miscellaneous															University	
Sled Track Holiday Wall Lights by XtremeHoliday Sporting	\$10	\$1	\$1	\$4	0	0	0	0	0	0	1									Decorative															Holiday Stuff	
Sled Track Wall Lights by XtremeHoliday Sporting	\$10	\$1	\$1	\$4	0	0	0	0	0	0	1									Decorative															Holiday Stuff	
Sled Track White Lights by XtremeHoliday Sporting	\$10	\$1	\$1	\$4	0	0	0	0	0	0	1									Decorative															Holiday Stuff	
"Steaká" Barstool by Simpionics	\$600	\$90	\$60	\$240	0	5	0	0	0	0	1									Comfort																Nightlife
Sleepwave 42 by Streamlined Industries	\$2,500	\$375	\$250	\$1,000	0	6	0	0	6	0	5									Comfort																Pets
Small Ice Cap Skating Rink	\$16,800	\$2,520	\$1,680	\$6,720	0	0	0	0	0	10	0									Hobbies																Seasons
Small Rail-Q-Rama Rink	\$15,000	\$2,250	\$1,500	\$6,000	0	0	0	0	0	10	0									Hobbies															Seasons	
SmokeSentry SmokeSniffer 3000	\$50	\$7	\$5	\$20	0	0	0	0	0	0	0									Electronics															The Sims™ 2	
Snardragon Bouquet	\$300	\$45	\$30	\$120	0	0	0	0	0	0	3																								Open for Business	
Snoozing Enemies Comic	\$950	\$142	\$95	\$380	0	0	0	0	0	0	7									Decorative																Pets
Snowman Construction Set - Base	\$10	\$1	\$1	\$5	0	0	0	0	0	0	0									Decorative																Holiday Stuff
Snowman Construction Set - Hat	\$10	\$1	\$1	\$5	0	0	0	0	0	0	0									Decorative																Holiday Stuff

CHAPTER 11: OBJECTS

Object Directory

Object	Price and Depreciation			Needs					Skills							Function	Room Sort							Community Sort			Game							
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity		Body	Logic	Mechanical	Cooking	Kids	Study	Dining Room	Outside	Living Room	Bathroom		Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food
Stack-O-Flames Bonfire	\$245	\$0	\$0	\$0	0	0	0	0	0	0	0																						University	
Stark Inspiration Chair	\$800	\$120	\$80	\$200	0	7	0	0	0	0	2											X											The Sims™ 2	
Stewart Mournin Gate Curtains	\$97	\$14	\$9	\$38	0	0	0	0	0	0	1																						The Sims™ 2	
Stick 'Em Up Bulletin Board	\$75	\$0	\$0	\$0	0	0	0	0	0	0	1																						University	
Stuff by Superfluus Seating	\$750	\$112	\$75	\$300	0	6	0	0	0	0	2																						The Sims™ 2	
Stinging Jelly Light	\$90	\$14	\$9	\$36	0	0	0	0	0	0	1																						Family Fun Stuff	
Stranded from Nothing Atoll	\$315	\$47	\$31	\$128	0	8	0	0	2	0	0																						Seasons	
String Lantern	\$185	\$27	\$18	\$74	0	0	0	0	0	0	1																						Seasons	
Strut Your Stuff Communal Shower	\$475	\$53	\$42	\$170	0	0	7	0	0	0	0																						University	
Studio Bakomri Deluxe Chair	\$680	\$102	\$68	\$272	0	8	0	0	0	0	0																						The Sims™ 2	
Studio Bakomri Deluxe Lounge	\$830	\$124	\$83	\$332	0	8	0	0	0	0	2																						The Sims™ 2	
Studio Bakomri Deluxe Loveseat	\$1,100	\$165	\$110	\$440	0	8	0	0	2	0	0																						The Sims™ 2	
Stuff Me Silly Scarecrow from Meksaken Industries	\$650	\$127	\$85	\$340	0	0	0	0	0	0	1																						Seasons	
Stumped Hound - Reprint	\$130	\$19	\$13	\$52	0	0	0	0	0	0	1																							Pets
Sum!! Kite	\$750	\$112	\$75	\$300	0	0	0	0	0	0	6																							Pets
Sun King Drawers by Royale Furniture Co.	\$850	\$127	\$85	\$340	0	0	0	0	0	0	3																							Open for Business
Sunflowers	\$45	\$6	\$4	\$18	0	0	0	0	0	0	1																							The Sims™ 2
Sung-Dyu Sunburst Oriental Rug	\$800	\$120	\$80	\$320	0	0	0	0	0	0	0																							Nightlife
Super Settee by Sputnik Furnishings	\$1,375	\$206	\$137	\$550	0	8	0	0	2	0	1																							Pets
Super Singuay Retail Sign	\$175	\$0	\$0	\$0	0	0	0	0	0	0	1																							Open for Business
Super Singuay Retail Sign...on a Stick	\$150	\$0	\$0	\$0	0	0	0	0	0	0	1																							Open for Business
Super Surfer Mantle Warmers	\$35	\$5	\$3	\$14	0	0	0	0	0	0	1																							Holiday Stuff
Superflux Uber UV Guitar	\$2,500	\$375	\$250	\$1,000	0	0	0	0	0	0	3																							University

CHAPTER 11: OBJECTS

Object	Price and Depreciation				Needs							Skills							Room Sort							Community Sort				Game							
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous		Street	Outdoor	Shopping	Food			
The "That Smells Great" Floral Workstation from "Cratin' It" Industries	\$1,000	\$150	\$100	\$400	0	0	0	0	0	0	0									Hobbies	X														Open for Business		
The "Towel on a Metal Ring" by DecorCorp	\$150	\$0	\$0	\$0	0	0	0	0	0	0	2									Decorative					X	X	X	X							Open for Business		
The "Towel on a Metal Rod" by DecorCorp	\$200	\$0	\$0	\$0	0	0	0	0	0	0	2									Decorative					X	X	X	X							Open for Business		
The "Towel on a Wooden Ring" by DecorCorp	\$125	\$0	\$0	\$0	0	0	0	0	0	0	1									Decorative				X	X	X	X								Open for Business		
The "Towel on a Wooden Rod" by DecorCorp	\$200	\$0	\$0	\$0	0	0	0	0	0	0	3									Decorative				X	X	X	X								Open for Business		
The "Gold-rod" Ratio Table	\$190	\$28	\$19	\$76	0	0	0	0	0	0	0									Surfaces				X	X	X										The Sims™ 2	
The "Spike Light"	\$150	\$22	\$15	\$60	0	0	0	0	0	0	1									Lighting				X			X	X	X							The Sims™ 2	
The Aquadresser	\$245	\$37	\$26	\$98	0	0	0	0	0	0	0									Miscellaneous					X	X	X	X								Family Fun Stuff	
The Aquarium	\$300	\$45	\$30	\$120	0	0	0	0	0	0	0									Miscellaneous					X	X	X	X								Family Fun Stuff	
The Back Forty Armoire	\$240	\$36	\$24	\$96	0	0	0	0	0	0	0									Miscellaneous					X	X	X	X								Seasons	
The Basket Experience	\$270	\$40	\$27	\$108	0	5	0	0	7	0	0									Miscellaneous					X	X	X	X								Pets	
The Beckoning Cat from Worldly Stuff Inc.	\$70	\$10	\$7	\$28	0	0	0	0	0	4	1									Decorative	X	X		X	X	X	X									Pets	
The Benevolent Tengu	\$2,600	\$390	\$260	\$1,040	0	0	0	0	0	0	10									Decorative	X	X		X	X	X	X	X								Seasons	
The Big Diver, by Big Yard Dudes Inc.	\$4,750	\$2	\$0	\$0	0	0	0	0	0	0	10									Decorative				X	X	X	X	X								Open for Business	
The Big Gorilla, by Big Yard Dudes Inc.	\$5,000	\$2	\$0	\$0	0	0	0	0	0	0	10									Decorative				X	X	X	X	X								Open for Business	
The Big Knight, by Big Yard Dudes Inc.	\$4,500	\$2	\$0	\$0	0	0	0	0	0	0	10									Decorative				X	X	X	X	X								Open for Business	
The Big Ninja, by Big Yard Dudes Inc.	\$5,500	\$2	\$0	\$0	0	0	0	0	0	0	10									Decorative				X	X	X	X	X								Open for Business	
The Black and White "Bare" Bath	\$900	\$135	\$90	\$360	0	6	6	0	0	0	2									Plumbing				X	X	X	X	X								The Sims™ 2	
The Bloomington Lamp	\$195	\$29	\$19	\$78	0	0	0	0	0	0	1									Lighting	X	X			X	X	X	X									Seasons

CHAPTER 11: OBJECTS

Object	Price and Depreciation				Needs						Skills						Function						Room Sort						Community Sort			Game								
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Surfaces	Comfort	Decorative	Decorative	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen		Miscellaneous	Street	Outdoor	Shopping	Food			
The Forbidden Fruit Counter by Neotrix	\$560	\$89	\$59	\$235	0	0	0	0	0	0	0									Surfaces	Comfort	Decorative	Decorative																Nightlife	
The Four Post Bed	\$720	\$108	\$72	\$288	0	3	0	0	3	0	2									Comfort	Comfort	Decorative	Decorative																Seasons	
The Fourth Element Wall Hanging	\$5,000	\$0	\$0	\$0	0	0	0	0	0	0	10									Decorative	Decorative	Decorative	Decorative																The Sims™ 2	
The Fun Spot Kids Rug	\$135	\$21	\$14	\$54	0	0	0	0	0	0	0									Decorative	Decorative	Decorative	Decorative															Nightlife		
The Classic Chair	\$920	\$138	\$92	\$368	0	9	0	0	0	0	2									Comfort	Comfort	Comfort	Comfort																The Sims™ 2	
The Gobo-a-Goo Spotlighter by Lumid	\$425	\$54	\$43	\$170	0	0	0	0	0	0	2									Lighting	Lighting	Lighting	Lighting																Nightlife	
The Good Butler End Table	\$375	\$56	\$38	\$150	0	0	0	0	0	0	0									Surfaces	Surfaces	Surfaces	Surfaces																Blamour Stuff	
The Grey Woman of SimCity	\$65,000	\$0	\$0	\$0	0	0	0	0	0	0	10									Decorative	Decorative	Decorative	Decorative																Nightlife	
The Great Dress Rack	\$3,000	\$450	\$300	\$1,200	0	0	0	0	0	4	8									Miscellaneous	Miscellaneous	Miscellaneous	Miscellaneous																The Sims™ 2	
The Grillinator "BigBQ"	\$210	\$31	\$21	\$84	1	0	0	0	0	0	0									Appliances	Appliances	Appliances	Appliances																The Sims™ 2	
The Grovelayer™ 9000 Professional DJ Booth by HotBeats	\$2,750	\$413	\$275	\$1,100	0	0	0	0	0	10	3									Electronics	Electronics	Electronics	Electronics																Nightlife	
The Hob-O-Chan 3000 Grill	\$1,500	\$225	\$150	\$600	10	0	0	0	0	0	0									Appliances	Appliances	Appliances	Appliances																Celebration Stuff	
The HottLamp Burning R-R Series Fire Jet	\$325	\$49	\$33	\$130	0	0	0	0	0	0	2									Decorative	Decorative	Decorative	Decorative																Nightlife	
The House Pets Comic	\$50	\$7	\$5	\$20	0	0	0	0	0	0	1									Decorative	Decorative	Decorative	Decorative																Pets	
The Ideal Sim by Van Mel	\$27,300	\$345	\$230	\$920	0	0	0	0	0	0	10									Decorative	Decorative	Decorative	Decorative																Blamour Stuff	
The Imposing Falcon	\$210	\$30	\$20	\$80	0	0	0	0	0	0	2									Decorative	Decorative	Decorative	Decorative																Pets	
The Impossible Mission Counter	\$740	\$111	\$74	\$295	0	0	0	0	0	0	1									Surfaces	Surfaces	Surfaces	Surfaces																Open for Business	
The Impossible Mission Island Bar	\$1,900	\$277	\$185	\$740	0	0	0	0	0	3	0									Miscellaneous	Miscellaneous	Miscellaneous	Miscellaneous																Open for Business	
The Impossible Mission Island Counter	\$750	\$112	\$75	\$300	0	0	0	0	0	0	1									Surfaces	Surfaces	Surfaces	Surfaces																	Open for Business
The Inland Medallion	\$875	\$131	\$88	\$350	0	0	0	0	0	0	0									Decorative	Decorative	Decorative	Decorative																	Nightlife

CHAPTER 11: OBJECTS

Object Directory

Object	Price and Depreciation				Needs						Skills						Function	Room Sort						Community Sort			Game							
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body		Logic	Mechanical	Cooking	Kids	Study	Dining Room	Outside	Living Room	Bathroom		Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food
Tiki Island Counter	\$260	\$39	\$26	\$104	0	0	0	0	0	0	0																							Seasons
Tinkie Trainer 6000 Party Chair	\$70	\$10	\$7	\$28	0	0	10	0	0	0	0																							The Sims™ 2
Tiny Fake Room Wallscape	\$700	\$420	\$280	\$1,120	0	0	0	0	0	6																							Seasons	
Tire Stack by Autohaus Autobahn	\$95	\$14	\$9	\$38	0	0	0	0	0	0																							Seasons	
Tiramia Vineyards 1914 Toasting Set	\$350	\$52	\$35	\$140	0	0	0	0	0	0																							The Sims™ 2	
Torchier "Luminescence" Sconce	\$202	\$30	\$20	\$80	0	0	0	0	0	1																							The Sims™ 2	
Torchier "Luminescence" Sconce	\$75	\$11	\$7	\$30	0	0	0	0	0	1																							The Sims™ 2	
Torchier Clamshell Wall Sconce	\$330	\$49	\$33	\$132	0	0	0	0	0	2																							The Sims™ 2	
Tornado Torch Floor Lamp	\$330	\$49	\$33	\$132	0	0	0	0	0	2																							The Sims™ 2	
Total Mirror	\$303	\$45	\$30	\$121	0	0	0	0	0	2																								The Sims™ 2
Touch of Teak Bed	\$1,800	\$270	\$180	\$720	0	4	0	0	4	3																							The Sims™ 2	
Touch of Teak Plymouth Armoire	\$812	\$121	\$81	\$324	0	0	0	0	0	2																							The Sims™ 2	
Touch of Teak Tansu Medium Dresser	\$1,450	\$217	\$145	\$580	0	0	0	0	0	4																							Open for Business	
Toyboxtopus	\$55	\$8	\$5	\$22	0	0	0	0	7	0																							Family Fun Stuff	
Transcendence by Joan Schnitzel	\$800	\$0	\$0	\$0	0	0	0	0	0	6																							The Sims™ 2	
Trash Trapper 910i	\$40	\$6	\$4	\$16	0	0	0	0	0	0																							Open for Business	
TraumaTime "Incision Precision" Surgical Training Station	\$0	\$0	\$0	\$0	0	0	0	0	4	0																							The Sims™ 2	
Trellisor Wedding Arch	\$900	\$135	\$90	\$360	0	0	0	0	1	0																								The Sims™ 2
Tri-Tip Table	\$155	\$23	\$15	\$62	0	0	0	0	0	0																								The Sims™ 2
Tropico Avian Sanctuary	\$500	\$75	\$50	\$200	0	0	0	0	8	0																								Pets
Tropico Birds in the Wild	\$325	\$48	\$32	\$130	0	0	0	0	0	3																								Pets
Trotton 27" Multivid IV Television	\$500	\$75	\$50	\$200	0	0	0	0	6	0																								The Sims™ 2
Try On Clothing Booth by MegaSecure Co.	\$499	\$74	\$49	\$199	0	0	0	0	4	0																								HEM@ Fashion Stuff
Tulip Bouquet	\$70	\$10	\$7	\$28	0	0	0	0	0	1																							Open for Business	

CHAPTER 11: OBJECTS

Object Directory

Object	Price and Depreciation				Needs					Skills							Room Sort							Community Sort				Game							
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom		Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food	
Waderfall	\$35	\$0	\$0	\$0	0	0	0	0	0	0	1									Decorative	X							X						The Sims™ 2	
Waffelhausen Sconce	\$175	\$25	\$17	\$70	0	0	0	0	0	0	1									Lighting	X	X			X	X		X					Seasons		
Wall Flowers Sconce	\$110	\$16	\$11	\$44	0	0	0	0	0	0	1									Lighting		X			X	X		X					The Sims™ 2		
Wangof Wall Planter	\$200	\$30	\$20	\$80	0	0	0	0	0	0	2									Decorative	X		X		X				X				Open for Business		
Way Coolinary Countertop	\$410	\$61	\$41	\$154	0	0	0	0	0	0	0									Surfaces				X		X	X						University		
Way Coolinary Island	\$1,850	\$277	\$185	\$740	0	0	0	0	0	3	0									Miscellaneous		X			X	X	X						University		
Way Fluid Island Bar	\$810	\$121	\$81	\$324	0	0	0	0	0	0	2									Surfaces						X	X						University		
Way-Back Recliner	\$149	\$22	\$14	\$59	0	5	0	0	0	0	0									Comfort				X			X						The Sims™ 2		
We Call It Football Limited Edition Prints	\$75	\$0	\$0	\$0	0	0	0	0	0	0	1									Decorative		X				X								University	
Wear's the Sale? Shop Sign	\$99	\$14	\$9	\$39	0	0	0	0	0	0	0									Decorative						X	X	X						The Sims™ 2	
Weirdness is the Art Rug	\$700	\$150	\$100	\$400	0	0	0	0	0	0	0									Decorative		X	X		X	X		X						Glamour Stuff	
Well Rounded by Circulator	\$3,100	\$465	\$310	\$1,240	0	0	0	0	0	0	10									Decorative		X			X		X							Family Fun Stuff	
Werkbunst Medium Stonewood Dresser	\$490	\$73	\$49	\$196	0	0	0	0	0	0	2									Miscellaneous					X	X		X						Open for Business	
Werkbunst Stonewood Dresser	\$510	\$76	\$51	\$204	0	0	0	0	0	0	2									Miscellaneous					X		X							The Sims™ 2	
Werkbunst/Shufflecraft Recliner	\$790	\$118	\$79	\$340	0	7	0	0	0	0	2									Comfort				X				X						The Sims™ 2	
Whatey Buffet	\$300	\$45	\$30	\$120	8	0	0	0	0	0	0									Miscellaneous			X											The Sims™ 2	
White Rabbit Nirvana Blower	\$1,720	\$258	\$172	\$688	0	6	0	0	0	8	0									Miscellaneous	X	X	X	X		X		X						University	
Whodunnit? Table Lamp	\$300	\$45	\$30	\$120	0	0	0	0	0	0	2									Lighting	X	X	X	X	X	X		X						The Sims™ 2	
Wildflower Bouquet	\$55	\$8	\$5	\$22	0	0	0	0	0	0	1												X											Open for Business	
Will Lloyd Wright Dollhouse	\$180	\$27	\$18	\$72	0	0	0	0	0	10	0									Miscellaneous	X													The Sims™ 2	
Witted Love	\$65	\$9	\$6	\$26	0	0	0	0	0	0	1									Decorative		X	X		X	X		X						Seasons	
Window Dressing	\$168	\$25	\$16	\$67	0	0	0	0	0	0	2									Decorative	X	X	X		X	X		X						Seasons	
Winter Blossoms	\$650	\$0	\$0	\$0	0	0	0	0	0	0	5									Decorative		X	X		X	X		X							The Sims™ 2

Chapter 12

SOCIALS

Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/Go Steady or Pack	Personality (Pet)	User Directed
About Grilled Cheese	Talk	-100	100	And	-100	100	—	—	—	Yes
About Interests	Ask	-10	100	And	0	100	Not allowed	Not allowed	—	Yes
Admire	Appreciate	0	100	And	0	100	—	—	Outgoing	Yes
Adopt a Stray	Main	60	100	Or	60	100	—	—	—	Yes
Annoy	Irritate	-45	-1	Or	-30	-1	—	—	Grouchy	Yes
Apologize	Appreciate	-100	-20	And	-100	100	—	—	Nice	Yes
Apologize	Appreciate	-100	100	And	-100	100	—	—	—	Yes
Argue	Irritate	-100	100	Or	-100 (15)	100	—	—	Grouchy	Yes
Ask For Help	Sales	—	—	—	—	—	—	—	Outgoing	No
Ask to be Fed	Pet	-100	100	And	-100	100	—	—	— (Finicky)	No
Ask to Go Out	Teen	-100	100	Or	-100	100	—	—	Not Autonomous	Yes
Ask to Leave	Ask to Leave	-100	100	Or	-100	100	—	—	Not Autonomous	Yes
Ask to Teach/be Taught	Ask to Teach	-100	-100	Or	-100	100	—	—	Not Autonomous	Yes
Assign	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Attack	Fight	-100	-65	Or	-100	-65	—	—	Active	Yes
Attention	Ask For	-100 (0)	100	And	-100 (0)	100	—	—	Active	Yes
Back to My Place?	Ask	55	100	And	30	100	Not allowed	Not allowed	—	Yes
Backrub	Appreciate	40	100	And	15	100	—	—	Playful	Yes
Bad Mouth	Talk	0	100	And	0	100	—	—	—	Yes
Bark/Growl Hiss (to Pet)	Pet	-100	10	And	-100	5	—	—	Aggressive	No
Bark/Growl Hiss (to Sim)-Cower	Pet	-100	10	And	-100	5	—	—	Aggressive	No

CHAPTER 12: SOCIALS

Autonomous	If Accept. A's Social	If Accept. A's Daily	If Accept. A's Lifetime	If Accept. B's Social	If Accept. B's Daily	If Accept. B's Lifetime	If Reject. A's Social	If Reject. A's Daily	If Reject. A's Lifetime	If Reject. B's Social	If Reject. B's Daily	If Reject. B's Lifetime	Game
Yes	10	5	1	22	4	2	0	-10	-1	0	-7	-2	Nightlife
Yes	6	1	0	6	1	0	-3	-2	0	-3	-2	0	Nightlife
Yes	10	5	1	22	4	2	0	-10	-1	0	-7	-2	The Sims™ 2
No	10	5	1	10	5	1	0	-5	-1	0	-5	-1	Pets
Yes	0	0	0	0	0	0	4	-4	-1	-3	-10	-1	The Sims™ 2
Yes	16	10	0	16	10	0	0	0	0	0	0	0	The Sims™ 2
Yes	10	5	1	22	4	2	0	-10	-1	0	-7	-2	Nightlife
Yes	16	-7	-2	0	-9	-2	4	-6	-1	-2	-4	-1	The Sims™ 2
Yes	16	6	0	16	6	0	-5	-3	0	-5	-3	0	Open for Business
Yes	8	4	1	8	4	1	0	-5	-1	0	-5	-1	Pets
No	10	8	0	16	10	0	0	-8	-1	0	-2	0	The Sims™ 2
No	0	0	0	0	0	0	0	0	0	0	0	0	The Sims™ 2
No	14	6	0	20	13	0	-4	-4	0	-4	-4	0	The Sims™ 2
No	0	3	0	0	1	0	—	—	—	—	—	—	Open for Business
Yes	24	-7	-10	-8	-11	-10	-8	-11	-10	24	-7	-10	The Sims™ 2
Yes	14	5	0	20	13	0	-4	-4	0	-4	-4	0	The Sims™ 2
Yes	30	14	2	24	10	1	-10	-8	-1	-15	-10	-2	Nightlife
Yes	14	4	2	20	6	3	0	-7	-2	0	-10	-3	The Sims™ 2
No	24	5	0	24	5	0	10	-3	0	10	-6	0	Nightlife
Yes	10	-7	-2	10	-7	-2	—	—	—	—	—	—	Pets
Yes	10	-5	-1	0	-5	-1	—	—	—	—	—	—	Pets

Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/Go Steady or Pack	Personality (Pet)	User Directed
Bark/Growl Hiss (to Sim)-Ignore	Pet	-100	10	And	-100	5	—	—	Aggressive	No
Bark/Growl Hiss (to Sim)-Yell At	Pet	-100	10	And	-100	5	—	—	Aggressive	No
Basic Sell	Sales	—	—	—	—	—	—	—	—	Yes
Beg for Food	Pet	0	100	And	0	100	—	—	— (Finicky)	No
Bite Neck	Vampire	40	100	And	30	100	—	—	—	Yes
Blow Bubbles	Self	—	—	—	—	—	—	—	Nice	Yes
Blow Kiss	Dining	25	100	And	15	100	Sets	Sets	—	Yes
Bonfire Dance	Bonfire	-30	100	Or	-20	100	—	—	—	Yes
Brag	Talk	0	50	Or	10	50	—	—	Outgoing	Yes
Break Up	Break Up	-100	45	And	-100	45	—	—	Not Autonomous	Yes
Build Snowman	Snow	—	—	—	—	—	—	—	Playful	Yes
Bust-a-Move!	Entertain	15	100	And	5	100	—	—	Active	Yes
Buy Lemonade	Lemonade Stand	—	—	—	—	—	—	—	—	Yes
Call Over	Call Over	-100	100	Or	-100	100	—	—	Not Autonomous	Yes
Can't Afford	Sales	—	—	—	—	—	—	—	—	No
Garess	Flirt	65	100	And	40	100	Sets	Sets	Playful	Yes
Garess Hands	Dining	55	100	And	30	100	Sets	Sets	Nice	Yes
Cat Teaser	Play	-100	100	Or	-100	100	—	—	Playful (Hyper)	Yes
Catch	Play	-20	100	Or	0	100	—	—	Not Autonomous	Yes
Change Diaper	Ask For	-100 (0)	100	Or	-100 (0)	100	—	—	Nice	Yes
Change Diaper	Social baby	-100 (20)	100	And	-100 (10)	100	—	—	Active	Yes
Change Diaper	Social toddler	-100 (20)	100	And	-100 (10)	100	—	—	Neat	Yes
Change Wage (Angry)	Management	—	—	—	—	—	—	—	Not Autonomous	Yes

CHAPTER 12: SOCIALS

Autonomous	If Accept, A's Social	If Accept, A's Daily	If Accept, A's Lifetime	If Accept, B's Social	If Accept, B's Daily	If Accept, B's Lifetime	If Reject, A's Social	If Reject, A's Daily	If Reject, A's Lifetime	If Reject, B's Social	If Reject, B's Daily	If Reject, B's Lifetime	Game
Yes	0	-3	0	0	-3	0	—	—	—	—	—	—	<i>Pets</i>
Yes	10	-7	-1	10	-7	-1	—	—	—	—	—	—	<i>Pets</i>
Yes	8	3	0	8	3	0	-4	-2	0	-4	-3	0	<i>Open for Business</i>
Yes	4	4	0	3	2	0	4	-3	0	0	-4	0	<i>Pets</i>
Yes	14	6	2	20	13	2	-4	-4	-2	-4	-4	-2	<i>Nightlife</i>
Yes	—	—	—	—	—	—	—	—	—	—	—	—	<i>Open for Business</i>
Yes	14	8	1	14	8	1	8	-6	-1	0	-6	-1	<i>Nightlife</i>
Yes	20	5	1	20	5	1	-10	-4	-1	-10	-4	-1	<i>University</i>
Yes	14	6	0	20	4	0	0	-5	0	0	-5	0	<i>The Sims™ 2</i>
No	0	-20	-20	0	-50	-30	0	0	0	0	0	0	<i>The Sims™ 2</i>
Yes	—	—	—	—	—	—	—	—	—	—	—	—	<i>Seasons</i>
Yes	18	9	2	18	9	2	-5	-5	-2	-5	-5	-2	<i>University</i>
Yes	—	—	—	—	—	—	—	—	—	—	—	—	<i>Open for Business</i>
No	0	0	0	0	0	0	0	0	0	0	0	0	<i>The Sims™ 2</i>
Yes	22	5	0	24	3	0	-5	9	-3	-3	-4	-2	<i>Open for Business</i>
Yes	22	10	2	24	11	2	-5	-10	-3	-3	-10	-2	<i>The Sims™ 2</i>
Yes	20	9	1	20	10	1	-4	-9	-2	-3	-8	-2	<i>Nightlife</i>
Yes	5	4	1	5	5	1	0	-5	-1	0	-5	-1	<i>Pets</i>
No	Variable	Variable	Variable	Variable	Variable	Variable	5	-7	-1	5	-5	-1	<i>Seasons</i>
Yes	14	6	0	20	13	0	-4	-4	0	-4	-4	0	<i>The Sims™ 2</i>
Yes	14	6	0	20	13	0	0	0	0	0	0	0	<i>The Sims™ 2</i>
Yes	14	6	0	20	13	0	-4	-4	0	-4	-4	0	<i>The Sims™ 2</i>
No	-15	-10	-4	-15	-12	-6	—	—	—	—	—	—	<i>Open for Business</i>

Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/Go Steady or Pack	Personality (Pet)	User Directed
Change Wage (Appreciative)	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Change Wage (Disappointed Neg)	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Change Wage (Disappointed Pos)	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Change Wage (Elated)	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Charm	Flirt	15	70	And	5	70	Sets	Sets	Nice	Yes
Chase	Pet	-100	-5	And	-100	0	—	—	Aggressive	No
Chase Off	Main	-100	100	And	-100	100	—	—	—	Yes
Chat	Talk	-100	100	Or	-100	100	—	—	None	Yes
Check Collar	Main	-100	100	And	-100	100	—	—	—	Yes
Cheer Up	Appreciate	20	100	And	20	100	—	—	Nice	Yes
Chew/Scratch	Snowman	—	—	—	—	—	—	—	— (Doofus)	No
Complain About	Sales	—	—	—	—	—	—	—	Grouchy	No
Congratulate About	Memory	25	100	Or	25	100	—	—	Serious	No
Console	Memory	50	100	And	35	100	—	—	Nice	No
Cops and Robbers	Play	0	100	Or	10	100	—	—	Playful	Yes
Cuddle	Bed	35	100	And	25	100	Sets	Sets	Not Autonomous	Yes
Cuddle	Hot Tub	35	100	And	25	100	Sets	Sets	Not Autonomous	Yes
Cuddle	Love Tub	-5	100	And	-15	100	Sets	Sets	Not Autonomous	Yes
Cuddle	Sofa	35	100	And	25	100	Sets	Sets	Not Autonomous	Yes
Cuddle	Booth	35	100	And	25	100	Sets	Sets	—	Yes
Cuddle	Give Love	-100	100	Or	-100	100	—	—	Nice	Yes
Cuddle Baby	Social baby	-100 (0)	100	And	-100 (0)	100	—	—	Nice	Yes
Dance Close	Slow Dance	20	100	And	20	100	—	—	—	Yes
Dance Together	Dance	-10	100	Or	-10	100	—	—	Outgoing	Yes

CHAPTER 12: SOCIALS

Autonomous	If Accept, A's Social	If Accept, A's Daily	If Accept, A's Lifetime	If Accept, B's Social	If Accept, B's Daily	If Accept, B's Lifetime	If Reject, A's Social	If Reject, A's Daily	If Reject, A's Lifetime	If Reject, B's Social	If Reject, B's Daily	If Reject, B's Lifetime	Game
No	20	10	1	20	13	2	—	—	—	—	—	—	<i>Open for Business</i>
No	-10	-3	-2	-10	-4	-1	—	—	—	—	—	—	<i>Open for Business</i>
No	-10	-5	-2	-10	-7	-3	—	—	—	—	—	—	<i>Open for Business</i>
No	30	13	2	40	15	3	—	—	—	—	—	—	<i>Open for Business</i>
Yes	14	4	1	16	5	1	0	-4	-1	0	-6	0	<i>The Sims™ 2</i>
Yes	10	-5	-1	10	-5	-1	—	—	—	—	—	—	<i>Pets</i>
No	10	-5	-1	10	-5	-1	0	0	0	0	0	0	<i>Pets</i>
Yes	Variable	Variable	Variable	<i>The Sims™ 2</i>									
No	10	3	0	10	3	0	0	-2	0	0	-2	0	<i>Pets</i>
Yes	16	6	1	30	8	2	0	-10	-1	0	-5	-1	<i>The Sims™ 2</i>
Yes	—	—	—	—	—	—	—	—	—	—	—	—	<i>Seasons</i>
Yes	4	5	0	4	5	0	-2	-4	0	-2	-4	0	<i>Open for Business</i>
Yes	8	5	1	8	5	1	0	0	0	0	0	0	<i>The Sims™ 2</i>
Yes	8	5	1	8	5	1	0	0	0	0	0	0	<i>The Sims™ 2</i>
Yes	24	6	0	24	6	0	0	-5	0	0	-5	0	<i>The Sims™ 2</i>
No	20	6	2	20	10	2	0	-10	-3	0	-10	-2	<i>The Sims™ 2</i>
No	20	6	2	20	10	2	0	-10	-3	0	-10	-2	<i>The Sims™ 2</i>
No	20	6	2	20	10	2	0	-10	-3	0	-10	-2	<i>The Sims™ 2</i>
No	20	6	2	20	10	2	0	-10	-3	0	-10	-2	<i>The Sims™ 2</i>
Yes	20	6	2	20	10	2	0	-10	-3	0	-10	-2	<i>Nightlife</i>
Yes	5	7	2	5	6	1	0	-5	-1	0	-5	-1	<i>Pets</i>
Yes	20	4	1	40	4	1	0	0	0	0	0	0	<i>The Sims™ 2</i>
Yes	18	8	0	18	8	0	-5	-4	0	-2	-1	0	<i>Nightlife</i>
Yes	10	6	0	10	8	0	-2	-3	0	-2	-2	0	<i>The Sims™ 2</i>

Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/Go Steady or Pack	Personality (Pet)	User Directed
Dance Together (on Shoes)	Dance	30	100	and	15	100	—	—	Nice	Yes
Dare to Peek	Coffin	-100	100	And	-100	100	—	—	Outgoing	Yes
Dazzle	Sales	—	—	—	—	—	—	—	Not Autonomous	Yes
Demote Manager	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Desire	Assess	—	—	—	—	—	—	—	Not Autonomous	Yes
Dirty Joke	Entertain	55	100	And	35	100	—	—	Playful	Yes
Do You Like What You See?	Ask	-100	100	And	-100	100	Not allowed	Not allowed	—	Yes
Eat	Snow	—	—	—	—	—	—	—	Sloppy (Pigpen)	Yes
Encourage	Encourage	-100	100	Or	-100	100	—	—	Not Autonomous	Yes
Engagement	Propose	75	100	And	70	100	—	Required	Not Autonomous	Yes
Family Kiss	Kiss	-100	100	And	0	100	Not allowed	Not allowed	Nice	Yes
Family Kiss	Social toddler	-50 (-)	100	And	0 (-)	100	Not allowed	Not allowed	Nice	Yes
Feed a Bite	Dining	35	100	Or	25	100	Sets	Sets	—	Yes
Feed Treat	Give Love	-100	100	Or	-100	100	—	—	Nice (Pigpen)	Yes
Fetch	Play	-100	100	Or	-100	100	—	—	Lazy (Hyper)	Yes
Fetch (Wolf)	Play	20	100	Or	20	100	—	—	Lazy (Hyper)	Yes
Fight	Main	-100	-30	Or	-100	-30	—	—	Aggressive	No
Finger Wiggle	Play	-100	100	Or	-100	100	—	—	Playful (Hyper)	Yes
First Kiss	Kiss	50	100	And	25	100	Sets	Sets	Not Autonomous	Yes
Food	Ask For	-100 (0)	100	Or	-100 (0)	100	—	—	Active	Yes
Freestyle Join	Entertain	25	100	Or	15	100	—	—	Outgoing	Yes
Friendly Hug	Hug	10	100	Or	10	100	—	—	Serious	Yes
Get Back to Work as...	Management	—	—	—	—	—	—	—	—	Yes
Give Gift	Main	0	100	Or	0	100	—	—	Not Autonomous	Yes
Give Pet to...	Propose	-100	100	Or	-100	100	—	—	—	Yes

CHAPTER 12: SOCIALS

Autonomous	If Accept, A's Social	If Accept, A's Daily	If Accept, A's Lifetime	If Accept, B's Social	If Accept, B's Daily	If Accept, B's Lifetime	If Reject, A's Social	If Reject, A's Daily	If Reject, A's Lifetime	If Reject, B's Social	If Reject, B's Daily	If Reject, B's Lifetime	Game
Yes	16	5	2	16	6	2	0	-6	-2	0	-6	-2	<i>Open for Business</i>
Yes	22	9	1	6	4	0	-10	-10	-3	0	-7	-2	<i>Nightlife</i>
No	20	6	2	20	6	2	-10	-5	-3	-10	-6	-4	<i>Open for Business</i>
No	20	-8	-2	-5	-9	-2	—	—	—	—	—	—	<i>Open for Business</i>
No	—	—	—	—	—	—	—	—	—	—	—	—	<i>Open for Business</i>
Yes	18	6	1	20	6	1	4	-8	-2	0	-12	-1	<i>The Sims™ 2</i>
Yes	0	0	0	0	0	0	0	0	0	0	0	0	<i>Nightlife</i>
Yes	—	—	—	—	—	—	—	—	—	—	—	—	<i>Seasons</i>
No	14	6	0	20	13	0	-4	-4	0	-4	-4	0	<i>The Sims™ 2</i>
No	100	6	3	100	9	3	-30	-15	-5	-4	-8	-4	<i>The Sims™ 2</i>
Yes	18	5	1	20	6	1	0	-4	0	0	-5	0	<i>The Sims™ 2</i>
Yes	18	5	1	20	6	1	0	-4	0	0	-5	0	<i>The Sims™ 2</i>
Yes	20	10	1	16	9	1	-6	-8	-1	0	-6	-1	<i>Nightlife</i>
Yes	8	4	0	8	4	0	0	-3	0	0	-3	0	<i>Pets</i>
Yes	5	5	1	5	5	1	0	-5	-1	0	-5	-1	<i>Pets</i>
Yes	5	5	1	5	5	1	0	-5	-1	0	-5	-1	<i>Pets</i>
Yes	15	-10	-4	15	-12	-6	15	-12	-6	15	-10	-4	<i>Pets</i>
Yes	8	4	1	8	4	1	0	-4	-1	0	-4	-1	<i>Pets</i>
No	70	15	3	70	13	2	0	-15	-5	0	-10	-3	<i>The Sims™ 2</i>
Yes	14	6	0	20	13	0	-4	-4	0	-4	-4	0	<i>The Sims™ 2</i>
Yes	Variable	Variable	Variable	<i>University</i>									
Yes	16	5	1	16	6	1	0	-5	-1	0	-5	-1	<i>The Sims™ 2</i>
Yes	4	-2	-1	4	-2	-1	-4	-4	-1	-4	-4	-1	<i>Open for Business</i>
No	10	5	2	10	7	2	0	-5	-2	0	-5	-2	<i>Seasons</i>
No	8	5	1	8	5	1	0	-5	-1	0	-3	-1	<i>Pets</i>



Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/Go Steady or Pack	Personality (Pet)	User Directed
Go Steady	Propose	70	100	And	25	100	Required	—	Not Autonomous	Yes
Go to Work	Main	-100	-30	Or	-100	-30	—	—	—	Yes
Goose	Flirt	75	100	And	55	100	Required	Sets	Playful	Yes
Gossip	Talk	30	100	Or	35	100	—	—	Grouchy	Yes
Groom	Appreciate	50	100	And	25	100	—	—	Neat	Yes
Gross Out	Irritate	-100	-5	Or	-100	-5	—	—	Sloppy	Yes
Grr!	Irritate	-100	100	Or	-100	100	—	—	Grouchy	Yes
Hand	Kiss	30	100	And	15	100	Sets	Sets	Playful	Yes
Handheld	Play	20	100	Or	10	100	—	—	—	Yes
Hang Out	Talk	10	100	Or	5	100	—	—	Outgoing	Yes
Hard-Sell	Sales	—	—	—	—	—	—	—	—	Yes
Head On Shoulders	Slow Dance	30	100	And	20	100	Sets	Sets	—	Yes
Hire	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Hit On	Flirt	45	80	And	25	80	Sets	Sets	Grouchy	Yes
Hold Hands	Flirt	55	100	And	30	100	Sets	Sets	Nice	Yes
Hot Smooch	Booth	60	100	And	45	100	Required	Sets	—	Yes
How Much Money Do you Have?	Ask	25	100	And	15	100	Not allowed	Not allowed	—	Yes
Hug	Give Love	20	100	And	20	100	—	—	Nice (Friendly)	Yes
I Quit	Management	—	—	—	—	—	—	—	—	No
Insult	Irritate	-60	-5	Or	-45	-5	—	—	Grouchy	Yes
Introduce	Talk	35	100	And	20	100	—	—	Not Autonomous	Yes
Joke	Entertain	-10	100	Or	-5	100	—	—	Playful	Yes
Joy Buzzer	Prank	-100	100	And	-100	100	—	—	Grouchy	Yes
Kicky Bag	Play	15	100	Or	5	100	—	—	—	Yes
Kiss	Car	45	100	And	15	100	Required	Sets	Outgoing	Yes

CHAPTER 12: SOCIALS

Autonomous	If Accept, A's Social	If Accept, A's Daily	If Accept, A's Lifetime	If Accept, B's Social	If Accept, B's Daily	If Accept, B's Lifetime	If Reject, A's Social	If Reject, A's Daily	If Reject, A's Lifetime	If Reject, B's Social	If Reject, B's Daily	If Reject, B's Lifetime	Game
No	30	6	3	30	9	3	-4	-10	-5	-4	-4	-4	<i>The Sims™ 2</i>
No	8	4	0	8	4	0	0	-3	0	0	-3	0	<i>Pets</i>
Yes	20	11	1	14	10	1	-2	-9	-2	-6	-11	-3	<i>The Sims™ 2</i>
Yes	24	9	0	24	9	0	0	-7	0	0	-6	0	<i>The Sims™ 2</i>
Yes	4	3	0	4	0	3	0	0	0	0	0	0	<i>The Sims™ 2</i>
Yes	24	6	0	24	6	0	6	-5	0	-4	-5	0	<i>The Sims™ 2</i>
Yes	0	0	0	0	0	0	0	0	0	0	0	0	<i>Pets</i>
Yes	16	9	1	16	9	1	8	-6	-1	0	-6	-1	<i>Nightlife</i>
No	0	4	0	0	4	0	-5	-2	0	-5	-2	0	<i>University</i>
Yes	Variable	Variable	Variable	<i>University</i>									
Yes	12	4	0	12	4	0	-6	-3	0	-6	-4	0	<i>Open for Business</i>
Yes	16	5	1	16	6	1	0	-5	-1	0	-7	-1	<i>Nightlife</i>
No	20	6	0	20	10	0	-4	-8	0	-4	-5	0	<i>Open for Business</i>
Yes	18	8	1	14	9	1	4	-8	-1	0	-10	-2	<i>The Sims™ 2</i>
Yes	20	9	1	20	10	1	-4	-9	-2	-3	-8	-2	<i>The Sims™ 2</i>
Yes	22	13	2	20	11	2	0	-11	-2	0	-12	-3	<i>Nightlife</i>
Yes	30	13	1	30	6	1	-10	-7	-1	-15	-10	-1	<i>Nightlife</i>
Yes	12	5	1	12	5	1	0	-5	-1	0	-5	-1	<i>Pets</i>
Yes	24	-7	-5	-8	-13	-10	16	-10	-10	-10	-18	-10	<i>Open for Business</i>
Yes	16	-8	-1	-7	-14	-2	10	-10	-1	-7	-14	-2	<i>The Sims™ 2</i>
No	16	13	5	16	13	5	-5	-3	-1	-5	-3	-1	<i>University</i>
Yes	14	4	0	14	4	0	0	-4	0	0	-4	0	<i>The Sims™ 2</i>
Yes	18	4	0	16	4	0	—	—	—	—	—	—	<i>University</i>
Yes	10	1	0	10	1	0	0	-4	0	0	-4	0	<i>University</i>
No	18	10	2	16	10	2	8	-8	-2	0	-10	-2	<i>Nightlife</i>

Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/Go Steady or Pack	Personality (Pet)	User Directed
Knock Down	Snowman	—	—	—	—	—	—	—	Grouchy	Yes
Lay Off	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Leap into Arms	Hug	55	100	And	35	100	Required	Sets	Active	Yes
Lick Toddler	Pet	-100	100	Or	-100	100	—	—	— (Friendly)	No
Look-for Mark	Self	—	—	—	—	—	—	—	—	Yes
Love Talk	Booth	40	100	And	25	100	Sets	Sets	—	Yes
Lower Hands	Slow Dance	45	100	And	35	100	Sets	Sets	—	Yes
Make Out	Bed	80	100	And	50	100	Required	Sets	Not Autonomous	Yes
Make Out	Hot Tub	80	100	And	50	100	Required	Sets	Not Autonomous	Yes
Make Out	Love Tub	40	100	And	20	100	Required	Sets	Not Autonomous	Yes
Make Out	Sofa	80	100	And	50	100	Required	Sets	Not Autonomous	Yes
Make Out	Kiss	80	100	And	50	100	Required	Sets	Outgoing	Yes
Make Out	Car	80	100	And	50	100	Required	Sets	Outgoing	Yes
Make Snow Angel	Snow	—	—	—	—	—	—	—	Playful	Yes
Manipulation	Sales	—	—	—	—	—	—	—	Not Autonomous	Yes
Marriage (Join)	Propose	75	100	And	70	100	—	Required	Not Autonomous	Yes
Mary Mack	Play	15	100	Or	15	100	—	—	Lazy	Yes
Massage	Hot Tub	55	100	And	30	100	—	—	Not Autonomous	Yes
Massage	Love Tub	15	100	And	0	100	—	—	Not Autonomous	Yes
May I Help You?	Sales	—	—	—	—	—	—	—	—	Yes
Mood	Assess	—	—	—	—	—	—	—	Not Autonomous	Yes
Motivational Speech	Talk	—	—	—	—	—	—	—	Not Autonomous	Yes
Move In	Propose	60	100	And	45	100	—	—	Not Autonomous	Yes
Nag	Irritate	-100	100	And	25	100	—	—	Outgoing	Yes
Network	Talk	—	—	—	—	—	—	—	Not Autonomous	Yes

CHAPTER 12: SOCIALS

Autonomous	If Accept, A's Social	If Accept, A's Daily	If Accept, A's Lifetime	If Accept, B's Social	If Accept, B's Daily	If Accept, B's Lifetime	If Reject, A's Social	If Reject, A's Daily	If Reject, A's Lifetime	If Reject, B's Social	If Reject, B's Daily	If Reject, B's Lifetime	Game
Yes	—	—	—	—	—	—	—	—	—	—	—	—	<i>Seasons</i>
No	24	6	0	20	6	0	20	-7	-5	-8	-13	-10	<i>Open for Business</i>
Yes	20	11	2	16	13	2	0	-15	-4	0	-10	-2	<i>The Sims™ 2</i>
Yes	10	5	2	10	7	2	0	-6	-1	0	-5	-1	<i>Pets</i>
No	—	—	—	—	—	—	—	—	—	—	—	—	<i>Open for Business</i>
Yes	18	6	1	18	8	1	0	-7	-1	0	-8	-1	<i>Nightlife</i>
Yes	18	10	2	16	10	2	8	-8	-2	0	-8	-3	<i>Nightlife</i>
No	30	19	4	30	19	4	8	-15	-4	0	-15	-4	<i>The Sims™ 2</i>
No	30	19	4	30	19	4	8	-15	-4	0	-15	-4	<i>The Sims™ 2</i>
No	30	19	4	30	19	4	8	-15	-4	0	-15	-4	<i>The Sims™ 2</i>
No	30	19	4	30	19	4	8	-15	-4	0	-15	-4	<i>The Sims™ 2</i>
Yes	30	19	4	30	19	4	8	-15	-4	0	-15	-4	<i>The Sims™ 2</i>
Yes	30	19	5	30	19	5	8	-15	-4	0	-15	-4	<i>Nightlife</i>
Yes	—	—	—	—	—	—	—	—	—	—	—	—	<i>Seasons</i>
No	16	6	1	30	8	2	0	-10	-1	0	-5	-1	<i>Open for Business</i>
No	100	6	3	100	6	3	-100	-100	-85	-50	-50	-20	<i>The Sims™ 2</i>
Yes	30	8	0	30	8	0	0	-6	0	0	-7	0	<i>The Sims™ 2</i>
No	14	4	2	20	6	3	0	-7	-2	0	-10	-3	<i>The Sims™ 2</i>
No	14	4	2	20	6	3	0	-7	-2	0	-10	-3	<i>The Sims™ 2</i>
Yes	16	6	0	16	6	0	-5	-3	0	-5	-3	0	<i>Open for Business</i>
No	—	—	—	—	—	—	—	—	—	—	—	—	<i>Open for Business</i>
No	0	3	0	5	0	1	0	-5	0	-3	-1	0	<i>Open for Business</i>
No	40	6	3	40	6	3	-4	-10	-5	-4	-4	-4	<i>The Sims™ 2</i>
Yes	0	0	0	0	0	0	6	-4	0	-8	-8	-1	<i>The Sims™ 2</i>
No	40	6	1	40	6	1	-10	-7	-1	-10	-7	-1	<i>Open for Business</i>

Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/Go Steady or Pack	Personality (Pet)	User Directed
Nibble	Wolf	50	100	And	50	100	—	—	—	No
Noogie	Irritate	-25	50	And	-10	50	—	—	Playful	Yes
Nuzzle	Pet	-100	100	And	-100	100	—	—	— (Friendly)	No
Offer At...	Sales	—	—	—	—	—	—	—	—	No
On Date	Ask	0	100	And	0	100	Not allowed	Not allowed	—	Yes
On Outing	Ask	0	100	And	0	100	Not allowed	Not allowed	—	Yes
Ownership Challenge	Pet	-100	100	Or	-100	100	—	—	Active (Hyper)	No
Pass On	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Peck	Hot Tub	40	100	And	20	100	Sets	Sets	Not Autonomous	Yes
Peck	Love Tub	0	100	And	-15	100	Sets	Sets	Not Autonomous	Yes
Peck	Sofa	40	100	And	20	100	Sets	Sets	Not Autonomous	Yes
Peck	Kiss	40	100	And	20	100	Sets	Sets	Nice	Yes
Perform Command	Main	-100	100	And	-100	100	—	—	—	Yes
Perk Up	Talk	—	—	—	—	—	—	—	Not Autonomous	Yes
Pet	Sales	-100	100	Or	-100	100	—	—	—	Yes
Pet	Skunk	-50	100	And	-50	100	—	—	Playful	Yes
Pet	Penguin	—	—	—	—	—	—	—	Not Autonomous	Yes
Pick Up	Main	-100	100	And	-100	100	—	—	—	Yes
Pillow Fight	Play	40	100	Or	25	100	—	—	Playful	Yes
Play	Pet	-100	100	Or	-100	100	—	—	— (Hyper)	No
Play In	Snow	—	—	—	—	—	—	—	Playful	Yes
Play With	Social baby	-100 (0)	100	And	-100 (0)	100	—	—	Playful	Yes
Play with	Play	-100	100	And	-100	100	—	—	Playful	Yes
Poke	Fight	-100	-15	Or	-100	-20	—	—	Grouchy	Yes
Pollen Cloud	Prank	-100	100	Or	-100	100	—	—	Grouchy	Yes

CHAPTER 12: SOCIALS

Autonomous	If Accept, A's Social	If Accept, A's Daily	If Accept, A's Lifetime	If Accept, B's Social	If Accept, B's Daily	If Accept, B's Lifetime	If Reject, A's Social	If Reject, A's Daily	If Reject, A's Lifetime	If Reject, B's Social	If Reject, B's Daily	If Reject, B's Lifetime	Game
Yes	0	-4	-1	-10	-4	-1	0	-2	0	0	-2	0	<i>Pets</i>
Yes	14	6	1	6	-5	0	0	0	0	0	0	0	<i>The Sims™ 2</i>
Yes	10	5	1	10	5	1	0	0	0	0	0	0	<i>Pets</i>
Yes	16	5	0	16	5	0	-8	-4	-8	-8	-5	0	<i>Open for Business</i>
No	14	6	0	20	4	0	0	-5	0	0	-5	0	<i>Nightlife</i>
No	10	1	1	22	4	2	0	-10	-1	0	-7	-2	<i>Nightlife</i>
Yes	—	—	—	—	—	—	—	—	—	—	—	—	<i>Pets</i>
No	30	6	1	30	9	2	0	-7	0	0	-5	-1	<i>Open for Business</i>
No	14	8	1	14	8	1	8	-6	-1	0	-6	-1	<i>The Sims™ 2</i>
No	14	8	1	14	8	1	8	-6	-1	0	-6	-1	<i>The Sims™ 2</i>
No	14	8	1	14	8	1	8	-6	-1	0	-6	-1	<i>The Sims™ 2</i>
Yes	14	8	1	14	8	1	8	-6	-1	0	-6	-1	<i>The Sims™ 2</i>
No	8	5	1	8	5	1	0	-4	0	0	-4	0	<i>Pets</i>
No	0	4	0	0	6	1	0	-5	-1	0	-3	0	<i>Open for Business</i>
No	8	5	1	8	5	1	0	-3	-1	0	-3	-1	<i>Pets</i>
Yes	8	8	2	8	8	2	0	-5	-1	0	-5	-1	<i>Pets</i>
No	8	5	1	8	5	1	5	-5	-1	5	-5	-1	<i>Seasons</i>
Yes	—	—	—	—	—	—	—	—	—	—	—	—	<i>Pets</i>
Yes	Variable	Variable	Variable	Variable	Variable	Variable	-8	-5	-1	-2	-5	-2	<i>University</i>
Yes	0	10	2	0	10	2	0	-5	-1	0	-5	-4	<i>Pets</i>
Yes	—	—	—	—	—	—	—	—	—	—	—	—	<i>Seasons</i>
Yes	20	4	3	2	25	1	0	0	0	0	0	0	<i>The Sims™ 2</i>
Yes	10	5	2	10	5	2	—	—	—	—	—	—	<i>Pets</i>
Yes	6	0	0	-6	-8	-2	10	-8	-2	10	-7	-2	<i>The Sims™ 2</i>
Yes	18	4	0	16	4	0	—	—	—	—	—	—	<i>Seasons</i>

Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/Go Steady or Pack	Personality (Pet)	User Directed
Pounce	Pet	-100	100	Or	-100	100	—	—	— (Hyper)	No
Power Network	Talk	—	—	—	—	—	—	—	Not Autonomous	Yes
Praise for...	Main	-100	100	Or	-100	100	—	—	—	Yes
Promote to Manager	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Punch U Punch Me	Play	45	100	Or	35	100	—	—	Grouchy	Yes
Rally Forth!	Self	—	—	—	—	—	—	—	Not Autonomous	Yes
Razzle	Play	-100	100	Or	-100	100	—	—	Active (Hyper)	Yes
Razzle (Wolf)	Play	25	100	Or	25	100	—	—	Active (Hyper)	Yes
Read To	Ask For	-50 (25)	100	And	-50 (15)	100	—	—	Serious	No
Read To	Social toddler	-50 (25)	100	And	-50 (15)	100	—	—	Outgoing	Yes
Red Hands	Play	35	100	Or	25	100	—	—	Active	Yes
Ride Home	Ask	-100	100	Or	-100	100	—	—	—	—
Rock Paper Scissors	Play	-10	100	and	5	100	—	—	Playful	Yes
Romantic Hug	Hug	35	100	And	25	100	Sets	Sets	Outgoing	Yes
Romantic Kiss	Sofa	60	100	And	35	100	Sets	Sets	Not Autonomous	Yes
Romantic Kiss	Kiss	60	100	And	35	100	Sets	Sets	Outgoing	Yes
Rub Belly	Baby	60	100	Or	50	100	—	—	Serious	Yes
Rub Belly	Give Love	20	100	Or	20	100	—	—	Nice (Friendly)	Yes
Savage	Werewolf	-100	100	Or	-100	100	—	—	—	Yes
School Cheer	Entertain	5	100	Or	5	100	—	—	Outgoing	Yes
Scold for...	Main	-100	100	Or	-100	100	—	—	—	Yes
Secret Handshake	Entertain	-100	100	Or	-100	100	—	—	Outgoing	Yes
Send Home for the Day	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Serenade	Flirt	70	100	And	60	100	Required	Required	Outgoing	Yes
Set Down	Main	-100	100	Or	-100	100	—	—	—	Yes

CHAPTER 12: SOCIALS

Autonomous	If Accept, A's Social	If Accept, A's Daily	If Accept, A's Lifetime	If Accept, B's Social	If Accept, B's Daily	If Accept, B's Lifetime	If Reject, A's Social	If Reject, A's Daily	If Reject, A's Lifetime	If Reject, B's Social	If Reject, B's Daily	If Reject, B's Lifetime	Game
Yes	—	—	—	—	—	—	—	—	—	—	—	—	<i>Pets</i>
No	40	6	1	40	6	1	-10	-7	-10	-10	-7	-1	<i>Open for Business</i>
No	0	1	0	0	1	0	—	—	—	—	—	—	<i>Pets</i>
No	22	10	2	24	11	2	—	—	—	—	—	—	<i>Open for Business</i>
Yes	28	8	0	28	8	0	0	-5	0	0	-5	0	<i>The Sims™ 2</i>
No	0	0	0	0	0	0	0	0	0	0	0	0	<i>Open for Business</i>
Yes	8	5	2	8	4	2	0	-5	-1	0	-4	-1	<i>Pets</i>
Yes	8	5	2	8	4	2	0	-5	-1	0	-4	-1	<i>Pets</i>
No	14	6	0	20	13	0	-4	-4	0	-4	-4	0	<i>The Sims™ 2</i>
Yes	14	6	2	20	6	3	-4	-4	0	-4	-4	0	<i>The Sims™ 2</i>
Yes	24	6	0	24	6	0	0	-7	0	0	-5	0	<i>The Sims™ 2</i>
—	—	—	—	-	—	—	—	—	—	—	-	—	<i>Nightlife</i>
Yes	16	6	0	16	6	0	0	-5	0	0	-5	0	<i>Open for Business</i>
Yes	20	6	2	20	10	2	0	-10	-3	0	-10	-2	<i>The Sims™ 2</i>
No	24	16	3	26	16	3	8	-13	-3	0	-13	-4	<i>The Sims™ 2</i>
Yes	24	16	3	26	16	3	8	-13	-3	0	-13	-4	<i>The Sims™ 2</i>
Yes	20	11	3	32	13	3	-10	-12	-3	0	-10	-3	<i>The Sims™ 2</i>
Yes	12	6	1	12	7	1	0	-4	-1	0	-5	-1	<i>Pets</i>
No	15	4	1	15	-6	-2	—	—	—	—	—	—	<i>Pets</i>
Yes	12	4	0	12	4	0	-3	-2	0	-3	-2	0	<i>University</i>
No	0	-1	0	0	-1	0	—	—	—	—	—	—	<i>Pets</i>
Yes	20	5	1	20	5	1	-10	-4	-2	-10	-4	-2	<i>University</i>
No	—	—	—	—	—	—	—	—	—	—	—	—	<i>Open for Business</i>
Yes	28	13	2	30	15	2	-6	-12	-3	0	-10	-3	<i>The Sims™ 2</i>
Yes	0	0	0	0	0	0	0	0	0	0	0	0	<i>Pets</i>

Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/Go Steady or Pack	Personality (Pet)	User Directed
Set Uniform	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Share Interests	Talk	35	100	Or	20	100	—	—	Not Autonomous	Yes
Shoo	Penguin	—	—	—	—	—	—	—	Not Autonomous	Yes
Shoo from Room	Shoo	-100	100	Or	-100	100	—	—	Not Autonomous	Yes
Shove	Fight	-100	-25	Or	-100	-30	—	—	Outgoing	Yes
Show Item	Sales	—	—	—	—	—	—	—	—	Yes
Show Off	Play	15	100	or	10	100	—	—	Active	Yes
Slap	Fight	-100	-40	Or	-100	-40	—	—	Serious	Yes
Slow Dance	Slow Dance	30	100	And	15	100	—	—	—	Yes
Smooch	Kiss	70	100	And	40	100	Required	Sets	Playful	Yes
Smooch	Slow Dance	65	100	And	45	100	Required	Sets	—	Yes
Sniff	Pet	-100	100	And	-100	100	—	—	— (Genius)	No
Snowball Fight	Play	0	-25	Or	-10	100	—	—	Not Autonomous	Yes
Snuggle	Social toddler	-50 (-)	100	And	0 (-)	100	—	—	Nice	Yes
Snuggle	Sofa	35	100	Or	30	100	Required	Required	Not Autonomous	Yes
Snuggle	Give Love	-100	100	Or	-100	100	—	—	Nice	Yes
Splash	Hot Tub	20	100	Or	15	100	—	—	Not Autonomous	Yes
Splash	Love Tub	-20	100	Or	-25	100	—	—	Not Autonomous	Yes
Spray	Skunk	-100	100	Or	-100	100	—	—	—	No
Squeeze	Hug	70	100	And	55	100	Required	Sets	Playful	Yes
Stay the Night	Propose	55	100	And	40	100	—	—	Not Autonomous	Yes
Steal a Bite	Dining	-100	100	Or	-100	100	—	—	—	Yes
Stroke	Give Love	-50	100	And	-50	100	—	—	Nice (Friendly)	Yes
Suggestion	Flirt	25	70	And	15	70	Sets	Sets	Playful	Yes
Surprise Engagement	Dining	75	100	And	70	100	Required	Required	—	Yes

CHAPTER 12: SOCIALS

Autonomous	If Accept, A's Social	If Accept, A's Daily	If Accept, A's Lifetime	If Accept, B's Social	If Accept, B's Daily	If Accept, B's Lifetime	If Reject, A's Social	If Reject, A's Daily	If Reject, A's Lifetime	If Reject, B's Social	If Reject, B's Daily	If Reject, B's Lifetime	Game
No	—	—	—	—	—	—	—	—	—	—	—	—	<i>Open for Business</i>
No	6	0	0	6	0	0	-3	-3	0	-3	-3	0	<i>The Sims™ 2</i>
No	0	-7	-1	0	-7	-1	—	—	—	—	—	—	<i>Seasons</i>
No	14	6	0	20	13	0	-4	-4	0	-4	-4	0	<i>The Sims™ 2</i>
Yes	8	0	0	-8	-9	-3	10	-7	-1	14	-8	-3	<i>The Sims™ 2</i>
Yes	20	4	0	20	4	0	10	-5	0	10	-5	0	<i>Open for Business</i>
Yes	14	6	0	20	13	0	-4	-4	0	-4	-4	0	<i>Open for Business</i>
Yes	10	0	0	-15	-10	-5	14	-5	-3	30	-7	-3	<i>The Sims™ 2</i>
Yes	18	8	0	18	8	0	-5	-4	0	-5	-3	0	<i>Nightlife</i>
Yes	22	13	2	20	11	2	0	-11	-2	0	-12	-3	<i>The Sims™ 2</i>
Yes	22	13	2	20	11	2	0	-11	-2	0	-12	-3	<i>Nightlife</i>
Yes	10	5	1	10	5	1	0	-3	0	0	-3	0	<i>Pets</i>
No	8	5	1	8	5	1	0	-5	-1	0	-5	-1	<i>Seasons</i>
Yes	20	6	2	20	10	2	0	-10	-3	0	-10	-2	<i>The Sims™ 2</i>
No	24	8	2	24	10	2	0	-10	-2	0	-10	-2	<i>The Sims™ 2</i>
Yes	10	5	2	10	5	2	—	—	—	—	—	—	<i>Pets</i>
No	12	5	0	14	8	0	0	-4	0	0	-8	-1	<i>The Sims™ 2</i>
No	12	5	0	14	5	0	0	-5	0	0	-5	0	<i>The Sims™ 2</i>
Yes	12	0	0	12	0	0	0	-5	-1	0	-5	-1	<i>Pets</i>
Yes	20	6	2	20	10	2	0	-10	-2	0	-10	-2	<i>The Sims™ 2</i>
No	14	6	0	20	13	0	-4	-4	0	-4	-4	0	<i>The Sims™ 2</i>
Yes	8	5	0	6	3	0	8	-3	0	0	-4	0	<i>Nightlife</i>
Yes	8	4	1	8	5	1	0	-4	-1	0	-5	-1	<i>Pets</i>
Yes	16	5	1	16	6	1	0	-5	-1	0	-7	-1	<i>The Sims™ 2</i>
No	100	6	3	100	9	3	-30	-15	-5	-4	-8	-4	<i>Nightlife</i>

Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/Go Steady or Pack	Personality (Pet)	User Directed
Sweet Talk	Flirt	35	80	And	20	80	Sets	Sets	Outgoing	Yes
Tag	Play	-25	100	Or	5	100	—	—	Active	Yes
Take a Break	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Take for a Walk	Main	-100	100	And	-100	100	—	—	—	Yes
Talk To	Social baby	-100 (-100)	100	And	-100 (-100)	100	—	—	Playful	Yes
Talk To	Social toddler	-50 (-50)	100	And	-50 (-50)	100	—	—	Outgoing	Yes
Talk to Belly	Baby	15	100	Or	25	100	—	—	Playful	Yes
Teach Command	Main	-100	100	And	-100	100	—	—	—	Yes
Teach to Talk	Social toddler	25 (-)	100	And	15 (-)	100	—	—	Not Autonomous	Yes
Teach to Use Potty	Social toddler	-100 (-)	100	And	-100 (-)	100	—	—	Not Autonomous	Yes
Teach to Walk	Social toddler	25 (-)	100	And	15 (-)	100	—	—	Not Autonomous	Yes
Tease	Memory	-100	10	Or	-100	10	—	—	Grouchy	No
Tease	Play	—	—	—	—	—	—	—	Grouchy	Yes
Tell Secret	Talk	60	100	Or	60	100	—	—	Grouchy	Yes
Tender Kiss	Bed	50	100	And	25	100	Sets	Sets	Not Autonomous	Yes
Tender Kiss	Hot Tub	50	100	And	25	100	Sets	Sets	Not Autonomous	Yes
Tender Kiss	Love Tub	10	100	And	-10	100	Sets	Sets	Not Autonomous	Yes
Tender Kiss	Kiss	50	100	And	25	100	Sets	Sets	Nice	Yes
Throw Drink	Irritate	15	15	And	10	10	—	—	—	Yes
Throw Drink	Dining	15	15	And	10	10	—	—	—	Yes
Throw Food	Dining	-100	100	And	-100	100	—	—	Playful	Yes
Tickle	Play	20	100	Or	15	100	—	—	Playful	Yes
Tickle	Social toddler	20 (10)	100	And	15 (0)	100	—	—	Playful	Yes
Timle Tourneau	Play	-100	100	Or	-100	100	—	—	Not Autonomous	Yes
Toast	Dining	20	100	And	10	100	—	—	—	Yes

CHAPTER 12: SOCIALS

Autonomous	If Accept, A's Social	If Accept, A's Daily	If Accept, A's Lifetime	If Accept, B's Social	If Accept, B's Daily	If Accept, B's Lifetime	If Reject, A's Social	If Reject, A's Daily	If Reject, A's Lifetime	If Reject, B's Social	If Reject, B's Daily	If Reject, B's Lifetime	Game
Yes	18	6	1	18	8	1	0	-7	-1	0	-8	-1	<i>The Sims™ 2</i>
Yes	20	6	0	20	6	0	0	-5	0	0	-5	0	<i>The Sims™ 2</i>
No	10	1	0	10	3	0	—	—	—	—	—	—	<i>Open for Business</i>
No	5	1	0	5	1	0	0	-4	0	0	-4	0	<i>Pets</i>
Yes	16	5	2	16	10	2	-5	-2	-1	5	1	2	<i>The Sims™ 2</i>
Yes	14	6	2	20	6	3	-4	-4	0	-4	-4	0	<i>The Sims™ 2</i>
Yes	20	6	2	28	8	2	-10	-8	-2	0	-10	-3	<i>The Sims™ 2</i>
No	8	5	1	8	5	1	0	-4	0	0	-4	0	<i>Pets</i>
No	14	6	0	20	13	0	-4	-4	0	-4	-4	0	<i>The Sims™ 2</i>
No	0	6	0	0	13	0	0	-4	0	0	-4	0	<i>The Sims™ 2</i>
No	14	6	0	20	13	0	-4	-4	0	-4	-4	0	<i>The Sims™ 2</i>
Yes	14	6	1	10	6	1	-5	-4	-1	4	-10	-1	<i>The Sims™ 2</i>
Yes	—	—	—	—	—	—	-10	0	0	-10	-10	-3	<i>Open for Business</i>
Yes	24	9	0	24	9	0	0	-7	0	0	-6	0	<i>The Sims™ 2</i>
No	18	10	2	16	10	2	8	-8	-2	0	-8	-2	<i>The Sims™ 2</i>
No	18	10	2	16	10	2	8	-8	-2	0	-8	-2	<i>The Sims™ 2</i>
No	18	10	2	16	10	2	8	-8	-2	0	-8	-2	<i>The Sims™ 2</i>
Yes	18	10	2	16	10	2	8	-8	-2	0	-8	-2	<i>The Sims™ 2</i>
Yes	8	-7	-3	-10	-13	-4	—	—	—	—	—	—	<i>Nightlife</i>
Yes	8	-7	-3	-10	-13	-4	—	—	—	—	—	—	<i>Nightlife</i>
Yes	10	8	1	8	8	1	8	-6	-1	0	-6	-1	<i>Nightlife</i>
Yes	16	5	0	16	5	0	0	-5	-1	0	-6	-1	<i>The Sims™ 2</i>
Yes	16	5	0	16	5	0	0	-5	-1	0	-8	-2	<i>The Sims™ 2</i>
No	Variable	Variable	Variable	Variable	Variable	Variable	—	—	—	—	—	—	<i>Seasons</i>
Yes	14	6	0	14	10	0	—	—	—	—	—	—	<i>Nightlife</i>



Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/Go Steady or Pack	Personality (Pet)	User Directed
Toss in Air	Social toddler	-50 (25)	100	And	-50 (10)	100	—	—	Active	Yes
Toss In Air	Play	-100	100	And	-100	100	—	—	Active (Hyper)	Yes
Try for Puppy/Kitten (Pet to Pet)	Pet	N/A	N/A	N/A	N/A	N/A	—	—	—	No
Try for Puppy/Kitten with... (Sim to Pet)	Main	-100	100	Or	-100	100	—	—	—	Yes
Tune Up	Flirt	—	—	—	—	—	Sets	Sets	Not Autonomous	Yes
Unassign	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Up Arm Kiss	Kiss	55	100	And	30	100	Sets	Sets	Playful	Yes
Ventrilo-Fart	Prank	-100	100	And	-100	100	—	—	Sloppy	Yes
Water Balloon	Prank	-100	100	And	-100	100	—	—	Playful	Yes
Water Balloon Fight	Play	0	-25	Or	-10	100	—	—	Not Autonomous	Yes
What Are Your Skills?	Ask	-20	100	And	-10	100	Not allowed	Not allowed	—	Yes
What Do You Want/Fear?	Ask	15	100	And	5	100	Not allowed	Not allowed	—	Yes
What Is Your Job?	Ask	7	100	And	0	100	Not allowed	Not allowed	—	Yes
What Turns You On/Off?	Ask	5	100	And	0	100	Not allowed	Not allowed	—	Yes
What's Your Sign?	Ask	-100	100	And	-100	100	Not allowed	Not allowed	—	Yes
Wolf Whistle	Flirt	-15	50	And	-15	40	Sets	Sets	Sloppy	Yes
WooHoo	Car	85	100	And	65	100	Required	Required	Outgoing	Yes
WooHoo	Photo Booth	85	100	And	65	100	Required	Required	Outgoing	Yes
WooHoo/Try for Baby	Bed	85	100	And	65	100	Required	Required	Not Autonomous	Yes
WooHoo/Try for Baby	Hot Tub	85	100	And	65	100	Required	Required	Not Autonomous	Yes
WooHoo/Try for Baby	Love Tub	45	100	And	25	100	Required	Required	Not Autonomous	Yes
WooHoo/Try for Baby	Booth	-100	100	Or	-100	100	Required	Required	Not Autonomous	Yes
Yell At	Main	-100	100	And	-100	100	—	—	—	Yes
You're Fired	Management	—	—	—	—	—	—	—	Not Autonomous	Yes

CHAPTER 12: SOCIALS

Autonomous	If Accept, A's Social	If Accept, A's Daily	If Accept, A's Lifetime	If Accept, B's Social	If Accept, B's Daily	If Accept, B's Lifetime	If Reject, A's Social	If Reject, A's Daily	If Reject, A's Lifetime	If Reject, B's Social	If Reject, B's Daily	If Reject, B's Lifetime	Game
Yes	14	6	2	20	13	2	0	-10	-3	0	-10	-2	<i>The Sims™ 2</i>
Yes	12	5	0	12	5	0	0	-4	0	0	-4	0	<i>Pets</i>
Yes	25	8	2	25	8	2	0	-5	-1	0	-5	-1	<i>Pets</i>
No	8	5	0	8	5	0	0	-5	0	0	-5	0	<i>Pets</i>
Yes	14	5	1	14	8	1	-4	-6	-2	-4	-4	-1	<i>Open for Business</i>
No	0	1	0	0	1	0	—	—	—	—	—	—	<i>Open for Business</i>
Yes	20	11	1	24	11	2	8	-10	-1	0	-10	-1	<i>The Sims™ 2</i>
Yes	18	4	0	16	4	0	—	—	—	—	—	—	<i>University</i>
Yes	18	4	0	16	4	0	—	—	—	—	—	—	<i>University</i>
No	8	5	1	8	5	1	0	-5	-1	0	-5	-1	<i>Seasons</i>
Yes	10	1	0	10	1	0	-4	-1	0	-4	-1	0	<i>Nightlife</i>
Yes	14	9	0	20	13	0	-4	-4	0	-4	-4	0	<i>Nightlife</i>
Yes	10	5	0	10	5	0	-4	-3	0	-4	-3	0	<i>Nightlife</i>
Yes	14	4	0	14	4	0	-4	-2	0	-4	-1	0	<i>Nightlife</i>
Yes	10	1	0	10	1	0	-4	-1	0	-4	-1	0	<i>Nightlife</i>
Yes	14	4	1	14	4	1	-8	-3	-1	0	-6	-2	<i>University</i>
No	50	13	8	50	13	8	0	-12	-5	0	-15	-5	<i>Nightlife</i>
No	50	13	8	50	13	8	0	-12	-5	0	-15	-5	<i>Nightlife</i>
No	50	9	1	30	9	1	-5	-6	-1	-45	-6	-1	<i>The Sims™ 2</i>
No	50	13	8	50	13	8	0	-12	-5	0	-15	-5	<i>The Sims™ 2</i>
No	50	13	8	50	13	8	0	-12	-5	0	-15	-5	<i>The Sims™ 2</i>
No	50	13	8	50	13	8	0	-12	-5	0	-15	-5	<i>The Sims™ 2</i>
No	8	-4	-1	-8	-5	-1	8	-4	-1	-8	-5	-1	<i>Pets</i>
No	24	-7	-5	-8	-13	-10	16	-10	-10	-10	-18	-10	<i>Open for Business</i>

