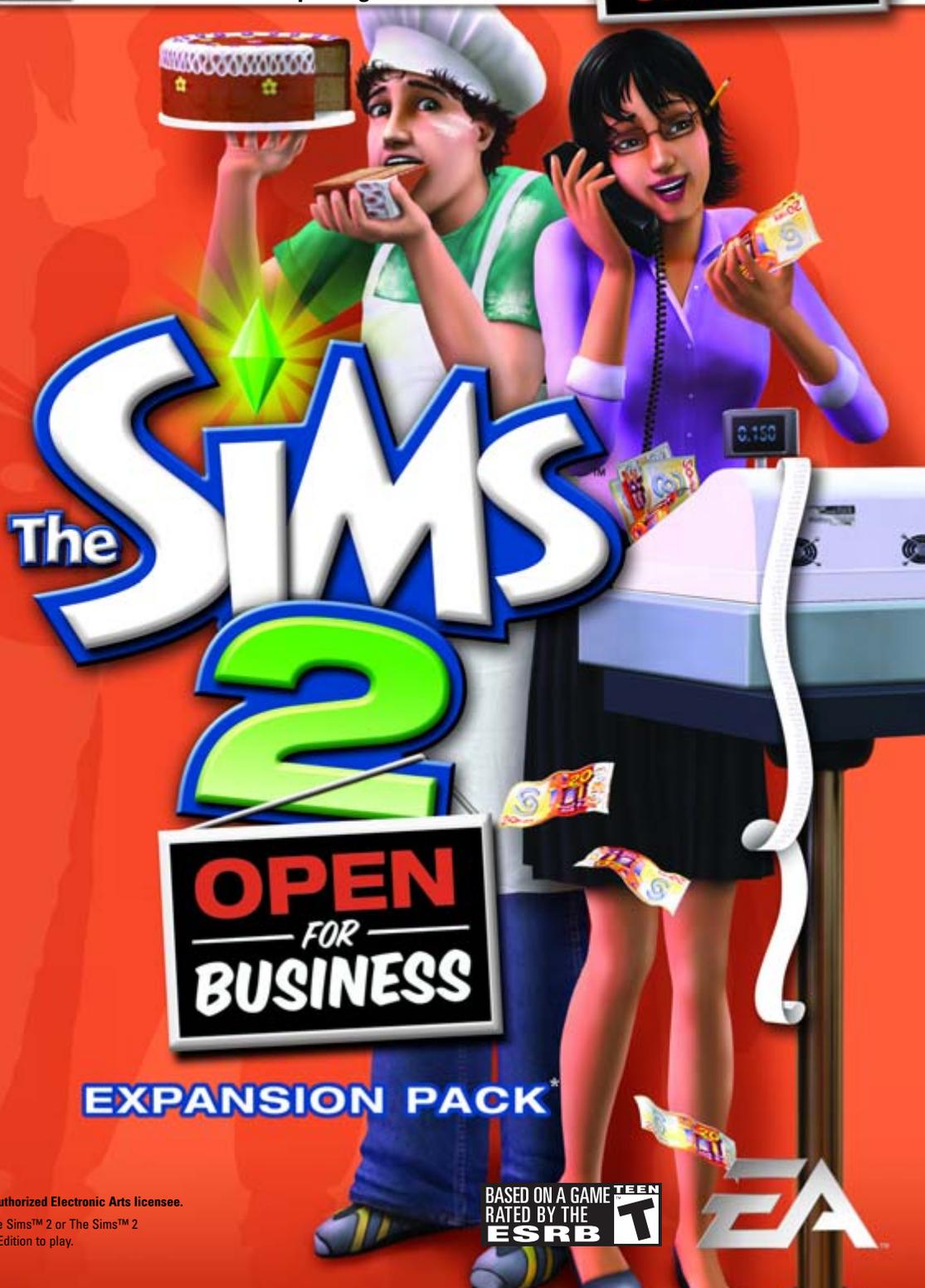


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**TALENT
—BADGE—
SECRETS!**



The SIMS 2

**OPEN
—FOR—
BUSINESS**

EXPANSION PACK*

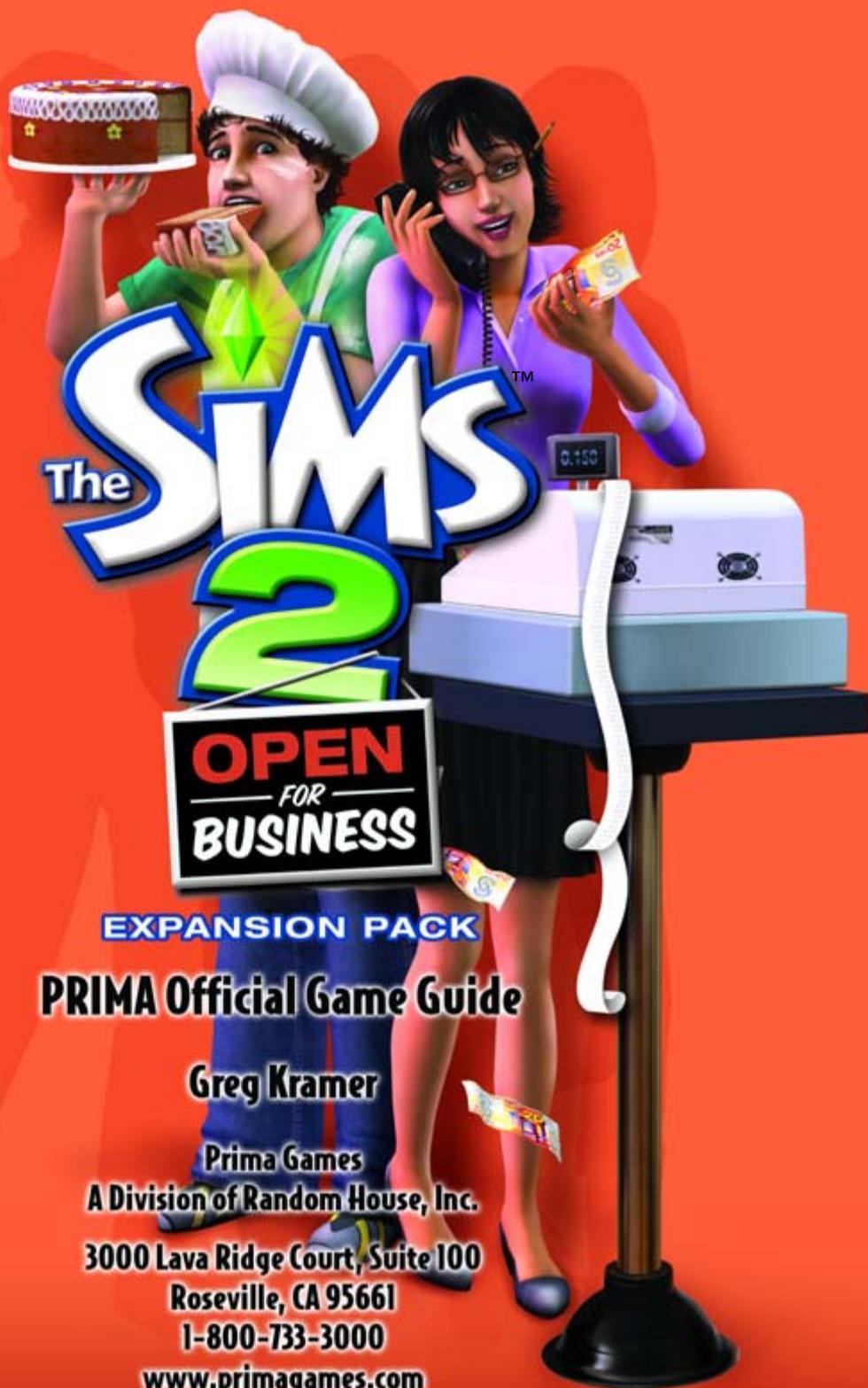


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The SIMS 2

OPEN
FOR
BUSINESS

EXPANSION PACK

PRIMA Official Game Guide

Greg Kramer

Prima Games

A Division of Random House, Inc.

3000 Lava Ridge Court, Suite 100

Roseville, CA 95661

1-800-733-3000

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EXPANSION PACK



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Product Manager: Mario De Govia

Editor: Alaina Yee

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EXPANSION PACK



Chapter 1

CHAPTER 1: WHAT'S NEW IN *THE SIMS™ 2 OPEN FOR BUSINESS*

Ah, the entrepreneurial spirit, its light long hidden within the heart of many a wage-earning Sim. Day after day, ambitious Sims would march off to their distant and demanding jobs, returning home wealthier but knowing that, surely, life should offer more. More, that is, than just a paycheck, a cool outfit, and a swanky carpool. For them, the life of a wage slave was happy but hollow. If only, they'd muse, they could build their own business, be their own boss, control their lives. An impossible dream... until now.

The Sims™ 2 Open for Business liberates Sims from the rat race, freeing them to make or break themselves in the exhilarating and maddening arena of self-employment. The newest expansion pack for *The Sims™ 2* provides all the tools you'll need to start up a vast array of businesses for your Sims—whether it's a home-based toyshop, a tantalizing delicatessen, an epicure's delight of a restaurant, or a sprawling mega-mall. These are but a sample of the money-making enterprises made possible by *The Sims™ 2 Open for Business's* new features:



note

Really ambitious Sims can run several businesses at once or even run a business and hold a career track job at the same time. It's all in how you play.

- ◆ Shopping districts can be associated with your base neighborhoods to provide your Sims a new destination for shopping and fun and a new place to reside. These lots are not set up so much for fun (as in downtown neighborhoods) as for business. This is not to say that they're all serious, just not geared towards non-stop entertainment. Though the districts feature many attractive features for visitors, they're decidedly geared towards successful business operations.
- ◆ Sims can own community lots and use them as businesses.
- ◆ Sims can develop a new system of talents to make themselves more successful in business.
- ◆ Doors can be locked to restrict access to various classes of Sims.
- ◆ A new NPC, the Reporter, can significantly impact the success of your Sim's blossoming business.
- ◆ Playable Sims can work for other Sim's businesses as employees or managers, or visit their businesses as customers.
- ◆ A new Lot Information button reveals vital stats about purchasing lots in either Buy or Build modes.
- ◆ Successful business owners can earn powerful new abilities to aid them in their enterprise or everyday life.
- ◆ Restaurant objects make both traditional community lot and Sim-owned food service lots possible.
- ◆ New uniforms can be used to enhance the character of a business or just provide your Sims with a new look.
- ◆ New business-related Collection puts all business-related objects in one easy-to-find place.
- ◆ Community lot Buy Mode now features both community and residential function sorts.
- ◆ Toy bench provides a crafting opportunity and several new toys for Sim children to play with.

CHAPTER 1: WHAT'S NEW IN *THE SIMS™ 2 OPEN FOR BUSINESS*

- ◆ The flower crafting station lets business owners earn a living with beautiful arrangements; customers can enhance their homes with new and powerful decorations.
- ◆ The robot crafting bench engineers automatons of increasing sophistication and power.
- ◆ The top-of-the-line Servo robot becomes a controllable part of your Sims' families, performing tasks and providing some surprising possibilities.
- ◆ Amorous Sims will have a new place and partner for their more intimate interactions.
- ◆ Over-exhausted business leaders can rah-rah themselves right into the grave with an amusing new way to die.
- ◆ Sims can customize the wedding clothes they'll sport when using the Wedding Arch.
- ◆ The telephone and computer have been equipped with new interactions for starting and running businesses and for trading real estate.
- ◆ Kids can earn money with the new Lemonade Stand.
- ◆ New smaller dressers better fit the spaces in your Sims' bedrooms.
- ◆ Display case objects offer venues for showing several objects for sale.
- ◆ Children can use mirrors to change their appearance and adults can change the appearances of toddlers.
- ◆ The salon chair enables Sims to offer and receive makeovers for a price.
- ◆ New child interactions enrich family life for business owners and other Sims alike.
- ◆ Management and sales socials help owners and managers direct their employees and manipulate...um...service their customers.
- ◆ Sims providing services can earn extra money by collecting tips.

- ◆ Buildings can achieve more varied looks with conical and octagonal roofs.
- ◆ Sims may move through buildings via elevator.
- ◆ Lots can have a more varied look, featuring raised platforms or bandstands thanks to a new stage foundation tool.
- ◆ Awnings enhance the exterior of homes or businesses.

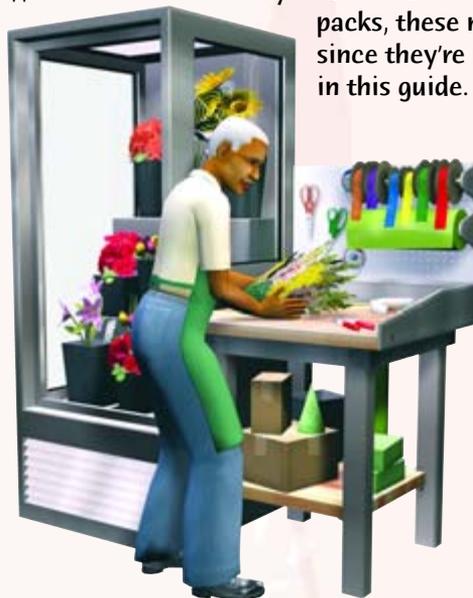
New Features from Previous Expansion Packs

With this expansion pack you'll receive several features from *The Sims™ 2 University* and *The Sims™ 2 Nightlife*, including:

- ◆ Restaurants (NIGHTLIFE)
- ◆ Attraction (NIGHTLIFE)
- ◆ Influence (UNIVERSITY)
- ◆ Turn Ons/Offs (NIGHTLIFE)

If you already have those packs installed, you won't notice anything different. If, however, you don't have one or both of these previous packs, these new features may be puzzling since they're new to you and aren't covered in this guide.

For our exhaustive rundown on these features, please consult *The Sims™ 2 University*, *Prima's Official Strategy Guide* and *The Sims™ 2 Nightlife*, *Prima's Official Strategy Guide*, as referenced in the list above.





Chapter 2

SHOPPING DISTRICTS

Where's the best place to open a business? Where the customers are, of course—and that's usually where other stores are already open. Hence, begin with the creation of a special shopping district where your Sims can travel, either to open or patronize Sim-run businesses.



note

Actually, the shopping district has no special functionality: businesses may be established in any kind of neighborhood (base, downtown, or shopping districts) except universities, and Sims may reside in a shopping district as well as in base neighborhoods and downtown. What associated neighborhoods provide is physical expansion to the base neighborhood and a pre-made, Maxis-designed destination that highlights new features of this expansion pack.

This chapter explains the anatomy of this new kind of neighborhood and how it interconnects with every other type.

The Structure of Shopping Districts

Shopping district neighborhoods exist as offshoots of your game's base neighborhoods (such as Pleasantview or Strangetown, and others). In other words, any single version of a shopping district neighborhood that you play is tied *exclusively* to one of your base neighborhoods, and has no connection to other base neighborhoods.



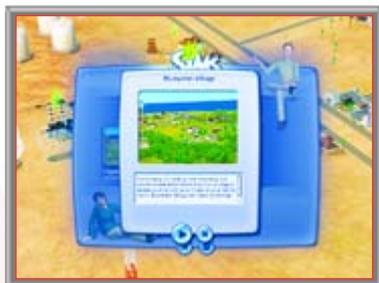
The first time you open one of your base neighborhoods or press the Shopping District Chooser button in the upper left corner, you can associate with an existing shopping district or create a new one.



Once a shopping district is associated, the full Shopping District Chooser appears, listing any associated shopping district(s) and including a button for creating new shopping districts of your own design.

Sims from other base neighborhoods, therefore, do not exist in a shopping district, even if the same shopping district is also associated with other base neighborhoods. In other words, shopping districts exist in sort of a suburban parallel universe. For example, if Pleasantview and Strangetown are both associated with the Maxis-designed Bluewater Village, the Grunt family will never be seen wandering the lots of Pleasantview's Bluewater Village and the Goths won't be caught dead in Strangetown's Bluewater.

CHAPTER 2: SHOPPING DISTRICTS



Click on a shopping district and you'll see its preview pane.

This is why you must begin the life of any shopping district by associating your base neighborhood with it. *The Sims™ 2 Open for Business* comes complete with one very densely featured shopping district and the ability to create any others you wish.



note

For a full directory of lots in Bluewater Village, see Chapter 15.



Once you add custom shopping districts, they appear alongside any existing shopping districts.

You may, of course, eschew shopping districts entirely and put down business roots right in your base neighborhoods or downtowns.



tip

For sheer tutorial value alone, associate and explore the Bluewater Village shopping district to get an idea of how to properly build a business lot and what kind of businesses are possible. In combination with this book, Bluewater Village should provide a perfect crash course in Sim entrepreneurship.

Base and Shopping District Neighborhoods: How Do They Relate?

Functionally, base and shopping districts neighborhoods aren't all that different.



note

Though they mostly function the same, the Maxis-designed shopping district that came with your expansion pack ("Bluewater Village") is different from the base neighborhoods in terms of the number and design of its community lots.

- ◆ Sims can live in shopping district neighborhoods just as they can in base neighborhoods.
- ◆ Shopping districts share Lots & Houses and Sim Bins with their base neighborhood, allowing families to move from one to the other and maintain their relationships.
- ◆ Sims you meet in a shopping district neighborhood can be invited over, added to a group, or called for a date or outing by a Sim who resides in the base neighborhood (and vice versa).
- ◆ Teen Sims residing in a shopping district neighborhood are eligible to attend college at any of the base neighborhood's associated universities (if you have *THE SIMS™ 2 UNIVERSITY* expansion pack installed, that is).

Generally, when a lot is moved from a neighborhood to the Lots & Houses Bin, its relationship data and other essential information is deleted. When the lot is a business lot, you'll also lose all business info including employees, Customer Loyalty, and Business Value.



Chapter 3

TALENT BADGES

Achievement in a traditional career requires a Sim to cultivate skills along with an expanding web of friendships. While possession of both these assets serves Sims well in the world of self-employment, true success depends on something new: a new set of business-oriented skills (known as “talents”).

These talents, represented by three-tiered Talent Badges, dictate a Sim’s efficiency and proficiency at several business-critical tasks. This chapter explains the different kinds of Talent Badges, how they’re earned, what effects they have, how to best develop them in your Sim, and how to recruit and cultivate them in employees.

The Seven Talent Badges

Talent Badges can be earned in seven areas:

Cosmetology		Robotery	
Flower Arranging		Sales	
Register		Toy Making	
Restocking			

Each of these areas corresponds to one or more business-related tasks that are made easier and/or more powerful with each badge level.

Badge Levels

Badges come in three colors (or materials) that correspond to increasing levels of proficiency:

- ◆ Bronze
- ◆ Silver
- ◆ Gold

Each subsequent badge material represents a higher level of acumen, efficiency, or ability in the badge’s area. These increases can come in the form of new socials, speedier accomplishment of tasks, ability to make more powerful objects, fewer failures, and greater resilience at certain tasks.

For playable Sims, higher-level Talent Badges mean significant increases in both efficiency and power as well as higher pay when they’re hired on other Sim’s lots. For non-playable-employee Sims, skill in badges make them better suited to certain jobs and helps command a higher salary.



note

Townies in shopping districts, base neighborhoods, and downtowns will be randomly assigned a variety of badge levels to provide you a talent pool from which to draw employees. Existing playable Sims will not have any badges.

CHAPTER 3: TALENT BADGES



A Sim who hasn't yet earned any badges will show an empty panel even if they're well on the way to Bronze.

Sims begin with no badge in an area until they earn enough points for a Bronze badge. Once they achieve the Bronze, they'll receive any benefits that go with it. Further activity in the area accumulates points toward higher badges until they eventually achieve the coveted Gold. At this highest level of accomplishment, a Sim is performing at peak levels and doesn't need to earn any further points in the talent.



note

The level of an employee's badge for their assigned task affects how willing they'll be to leave the task to tend to their Needs. The higher the badge level, the longer they stay with the job at hand.

How Badges Are Earned

Badges are earned by doing tasks associated with them.



Ringling up purchases at the register builds a Sim's Register Talent Badge.

- ◆ Building robots, toys, or flower arrangements earn Sims points toward the corresponding badges.
- ◆ Ringing up purchases at a cash register develops a Sim's Register badge.
- ◆ Doing sales socials hones a Sim's Sales Talent Badge.
- ◆ Restocking (restocking anything) builds toward the Restocking Talent Badge.
- ◆ Doing makeovers at the Ug-No-More Makeover Station adds to the Cosmetology Talent Badge.



This symbol doesn't mean the Sim has gained a new badge but that they're one step closer.



note

Whenever a Sim earns points toward a badge, the badge's icon appears with a plus sign above the Sim's head.

Points are earned for effort expended doing tasks, whether the effort is successful or not. For example, a rejected sales social earns points toward the Sales badge just like a successful one would.

When a Sim accumulates enough points for a full badge, a message appears announcing the achievement.





Every moment spent working in these areas earns the Sim points toward the next Talent Badge level. When the requisite number of points are achieved, the badge is awarded with an effect and a message announcing the achievement.



note

With no points in a related skill, it should take about twelve hours at a task to go from no badge to Bronze, twenty-four hours from Bronze to Silver, and forty-eight hours from Silver to Gold.

The higher level the badge, the more time it takes to earn it. Thus, a Sim may earn their Bronze Register badge after only a couple days of work but earning Gold may require substantially more time ringing up customers.

Talent Badges and Skills

The rate at which Sims earn points toward a badge is affected, in part, by their level in a corresponding skill. The higher their skill level, the faster they'll accumulate points toward their Talent Badges. With a skill maximized, a related Talent Badge should take about half the time to achieve.



A Sim with a fully developed skill earns any related Talent Badge at double the normal rate.



note

Interestingly, a Sim's speed in gaining Talent Badges is impacted by more than just skill levels.

The speed at which skills are developed is affected by a Sim's Personality. A highly vigorous Sim (Active/Lazy 10), for example, will earn Body skill faster than a slovenly Sim (Active/Lazy 0).

Thus, Sims can, by virtue of their Personality, be more attuned toward a certain Talent Badge. Since a Serious Sim will gain Logic skill faster than a Playful Sim, it follows that the Serious Sim will have an easier time cultivating a Register badge (since it will take significantly less time to develop the related skill).

This connection is, of course, indirect, but being aware of it may help you decide which badges your Sim is best suited to achieve.



Talent Badges, Skills, and Personality

Talent Badge	Badge-Accelerating Skill	Skill-Accelerating Personality
Cosmetology	Cleaning	Neat
Flower Arranging	Creativity	Playful
Register	Logic	Serious
Restocking	Body	Active
Robotery	Mechanical	None
Sales	Charisma	Outgoing
Toy Building	Mechanical	None

CHAPTER 3: TALENT BADGES

Talent Badge Interface

A Sim's current Talent Badges can be viewed in various ways but the specific place depends on whether the Sim is a playable or non-playable employee.



note

Employees can be either townies (whom you can't play) or playable Sims (whom you can play on their own lots).

Either way, when the Sim is functioning as an employee on either an owned community lot (see Chapter 4) or another Sim's home business, they are non-playable.

In either case, a Sim's standing in a talent is not displayed until they have achieved a Bronze badge.

Once a badge has been earned, there's no visual indication of further progress until the badge changes to the next highest level. In other words, the Talent Badge panel will look the same whether a Sim has just earned a badge level or is within reach of the next level. Point at a badge to see its area and level.

Playable Sims



Playable Sims' badges are shown in a new tab in the Skills & Career panel.

A playable Sim's Talent Badges can be viewed in their Skills & Career panel under a new Talent Badges subpanel. This panel can display up to three badges; once a Sim earns a fourth badge, a scrolling arrow will appear, indicating that further badges are currently off-screen.



note

Playable Sims employed in businesses owned by other Sims earn most of their Talent Badge points while they're on the job—and are, thus, non-playable—but it is possible to gain some badges while the Sim is on its home lot. If the Sim owns or visits an unowned community lot with a crafting object (toy bench, robot station, or florist bench), any time they spend working on it counts toward the corresponding badge.

Employee Sims

When a Sim is on a lot as an owner, all of his or her employees' Talent Badges can be viewed in the Business Tracker (the round tool in the upper right corner when a business lot is loaded; see Chapter 4).



Employees' Talent Badges are displayed via the Employee Information button of the Business Tracker. Click on the Talent Badge subpanel to view what the employee has going on.



note

The Talent Badges of all employees on the lot can be temporarily raised for three hours if a controllable Sim does the Talk...Motivational Speech Social (a level 3 Business Perk). See Chapter 6.

Select the Employee Information button (F8) on your keyboard to reveal a list of all the business's employees. Select the employee's Talent Badges panel to show which (if any) badges they've snagged.

When an employee rises to a new badge while on the job, a message announces the achievement.



When hiring prospective employees, their Talent Badges are shown. This helps to select Sims already qualified for the job and provides a basis for their salary.

Badge Rewards

With each level of a badge, Sims gain new abilities that make them more valuable and efficient workers in that talent's area.

Talent Badge	No Badge	Bronze	Silver	Gold
Cosmetology	High failure rate, clumsy animation	Lower failure rate, faster work, more flourishes	Lower failure rate, faster work, more flourishes	Lowest failure rate, fastest work, most elaborate flourishes, customer gets Hygiene boost
Flower Arranging	High failure rate, clumsy animation, Bouquet of Daisies	Lower failure rate, more flourishes, Wildflower Bouquet, Tulip Bouquet	Lower failure rate, more flourishes, Rose Bouquet, Mixed Flower Bouquet	Lowest failure rate, most elaborate flourishes, Snapdragons Bouquet
Register	Very slow checkout speed, clumsy	Faster checkout speed, more competent	Faster, more competent	Fastest checkout speed, most competent
Restocking	Very slow restocking/repricing time	Faster restocking/repricing time	Faster restocking/repricing time	Fastest restocking/repricing time
Robotery	High failure rate, clumsy animation, Toy Robot	Lower failure rate, more flourishes, CleanBot, HydroBot	Lower failure rate, more flourishes, SentryBot, MunchieBot	Lowest failure rate, most elaborate flourishes, Servo
Sales	Basic Sell social	Offer At Social, increased acceptance of lower level sales socials	Hard Sell social, increased acceptance of lower level sales socials	Dazzle social, increased acceptance of lower level sales socials
Toy Making	High failure rate, clumsy animation, Pet Brick	Lower failure rate, more flourishes, Jack-in-the-Box, Fire Truck	Lower failure rate, more flourishes, Sit-n-Spin, Kite	Lowest failure rate, most elaborate flourishes, Water Wiggle Sprinkler

CHAPTER 3: TALENT BADGES



note

With each badge level, restocking speed increases by 25% of the no-badge speed.



A cashier with a Gold Register badge is a lean, mean, button-punching machine, whizzing through a crowded line of customers with crystalline efficiency.



The main part of the Employee Information panel displays the employee's wage. The more badges and skills they have, the higher this number will be at all pay levels.

Additionally, the more and higher level badges Sims possess, the greater salaries they'll command as employees.

Badge Effects

In addition to these rewards, badges have other effects:

- ◆ The Business Value of a lot is affected, in part, by the number of badges all the employees and managers (not the owner or household members) have earned.
- ◆ The likelihood that a Sim assigned to sales will show a customer a desired object and how apt they'll be to respond to a customer who asks for help.
- ◆ Employees can't be promoted to manager until they achieve 5 points' worth of badges. See Chapter 7 for details. Employees with more badges cost significantly more money to employ so you'll face a choice between cheap, less talented labor or expensive but efficient Sims.





Chapter 4

OWNING AND RUNNING A BUSINESS

Whether your Sim wants to be a purveyor of haute couture, a convenience store magnate, a toymaker to the king, or a restaurateur, there are some procedures and systems that underlie all businesses. This chapter examines the basic mechanisms that make business ownership possible and lay the foundation for the amazing flexibility that arises from them.

Home and Away: The Basic Business Types

At the most basic level, there are two kinds of business: home lot based and community lot based. They function the same in many ways but they differ profoundly in how they are set up and significantly in how they're run.



Locking Doors

Controlling where your customers can and cannot go and directing them to the merchandise you want them to browse is possible, thanks to the new locking doors feature.

Any gate or door can be set to limit access to:

- ◆ The Sim who locks the door only
- ◆ The Sim and household members
- ◆ The Sim, household members, and employees
- ◆ No one, including the Sim who locked the door.

To lock a door or gate, click on it, choose "Lock" and select which access control you want to apply. This restriction remains in effect until it's changed or deactivated or the locking Sim moves off the lot or dies (automatically unlocking the doors).

Any playable Sims on a lot may unlock or change locks on doors locked by any of the lot's other playable Sims.

If walls are set to Cutaway, you won't be able to see interior doors. To set their locking restrictions, change wall settings to Walls Up, apply the lock, and reset to Walls Cutaway.

CHAPTER 4: OWNING AND RUNNING A BUSINESS

Home Businesses

Any Sim can turn a home lot into a place of business. All it takes is some planning and a simple phone call or computer interaction.



The telephone or the computer is the first step in the journey to home business glory.

Begin by using a phone (or the computer). Select the Start Home Business interaction. This service of the local Sim government costs nothing and takes effect immediately. Thus, from the moment your Sim declares a home open for business, the customers start to trickle in.



note

Home businesses look like any other home lot from neighborhood view, with only the traditional green plumb bob hovering overhead. Turning a home lot into a business does not mean other playable Sims can travel to it; they can only come as autonomous visitors when the lot is loaded directly.

The first thing to do is to give them a reason to come. A home can serve as several—but not all—kinds of business. It can be a retail store, selling items from the wholesale Buy catalog. It can be a food shop, selling prepared foods from refrigerated display cases. It can be a toy, flower, or robot store, selling the fruits of a crafting station. It can be a venue where patrons pay by the hour to partake of its Need-satisfying or skill-developing objects. Or it can be a salon, offering

makeovers alongside, for example, a selection of electronics or other housewares.

There are also several things it *cannot* be. It cannot be a restaurant, coffee bar, or pub because the objects required for these services are only available on community lots. Likewise, it cannot sell magazines, clothing, video games, perfume, or groceries.

Beyond those restrictions, the sky (and your imagination) is the limit.

Home Layout and Locking Doors

Opening a Sim's home to the public is a tricky proposition. Proper planning is required to prevent customers from wandering the house and using any and all of its visitor-enabled facilities (for example, the toilets).

Pitfalls can be avoided with a sensible architectural layout and judicious use of the new feature in this expansion pack: locking doors.



Locking a door controls the flow of employees and/or customers. You can even keep out household Sims if that's your yen.

Depending on what kind of business you want and how much money your Sim has to spend, it's a good idea (though not required) to physically separate the business and private portions of your Sims' homes as much as possible. This can mean putting all the business objects in a completely separate building or in rooms that offer no doors to the living portion of the lot.



Of course, if you want employees to work productively and customers to shop as long as possible, you'll need to provide facilities for them to satisfy their Needs.



tip

It's pretty important to provide your employees a TV for their Fun Need but, unless you want your customers sitting around watching TV when they should be spending money, put such objects in a separate room with a locked door controlled for family/employee passage only. See "Employee Break Room" in chapter 7.

Since customers often behave like visitors, simply separating facilities isn't enough to keep them from wandering into the living area. If an object or interaction beckons customers from a private portion of the house or the most efficient route from street to store is through the front door of the house and out the back, that's where they'll go.

To solve this problem, use locking doors to funnel customer flow into the store. First, make sure all fences and points of entry to such areas have gates or doors (no arches). Then, use the Lock Door interaction to limit access to family members and, if necessary, employees. With these limitations in place, customers won't even see the routes that lead through those portals and will look elsewhere.

Home Business Differences

Though they function similarly, home-based and community lot businesses differ in important ways:

- ◆ Home businesses must be initiated by a call on the phone or computer interaction, and can be shut down by the same means. Community lot businesses are considered businesses the moment the Sim purchases the deed to the lot and only stop being Sim-run businesses when the lot is sold back to the community or to a townie.

- ◆ Home businesses can't have managers.
- ◆ Playable Sims from other households can only visit the business as autonomous walkbys or invitees. You can never direct them to a lot with a home business the same way you could to an owned community lot.
- ◆ Home businesses can't be run remotely.
- ◆ If the owner of a home business dies and there's no one in the household to whom it can pass, the business is dissolved.
- ◆ Owners and employees can fully satisfy their Needs on a home business lot, including sleeping in a bed.
- ◆ When all family members move out of a Home business, effectively selling the lot, they do not receive any added value for the Business Value of the enterprise.

Community Lot Businesses

Instead of using their own home as a venue for entrepreneurial efforts, Sims can—for the first time—purchase community lots in any base or associated shopping district or downtown neighborhood.



note

No Sim may purchase community lots in college towns.

Community lot businesses (AKA "owned community lots"), are more powerful—though not necessarily more lucrative—than home-based businesses since they can eventually be run remotely (through the cultivation and hiring of managers) and be patronized by other playable Sims. They also differ in how they appear in the neighborhood view, how they're acquired, and how they function when the owner is off the lot.

CHAPTER 4: OWNING AND RUNNING A BUSINESS

Owned Community Lots and the Neighborhood View



This symbol means a community lot is owned by a Sim.

In neighborhood view, owned community lots are indicated by a rotating green Simoleon symbol overhead. If the owner is currently saved on the community lot, the Simoleon symbol will shimmer and the plumb bob over the owner's home lot will lose its glow.



If the symbol glows, it means the lot was saved while the owner was still on it. No Sims may travel to the lot when the owner is saved there.



Likewise, the customary plumb bob over an owner's home will dim when the owner is saved on a business lot. You can't play this lot until the owner travels home.



Clicking on an owned community lot in neighborhood view brings up the new business information box listing:

- ◆ Lot's name
- ◆ Lot's current Business Value
- ◆ Owner's name
- ◆ Business rank
- ◆ Number of employees
- ◆ Number of customers served



note

New with this expansion pack is a button on the neighborhood view lot information box. The new **Rename Lot** button permits you to do what was previously impossible: change a lot's name after its creation.

With the installation of this expansion pack, in this box (as with all neighborhood information boxes, residential or commercial) you can also find the new **Rename Lot** button.



Lot names can be altered with the new Rename Lot button.

Purchasing Community Lots

Community lots are purchased in a number of ways, depending on who owns them.



The phone or computer can help make your Sims proud owners of a valuable community lot.

If a community lot is unowned, you can purchase it by using the telephone or computer, selecting the Real Estate... menu, and choosing Purchase Community Lot.

As long as the Sim has the funds to purchase the lot, the transfer is instantaneous and the lot's deed joins the purchasing Sim's inventory.



note

You can hang a deed on a wall or place it for display on a floor or surface. A deed can also be marked for sale (as any other kind of merchandise) if it's displayed on an owned community lot or home business lot. When selling a deed, you're transferring more than just a piece of paper; you're selling it and the property it represents.

Unowned lots come with all the lot's defined facilities and inventory (if any) but no employees or managers or Customer Loyalty, even if the lot was previously owned and run but sold back to the community.



Among household members, transferring deeds is a matter of putting it on the ground or doing the Propose... Transfer Lot Ownership interaction.

Buying from another playable Sim is a more complicated affair and there are several ways to do this.

1. If a Sim has put a deed up for sale on an owned community lot, your Sim can travel to that lot and purchase the deed for the posted price. A Sim with several properties (or the money to acquire them) could use this method to set up a real estate business, buying deeds and reselling them at a profit (see "Deeds and Real Estate Sales," Chapter 8).
2. Sims can transfer deeds to adult or older Sims in their household with the Propose... Transfer Lot Ownership interaction. No money changes hands.
3. The owner can place the deed on the lot and they or any adult or older member of the household can use the Transfer Ownership interaction on the deed itself. No money changes hands.



Sims can browse lot deeds put on display in businesses.

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note

There is no way for a Sim to simply give a deed to another playable Sim who isn't part of his or her household. To do this, the owner must mark the deed for sale on his or her business lot and the intended purchaser must visit the lot (when the owner isn't on it), buy it from the store's stock, and return to the home lot. Upon return home, the purchase will be announced and the title will fully transfer. The new owner may now check in with the business via phone or computer (if there's a manager), or run it whenever they please.

Buying from another Sim rather than the community (via phone or computer) will typically be more expensive, but you're getting more for your money. Businesses transferred Sim to Sim come with their employees (with their badges, uniforms, and salary levels) and all earned Customer Loyalty. In fact, you get the business in its exact state the last time it was saved. If there were puddles, you get the puddles. If objects are out of stock, they remain out of stock. If prices were adjusted, they remain adjusted.



note

If a deed is lost for any reason, or you just want to get a duplicate copy to hang at home or sell at more than one business, they can be ordered for §15 via the telephone/cell phone's Order Deed interaction.

Selling Community Lots

Parting with community lots is, to a large extent, the mirror image of purchasing them, but there are some considerations to keep in mind.

Business Value

The Business Value of a lot reflects the lot's normal value (the purchase price of the lot, the cost of all Build Mode improvements, the wholesale value of all inventory objects, and depreciated value of all non-inventory objects) plus bonuses for the business's Business Rank and the Talent Badges held by all the lot's employees.

The first and easiest option is to sell the lot back to the community. This can be done via the Real Estate... menu on either the telephone or the computer. The price your Sim receives for this transaction is the current Business Value of the lot. Depending on whether your business has a positive or negative rank, that price could be higher or lower than the purchase price.



note

It's also possible for the sale price to be LESS THAN the price you paid, due to depreciation of objects on the lot.

To receive even more than the Business Value of the lot (or less if you're into that sort of thing), you must sell the lot to another playable Sim or townie.



tip

Townies have unlimited funds and are, therefore, your most likely buyers of deeds. If you see a playable Sim browsing a deed, attempt to usher them away from a For Sale deed by using the Show Item to... interaction.



When a customer buys a deed, you get a chance to approve the transaction.

As described above, you can sell a deed by placing it on a floor, wall, or surface in any business (home or community) lot owned by your Sim and pricing it. The lot can be priced anywhere from significantly lower than Business Value to absurdly higher. Buyers will base their purchasing decision, in part, on the difference between the purchase price and the current Business Value (the further apart they are, the more the customer must browse and the more salesmanship the browsing will probably need). If a Sim browses and buys the lot and you approve of the transfer, ownership shifts and you receive the purchase price as soon as the buyer pays for the deed at the cash register.

At this point, your Sim no longer owns the lot—with one exception. If the purchased lot is the one currently loaded, the transfer can't happen instantly. Instead:

1. If it has an Open/Closed sign, it's switched to Closed.
2. The taxi is summoned or the now-former owner heads to his or her car and automatically goes home.



note

If the buyer is a playable Sim, you can now load his or her home lot and travel to the newly purchased community lot to play it with its new owner. If, on the other hand, the buyer was a townie, the result is different. He or she immediately sells the lot back to the community, turning it instantly into an unowned lot (with no employees, or other amenities), which can be repurchased by any playable Sim over the phone or computer.



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

Finally, you can transfer ownership between household members as described above with the Propose... Transfer Lot Ownership interaction, or by placing the deed on the lot and using the Transfer Ownership interaction on the deed.

Inheriting Community Lots

Owned community lots pass on 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).

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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 that Sim was on the same lot with the former owner when he or she died.

Saving and Buy/Build Mode on Owned Community Lot

In the past, before community lots could be owned, you couldn't save or access Buy or Build mode or your Sim's inventory while playing a community lot. That's all changed if one of your playable Sims is the community lot's owner or a member of the household.

Saving, Buy/Build Mode, and any playable Sim's inventory become enabled when you bring the owner (and any household members) to the owned community lot.

Saving a Sim on a community lot, however, creates all manner of mind-aching time and financial anomalies that you should ignore. To finesse your way around these possibly world-shattering time/space contradictions, be aware of a few rules:

- ◆ When an owner is saved on a community lot, no other playable Sim can travel to that lot. The lot's name appears grayed-out in the lot selection list.
- ◆ If an owner is saved on a community lot, you can't play the owner's home lot until you reload the community lot and send him or her home. This is so even if other members of the owner's family remain on the home lot.
- ◆ Owned but currently empty community lots cannot be entered in Build mode from the neighborhood view (the traditional way to alter community lots). Once a community lot is owned, you can't edit it in any way unless the owner travels to or is saved on the lot.

When an owner departs a lot by car or taxi, all the customers and employees are forced to leave and the lot is automatically saved (without the

owner on it) in its precise state at that moment. When the owner visits next, it will be found in that same exact state.

When another playable Sim travels to the lot, that Sim also will find the lot exactly as the owner left it (but with an autonomous owner and employees working the business). When they leave, however, the lot is *not* saved but is rather returned to its most recently saved state. Thus, if a playable Sim buys a TV while on the lot, the owner will find that TV still in stock when he or she next comes to work.



note

As you'll see in "Money Flow" in chapter 5, the fact that the TV is still on the lot doesn't mean that the owner didn't benefit from the sale nor was able to restock the TV for free. The wholesale cost of restocking the restocked TV was automatically deducted from the purchase price. Thus, if the TV cost \$700 wholesale and the controllable Sim bought it for \$1,000, the owner will find an increase of \$300 when his or her home lot is next loaded.

Traveling to Owned Community Lots with Other Sims

As long as the lot's owner departed the lot (by taxi or car) the last time it was saved, any playable Sim can travel to an owned community lot to partake of its goods and services.

When other Sims travel to the lot, they'll encounter an autonomous version of the owner (or a manager if the lot has one) manning the lot along with all employees. The playable Sims can partake of any useable (not-for-sale) objects on the lot, purchase items for posted prices, or, if required, spend time on the lot with a ticket from the Electrono Ticket Machine (see Chapter 10).



Even if the business was closed with the Open/Closed sign before the owner last departed the lot, playable Sims can travel to the lot, interact with any present Sims (the owner or manager), purchase objects or buy ticket machine tickets, and use any objects that aren't for sale.

Ready for more? If your Sim visits an owned community lot with the owner of the lot as an autonomous date, companion, or group member, what you'll experience depends on several factors:

- ◆ If the business has a manager, the manager will run the lot and the owner will behave as a normal date, companion, or group member.
- ◆ If the business doesn't have a manager, the owner will both manage the business—to a reduced degree—and exhibit normal date or outing behavior. This can, by the way, make successful scored dates VERY difficult.
- ◆ If all staff members, including employees, managers, and the owner, accompany your Sim to the owner's lot, you'll find the lot fully open and accessible. Even items for sale can be freely used during this "Store Party!!".

Kinds of Stores

There are, essentially, three classes of Sim businesses:

- ◆ Goods & Services ("shops"): Includes catalog and crafted items for sale, services from objects (salon chair, coffee bar, etc.), and packaged cooked food. (Chapter 8)
- ◆ Restaurants: Businesses in which patrons are seated and served food prepared to order by a chef and delivered by a server. Customers pay for the food and may tip the waiter or host. (Chapter 9)
- ◆ Venues: Businesses that provide access to objects and a gathering place for other Sims in exchange for a per-hour access fee. (Chapter 10)



Retail shops are the most obvious kind of business but they aren't the only kind.

Businesses of each class share many of the same features and mechanisms but differ widely in what they have for sale and how they transfer those "products" to the public.



note

Each class of store is detailed in its own chapter.

The remainder of this chapter discusses what these various business have in common: the forces that underlie them all. We'll cover the differences later.



note

Two similarities exist among all kinds of stores, which aren't discussed in this chapter because they're too substantial. Customers, the SINE QUA NON of any business, and employees are completely dissected and reassembled (ewww!) in Chapters 5 and 7.

The Business Tracker

The Business Tracker is a tool that appears in the upper right corner of the screen any time you play an owned community or home business lot. It is, in effect, your Sim's business command center, providing access to all the information and tools you need to make any business go.

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The Business Tracker is in the upper right corner when playing any business lot.



note

Any playable Sim on a business lot has access to the Business Tracker and, thus, can mark items for sale or adjust prices.

The Business Tracker displays the business's current rank in its upper right corner. This rank can range from a high of 10 through a low of -5 and affects the number of customers on your lot when the business is open.



note

See Chapter 6 for more on Business Rank.

Directly below the Rank display is a button that collapses or expands the Business Tracker as needed.



The Business Perks button is in the center of the Tracker.



Business Build Tools give access to the For Sale Tool and the Wholesale Mode Toggle.

Below and to the right of the Business Perks button is the Business Build Tools button. See "Business Build Tools," below.

Around the left side of the Tracker are buttons for the four information tools (counter-clockwise from the top): Customer Loyalty viewer, the Employee Information viewer, the Cash Tracker, and the Business Information viewer.



note

The Business Tracker's four information tools for an owned community lot can be viewed even when your Sim is not on the lot. Go to a computer and do the Business...View Business Information interaction.

Customer Loyalty Viewer

The Customer Loyalty viewer displays a portrait of every customer who's visited your Sims store and his or her current Customer Loyalty rating. The range goes, left to right, from -5 to +5. Negative scores are shown in red and positive scores are



shown in yellow. If the customer is currently shopping on the lot, his or her picture in this panel will be marked with a shopping cart icon.



The Customer Loyalty viewer.

Good experiences with your business raise Customer Loyalty and bad experiences reduce it. The higher a Sim's loyalty to your store, the more likely he or she will be to buy once he or she begins to browse.



note

Full details on Customer Loyalty may be found in Chapter 5.

Customers currently visiting your business are placed at the left end of this list for easy access.

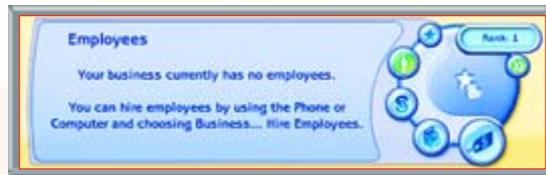


tip

Double-click on a customer to center your view on current location.

Employee Information Viewer

Portraits of each employee (and managers) are shown in this tool. Click on an employee's portrait to make them the subject of the viewer's three sub-panels. Double-click to center the view.



Employee Information viewer.

Employee Information

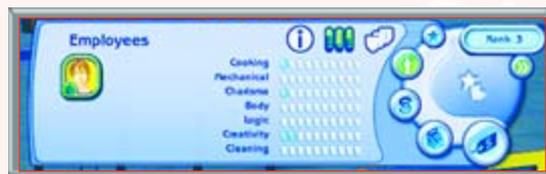


Employee Information sub-panel.

This panel displays the employee's:

- ◆ Name
- ◆ Wage and how well their pay matches their skill/badge qualifications. (Chapter 7)
- ◆ Current Assignment as assigned by the owner or a manager. (Chapter 7)

Skills



Employee Skills sub-panel.

This panel shows the employee's level in each of the seven basic skills.

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While on the job, cooks and waiters in restaurants build Cooking and Body skills (respectively) while doing their jobs. See Chapter 9.

Employees'/managers' skills are important for many things, including acceptance of some socials, how quickly they'll clean and repair when assigned to Tidy Up, and other significant roles.

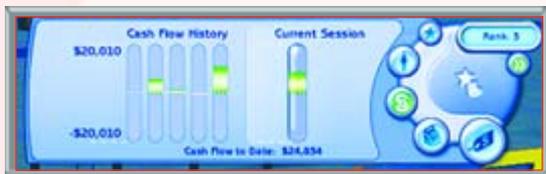
Talent Badges



Employee Talent Badges sub-panel.

This panel displays any talent badges the employee has thus far earned. If there are more than three badges, scroll arrows appear on the left, right, or both (for viewing off-screen badges). Refer to Chapter 3 for more information.

Cash Tracker



The Cash Tracker.

The Cash Tracker is a tool used to graphically view the business's financial history. The Tracker, from right to left, shows the most recent and five previous sessions of the business in terms of cash flow. If the business

brought in more money than it spent, the indicator will be above the line and green (positive). If the business spent more money than it made, the indicator will be below the line and red. The scale of all indicators change depending on the highest and lowest levels of all the shown bars.

The duration of a session depends on the kind of business lot. If it's a home-based business, a session lasts twenty-four hours, from midnight to midnight. A session of a business on a community lot business, on the other hand, is any period between when the store was opened and then closed. Thus, a session can represent several days or only a brief moment, depending on your actions.

When a new session begins, all indicators shift one bar to the left. The rightmost bar shows the session currently under way.

Below the bars is the historical representation of your business's success: Cash Flow to Date. This number represents how much the business has earned minus how much it's spent since it opened.





note

It may be surprising but it is certainly helpful to know that a business's cash flow to date affects neither its ranking nor its Business Value. Neither ranking (a function of cumulative Customer Loyalty) nor value of the business (a reflection of lot value plus ranking) takes into account how much money the business has made or lost. Thus, a losing business can still fetch a high price if sold—if it has happy customers and a crack staff.

Business Information Viewer



The Business Information viewer.

This tool shows the overall quality of the business as represented by several factors.

- ◆ Business rank reflects the number of Customer Loyalty stars the business has earned. (Chapter 6)
- ◆ The business's moniker (a reflection of its rank).
- ◆ The current Business Value (see "Business Value," above).
- ◆ The number of Customer Loyalty stars the business currently has.
- ◆ The number of Customer Loyalty stars it needs to reach the next business rank level.
- ◆ Whether the business is operating under the influence of a good or bad Reporter review.

Rank	Moniker
10	Visionary Vending Venture
9	Outstanding Outlet
8	Esteemed Establishment
7	Unique Boutique
6	Empowered Emporium
5	Proficient Purveyor
4	Burgeoning Bazaar
3	Fledgling Firm
2	Budding Brokerage
1	Tenderfoot Trader
Unranked	Middling Merchant
-1	Mediocre Market
-2	Shoddy Shop
-3	Paltry Peddler
-4	Derelict Discounter
-5	Bankrupt Bargain Basement

Business Build Tools



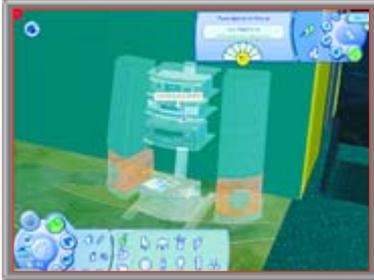
Business Build Tools.

This panel features two important tools, especially for business that trade in objects for sale: the For Sale Tool and the Wholesale Mode Toggle.

Whenever this panel is activated, all for-sale items on the lot are colored yellow and not-for-sale items darken. If an item is currently out of stock, it appears in yellow but becomes translucent.

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For Sale Tool



Use the For Sale Tool to mark individual items or display cases On and Off Sale.

The For Sale Tool allows you to hand-select individual objects or all objects on a display case to put them on or off sale or change their pricing level.



note

Objects marked for sale do not depreciate in value for as long as they remain on sale but they also can't be used by anyone.

Left of the For Sale Tool is the Pricing Tool, which defines at which of the seven pricing levels the For Sale Tool will set an item for sale. The facial icon in the pricing tool indicates how your customers will feel about objects so priced; the more angry they look, the more difficult the sale will be.

Each pricing level is an adjusted percentage of an object's value (its full wholesale price). Prices for any for-sale object can be set to:

- ◆ Ridiculously Cheap (50% below wholesale price)
- ◆ Very Cheap (20% below wholesale price)
- ◆ Cheap (5% above wholesale price)
- ◆ Average (15% above wholesale price)
- ◆ Expensive (25% above wholesale price)
- ◆ Very Expensive (50% above wholesale price)
- ◆ Ridiculously Expensive (100% above wholesale price)

Average pricing offers a tidy profit over the item's wholesale price. Everything below Cheap sells the objects at a loss and everything above Average sells at an increasingly large profit. When Sims evaluate whether to buy an item, how much they need to think about it (the starting level of their Buy Bar) is partially determined by how the wholesale price of an object compares to the marked price. Thus, an object priced at a loss requires very little consideration, while an item marked for a massive profit requires considerable thought from the customer and effort from your Sim's sales force.



note

Among the Business Perks your Sim's business can earn are several progressively larger reductions in the prices for items from the wholesale catalog.

Reductions in the wholesale price of objects increases the profit/loss margin your Sim sees at each pricing level. Thus, a product priced at Average makes more money for the owner if one or more levels of the Wholesale Price Perk are owned. Eventually, even pricing levels below Average will yield a profit on items bought from the catalog. [See Chapter 6 for more details.]



The Pricing Tool controls the price set by the For Sale Tool or any items placed from the Wholesale catalog.

The price level you set becomes the price level for any item you mark thereafter with the For Sale Tool.



To place an object for sale, click on it with the For Sale Tool and it will mark the object with the currently selected price level.



note

Using the For Sale Tool on a display rack changes the price of all items displayed on it to the same level.

To change an object's price via the Business Build Tools, use the For Sale Tool to take the item off sale, adjust the pricing level to where you wish the item to be, and use the For Sale Tool again to put the item back on sale.



note

When a purchased item on a lot is switched to On or Off Sale, an adjustment is made to your Sim's Family Funds, reflecting what the object would have cost had you purchased it at its current sale status. If the item is currently For Sale and switched to Not For Sale, Family Funds will be charged the difference between the object's Buy Mode and Wholesale catalog prices. Conversely, if the object is currently Not For Sale and switches to For Sale, Family Funds will be CREDITED the same difference.

To remove a for-sale object from being on sale, click on it with the For Sale Tool. It will revert to its natural appearance.

Wholesale Mode Toggle

The Wholesale Mode Toggle brings up the Wholesale catalog, a duplicate of the Buy Mode catalog—but all items within it are posted at their wholesale prices. A yellow highlight all over the catalog indicates this difference.



With Wholesale Mode turned on, all for-sale items glow yellow and the Buy Mode catalog changes to Wholesale Mode with all saleable items marked yellow and priced at the lower wholesale cost.

Any items placed from the catalog in this state will be instantly labeled for sale at the price currently indicated on the Pricing Tool and will be charged to family funds at the wholesale cost.

Phone/Computer Business Interactions

The home telephone and computer have several new interactions for your Sim's business use.

Home Telephone/Cell Phone



The telephone's Business... menu.

Under the new Business... menu on all home phones and cell phones, Sims can perform several business functions:

- ◆ Start a Home Business: See "Home Businesses," above.
- ◆ Hire Employees...: You may do so after you select the current lot or any other businesses your Sim owns; this interaction then brings up the hiring interface for the business (home or community).

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- ◆ **Call in All Employees:** You can summon all employees not at work to business. Note, however, that employees will refuse to come back to work until at least six hours have passed since they last left.
- ◆ **Check In with a Business:** Once a business has a manager, it can run without the owner. Still, to keep a business running smoothly, an owner must check in frequently by phone. See Chapter 6 for details on checking in. Available only when not on the checked-in business lot.
- ◆ **Check In with All Businesses:** If an owner has more than one community lot business, he or she will check in on them all in turn. Available only when not on a checked-in business lot.



tip

Employees hired over the phone won't come in on their own, but you can bring them in immediately using the phone's **Call In All Employees** interaction.

Computer Interactions

Computers offer a different but overlapping slate of interactions from the telephone.



The computer's Business... menu.

- ◆ **View Business Information:** From anywhere except the business you want to view, use this interaction to bring up the last-saved contents of the Business Tracker's Customer Loyalty viewer, Employee Information viewer, Cash Tracker, and Business Information.
- ◆ **Hire Employees...:** Same as on the phone.

Cash Register

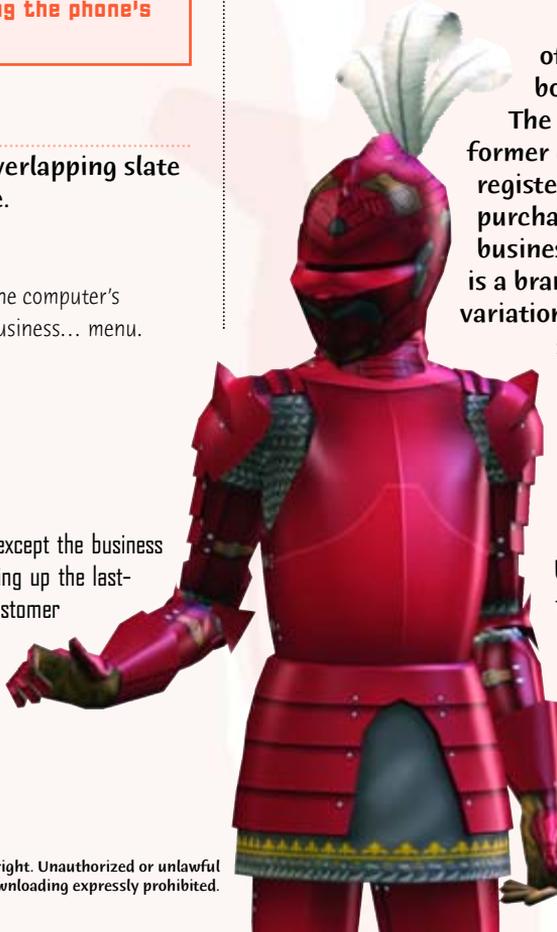
The cash register is a critical object in almost all Sim businesses. Without it, customers eventually throw down their purchases in disgust and leave. You can open a store without a cash register but you can't do much else.



Cash registers are the heart and soul of most businesses.

There are two kinds of cash registers but they both function the same. The first, of course, is the former community-lot-only cash register, which can now be purchased for use on home business lots. The second type is a brand new, old-fashioned variation perfect for ma-and-pa shops or antique stores.

All businesses need a cash register unless they have no objects for sale. If a business offers only services (salon chair, bar, coffee bar) or is a venue (pay for time spent on lot), then there's no need for a cash register.





First Simoleon Sign



Hanging a First Simoleon Sign doesn't have any effect on your business but it sure looks nice.

When a business rings up its first sale, the owner receives a framed First Simoleon Sign in their personal inventory. This object can be displayed like any framed picture: on a wall, surface, or floor. It is purely decorative but makes a Sim feel right proud!

Open/Closed for Business Sign

Generally, whenever an owned community lot's owner is present on the lot, the lot is open for business and customers can come calling any time of the night or day. You'll quickly find, however, that it's handy for a Sim to be able to work on a lot without the distraction of customers.



The Open/Closed sign is a surprisingly agile and powerful tool for controlling a Sim's business.

All businesses, therefore, need a way to close and open the business to the public without having to leave the lot. This is accomplished with the Open/Closed Sign of War and Commerce (from the Decorative > Miscellaneous catalog).

Opening the store with this sign signals to customers that they may begin to visit. Doing so does not, however, summon the store's employees. That must be done with the sign's (or the phone's) Call In Employees interaction. As long as it's been at least six hours since the employees were sent home, they should appear on the lot immediately.

Closing the store tells the customers it's time to wrap up. Patrons with selected but unpurchased objects immediately queue up at the cash register to pay and those who haven't yet chosen objects leave instantly. No further customers will arrive.

Employees, however, remain until explicitly sent home. This permits you to use their services even after the customers have left.

It's, for example, much easier to restock when people aren't pulling stuff off the shelves. To dismiss employees for the day, you can do so collectively with the sign's Send Employees Home interaction.

Chapter 5

ANATOMY OF THE CUSTOMER

All Sim businesses share one major thing that makes them go: the customer. To understand how a business works and how it can be successful, it's imperative to understand how customers behave and make their buying decisions.

This chapter examines precisely what makes customers tick and how you can study this buying behavior to maximize your Sims' businesses.

Customer Loyalty

Over time, customers develop feelings toward a given business. These feelings can be positive, neutral, or negative, depending on their experiences dealing with the business. Needless to say, it's in your best interest to entice customers to feel as positive as possible about your Sims' businesses—you want to keep them coming back and willing to buy more.

The term for a Sim's feeling toward a business is Customer Loyalty—the most important asset a business can have. To earn it is no simple matter, however; it requires skill, practice, and know-how.



note

The Customer Loyalty score of each Sim who has shopped at a lot is viewable in the Customer Loyalty panel of the Business Tracker.

Customer Loyalty Score

A Sim's Customer Loyalty score can range from +5 to -5 stars.



The Customer Loyalty score of each Sim who has ever visited a business is shown in the Business Tracker's Customer Loyalty Panel. If the customer is currently shopping on the lot, they appear at the beginning of the list with a shopping cart icon.

Within each star is the number of Customer Loyalty points needed to earn it. This number grows with each subsequent star, so getting the first star may not take much effort but snagging higher stars becomes far more difficult. Likewise, the small point ranges mean lower-level stars will also be much easier to lose and are thus more volatile.

Generally, customers gain and lose Customer Loyalty points in response to positive or negative experiences while shopping at a business. When points are gained or lost, a blue star appears above the customer's head, accompanied by plus or minus signs to indicate the direction of the change. The number of plus or minus signs reveals the degree of the change (for example, two plus signs is a big change).



Any time a Sim's customer loyalty score changes, they flash this symbol.

Stars	Loyalty Points
5	950
4	700
3	450
2	250
1	100

Stars	Loyalty Points
-1	-100
-2	-250
-3	-450
-4	-700
-5	-950



Changes that bring a Sim to a higher star rating are marked by this effect.

When a customer amasses enough points to earn the next Customer Loyalty star, a sparkling gold star swoops overhead. If a star is lost, the swooping star will be red with a black cloud enveloping it.



Drops in a Sim's customer service stars show this stormy reaction.

Factors Affecting Customer Loyalty Score

Customer Loyalty is affected in general by positive and negative experiences while shopping at the business. Specifically, it's impacted by the following events.

Increasing Customer Loyalty



Being friendly with clients is one of the most effective ways to boost Customer Loyalty. A strong relationship also makes customers more likely to accept sales socials.

Customer loyalty is raised by:

- ◆ Customer purchasing an object. The better the deal (the smaller the markup above wholesale cost), the more loyalty points a purchase garners.
- ◆ High environment score. For every hour Sims are on the lot, they'll receive a boost in Customer Loyalty for having a positive environment score. The size of the boost is proportional to the level of the Need above zero.
- ◆ Customer gaining Daily and/or Lifetime relationship points while on the lot. Gaining relationship points with the business's owner, employees, or managers gain even more Customer Loyalty points.
- ◆ Establishing positive relationships (Friend, Best Friend, Love Crush) while on the lot. Gaining these relationships with staff members are worth even more Customer Loyalty.
- ◆ Being served at the cash register within thirty minutes of getting in line.
- ◆ Accepting sales socials.

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Lowering Customer Loyalty



The more out-of-stock signs there are on a lot, the lower Customer Loyalty will be.

Customer Loyalty is lowered by:

- ◆ Browses that don't result in a purchase.
- ◆ Customer leaving without buying anything, or buying a ticket from the ticket machine.
- ◆ Customer purchasing item that's a bad deal (large differential between wholesale value and purchase price).
- ◆ Low environment score. For every hour Sims are on the lot, they'll receive a reduction to Customer Loyalty for having a negative environment score. The size of the drop is proportional to the level of the Need below zero.
- ◆ Customer losing Daily and/or Lifetime relationship points while on the lot. Losing relationship points with the business's owner, employees, or managers drops even more Customer Loyalty points.
- ◆ Customer gaining Furious state while on the lot (usually a full star drop if with non-staff or two stars if with staff).
- ◆ Customer establishing negative relationships (Enemy, etc.) while on the lot. Establishing negative relationships with the owner or staff members causes a larger drop.



- ◆ Customer rejecting sales socials.
- ◆ Customer seeing an out-of-stock sign.
- ◆ Customer complaining about something (Environment, employees, objects, etc.).
- ◆ Customer waiting more than thirty minutes in the cash register queue.
- ◆ Customer giving up waiting at cash register and leaving lot.
- ◆ Death of any Sim on the lot delivers a massive drop (from 2 to 5 full stars), the size of which depends on the customer's relationship with the deceased.



Waiting in line too long can cause big drops in Customer Loyalty.

Loyalty Decay

While a customer is on a business lot, loyalty decays slowly toward zero.

Decay stops for a time after a new star is won to prevent it being immediately lost.

Customer Loyalty Behavior

A customer's loyalty affects how they behave toward a business. Generally, a loyal customer is more apt to buy and do so more frequently. A disgruntled customer will be a tough sell and will visit the business less frequently.

Positive Loyalty Behavior

Customers with positive Customer Loyalty toward a store:

- ◆ Come to the business more often.



◆ Begin browsing with a portion of their Buy Bar already filled. The more stars they have, the higher this “head start” is. Customer Loyalty also affects the random raising or lowering of this starting point; the better the Customer Loyalty, the smaller the random variation.

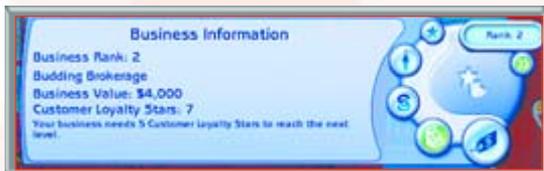
Negative Loyalty Behavior

Customers with negative Customer Loyalty toward a store:

- ◆ Come to the business less often.
- ◆ Begin browsing with a penalty to the starting level of their Buy Bar. The fewer stars they have, the lower this “head start” is. Customer loyalty also affects the random raising or lowering of this starting point; the worse the Customer Loyalty, the larger the random variation.
- ◆ Complain about negative experiences, further lowering their Customer Loyalty. Disgruntled customers will complain about rejected sales socials, negative social interactions with staff, and excessive wait times at cash register.

Customer Loyalty and Business Ranking

Though Customer Loyalty's effects on individual customers and transactions are important, its cumulative effect on your Sims' businesses is even more crucial.



Business Ranking, the number of total stars a business has, and the number it needs to gain the next ranking level, are shown in the Business Tracker's Business Information panel.



note

See Chapter 6 for full skinny on Business Ranking and Business Perks.

The cumulative number of Customer Loyalty stars a business has dictates its Business Ranking.



Business Ranking translates into points to spend on Business Perks.

Gaining a level in Business Ranking earns the owner a point to spend on Business Perks that make him or the business more powerful.

Finally, higher Business Ranking increases the Business Value of the business. In other words, along with employee quality, customers actually are a business's biggest asset.

Erasure of Customer Loyalty

A customer's Customer Loyalty is deleted upon several events:

- ◆ Death
- ◆ Moving in to owner's household
- ◆ Marrying/Joining owner

When the Sim becomes a family member and thus part of the business, they're no longer considered a customer. If the Sim subsequently leaves the household, loyalty begins again at zero.

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Customer Loyalty Strategy

Since success in business is based on the total number of Customer Loyalty stars, it follows that getting as many stars as possible should be the focus of any business.

There are two ways to do this: building customers up to higher star levels, or gaining one or two stars from lots of customers. Which you choose depends on what kind of business you want.



Lots of casual customers or a few loyal customers can add up to the same number of stars but which you choose says a lot about your Sim's business.

If you desire a low-margin, high-volume business, do just enough to keep people in positive territory and no more.



tip

A business that charges bargain basement prices (below wholesale) loses money every session but boasts a very loyal customer base. Follow this path if your goal is to quickly build up the Business Value of a lot, then sell it for a profit; the high Customer Loyalty factor outweighs any losses you experience during the short ownership. You can later raise prices once the store has a loyal following.

If you want the business to be more of a boutique with fewer but fiercely loyal customers, focus on raising each customer's stars as high as possible.

The Buying Decision

Even a small purchase is a big decision for a Sim, at least in terms of the thought process that goes into it. Understanding this thought process goes a long way toward manipulating it to maximize the performance of your Sim's businesses.

The Shopping Need

Every Sim has a new (albeit hidden) Need that only comes into play when autonomously visiting a business lot: the Shopping Need. This new Need is satisfied by buying and (to a lesser extent) by browsing for goods or services or venue tickets, and depleted by spending time not shopping.



note

It's important to remember that the goal of a business is to satisfy a Sim's shopping Need, but not too quickly. Customers whose yen for shopping is completely satisfied leave and don't spend any more money that session.



You can't see it, but every customer on the lot is being driven to buy and browse by a pressing new Shopping Need.

The Shopping Need is the initial driving force behind Sims' behavior as business customers, so knowing a bit about how it works is critical.

Why? Because a Sim's decision whether to shop or not is completely ruled by the state of



their Shopping Need. A Sim will only keep shopping as long as the Shopping Need is not completely satisfied. When it reaches maximum, the Sim departs. It's in your interest, therefore, to keep your Sim's customers, especially the ones with extremely high Customer Loyalty, from completely satiating their Shopping Need.



Keep your eye on newly arrived Sims. How they begin to shop is important.

The first step in this process is deciding whether they'll browse objects for sale, ask for help, or signal a need for help about a particular object.



note
Sims who opt not to browse will first select an object to desire. They will randomly choose between objects on the lot or a craftable object that's one badge level higher than any that appears on the lot. The latter is unlikely to be on the lot, so you won't be able to give the customer the desired object; a no-win situation but a common customer service pitfall with which you must contend. Handling the request promptly and politely will reduce the damage to Customer Loyalty.

If they decide to browse (as most will), they'll go onto the next step.



tip
Objects placed near windows have special power over customers. When an object for sale is near a window, passing Sims will stop and look at it through the window. Sims who elect to Ask for Help or exhibit Need Help behavior have a chance that this object will become their looked-for object. If they browse the object through the window and their Buy Bar rises sufficiently, they'll come inside and continue to browse the same object.



tip

As Sims near full satisfaction of their Shopping Needs, they'll stop shopping and turn their attention to other Needs. This gives their Shopping Need an opportunity to decay a bit so they can get back to shopping. If, however, you push the Sim to keep shopping to the point of full satisfaction, they may decide they've had enough, cash out, and head for the exit.

In this case, you can engage the Sim in lengthy social interaction to stall them enough for the Shopping Need to decay a bit and thereby coax them into staying.

Furthermore, the starting level of a Sim's Buy Bar when browsing any object is significantly reduced by the level of their Shopping Need. The more satisfied it is, the lower the Buy Bar will start when browsing (think of it as "shopping fatigue"). Conversely, the more depleted the Shopping Need, the closer to its potential maximum the Buy Bar will be.

Step 1: To Browse or Not?

Assuming Sims' Shopping Needs are unsatisfied, they'll decide to do some shopping.



note

Sims arrive on business lots with their Shopping Need randomly depleted, meaning they all arrive wanting to shop.

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If, on the other hand, they decide to directly ask for help or signal their need for help, what happens next depends on which they choose.

Ask for Help

If a Sim elects not to browse, they're more likely to choose Ask for Help if their Personality tends toward the Outgoing. Once this interaction is chosen, the Sim will approach the nearest sales staff and ask to be shown a specific item (shown in a thought balloon).

If the staff member is an employee, how they respond depends on the level of their Sales Talent Badge, Daily Relationship with the customer, and their Mood. The higher each badge, the more likely the employee will take the inquiring Sim to the desired object. If their Sales badge is low but Mood and Daily Relationship are high, they won't show the item but they'll be courteous about it (producing a drop in Customer Loyalty but no reduction in Daily Relationship). With a low badge and low Mood, however, the response will be less than polite and there'll be a reduction in both Customer Loyalty and Daily Relationship.

If the recipient of the inquiry is the owner or manager, immediately direct them to do a Show Item interaction on the object the customer requests.

Showing the customer the item results in raised Customer Loyalty and increased Daily Relationship (which further increases Customer Loyalty).

If the asked-for item isn't on the lot, the customer will experience a small reduction in Customer Loyalty but there'll be no drop in Daily Relationship.

Need Help

Shy Sims tend toward this more passive request for aid. If a Sim wanders around shrugging and looking confused, they are expressing Need Help.



If you see a Sim behaving like this and no sales employee is responding (or none is assigned to sales), get a playable Sim over to do the May I Help You? interaction.

You may direct the owner or a manager to do the May I Help You? interaction on the customer. Doing this in a timely manner gains an increase in Customer Loyalty.

An employee assigned to a sale may respond autonomously to a Need For Help request but is more likely to do so if they have a high Sales Talent Badge.

Failing to respond to a Need for Help eventually results in a reduction in Customer Loyalty.

Step 2: What to Browse?

If the Sim decides to search the store for something that tickles the fancy, this will be based on a number of factors:

- ◆ Affordability. Sims won't browse objects that cost more money than they have. This is only an issue for playable Sims because townie Sims have unlimited funds (See "Sim Buying Power," below).
- ◆ The wholesale cost of an object. The lower it is, the more appealing the object, regardless of its price.
- ◆ The quality of the display case (if any) containing the object. The more expensive it is, the more appealing.
- ◆ The quality of the vending display (if any). For magazines, video games, groceries, clothing, and perfume, the quality of the accompanying display is taken into account. If the rack hasn't been restocked, its barrenness will reflect on the appeal of the remaining items.



note

This process of autonomously selecting an object can be supplanted if your Sim performs the Show Object interaction and suggests an object for browsing. Customers may not take to the object, but if they do, they'll start browsing it immediately.

Step 3: To Buy or Not to Buy?

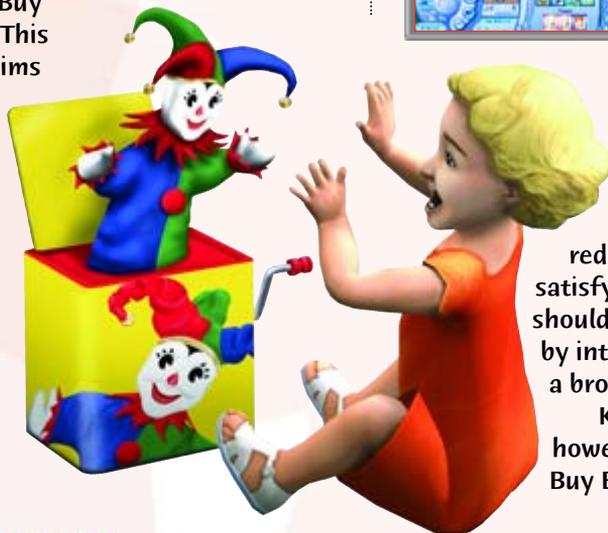
Once Sims find an object to consider, either on their own or by asking for or signaling their need for help or being shown it, the next step is to think about whether to buy it.



The Buy Bar shows how the customer's purchasing decision is progressing.

The progress of this decision is represented by the Buy Bar above their head. This V-shaped bar fills as Sims consider a variety of factors that rule whether or not they'll buy.

If the bar reaches the top, the Sim chooses to buy the object and puts it in the shopping bag.



Shopping Bags

Sims pull objects off the shelf and put them in their shopping bag. Most of the time, these bags are invisible, but you'll often see them as Sims move from object to object and when they wait in line at the cash register.

Sims don't actually buy an object until they visit the cash register. Until that point, the purchase price value of their collection of objects is represented by the color or symbol on the bag they carry:

- ◆ Brown, "S": Small purchase
- ◆ Blue, "SS": Medium purchase
- ◆ Gold, "SSS": Large purchase



The color and number of "S" on the bag tells you how much the Sims are going to drop at the register. Unless, that is, you make them wait too long to check out.

If the bar stops rising, the Sim will eventually abandon the decision and move onto another item (or leave the lot). These failed browsings reduce Customer Loyalty but still satisfy a Sim's Shopping Need, so you should try to minimize failed browsings by intervening with sales socials when a browse begins to stall.

Knowing when to intervene, however, requires you know how the Buy Bar functions. The Buy Bar is

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affected by two things: a Sim's interest in the object and any sales socials done by the business's owner, employees, or managers.

Browsing Interest

When a Sim is browsing a specific object, three factors dictate whether the Buy Bar moves up or down, and/or at what rate:

- ◆ The quality of the deal. Whether an object is a "good deal" depends on two things: the difference between the wholesale cost and the purchase price, and the overall size of the wholesale cost. Thus, an object with a purchase price that's considerably higher than the wholesale cost raises the Buy Bar less than an object priced only slightly above (or below) the wholesale cost. Furthermore, an object with a high wholesale cost moves the bar less than an object with a low wholesale cost. In other words, inherently expensive items—regardless of purchase price—are a harder sell than cheap items (a car at Average price is harder to sell than an end table at Average price).
- ◆ Was the item the one the Sim wanted? This factor only comes into play when a Sim asked for or needed help. Browsing the object they came in to find will go faster than browsing any other object. Note, however, that merely because Sims come in looking for a particular object, doesn't mean they'll buy it; if it's overpriced, the browsing may fail.
- ◆ Randomness. Every browsing session contains a random factor that moves the bar up or down. The size of this shift is dictated by the Sim's Customer Loyalty; the higher the loyalty, the smaller the random negative shift and the larger the positive shift.



The pricing level of an object will, in itself and in relation to the object's wholesale cost, profoundly impact how quickly a Sim's browsing decision will take and whether it results in a sale.

Every time that Sims consider these factors without reaching the top of the Buy Bar, there's an increasing chance that they'll abandon browsing that item (causing a drop in Customer Loyalty). The trick is to intervene with sales socials just before they decide to quit.

Sales Socials

You can intervene in the progress of a customer's Buy Bar with the judicious application of sales socials. These socials raise the customer's Buy Bar if they're accepted or, if rejected, can reduce the Buy Bar, relationship, and/or Customer Loyalty.



Sales socials are critically important but help if used properly.

All Sims can do the lowest level sales social (Basic Sell) but higher badges introduce more powerful, albeit riskier, socials that can have a huge impact on a customer's Buy Bar:

- ◆ Bronze: Offer At
- ◆ Silver: Hard Sell
- ◆ Gold: Dazzle



note

The specifics of each sales social are discussed in Chapter 12.



Remember that your Sim's relationship to a customer, though a good indicator, is no guarantee that the customer's relationship to your Sim will be high enough to accept a sales social.

For a sales social to be accepted, the owner/employee must be in a reasonably good Mood and have either a good relationship (20–30 score on Daily Relationship with the customer, depending on the social) or be in a better Mood, with customer having either high Nice or Outgoing personality to make up for the lack of relationship. It's always a good idea (unless the buying Sim is extremely Nice and Outgoing) to chat up customers a bit before starting in on the sales socials; this significantly increases the chances of acceptance.



note

The Connections Business Perks can be a big boon to selling since they give an automatic boost to the Daily Relationship level of every Sim the owner Sim meets.

The effectiveness of sales socials depends on the sales price level of the browsed object:

Price Level	Sales Social Effectiveness
Ridiculously Cheap	100%
Very Cheap	85%
Cheap	70%
Average	55%
Expensive	40%
Very Expensive	25%
Ridiculously Expensive	10%

Repeating the same social twice in a row yields diminishing returns with each repetition, so vary your tactics and know when to back off entirely. In fact, a crucial sales strategy is knowing which customers are the best focus for your Sim's precious time. If a Sim is chugging up the Buy Bar at a good clip with no help, there's no reason to use sales socials on them. Instead, look for Sims with Buy Bars that have stalled, are rising very slowly, or not at all. These are the Sims you might be able to take over the top with some well-applied sales socials.

Browsing Head Start

The customers' buying decisions are largely dictated by what happens after they choose an item to browse and begin mulling it over. Just as important, however, is at what level the Buy Bar begins when browsing commences. This is a function of several factors.



Healthy businesses and customers with lots of positive factors in place begin browsing mostly convinced to buy.

The Buy Bar will start above zero based on:

- ◆ Customer loyalty: The higher it is, the higher the Buy Bar starts.
- ◆ Business Rank: The higher the Business Rank, the higher the Buy Bar of ALL customers.
- ◆ Shopping Need: The more satisfied a Sim's Shopping Need, the lower the Buy Bar head start. Thus, a Sim with high Customer Loyalty to a highly ranked business will have a larger Buy Bar head start at the beginning of a shopping trip than at the end, making it harder to sell to him when he's been shopping for a while than when he is just getting started.

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- ◆ **Best of the Best Award:** If customers view one of these awards on a business's lot, they receive an extra head start to their Buy Bar for the duration of their visit.
- ◆ **Looked-for Item:** If a Sim has pre-chosen an item, the Buy Bar starts higher when that item is browsed.

Customers with a large Browsing Bar head start are going to be the easiest to sell to, since they have the shortest distance to go while browsing. Raising Customer Loyalty and Business Rank are the fundamental routes to making every customer easier to sell.



The Look-for Mark self-interaction reveals the customer with the highest Buy Bar head start.



note

The Look-for Mark interaction, granted to owners from the Perception Business Perks track, is a self-interaction that reveals the customer on the lot with the highest Buy Bar head start. If you're at a loss to decide on whom to exert sales socials, this interaction gives you a good place to start.

Step 4: Paying

When Sims decide they want an item, they put it in their bag. If their Shopping Need is not nearly satisfied, they scan for another item to browse. If, however, the Shopping Social is nearly fulfilled, they'll line up for the cash register.



Big lines at a register are Customer Loyalty traps waiting to spring. A cashier with high Register badges serves a long line more quickly than one with low or no Register badge.

The speed with which customers are served at the register can make a big difference. Waiting time is a factor of the number of Sims waiting in line and the Register badge level of the cashier (the higher the badge, the faster they process each transaction). Serving them quickly increases Customer Loyalty.



tip

If the line at a register is getting long, consider placing and manning a second register. Any Sims after the first two Sims in line shift to the newly opened register.

After a while, Sims start to exhibit levels of impatience, their annoyance increasing as time passes.



note

The nicer a Sim is, the longer it takes for each impatience behavior to show.

- ◆ Low Impatience: Sighing
- ◆ Medium Impatience: Grumbling
- ◆ High Impatience: Stamping foot

After thirty minutes of waiting, the Sim loses a massive chunk of his or her Customer Loyalty.



Once that happens, there's a chance—increasing each minute—that the Sim will drop the purchases and leave. If this happens, Customer Loyalty drops even more and there'll be a mess on the floor to clean up. When the dropped bag is cleaned up (by the owner or by an employee assigned to Tidy), all crafted items that were in the bag are returned to the owner's inventory. Any catalog items in the bag do not return to the shelves; instead, the wholesale cost of each item is credited to the family funds. Restoring the items to the shelves requires restocking.

Once Sims have paid for their purchases, they either depart or, if their Shopping Need decayed while they stood in line, they return to shopping. Generally, however, there's a 75% chance a customer, even one with a less-than-fully-satisfied Shopping Need, will leave after paying.

Money Flow

When Sims spend money at businesses, the Simoleons do actually change hands, shifting from one Sim's family funds to another. Sometimes these transactions can be a bit complex.

Sim Buying Power

When a townie visits a business, they come loaded. They're not more willing to spend than playable Sims, but they have a bottomless bank account.

If a townie sports a shabby appearance, don't be fooled; they're just as capable of buying a new sports car or a community lot as the most posh-looking socialite.

That said, they don't evaluate purchases any differently from an autonomous playable Sim; their willingness to buy is based on their Customer Loyalty and all the other factors that go into the Buy Bar.



Customers who come from your playable lots have the extra consideration of their own budget. Avoid showing such Sims expensive items unless you know they're loaded.

The distinction between townies and playable Sims, therefore, lies exclusively in *what* they're willing to browse autonomously and what they'll consider if shown by an owner or employee. When playable Sims spot or are shown an item, they first consider whether they have sufficient family funds to buy the item. If the answer is affirmative, they'll begin to browse as normal and the amount of money they have won't again enter the transaction.

If the answer is negative, the Sim won't browse the item at all. When shown an unaffordable item by a salesperson, playable Sims flash a thought balloon to indicate that the item is out of their price range. The owner/ employee's Nice/Grouchy personality then dictates how they react to this news. Mean Sims can damage a playable Sim's Customer Loyalty by berating them when they plead lack of funds for a shown item.



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note

The above is one reason why Mean Sims make bad salespeople.

Autonomous Spending

To protect your playable Sim's hard-earned wealth, it's long been a tenet of *The Sims*™ that no playable Sim may autonomously spend money. For example, if you visited an unowned community lot with Sim A, you might see another one of your playable Sims (Sim B) also visiting the lot. Sim B may buy a coffee from the barista, appearing to spend some money—money you helped them earn—without your approval. Fortunately, when you next load Sim B's home lot, you'll find that none of that money has actually been expended; it was an illusion.

With *The Sims*™ 2 *Open for Business*, however, that illusion is now a reality when your playable Sims autonomously visit owned community lots or home-based businesses.



To prevent your Sims bankrupting themselves on what is really “your dime” and townies having huge hidden collections of goods (which would be available if your Sim married one), a Sim—playable or townie—may keep only the last three objects purchased.



When a Sim is played for the first time after a shopping outing, the last three items purchased will be ready to place.

When a Sim pays for a fourth item, the oldest of the three previous bought objects is removed from inventory and the purchase price is refunded to the purchasing Sim. Note that the selling Sim gets to keep the money earned on the transaction; this mechanism exists only for the purchaser.

If the buyer is a playable Sim, there's an additional protection preventing them from spending more than 20% of their family funds. Once this limit is reached, the Sim will leave the lot and no member of that household will appear as a visitor to a business until you play and save their home lot.



note

If a playable Sim buys something autonomously, you'll be notified that your Sim went shopping the next time you load the home lot. You should check the inventory for the purchased items, because at that point, if you wish, you can put the objects on the lot—where they'll begin to depreciate—or sell them back for full Buy/Build mode catalog price **NOT** the purchase price.



Chapter 6

BUSINESS RANK AND PERKS

One of the great things about success is that it breeds more success. The more popular your business, the more people shop at it and the more abilities the owner amasses, and the more popular the business becomes, and so on. Thus, it's extremely important to pay attention to your Business Rank.

Yet, Business Rank isn't the final mark of success; there are more ways to achieve recognition and become even more powerful. The local business Reporter NPC can review your business and boost your number of customers, a Best of the Best Award can make your customers more likely to buy, and Business Perks can be gained and taught to others to superpower a business for generations.

This chapter introduces you to all these high-end tools for the successful business owner. Without them, the stratosphere of the Sim business world will always lie just out of reach.

Business Rank

Business Rank is the collective amount of Customer Loyalty your Sim's business has amassed at any given moment.

When a business' total number of stars reaches the next Business Rank threshold, it rises to the next Business Rank and stays there until it gains enough Customer Loyalty stars for the next rank—or loses enough stars to drop to the previous Rank.

The higher a positive rank, or the lower the negative rank, the greater the quantity of stars needed for promotion to the next level. In other words, it's very easy to rise from Unranked to Tenderfoot Trader (Rank 1) but extremely difficult to go from Outstanding Outlet (Rank 9) to Visionary Vending Venture (Rank 10).



Business Rank	Rank Moniker	Total # Customer Loyalty Stars
10	Visionary Vending Venture	125
9	Outstanding Outlet	100
8	Esteemed Establishment	75
7	Unique Boutique	60
6	Empowered Emporium	45
5	Proficient Purveyor	30
4	Burgeoning Bazaar	20
3	Fledgling Firm	12
2	Budding Brokerage	7
1	Tenderfoot Trader	3
Unranked	Middling Merchant	0
-1	Mediocre Market	-5
-2	Shoddy Shop	-12
-3	Paltry Peddler	-20
-4	Derelict Discounter	-30
-5	Bankrupt Bargain Basement	-50

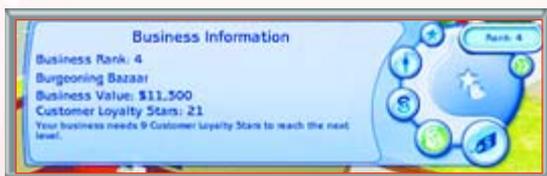
CHAPTER 6: BUSINESS RANK AND PERKS

Viewing Business Rank

A Sim's Business Rank can be viewed in several places:



In the Rank display in the center of the Business Tracker tool.



In the Business Information panel of the Business Tracker tool when the Sim is on the business lot or when viewing business information via computer. This panel also includes the corresponding business moniker, the current total number of Customer Loyalty stars, and the number needed to reach the next Business Rank.



From Neighborhood view, in the lot information box, the business moniker is displayed in lieu of numerical rank.



note

For more information on Customer Loyalty and strategies for gaining stars, see Chapter 5.

Effects of Business Rank

The Business Rank has several effects.

Customer Traffic

The Business Rank directly affects the number of customers on the lot whenever the business is open. The more renowned a business becomes, the more Sims clamor to visit and see what it has to offer.



note

The number of customers listed below will only be seen if your computer's processor can handle the load. The game will automatically scale down these numbers for lower-powered computers, just as it does with the maximum number of Sims who can be invited to a party.

Business Rank	# of Customers
10	10
9	9
8	8
6-7	7
5	6
4	5
2-3	4
-5-1	3

What you do with this extra traffic and whether your business can handle the extra demands of its popularity are among the game's most prodigious challenges.



A highly ranked business will bustle with activity.

For example, if a business is a small retail shop that sells cheap to moderate value objects at Average price levels, the focus of the staff will be on restocking and ringing up purchases to keep the shelves full and customer waits short. If the number of customers rises, your single employee and owner may have trouble keeping up with the restocking and/or serving everyone in line before they bail out in frustration. What to do?

At the most basic level, the choice comes down to whether you (figuratively) raise the bridge or lower the river:

1. Hire more staff. This seems the most obvious solution and may be so, but you must first consider the cost of a new employee versus the increase in sales brought about by the new Rank. If the existing staff is low in the kind of Talent Badges needed to attend to the new popularity (for example, if they have trouble keeping up with restocking), you might consider replacing staff with employees who have higher badges in that job or allowing staff a bit more time to level-up in the badge.
2. Raise price levels. Raising the price of everything in the store counterbalances the rise in traffic by slowing down customers' buying decisions. Longer decision times mean more time to tend to the store's basic functions without hiring new staff. Your choice here is whether the drop in sales volume is outweighed by the increased profit margin. If not, this isn't the way to go. Be careful with this method; it's easy to overcorrect.

Business Value



A business's sale price is its Business Value.

One factor in determining Business Value is a business's Business Rank. The higher the rank, the more the business will be worth over its original purchase price and the more it'll fetch if the business is sold.

Business Perks

Whenever a business gains a previously unattained rank, the owner receives one Business Perk Point to spend in one of the five Business Perk tracks (see "Business Perks," below).



note

Once awarded, Business Perk Points are not taken away if the business drops from its Rank. Nor is a new point awarded if the business reclaims a lost, previously-attained Rank.

Note that there are only 10 possible Business Perk Points for a business, so a single business can earn its owner no more than 10 of the possible 25 Perks.



note

To gain more than 10 Perks, the owner must own more than one business or have been taught ("Pass Along") by another business owner who earned other Perks.

CHAPTER 6: BUSINESS RANK AND PERKS

Business Perks

Business Perks are abilities or gifts that business owners earn each time a business they captain gains a new Rank.



Business Perks are accessed through the Business Perks button in the center of the Business Tracker.

Perks are not transferred as part of a business but rather stay with an owner for life.



note

Actually one of the Perk tracks doesn't really stay with the owner (unless he or she is very frugal). The Cash track earns the owner a series of one-time infusions of cash.

Perk Tracks



"Purchasing" one Perk opens access to the next highest in the chain.

Perks are organized into five distinct tracks, each containing five Perks that are unlocked when the Perk preceding them is claimed.

Connections

This track focuses on new social tools, allowing the owner to begin friendships at increasingly high levels and amass a large web of Sims they know and can call on. The primary business benefit of these Perks is that an owner who does sales socials can get them accepted after only minimal social interaction.

- ◆ Level 1: Notable Reputation. Whenever the owner meets a new Sim, the relationship starts at +5 Daily/+5 Lifetime.
- ◆ Level 2: Sterling Reputation. Whenever the owner meets a new Sim, the relationship starts at +10 Daily/+10 Lifetime.
- ◆ Level 3: Network. Owners gain a new Talk... social that allows them to add every Sim another Sim knows to their Relationship panel at +5 Daily/+5 Lifetime.
- ◆ Level 4: Head for Numbers. When the owner uses a telephone to call Sims, the directory contains every Sim in the base neighborhood and any neighborhoods/colleges associated with it.
- ◆ Level 5: Power Network. Owner gain a new Talk... social that allows them to add every Sim whom another Sim knows to their Relationship panel at +15 Daily/+15 Lifetime.

Perception

The Perception track contains several secret weapons for absurdly effective salesmanship.





Any owner doing sales should choose all of these.

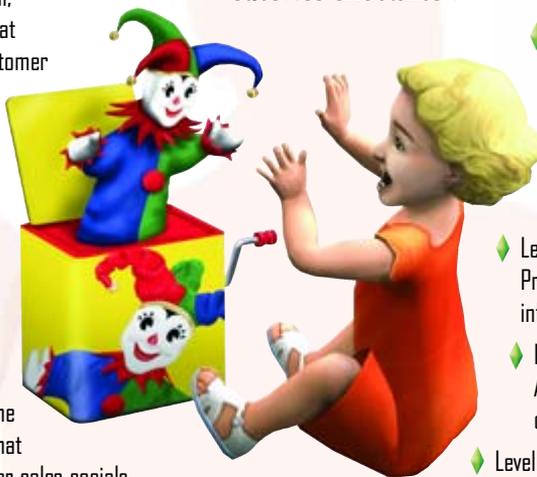
- ◆ Level 1: Assess Mood. A new social category (Assess...) is added to the owner's social menu along with a new interaction (Assess...Mood). This social permits the owner to see the current state of any other Sim's Mood, providing a powerful guide to whether social interactions (sales and otherwise) will be accepted.
- ◆ Level 2: Assess Desire. Owners get a new social, Assess...Desire, that empowers them to see what a customer wants to buy. If they show the customer that item, the customer's Buy Bar receives a bonus head start for that object only.
- ◆ Level 3: Look-for Mark. Owner gets a new self-interaction that searches the room for the customer with the largest potential head start were they to begin browsing.
- ◆ Level 4: Convincing Personality. Each sales social the owner does adds 30% more points to the Buy Bar.
- ◆ Level 5: Shameless Manipulation. Owner gets the super powerful Sales...Manipulate interaction that boosts the customer's Buy Bar and, unlike other sales socials, is very readily accepted. Using it, however, decreases the target's Customer Loyalty and the owner's Energy slightly. Customers with negative Customer Loyalty are immune to its effects.



Assess Mood allows an otherwise unavailable peek into a non-playable Sim's psyche. Good in business but there are many non-business uses too.

Cash

The Cash track provides a business with raw purchasing power. This Perk is especially valuable for venues since they have no inventory and require only isolated salesmanship. This especially applies to restaurants, for it cushions them against the inevitable early losses that all young eateries encounter.



- ◆ Level 1: LeTourneau Prize. Owner receives a one-time infusion of \$1,000.
- ◆ Level 2: Valued Client Rebate. Owner receives a one-time infusion of \$2,500.
- ◆ Level 3: Chamber of Commerce Prize. Owner receives a one-time infusion of \$10,000.
- ◆ Level 4: Owners Association Award. Owner receives a one-time infusion of \$20,000.
- ◆ Level 5: Will Wright Grant. Owner receives a one-time infusion of \$50,000.

Wholesale

The Wholesale track is an essential set of Perks for any retail business, especially ones that deal in low margins. Each perk progressively lowers the wholesale cost of every object in the wholesale catalog. With these Perks in place, the owner increases the profit margin on every catalog object without raising prices.



note

In spite of reductions due to these Perks, customers evaluate the quality of the deal for an object by looking at its unadjusted wholesale value. Thus, they are seeing a smaller profit margin than your Sim actually gains.

CHAPTER 6: BUSINESS RANK AND PERKS

- ◆ Level 1: Wholesale Discount. Owner receives a discount of 12% on every object in the Buy Mode catalog.
- ◆ Level 2: Supplier Partnership. Owner receives a discount of 15% on every object in the Buy Mode catalog.
- ◆ Level 3: Bargain Hunter. Owner receives a discount of 19% on every object in the Buy Mode catalog.
- ◆ Level 4: Serious Negotiator. Owner receives a discount of 24% on every object in the Buy Mode catalog.
- ◆ Level 5: Shark of Sharks. Owner receives a discount of 30% on every object in the Buy Mode catalog.



note

Wholesale perks **DO NOT** affect the materials cost for crafted objects.

Motivation

The Motivation track has applications far beyond the business sphere but is an extremely powerful tool in sales and for getting more work out of any staff.

- ◆ Level 1: Simply Influential. Owner gains THREE friends for the purpose of Influence capacity only. If, therefore, the Sim has no friends, the Sim would be immediately and permanently promoted to level 3 (Suave Stringpuller) with a capacity of 6,000–8,000 Influence points.
- ◆ Level 2: Perk Up. Owner gets constant availability of the Talk...Perk Up interaction to give the recipient a Mood boost of 50 points (about 1/4 of the Mood bar) for three hours.
- ◆ Level 3: Motivational Speech. Owner gets constant availability of the Talk...Motivational Speech interaction from which the target Sim gets to add +1 to all their Talent Badges for three hours. Depletes the owner's Energy Need. Since employees become more qualified with raised badges, you may have to boost their pay during the three-hour effect to keep them from thinking they're undercompensated and slacking off.

- ◆ Level 4: Boundless Influence. Owner gets double Influence points whenever they satisfy an Influence Want.
- ◆ Level 5: Rally Forth! Owners get a new self-interaction that boosts all Needs of every nearby Sim at the expense of all of their own Needs. If owners are very low in their essential Needs (Energy, Hunger) and the drop pushes them into Need failure, they'll die ("Death by Rally Forth").



Rally Forth gets the troops rolling—but don't use it when your Sim is extremely tired.



note

The ghosts of Sims who die by Death by Rally Forth are white and carry a megaphone.

Pass Along

Business Perks can be transferred to family members or managers through the Pass Along interaction. The recipient can then use these Perks for the current business (that is, they get the Rally Forth interaction) or any they own in the future.



Passing along a Business Perk is an essential if you want a business to thrive beyond its original owner's lifetime.



note

To hand a business on to the next generation, it's imperative to pass along to the offspring every Perk the owner has earned.

To use Pass Along, select a family member or manager and choose the track you want to teach them. Both Sims engage in conversation and the subject acquires the lowest Perk they don't already have in the track. The bars above the Sims' heads indicate progress toward the current Perk.

Lower-level Perks take a relatively short time to impart but each subsequent Perk take longer and longer.

The Reporter NPC

The local newspaper features a column that reviews new local businesses. Its author, a Sim of unknown identity, is known only as "The Reporter" and shows up randomly and unexpectedly at a business to see if it's a cool place to visit.



The Reporter has arrived!

This mysterious visitor can come calling any day and any time a business is open.

The Reporter's physical appearance is randomly generated, appearing for the most part like any Adult or Elder townie. How, then, do you recognize this character?



note

Once the Reporter has appeared for the first time, he or she retains that appearance in the same neighborhood until death or until made into a playable Sim by either marriage/joining or moving in. If any of these occur, a new Reporter is spawned with a new random appearance.

Every now and then, the Reporter quietly whips out a notepad and jots down notes. This brief action and the pencil-scratching sound that comes with it will be your only clue that the Reporter is on the lot.

Otherwise, the Reporter behaves like any other customer, shopping and engaging in any activity that seems appealing. Once enough Customer Loyalty points are amassed (three positive events or 100 points) or lost (two negative events or -100 points) to gain or drop a star, the Reporter will announce the review to the owner. If five hours pass without gaining or losing a star, the Reporter merely walks off the lot, producing no review.



note

If the Reporter doesn't change Customer Loyalty enough in a five hour visit and departs, the changes from that visit carry over into the next. Thus, if the Reporter rose to 80 points in the first visit (20 points shy of a good review) before being forced to depart, it'll only take 20 points on the second visit to get the good review.

CHAPTER 6: BUSINESS RANK AND PERKS



tip

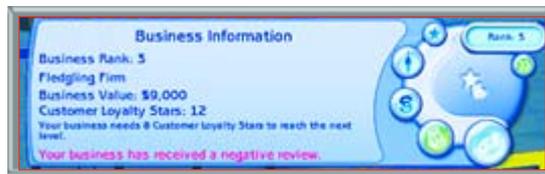
Once you spot the Reporter, socialize and make sure the bulk of experiences with the business are positive and that they happen quickly enough to gain a star in the time allotted.

If the Reporter produces a positive review, several things happen:

- ◆ The owner and Reporter rise in both Daily and Lifetime relationship.
- ◆ The message "Good Review in Effect" appears next to your Business Rank in the Business Tracker.
- ◆ Traffic to the lot increases for three days as if the business were ranked three levels higher than its actual Rank.
- ◆ New customers arrive faster after other customers leave.
- ◆ Buy Bar head start rises by 15 points.

If the Reporter writes a negative review:

- ◆ Owner will react with either disappointment or anger (depending on Personality).
- ◆ The owner and Reporter drop in both Daily and Lifetime Relationship.
- ◆ The message "Bad Review in Effect" appears next to your Business Rank in the Business Tracker.
- ◆ Traffic to the lot decreases for three days as if the business were ranked two levels below its actual Rank.
- ◆ New customers arrive more slowly after other customers leave.
- ◆ Buy Bar head start is lowered by 15 points.



If a business is operating under the influence of a good or bad review, the Business Tracker will say so.

If there's a recent review still "in effect," the Reporter won't visit the business again until the review expires.

The Best of the Best Award

Once a business has received several good reviews and the Reporter has amassed three Customer Loyalty stars, the owner receives a Best of the Best award.

This inventory object can be hung on the wall or placed on the floor or a surface to exhibit your Sim's pride to the world.

You might, however, want to think carefully about where you put that little certificate; it's more powerful than you know.

If customers view the Best of the Best award (it advertises strongly, but in a very short radius, to Sims' Shopping Need), they receive a significant boost (+15 points) to their Buy Bar's head start for the duration of their current visit.

Therefore, place Best of the Best awards in places which all customers must travel past. Getting several awards and placing them strategically around the lot is an even better, albeit difficult, strategy.



Chapter 7

WORKFORCE RELATIONS

If, as the cliché goes, customers are a business's most valuable asset, then employees are a very close second. Proper and deft staffing is just as vital to your business's financial health as attentive customer service. In fact, a highly skilled workforce, like a loyal customer base, contributes directly to the Business Value of a Sim's business.

Thus, knowing how to staff a business, how to improve and manage employees, and how to effectively delegate responsibility is another important piece in the puzzle of business success.

This chapter wrestles with all the variable issues of workforce relations to instruct you on how the employment system operates, what you can do to get the most out of it, and how you can use it to build a multi-business empire that can be run from the comfort of your Sim's home.

The Sim Workforce

Businesses can be staffed by several different kinds of Sims:

- ◆ **Owner:** The Sim who purchased the community lot or who called to establish a home business. Every business must have one.

- ◆ **Owner's Household Members:** Any members of the owner's household (teen and older) can work at the business for no salary. They are controllable, can perform managerial socials and direct employees, and have nearly all the powers of an owner. Unlike employees, however, they require far more attention to keep their Needs satisfied.
- ◆ **Managers:** Employees who earn enough Talent Badges can be promoted to manager. Managers are controllable Sims who can run the business when the owner is not saved on the lot. Home-based businesses can't have managers.
- ◆ **Employees:** Employees are the most basic hired help. They aren't directly controllable and must be paid commensurate to their skills and Talent Badges to ensure efficiency.



CHAPTER 7: WORKFORCE RELATIONS

Employees

Among these various characters, the employee is the most complicated and the most important to grasp.

Definition of an Employee

An employee is an autonomous Sim hired to work in a Sim's business. Employees can be either townies or playable Sims from outside the owner's household.



Be sure your Sims' employees have somewhere to take the pause that refreshes or they'll refuse to do their jobs. And who could blame them?

While at work, employees can partake of a lot's Need-satisfying facilities just as if they were members of the household. Thus, unlike visitors, they can sleep and prepare food on-site on home lots if their Needs demand.



tip

You may not want employees raiding your home-based business's refrigerator or sleeping in family beds, especially while on the clock. Doors locked to all but family will keep employees out of places they don't belong.

Still, employees can be a boon to any business. If you care for them and manage them properly, they'll provide the best return for the least money and attention.

Hiring Employees

Employees are hired in two ways: in person or via phone/computer.

Hiring in Person

Any non-household Sim who appears on a business lot can be hired with the Hire interaction.



Hiring in person requires some relationship to exist between the parties.

Sims hired in person can reject the owner's offer based on Daily Relationship or Mood (or if they have negative Customer Loyalty towards your Sim's business). If they do, there's a substantial reduction in both Daily Relationship and the rejecting hire's Customer Loyalty.



If the intended hire accepts the social interaction, you'll be able to view his/her skills and Talent Badges—and the salary he or she will receive—as well as whether he or she already has a job.

Previous Employment

If an autonomous Sim already has a job, they'll lose it if they're hired to work at a business. For townie Sims, this isn't a big problem since what they already do for a living isn't really your concern.

However, it does matter when hiring playable Sims. If you hire a Sim who has a job in a career track, the new job replaces the other. Make sure this is the result you desire.

If a Sim is already employed by another business in the neighborhood, his or her current job will show as "Employed" but won't say at which lot. If you don't want to poach employees from your other Sims' businesses, be careful when hiring employed townies.

When you choose to go ahead with the hiring, the Sim immediately becomes an employee and is ready to be assigned a job and collect an hourly wage. New hires are automatically set at the Fairly Paid salary level for their skills and Talent Badges.

Hiring Remotely

Every day the telephone and computer feature a randomly selected pool of Sims available for hire. Potential applicants will be drawn from both townies and playable Sims and boast different levels of Talent Badges and skills. The slate of hireable Sims changes each day at midnight.



note

Each lot may hire up to eight employees. This number may be lower based on your computer's performance specs.



Hire one or more employees at once using the phone or computer hiring system.

Select one or several of the candidates, click on the Hire button, and—when you're done—click Accept. Applicants hired in this manner always accept.

They won't, however, come to work until summoned. You can bring them in the next time the owner goes to the business (if there's no Open/Closed sign) or by calling them on the phone or via the Call In Employees interaction on the Open/Closed sign (if the business has one).

Hiring Playable Sims

When you hire playable Sims as employees, they're essentially no different from townie Sims. The big difference that distinguishes playable Sims from townies in this case is what happens when you next play *that* Sim's home lot.

From their home lot, playable Sims hired by a business behave just like Sims in traditional career tracks. Their Skills & Career panel list their jobs as "Employee" and display the names of their employers' lots.

CHAPTER 7: WORKFORCE RELATIONS



Playable Sims employed on another Sim's lot will have a Skills & Career panel which makes it appear that they have a traditional career.

Hours are presumed to be 9 to 5, Monday through Friday, with the carpool arriving at 8 in the morning.



note

If the employee is a teen, the hours will be the same as for adults working at a Sim-owned lot. Forcing a choice between work and school. On the upside, adult wages are paid.

Playable Sim employees get paid a wage when they go to work from their home lot and you'll notice that it's substantially higher than the salary as set on their employer's lot. This is because the amount must be scaled to be comparable to the wage the Sim with the same skills would get in a career track.

Since playable Sim employees don't get promoted when they go to work from their



home lots, their Mood when they depart for work will never gain them a promotion nor get them dismissed from work. Changes in such a Sim's pay can only be made by adjusting their wages on the employer's lot.

Employee Management

Employees are fickle beasts, fiercely loyal and tireless one minute and lazy and uninspired the next. Knowing what makes them tick will enable you to get the most out of your Sims' hired help.

The Employee Mood Ball

Above all employees' heads are small balls colored to indicate the state of their Moods (green is happy, yellow is middling, and red is bad). Keep an eye on it and give employees a break before they bail out on their own (see "Slacking Off," below) or you may have trouble getting them back to work without damaging relationship.



The ball above employees' heads shows you their Moods and provides a warning about when they're going to bail.



Employee Pay and Morale

Employee pay range is based on the number of skill levels and Talent Badges they hold. The more skilled they are, the higher a salary they'll demand.



A Sim's wages are changed through the Management... Change Wage interaction. You'll note that the wage level selector looks surprisingly familiar. Works the same, too.



Wages are set through the Management... Change Wage interaction on each individual employee with a mechanism very similar to the price level selector for objects for sale. In this case, however, the scale is based on fair pay. Within the range defined by their skills and Talent Badges, employees can be:

- ◆ Ridiculously Underpaid
- ◆ Very Underpaid
- ◆ Underpaid
- ◆ Fairly Paid
- ◆ Overpaid
- ◆ Very Overpaid
- ◆ Ridiculously Overpaid



note

As price levels for merchandise are relative to the wholesale cost of the item (object "value"), pay levels for employees are relative to their skills and Talent Badges (employee "value"). The money required to fairly pay an employee with one Bronze skill badge is less than that required to fairly pay one with three Silver badges.

An employee's wage level has four primary effects:

Calling In Sick

The lower their wage level, the greater the chance that employees will call in sick or refuse to come in when called. The probability of this happening depends also on employees' average Mood during the previous work day and their Lifetime relationship with the owner.

Slacking Off

The lower an employee's wage level, the more readily he or she will drop out of his/her assigned job to tend to his/her own Needs.

The point at which an employee slacks off is ruled by a base kickout level for each Need or Mood. Recall that the Need and Mood bars range from -100 to 100, so -75 means the Sim will drop out when the bar is 25% full:



note

When employees gain new badges, their pay doesn't automatically adjust to compensate them for their newfound marketability. Thus, if you don't take action once you learn of an employee's new badge level and restore them to an acceptable pay level, they'll suddenly become underpaid, lazy, and more likely to call in sick or quit.

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Base Need/Mood Kickout Points

Need/Mood	Base Kickout Point
Hunger	-75
Comfort	-60
Bladder	-70
Energy	-80
Fun	-60
Social	-60
Hygiene	-80
Mood	-60



note

The actual levels at which employees bail out will also be affected by their Talent Badges. For the sake of clarity,

though, the descriptions below assume the employees have no badges to modify their basic bail out level.

- ◆ A fairly paid employee will only bail out of an assignment when a Need or Mood reaches just above the base kickout point. When this moment arrives, they'll flash the Need that requires attention in a thought bubble.
- ◆ A Ridiculously Overpaid employee will stick with assignments to the point of Need Failure; they won't bail out.
- ◆ Employees less than Fairly Paid will drop out of jobs at annoyingly high Need and Mood levels. The lower their pay level, the higher their bailout point will be.

To give you a sense of scale between the different pay levels, the table below shows the change that pay level adds or subtracts from a Need or Mood. For example, the base for Hunger is -75. A Ridiculously Underpaid employee (with no badge in the job they're performing) will, thus, kickout at -10, just barely below the line's midpoint. An Overpaid employee, on the other hand, won't kick out until -85, below the base

kickout point. If, in calculating these kickout points, you get a number below -100, it means that the employee will *never* bail out due to that Need or Mood; they'll stick with a job until you relieve them, heading straight for Need satisfaction upon release.

Kickout Modifiers

Pay Level	No Badge	Bronze Badge	Silver Badge	Gold Badge
Ridiculously Underpaid	65	60	55	45
Very Underpaid	40	35	30	20
Underpaid	20	15	10	0
Fairly Paid	10	5	0	-10
Overpaid	-10	-15	-20	-30
Very Overpaid	-20	-25	-30	-40
Ridiculously Overpaid	-30	-35	-40	-50



note

An employee's badge level at the job he or she's doing further affects his or her willingness to slack off. The higher the badge, the lower his or her Needs/Mood can go before he or she bails out. The table above shows how these modifications combine with pay level to change the base kickout points.



Ordering an employee back to work is never pleasant. The less often you have to do it, the better.



Once employees, even an overpaid one, bail out of an assignment to tend to a Need, they won't return to the job until a manager, owner, or member of the owner's household does the Management... Get Back to Work As... interaction. If accepted, the employee returns to the job, but only until he or she reaches his/her pay-level-influenced kickout point again. If he or she rejects (which will happen if the employee's Needs are low enough that he/she would leave if required to return to work), he or she'll refuse—lowering Daily and Lifetime Relationship with the owner/manager/household member—and continue tending to his/her own Needs.

Employees instructed to take a break will leave the job to tend to their Needs and automatically return to their assignment after one hour with their Need bailout point set lower than the point normally dictated by the pay level. Over time, the bailout point decays back to its default setting but the Sim will be more tolerant of low Needs in the meantime, out of gratitude to their thoughtful employer. If you want an employee on break to return to an assignment before an hour has elapsed, use the Management... Get Back to Work As... to send them back to the previous post. Note, however, that this drastic interaction will cause a reduction in relationship between your Sim and the employee.

Refusing Assignments

The lower an employee's pay level, the more likely he or she'll refuse an assigned task.



note
Household members doing business tasks are unpaid and so will kickout of activities based on standard skill/Fun object kickout rules.

Use the employee Mood ball to anticipate when employees will bail out on their own, and use the Management... Take a Break interaction before they do. An Underpaid employee will bail out when the ball is yellow or even still green; a Fairly or Overpaid employee won't wander off until it's thoroughly red.



tip
To avoid the damage caused by Get Back to Work, instead use the Take a Break interaction on a slacking employee and give them time to refresh their Needs. Once they've recovered, you can give them a new (or the same) assignment and they'll take it up with no loss of relationship.
You can also relieve an assigned employee with the Unassign interaction which takes the employee out of their assignment and sets them free to tend to their Needs. Once they've recovered (the Mood ball turns green), give them a new assignment and they're back to work.

Quitting

The more Underpaid an employee, the more likely he or she'll be to quit when Mood and/or relationship to the owner are low.

A Fairly Paid employee rarely, if ever, quits and will never quit if the wage is set at Overpaid or higher. Below Fairly Paid, the chance of quitting jumps to about 15% for



CHAPTER 7: WORKFORCE RELATIONS

Underpaid, 40% for Very Underpaid, and 60% for Ridiculously Underpaid.



When an Underpaid employee just can't take it anymore, he or she will quit.

Employee Break Room

To keep your employees as productive as possible, try to set up businesses with an easily accessed break room where employees can go to tend to their Needs quickly.

A good break room should have a locked door (accessible only to employees and household Sims) with:

- ◆ A very comfortable couch
- ◆ An expensive TV for quick Fun
- ◆ At least one toilet
- ◆ A shower
- ◆ A coffee or espresso machine
- ◆ An outdoor area just off the break room with a Grillinator "BigBQ" grill so employees can cook for themselves for free. Fences and locked doors may be required to keep out customers.

Hourly Pay and Missing Payroll

Every hour, each employee's wage is deducted from the owner's funds and added to the funds of each employee; you can see the figures emanating from each Sim's head in either positive or negative directions.

If the owner runs out of money while employees are on the job, he or she won't be able to make the hourly wage payments. When this condition arises, you'll receive notice that trouble is brewing.

Trouble comes in the form of a chance—increasing with each hour—that an unpaid employee will quit and become furious at the owner. This chance is mitigated somewhat if the owner has a high relationship with the employee.

When the owner's funds rise above zero again, payments to employees resumes (assuming there are any still around).

Employee Attendance

Employees come to work only when summoned, either by phone or (if the business has one) via the Open/Closed sign's Call In Employees interaction.



Call employees in too quickly after the last shift and they'll tell you they just can't make it yet.

Employees can be sent home any time but, once they leave the lot, they won't return until at least six hours have passed. This is the amount of time it takes to replenish their Needs and show up to work bright-eyed and bushy-tailed. This period of time bears no relation to where their Needs or Mood were when they departed work; employees always need six hours to replenish themselves.



Assigning Work

Employees can be assigned a variety of tasks depending on what objects are on the lot. If another Sim is already working on an assigned task, the already-assigned Sim will be relieved and the new Sim will take his or her place.



note

When employees return to work after being sent home, they'll retain their job assignments from the previous day and head directly to those posts unless reassigned.

Assigning Tasks

Use the Assign... interaction menu to direct an employee to perform basic business tasks:

- ◆ Restock Items: Only available if there are items for sale on the lot. Sim will restock currently out-of-stock items and continue restocking as other items are removed from the shelves.
- ◆ Sell Items: Only available if there's something to sell on the lot. Employee will perform sales socials on customers.
- ◆ Be Cashier: Only available if there's a cash register on the lot. Sim will stand behind cash register and await customers ready to pay for their purchases.
- ◆ Tidy Up: Always available. Employee will clean up messes, repair broken objects, spray for roaches, mop up puddles, pull weeds, water plants.



Employees just wander around satisfying their Needs and enjoying themselves if you don't assign them a task.



note

Owners, managers, and household members—all controllable Sims—have self-interactions for tidying and restocking, permitting them to assign themselves these tasks. Controllable Sims will persist in these jobs until you cancel the interaction out of their queue or they kickout due to Needs or Mood.

Assigning to Services

Employees can be assigned to work a service object on the lot via the Assign... menu:

- ◆ Be Barista: if there's a coffee bar on the lot (UNIVERSITY)
- ◆ Be Bartender: if there's a drinks bar on the lot
- ◆ Be Chef: if there's a commercial stove on the lot
- ◆ Be DJ: if there's a DJ booth on the lot (NIGHTLIFE)
- ◆ Be Host: if there's a host stand on the lot
- ◆ Be Server: if there's a host stand on the lot
- ◆ Give Makeover: if there's a salon chair on the lot
- ◆ Sell Lemonade: if there's a lemonade stand on the lot



note

Employees can also be assigned to service jobs by using the particular object's Assign Job... menu. Specify which Sim you want to man the object and the desired service begins.



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Assign to Crafting Objects

If the corresponding crafting objects are there on the lot, use Management... menu's crafting interactions:



The choices are more complicated when assigning a Sim to make crafted objects.

- ◆ Make Single Plates: if there's a functional kitchen on the lot
- ◆ Make Group Meals: if there's a functional kitchen on the lot
- ◆ Make Many...: if there is a robotics, toy making, or flowering-arranging crafting station on the lot. All products that the employees' badges qualify them to make appear in the sub-menu. The employee continues to make several of the same object until reassigned.



note

Employees can also be assigned to crafting jobs using the crafting station's Assign Job... menu. Specify which Sim you want to man the station and the desired product to begin production.

Set Uniform

To put an employee in a special work outfit, use the Management...Set Uniform interaction. Make all outfit adjustments you desire to the employees' wardrobe until they're dressed to your satisfaction.

If you wish to save this combination of outfit pieces as a Business Outfit that can be easily applied to other employees, press the Create a Business Outfit button. In future, you can go directly to this panel and apply the uniform in one click.



If you want to give an identical combination of clothing to more than one employee, save it as a Business Outfit.

To put the employee in the newly designed outfit, click Accept.

If you want the employee to revert to their previous outfit, use the Management...Wear Casual Clothes interaction.

The Management...Set Uniform interaction also works on owners.

Send Home for the Day

When you no longer wish to pay an employee for the day or they are very low in Needs and/or Mood, use Management...Send Home for the Day to release them from work.

Once sent home, employees can't return to work for at least six hours.

Firing/Laying Off

Employees can be dismissed by either firing or laying off.

To fire an employee, use Management...You're Fired!. Jettisoning an employee in this way creates hard feelings: a reduction in both Daily and



Lifetime relationship, and the employee becomes furious at the Sim doing the firing and either rages or cries.



Don't expect fired employees to take it well. Don't anticipate seeing them become happy future customers, either.

A more gentle method is to instead use Management... Lay Off. If there's a high Daily Relationship between the parties or the fired employee is Nice (Nice/Grouchy > 5), the employee will appreciate a considerate dismissal with a small rise in both Daily Relationship and Customer Loyalty. If the employee rejects the interaction, however, expect anger and a drop in both Daily Relationship and Customer Loyalty.

Managers

Once Sims collect several Talent Badges, they can be promoted to manager. To raise to this level, the employee must have amassed five points' worth of badges under the following scale:

- ◆ Bronze: 1 point
- ◆ Silver: 2 points
- ◆ Gold: 3 points

Thus, an employee with three Bronze and two Silver and one with a Gold and a Silver both qualify for promotion.



note

Home-based businesses can't have managers.

To execute the promotion, use the Management... Promote to Manager interaction. With this change, something magical happens.



Managers are fully controllable, appearing on the household list and able to do most anything the owner can do.

Once an employee becomes a manager, they transform into a fully controllable Sim while on the business lot, as long as the owner is present and controllable.



note

Managers aren't controllable when the owner visits the lot as an autonomous guest of another playable Sim.

Managers can perform all management socials and can obtain an owner's Business Perks through the Pass On interaction (see Chapter 6).

Given their greater professionalism, managers command a bonus to the salary as dictated by their skills and Talent Badges, so expect to have to raise pay substantially for their extra utility.

If ever you want to demote a manager back to employee status, use the Management... Demote interaction, but prepare for the inevitable disappointment.

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Other Benefits of Managers

In addition to giving you another controllable Sim to help run your business, managers enable three very important opportunities.

First, when a lot has a manager, the lot can operate without the owner even if the owner visits as an autonomous guest of another playable Sim. In this situation, the manager will be present on the lot and will autonomously carry on all managerial operations of the business. The owner can then enjoy his or her night out and won't attempt to run the business at all. Without a manager, visiting autonomous



owners will exert some managerial functions while on the lot, distracting them from the date or outing on which they're visiting.

Second, having a manager allows the owner to operate the business remotely from home and collect income without actually running the business's day-to-day operations. With this ability, owners can run several businesses at once or hold a career job in addition to their empire of business lots. See "Remote Businesses," below, for details.

Third, managers can be directed to Mind the Store, enabling them to autonomously perform the usual owner tasks (i.e., assigning jobs, etc) while the owner is still on the lot. This leaves the owner free to do as he or she pleases.

Running a Business Remotely

If there can be said to be a goal in the Sim business game, it is this: over the course of a lifetime (or generations) to amass a business empire that can be run over the phone. Such Sim tycoons are a rare but proud breed and all had to work very hard for the life of leisure they've earned. Want your Sims to be among them? Here's how.

Overview

It's critical to first understand what running a business remotely entitles a Sim to do. Specifically, a Sim can earn income from a community lot business on a given day without actually visiting the business's lot and running its operations. This can only be done if the lot has a manager and only for a limited time before the amount of income dwindles away.



Remote Income Calculation

The amount of income the owner receives each day is based on the hourly average income from the lot over the last *five sessions* (i.e. \$100,000 for 100 hours = hourly average \$1,000/hour) as shown in the Cash Tracker. This number is multiplied by eight (a "standard" work day) to produce the business's base daily remote income (i.e. \$1,000 hourly average becomes \$8,000 per day).

This amount, however, declines each day the owner is away.

This daily decay can be reduced by two-thirds (brought down to only 10% per day) if the owner calls into the business each day to check how things are going (see "Calling In," below). Even if the owner calls in diligently, however, the business stops producing daily infusions of income after nine days.

To restore remote income to full (if it hasn't completely decayed away) or restart it (if it's decayed to zero), the owner must travel to the store and run it for at least four hours. The next day, the new income will be based on a new hourly average and decay starts over from there.

Clearly, a Sim can't just abandon his or her creation and rake in the dough. Running a business remotely can, however, be done successfully if the business is well built and remote management is performed with skill.

Let's examine the steps to building a lucrative remote business.



note

Income from a remote business arrives at midnight each day.

If a business's hourly average is a loss (less than \$0), the owner simply receives \$0 each day they don't personally run the business; they won't ever remotely lose money.

Remote Income Decay

The first day of remote running, the base income is automatically reduced by 20%. Also, the first day and each subsequent day owners allow a business to run without them, the amount of income decreases by 30%. Thus, if a business's base average is \$10,000, the first day remote income will be \$5,000 (\$2,000 for the initial deduction and \$3,000 for daily decay). It'll bring in \$2,000 on the second, \$1,000 on the third, and none thereafter.



Step 1: Build the Business

There is no way to just set up a business and then go home and run it over the phone. Every business must be nursed from its nascent state to a healthy enterprise before an owner

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should even consider taking a hands-off approach. There are three reasons for this:

1. The more successful a business is, in terms of Rank, the less time it takes to run it from home (for reasons that will be clear soon). You can run a low-ranked business by phone but it takes so much time that your Sim won't be able to do much else.
2. The amount of income you receive from running a business remotely depends on the average hourly income during the most recent five sessions, as shown in the business's Cash Tracker. If the average is low, running the business remotely won't be worth the time.
3. The business must be running long enough to cultivate an employee who can be promoted to management. Without a manager, you can't run a business remotely.

Thus, give your businesses a chance to grow and prosper before giving in to your imperial ambitions.



Step 2: Hire a Manager

To run a business remotely, there must be someone who can stay on the lot and perform managerial functions while your Sim is at home. That someone is a manager.

As described above, any employee with five points or more worth of badges (see "Managers") can be promoted to manager. You have to pay managers more than a regular employee, so be sure to include the extra expense in your decision whether to run the business from afar.

Step 3: Check In

Once a business is well established and has a manager to keep it running when the owner's away, it's ready to be run remotely.



Calling to check in is mandatory if you want to run a business from afar.

To reduce the amount lost to daily decay (see "Remote Income Calculation," above), your Sim needs to use the phone/cell phone's Business... Check In with Business interaction each day for each business that your Sim owns. In exchange for maintaining each business's cash flow to your Sim, your Sim must sacrifice a chunk of valuable time for the check-in.

When Sims call to check in with a business, a progress bar marking the process of the call appears above their head. The higher a Rank the business has, the shorter amount of time this consumes. When the bar fills, the call is done and the business's remote income decay is minimized.



note

Checking in with a Rank 1 business will take about four hours while the same call to a Rank 10 business will take only fifteen minutes.

If your Sim has more than one business, use the phone/cell phone's Business... Check In with All Businesses to check in with each in turn. When the bar fills for one business, the Sim calls the next business and start a new progress bar for that call. The speed of each check-in depends on the Rank of each individual business.



When an owner has more than one business, use the Business... Check In with all Businesses interaction to do them all in turn.

If the business owner checks in, that day's remote income from the business falls by only 10%. For any day an owner fails to check in with a business, the daily decay jumps to 30%.



note

To increase the amount a store delivers remotely, the owner must work the store to build up its average profit.

Step 4: Resetting Remote Income

Every few days—the frequency depends on how much income you're willing to sacrifice for the time gained by not going to the business—owners should return to each of their businesses and run it for at least four hours. This resets the

decay; if the owner stays home the next day (and calls in), the infusion is the average income minus the initial 20% reduction and 10% daily decay.



Chapter 8

BUSINESS TYPES—RETAIL & SERVICES

Sim businesses come in many shapes and sizes but, as described in Chapter 4, there are three primary models on which they can be built:

- ◆ Stores selling products or services ("Retail" or "Shops")
- ◆ Restaurants
- ◆ Stores offering access to objects and presenting themselves as a gathering place for Sims to interact in exchange for a per-hour charge ("Venues")

This and the following pair of chapters introduce you to the specific workings of each of these kinds of businesses, what you need to make them function properly, and what strategies you can use to reach the pinnacle of success in each.

Definition of a Shop



Businesses selling goods or services are shops.

A shop is a business that earns money by selling objects or services for a profit. Shops can be profitable by selling at "low margin" (purchase

price only slightly above wholesale cost) and relying on high volume to create a large revenue stream, or at "high margin" (purchase price significantly above wholesale), relying on a fiercely loyal customer base, a pleasurable shopping experience, and a skilled sales force to move a low volume of merchandise with large profits.

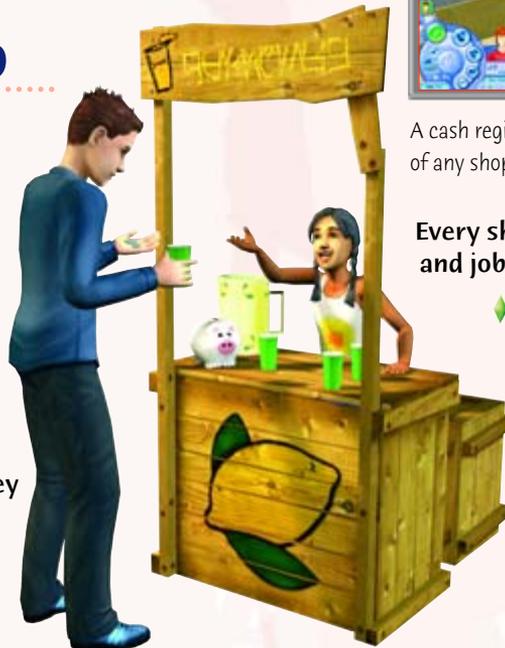
Shop Requirements



A cash register is an indispensable part of any shop business.

Every shop needs certain objects and jobs to make it run properly:

- ◆ Cash register: Any business selling objects **MUST** have at least one cash register on the lot. The larger the customer volume, the greater the need for multiple registers.





- ◆ **Display cases:** Objects can be sold off the wall or floor but display cases offer myriad benefits. Objects in display cases can be restocked or priced EN MASSE with one interaction. Also, objects shown in a display case are slightly more attractive to browsing Sims; the more expensive the case, the more attractive the items in it will be.
- ◆ **Restocking employee(s):** Any business that moves merchandise needs to have someone to restock purchased items from the Wholesale catalog or from crafted objects in the owner's inventory. Failure to restock can lead to lowered Customer Loyalty. Finally, restock signs bring down Environment, further lowering Customer Loyalty. The higher the Restocking Talent Badge of a Sim, the faster he or she'll restock.
- ◆ **Sales employee(s):** Most retail businesses need someone performing sales socials on customers to aid them in reaching the top of their Buy Bar. The higher the Sales Talent Badge of a Sim, the more powerful sales socials he or she can perform. The bigger the gap between an object's wholesale cost and its price level, the more a business needs someone assigned to sales.
- ◆ **Cashier:** Even if you don't have someone on the cash register at all times, a business needs someone to work this final stop in the shopping transaction. The higher the Cash Register Talent Badge of the Sim, the faster he or she'll ring up transactions.



Display cases aren't required but they do make life easier and objects in them more attractive to buyers.



tip

The lower the price level of your merchandise, the less you'll need salespeople—low margin merchandise sells itself—but the more you'll need restockers to keep the shelves from being bare. Note, however, that when a customer has built up some Customer Loyalty, he or she readily buys increasingly expensive objects without sales socials.

Pricing and Repricing

The price at which objects are sold is critical to the smooth operation of a retail/service business. There are several ways to adjust the prices of objects. Some are more efficient than others and some are more appropriate to certain situations than others.

Manual Pricing

Any item can be repriced using the For Sale Tool (see Chapter 4, "Business Build Tools"). With the Business Build Tools panel of the Business Tracker open, select this tool to adjust the price of any individual item by removing it from sale, adjusting the price level, and putting the item back on sale at the new price level.

Note that this method takes several steps and doesn't allow for custom pricing but does let you reprice without any time passing since the game is paused.

Set Price Interaction

Your Sim can reprice items in Live mode with each for-sale object's Set Price interaction.

CHAPTER 8: BUSINESS TYPES—RETAIL & SERVICES



Sims can set prices manually on individual items.

Unlike For Sale Tool pricing, Set Price pricing allows for custom pricing but does require your Sim to leave whatever it is he or she's doing and route to the item to be repriced.

Set Price of Type Interaction

The Set Price of Type interaction works identically to the Set Price interaction but changes the price of the item selected and all other instances of the identical object on the lot. For example, using Set Price of Type on the Retratch Padded Egg Chair changes the price for all Retratch Padded Egg Chairs on the lot, but not for all chairs.

Set Display Item Prices

To price every object in a single display case to the same price, use the display case's Set Display Item Prices interaction.



Display cases have all their contents repriced with one interaction on the case itself.



note

This can also be done with the For Sale Tool. Use it on the display case to put all items in the case (not the case itself) on or off sale at the selected price level.

Global (Cash Register) Pricing

To price every for-sale item on the lot to the same price level, use the Set Price... Everything interaction on any cash register.

Saleable Objects

Sims' stores can sell almost any object. Saleable objects can come from two sources:

- ◆ The Buy and Build mode catalog
- ◆ Crafted Objects

Buy and Build Mode Objects

Most, but not all, objects from the Buy mode catalog and several from the Build mode catalog can be offered for sale in a Sim business.

There are two ways to set an item for sale.





For Sale Tool



The For Sale tool marks objects On and Off Sale for the price specified on the price level selector.

Purchase it from the Buy mode catalog as you normally would and mark it for sale with the For Sale Tool. This marks the item at the price level indicated on the price level selector.

Wholesale Mode



When in Wholesale Mode, anything saleable in the Buy or Build mode catalogs turns yellow.

Alternatively, activate the Business Build Tools on the Business Tracker and activate the Wholesale Mode Toggle button. This button switches the Buy and Build mode catalogs to its wholesale pricing, where the catalog panel and saleable items are highlighted in yellow and can be purchased automatically at a reduced, wholesale cost.



note

Items that can't be sold are colored gray.

When an object is purchased from the Wholesale catalog, it's automatically priced at whatever level is currently indicated on the price level selector. Be sure to set this where you want it *before* buying an item.



note

When an item is marked for sale, none of its normal interactions are available. A TV marked for sale, therefore, can't be turned on.

Prohibited Items

Everything in the Buy mode catalog can be placed on sale except:

- ◆ Cash Register(s)
- ◆ Community Lot Trash Cans
- ◆ Displays
- ◆ Electrona Ticket Machine
- ◆ Fence-Top Lanterns
- ◆ Host Podiums
- ◆ Lemonade Stand
- ◆ Makeover Chair
- ◆ Open/Closed Sign
- ◆ Robotics, Toymaking, and Floral Arranging Crafting Stations
- ◆ Telephones/Public Phone



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From the Build mode catalog, you can only sell:

- ◆ Archways
- ◆ Columns
- ◆ Connecting Column Arches
- ◆ Doors
- ◆ Everything from the Garden Center except water-based plants
- ◆ Multi-story Columns
- ◆ Multi-story Doors and Arches
- ◆ Multi-story Windows
- ◆ Windows

Finally, though it would certainly be fun to sell a Cow Plant, you cannot sell any Aspiration, Career, or Date Reward objects.

Home vs. Community Lots

Community Lots can sell objects that don't appear in the normal community lot catalog. Moreover, you can place previously unavailable home-only items (such as beds) on community lots for actual use, but they'll have only limited interactions (for example, Sims can Relax or WooHoo on a bed but can't sleep on it).



You can now put beds on community lots, but you still can't direct Sims to sleep on them. To totally fill the Energy need, Sims still must go home.

On home-based business lots, however, you can't place for use or sale most community lot-only objects (like the coffee bar or commercial stove).

Crafted Objects

Sims may sell products made on special crafting objects and cooked food prepared by a Sim who isn't acting as a chef (see "Restaurants," Chapter 8).

Crafting Stations

The three crafting stations are:

- ◆ The "That Smells Great!" Floral Workstation (flower arrangements)
- ◆ The Crazy Fun Toybench (toy making)
- ◆ The "Non-Deadly" Robot Crafting Station

Each crafting object makes six products. With each level, the object becomes more expensive, requires a higher level badge to make it, and takes longer to fabricate.

Level (Badge)	Flower Arranging	Toybench	Robotics
1 (None)	Daisy Bouquet	Sir Bricks-a-Lot	Toy Robot
2 (Bronze)	Wildflower Bouquet	Little Heroes Fire Truck	CleanBot
3 (Bronze)	Tulip Bouquet	Clown-In-A-Box	HydroBot
4 (Silver)	Rose Bouquet	Brinks' Kite	MunchieBot
5 (Silver)	Mixed Flower Bouquet	Twirl, Spin and Wobble!	SentryBot
6 (Gold)	Snapdragon Bouquet	Wet n' Wild Water Wiggler	Servo



Crafted objects made by employees or managers are placed in the owner's inventory.



Once an object is made by the owner, any employee, manager, or member of the owner's household, it goes immediately into the business owner's inventory. From here it can be placed directly on the lot or held in storage for restocking (see "Restocking Crafted Objects," below).

Occasionally, depending on chance and the badge level of the crafting Sim, a crafting station produces a broken or—for some objects—"evil" version of the object. These items look different from normal counterparts but are functionally the same in terms of stocking, pricing, and Sim browsing (shoppers won't realize the object is broken or evil).

Controllable Sims may choose to make a single item (Make One...) or multiple copies of the same item (Make Many...).

As with skill objects, a controllable Sim will work on the item until a Need or Mood forces them to stop. Employee Sims, by contrast, will work until they reach the Need/Mood bailout point dictated by their pay level.



note

For full details on each crafting station, see Chapter 11.

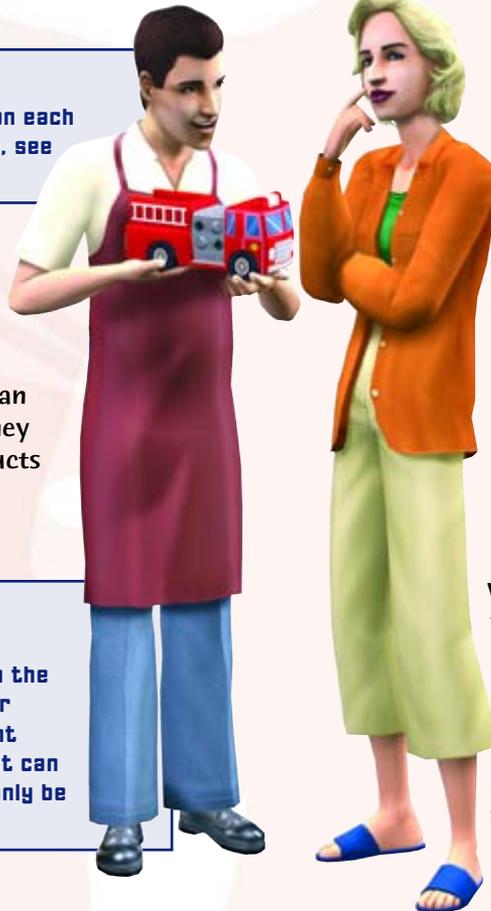
Crafting Station Functionality

Any controllable Sim (teen or older) can use a crafting station and any employee can be assigned to use it, but they are only able to make products for which their badge level qualifies them.



note

If an unfinished object is left on the bench by another Sim, only Sims with sufficient badges to build that product can complete it. All others will only be able to scrap it.



To assign a Sim to crafting, you can use either the employees themselves or the crafting station.

Employee Sims can be directed to produce crafted products by either:

- ◆ Clicking on the employee and using the Management...Make Many... interaction
- ◆ Clicking on the crafting station and using the Assign Job... interaction, specifying which Sim you want to work the station.

In either case, only products which the employees' badges qualify them to make will appear. Select one and the employee makes the same object over and over until something—change of assignment, being instructed to take a break, Need bailout, or something—stops them.

CHAPTER 8: BUSINESS TYPES—RETAIL & SERVICES

Prepared Food

Any business, not just restaurants, can sell food with nothing more than a functional kitchen if you utilize the proper interactions.



note

To make prepared food, a business must have all the objects required of a home kitchen. That is, stove (regular or professional model), refrigerator, and counters for preparation.

As with a home kitchen, prep is faster if you add a food processor. To make the entire range of possible dishes, also include a microwave, toaster oven, and high-end outdoor grill.



Selling food is good business if you have a solid kitchen and a Sim who knows his or her way around the kitchen.

Any playable Sim can make prepared food for sale by clicking on the refrigerator, microwave, toaster oven, or grill (depending on which dish you want to make) and choosing either Make... to cook one product or Make Many... to cook several.

Next, decide whether you want to sell Single Plates... (one serving) or Group Meals... (six servings) and select from foods that the chosen appliance and your Sim's Cooking skill qualifies him or her to make.



tip

One of the best foods to make in a crafted food business is gelatin since it takes no actual preparation time.

To direct an employee to make food for sale, click on the employee and use Management... Make Single Plates... or Management... Make Group Meals... All choices that the lot's cooking equipment and the employee's Cooking skill qualifies him or her to make will appear for selection.



tip

Though they can't be made through the Make Many... or Make... interactions, snack foods (chips, cookies, juice) can be sold, but only on home lots and only with a bit of queue juggling. Direct your Sim to Have Snack... and cancel the interaction before they eat it. The object can then be marked for sale.

When each dish is completed, it's placed in the owner's inventory. To mark food for sale, place it somewhere on the lot and use the For Sale tool (on the plate, not the food) to set its price.





note

On a home-based business lot, food-for-sale can be made this way or by traditional methods, though food prepared through the Management interactions go straight into inventory, where it'll be infinitely preserved and won't get eaten by ravenous Sims.



A food display case is not required for a food-selling business but it should be. Your inventory should be preserved and presented as well as possible.

Food put out for display will soon spoil like any cooked food. To preserve your inventory, you can purchase a Decra-Chill Display Case. This object has all the usual features of a display case and also keeps prepared food from spoiling for, well, ever.

When prepared food is purchased, it is restocked exactly like crafted objects. A restocker automatically pulls a new plate of the food out of the owner's inventory or notify the owner that more needs to be made.



note

Unopened pizza boxes can be marked for sale but Chinese Food cannot.

Special Case Objects for Sale

Some objects are unique in either how they must be sold or where they come from.

Cars

Normally, cars can only be placed on driveways on home lots. Though you can sell one from that position in a home-based business, community lot businesses need a more flexible solution to facilitate the selling of vehicles.



Cars can only be placed on community lots with a proper car display. The lot'll have to be big though; car displays take up a lot of real estate.

To that end, community lot businesses can purchase a Show My Ride, a display case specially designed for selling cars (found in the Surfaces > Miscellaneous catalog). Unlike driveways, the car display can be placed anywhere, though it does require a prodigious amount of space.



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Easel Paintings



Paintings by Sims with high Creativity skill can be sold in stores too.

Paintings from Creative Sims' easels can be marked for sale just like any other wall art. The sale-from-the-easel price is a painting's "wholesale" price against which customers will compare the selected price level.

Deeds and Real Estate Sales

As described in Chapter 4, real estate can be sold Sim-to-Sim by placing deed objects on a lot and marking them for sale. Sims browse the deed like any other item (though the decision will take quite a while and require considerable and effective sales intervention), then purchase the deed at a cash register.

Unlike regular objects, you must approve the transfer before the deed is finally sold.

Thus, one could set up a real estate office that deals solely in deeds. Such a business would require a large amount of cash, since every deed for sale must first be purchased at its market price (the owner of the real estate office would be the owner of the deeds).

Point-of-Purchase Objects

Beyond being for sale themselves, many objects can also serve as venues for placing a particular kind of object for sale. These cases, called point-of-purchase objects, each sell a certain kind of

product and are dealt with differently from regular display cases (though they share similarities).



Magazine racks and electronics kiosks are stores-within-stores, vending their wares and extracting money directly from customers.

The Sims™ 2 Open for Business offers several kinds of point-of-purchase objects that give your Sims' businesses a distinct character. Different racks offer:



note

Clothing racks have a special interaction: **Suggest Outfit For...** This interaction works similarly to the **Show Item to...** interaction, but instead of leading a customer to browse a specific item, they'll browse a particular class of clothing from a rack. If they buy an outfit from the suggested class, they'll change into it immediately.

- ◆ Books: Any bookshelf placed on a business lot (home or community) can be used as a point-of-purchase rack for books. Purchased books are added to Sims inventory and can be placed on lots and read or simply put away on any bookshelf at home.
- ◆ Clothing: Clothing racks now function as point-of-purchase racks for selling any kind of Sim clothing. Purchased clothes are added directly to your Sim's dresser collection just as they always have. Clothing booths become part of the browsing process with a chance that a browsing Sim will use the booth and continue to browse in front of the mirror.
- ◆ Groceries: Groceries are purchased in the traditional way but now become an object in a playable Sim's inventory. When Sims return home, they can place the shopping bag object on a counter from which it must be unpacked into the refrigerator.



- ◆ **Handheld Electronics:** Cell phones, handheld games, and MP3 players can be offered via their kiosk. Sims who buy electronics gain an entry in their inventory and new self-interactions enabled by them.
- ◆ **Magazines:** Magazines become items in inventory, which can be placed in a Sim's home and read to alter their conversational interests.
- ◆ **Perfume:** Perfume can be applied to appeal to a Sim for whom cologne is a Turn On. Just as with the traditional buying experience, purchased perfume becomes an inventory object that is applied with a self-interaction.
- ◆ **Video Games:** Video games are purchased in the traditional fashion but don't become an inventory item. Rather, when a purchasing Sim arrives at home, he or she receives a message that a new game has been added to his or her video game system and computers.

Point-of-Purchase Pricing and Restocking

Point-of-purchase racks are priced as a whole with everything offered by the rack sold at the same price.



note

Wholesale discount Business Perks do not lower the wholesale cost of items from point-of-purchase racks.

As items are bought from point-of-purchase racks, most (though not all) visually change to represent their depleted state. As the racks are picked bare, they have the same effects as display cases in need of restocking, lowering Customer Loyalty, Environment score, and the purchasers' Buy Bars. Employees assigned to restocking or controllable Sims directed to restock will completely replenish all empty and partially empty point-of-purchase racks.

Items selected from most point-of-purchase racks must be rung up at a cash register.

Service Objects

Service objects may sell a product (coffee, juice, etc.) but they primarily trade in services that are exchanged immediately for money rather than added to a shopping bag and rung up at a register.



The coffee bar is a self-contained service object where customers buy the product and pay at the same time.

Several kinds of service objects can be placed on a Sim's business lot:

- ◆ **Bars:** Several styles. Sells juice at a price per cup. Community lot only.
- ◆ **Coffee Bar:** Sells coffee at a price per cup. Community lot only.
- ◆ **Lemonade Stand:** Sells lemonade at a price per cup. Community or home lot. Any Sim, child or older, can run it.
- ◆ **Salon Chair:** Sells changes of appearance. Community or home lot.



note

Employees assigned to service objects can be tipped using the Tip interaction. Money given as a tip actually transfers from Sim-to-Sim, going into the Family Funds of the employee.

Chapter 9

BUSINESS TYPES—RESTAURANT

Sims love to dine out on the town. With several specially designed tools and abilities, Sims can now work the other side of the podium, running their own restaurant for other Sims' dining pleasure.

The mechanics of running a lot as an eatery share elements with other businesses but, among the basic business types, they are the most distinctive, providing exceptions to many new rules and requiring a few systems of their very own. This chapter describes the processes of setting up and running a restaurant and the secrets to success.

Restaurant Overview

Unowned restaurants function essentially like they have since the *Nightlife* expansion pack. But once an owner takes over, how they perform depends on what you do next.

Success in this business requires certain mandatory objects and, eventually, rather extensive staffing. Customer Loyalty will be won and lost in many different ways.

Once everything's in place, customers arrive and browse the menu via the host podium. Here, they decide whether to "buy" a restaurant's products using the same browsing behavior as in all stores. Once they've chosen to dine, they queue up at the podium to be seated.

The customers are seated by the host and the server comes to take the table's order.

This, in turn, is brought to the chef, who prepares the ordered meal. The tray of prepared food is delivered to the table by the server and the customers commence dining.



A restaurant is a team effort and a big one at that.

When the meal is done, the customers pay the host for the meal and depart.

There are many potential pitfalls in this process, where Customer Loyalty can be gained or lost. The overall quality of the dining experience depends on how well the



lot is kept tidy and how skillfully each facet of the experience is handled. In the end, though, eateries live and die based on two things:

- ◆ **Food:** The level of the food offered (most important), how well it's prepared (whether it's burnt), and its value (market value vs. price level).
- ◆ **Service:** How quickly customers are seated from the podium and how competently they're served by their waiter.

To maximize these two elements, it's critical to know how the restaurant mechanism operates and how it can be tuned to turn out peak performance.

Food Value

Unlike other kinds of businesses, the amount a restaurant owner pays for his or her business's raw materials is substantially lower than what customers view as the value of the product. Instead of wholesale cost, customers compare the restaurant's price level for the menu against a perceived "fair market value" of the dish.

It's not, therefore, what the customer thinks the owner paid for the food but what he or she feels the food is worth in general. In fact, food value is determined as a percentage of the dish's Hunger satisfaction points.

The fair market value of a dish, by the way, is not something you'll ever be able to see in the game, but that doesn't really matter.

Strategically, your goal is to balance the price level of the menu not with the fair market value but with the quality of the dishes offered. Whatever Customer Loyalty penalty the business will get from charging high prices will be more than outweighed by the boost in Loyalty from serving high-level food.

Required Objects

To be a restaurant, a lot must contain *all* of the following objects:



Proper equipment is essential to the running of a restaurant.

- ◆ At least one host podium (either the "Gastronomique" Restaurant Podium or the new Podium of Bonnappitizon)
- ◆ A food service stove (Tempest Cooktop from Guas)
- ◆ At least one dining table or counter piece
- ◆ At least one chair placed at the table or a stool at the counter



note

Pay attention to your restaurant's Business Rank. It dictates the maximum number of customers that can be on the lot at a time, and thus how much seating needed by your restaurant. (See Chapter 6, "Effects of Business Rank," for more info.)

Without any one of these objects, the lot simply won't be a restaurant and will display an "Under Construction" sign on the host podium.

Host Podium

The host podium serves as both the nerve center of the restaurant—where the menu is established, prices are set, and many jobs are assigned—and as the object which must be "sold" to potential customers. As such, it offers several basic interactions:

CHAPTER 9: BUSINESS TYPES—RESTAURANT



Though it's not as glamorous as the stove, the host podium is the most important cog in the dining machine.



Food Service Stove



A commercial-grade stove is the second critical object.

- ◆ **Plan Menu:** Select from all possible cooked foods to add or remove them from the restaurant's menu. This decision should be based on the Cooking skill of the restaurant's chef; the greater the skill, the higher level food he or she can create without producing Customer Loyalty—reducing burned dishes. To assist in this decision, each dish's required Cooking skill is shown.
- ◆ **Set Menu Prices:** Prices for the entire food service business of a restaurant are established via the host podium. The price of each dish is set with each pricing level as a percentage of the dish's fair market value (See Chapter 4).
- ◆ **Show Menu To...:** Offer a menu to a specific Sim on the lot for browsing. This interaction initiates the browsing process for customers who haven't started browsing the menu on their own and shouldn't be done with a Sim who's already browsing the menu.
- ◆ **Be Host:** Volunteer a controllable Sim to act as host.
- ◆ **Be Server:** Volunteer a controllable Sim to act as server.
- ◆ **Be Seated/Be Seated at Counter:** Be seated as a customer of the restaurant. If the owner or a family member uses this interaction to dine at the restaurant, they still have to pay their bill but the money goes straight back into family funds.

The food service stove (“Tempest Cooktop from Cuas”) is where a restaurant's chef works the culinary magic and it's the choice of all pro chefs. No other stove will do for the restaurant business, so you must have one on the lot to make it a restaurant.

Employees and playable Sims can be directly assigned cooking duty through the stove's Assign Chef... or Be Chef interactions, respectively.

Seating



To be a restaurant there must be, at a minimum, a place for one Sim to eat seated. You should probably aim higher than this, but that's the minimum.



note

Be sure barstools are facing in the correct direction or they won't count as seating for a restaurant. If incorrectly-facing stools are your only seating, the restaurant functions as if it had no seating at all.



Sims aren't opposed to eating standing up but not when they are dining out. That's why, to operate at all, a restaurant must have at least one place to eat. This can be either a chair and table or a stool and counter, but there must be one useable place for a diner to both sit and eat.

Required Staff

There are three essential jobs at a restaurant business, each with its own tasks and performance variables. Each job can be held by either an employee or a playable Sim (owner, manager, or member of the owner's household):

- ◆ Host
- ◆ Chef
- ◆ Server
- ◆ Greeter



tip

A restaurant can usually be run by just one Sim until its Rank reaches 2 or 3. Until then, customer volume is low enough that one Sim should be busy but able to keep customers from bailing. After Rank 3, customer volume increases to the point that the restaurant will likely need an employee to serve as either a chef or a server.

In fact, low-level restaurants **SHOULDN'T** have employees, due to the high cost and considerable downtime when employees will be most productive.

Ideally, a restaurant should be run by a multi-Sim household, at least in the early stages.



note

Greeter is not formally a task to which anyone can be assigned but it is an essential task that no employee does autonomously. See "Greeter," below, for details.

Host

The host mans a host podium and is responsible for seating customers once they decide to eat at the restaurant. When Sims successfully complete their consideration of the menu, they signal to the host that they're ready to sit and the host automatically escorts them to the closest open table.



Low-badge hosts spend too much time on the phone, increasing line wait times.



note

Employees can be assigned to host via the Management... Assign interaction or the Assign Host interaction on the podium itself.

If no Sim is assigned to be host, the guests stand in line at the podium and wait. Just as when Sims queue at a cash register, Sims left excessively waiting for service from the host eventually become frustrated and, ultimately, leave the business, dropping several points in Customer Loyalty with every moment.

The quality of a Sim's performance as a host is dictated by their Sales Talent Badge; the higher the badge, the less time he or she spends yammering on the phone while customers wait to be seated and (as with retail sales Sims) the less prone he or she'll be to leave his or her post to take care of Needs.

CHAPTER 9: BUSINESS TYPES—RESTAURANT

Server

Servers visit the customers' table shortly after they're seated to take their order, deliver the order to the chef, and bring the finished dish to the table.



A Sim with low- to mid-level Body skill will drop dishes on unsuspecting patrons. Obviously, this is not good for business.



note

Employees are assigned to be servers

with the Management...

Assign interaction
or the podium's
Assign Server
interaction.

All employees serve food with equal efficiency and speed but there is one variable that separates a bumbling waiter from a world-class attendant: **Body skill**. Body skill dictates how predisposed a server will be to drop served food on a patron. The lower the Body skill, the more often the Sim will drop food.



note

Servers and chefs are the only employee jobs that depend on a skill rather than a Talent Badge. As with Talent Badges, however, Sims assigned to these restaurant tasks build the task's required skill the longer they perform the job. Thus, waiters develop Body skill (up to but not beyond level 6) and chefs develop Cooking skill for every minute they spend on their assignments.

Chef

The chef is stationed at the stove, ready to quickly prepare every order brought in by the servers. The speed with which Sims cook an order is controlled by their level of Cooking skill; the higher the skill, the faster the food prep. Fast service means higher Customer Loyalty, so having a high Cooking skill chef is critical to a highly successful restaurant.



When planning the menu, only select dishes requiring your chef's current Cooking skill or below.



Cooking skill has one further effect, but it's not controlling which dishes the chef can prepare (and thus which can be on the restaurant's menu). Instead, it's which dishes *should* be on the menu. All chefs, regardless of Cooking skill, can prepare all meals. How often they fail in their attempt, however, is a function of Cooking skill. Chefs *always* burn food that's above their Cooking skill level. For foods requiring their current Cooking skill or lower, the likelihood they'll burn any dish is a matter of their Cooking skill.

Thus, a chef with level 10 Cooking skill very rarely burns an order while a level 5 chef burns everything above level 5 and even burns orders below level 5 occasionally. Chefs with no skill burn all food more often than they get it right.



The higher a Sim's Cooking skill, the faster the cooking goes and the fewer burned dishes produced.

The danger with burned food is that it will be served to patrons. Since food is delivered straight from stove to table, you'll never know if a meal is burnt until the waiter presents it. Then if, in fact, the meal has failed, there'll be an immediate loss of Customer Loyalty as the customer chokes down his or her incinerated lobster.

To avoid this, remove items from the menu that are above your chef's Cooking skill. Only add these items to the menu once the chef achieves the required skill level.

Greeter



note

IF prices are set at Average or below, there's not much of a need to have anyone performing the unofficial Greeter function—customers will usually decide to dine without need for sales socials.

Before requesting a table, patrons will browse a restaurant's menu to sell themselves on whether to dine or not. This browsing functions exactly the same as for retail shops, including the patron's comparison of the food's value versus its price level. The greater the difference between the two figures, the longer it'll take them to be sold.

And, just as in shops, this decision can be sped and sealed with judicious and skillful use of sales socials. In restaurants, however, there is no way to assign a Sim to do this task.



A Sim working as "greeter" socializes with and does sales socials on patrons browsing the menu.

Thus, the job of selling the menu must be done by a controllable Sim (owner, manager, or member of the owner's household).

The most logical Sim to do this job is whoever is acting as host because they'll be in physical proximity to the browsers and their job already requires and develops the Sales Talent Badge. Hosts, however, don't autonomously deviate from their task of seating patrons who've already decided they want to dine; they must be manually directed to socialize with and convince browsers.

CHAPTER 9: BUSINESS TYPES—RESTAURANT

After a directed social, they'll return to the host position to await diners.

Once a restaurant achieves a measure of financial success, it can probably afford to hire an employee to act as host while a controllable Sim glad-hands the clientele, does the Show Menu to... interaction on wavering Sims, and performs sales socials on browsers. Until then, the task falls to you to micromanage your controllable Sims between these two crucial jobs.

Gaining and Losing Restaurant Customer Loyalty

Customer Loyalty in restaurants is earned or lost at various stages:

- ◆ Gained or lost with social interactions with staff and other customers at any phase of the dining experience.
- ◆ Gained or lost via sales socials performed while a customer is browsing.
- ◆ Lost if wait at host stand is excessive.
- ◆ Lost if the customer waits so long for service that they leave the lot.
- ◆ Lost if server takes too long to take order (function of the number of servers, not the skill of individual servers).
- ◆ Lost if ordered food takes too long to arrive from the kitchen. This is a function of both the chef's Cooking skill and the size of the server staff.
- ◆ Gained or lost based on the quality of the "deal" (food value versus price level).
- ◆ Gained when the customer eats foods that require over 5 skill points to make.
- ◆ Gained whenever any service is performed in a timely fashion. Likewise, tardy service of any kind reduces Customer Loyalty.
- ◆ Lost if a Sim wants to be seated but there isn't enough seating.

Customer's Perspective on Owned Restaurants

Traditionally, when a Sim visits a restaurant, the experience is guided by a set of autonomous NPCs whose presence and behavior are tied to the various restaurant objects (host and servers spawned by the podium, chef by the stove).

When, however, a playable Sim travels to a restaurant owned by another playable Sim, he or she'll still find an autonomously run restaurant, but which posts are manned depends on the lot's actual staff. If, for example, a restaurant doesn't have enough employees to man all jobs, things won't run very well, if at all. If the hired chef has low Cooking skill, there's a good chance your Sim's dish arrives burned to a cinder.



note

When your Sims visit an owned restaurant, you'll notice non-controllable patrons browsing the menu just as they'd be if you were playing the lot. When visiting an unowned lot, however, all non-playable Sims (employees and customers) behave exactly as they did under the system established in THE SIMS™ 2 NIGHTLIFE with no browsing or Customer Loyalty indications.





Chapter 10

BUSINESS TYPES—VENUES

The third and final business model in *The Sims™ 2 Open for Business* is the venue. A venue is a business that trades upon its desirability as a place to be, to see, to be seen, and to spend time. In other words, a venue is a business that sells experiences rather than products. That is not to say venues can't sell products as well, but their primary reason for being (and customers' primary reason for coming) is to be there. The trick is to give the customer just enough of what they want and try to keep them there for a long time.

This chapter explains the basic mechanics of venues and how to construct the kind of business that Sims bust down doors to hang in.

Electrono Ticket Machine



The Electrono Ticket Machine turns an ordinary lot into a place to be.

The heart and soul of a venue business is the Electrono Ticket Machine, an object (found in the Business collection or the Electronics > Miscellaneous catalog) that can sell Sims access to the lot for an hourly charge.



note

If you activate a ticket machine while customers are on the lot, they must then go to the ticket machine and decide whether they want to stay on the lot. Before they do that, they'll be permitted to finish whatever they're doing (taking bagged objects to the register for payment or playing pool, for example).



Once Sims decide to buy a ticket, they're charged for the first hour. Then, at the top of every hour the Sim is on the lot, he or she is charged again. Thus, the more Sims there are and the longer they remain on the lot, the more money the business makes.

Selling the Electrono Ticket Machine

Similar to the podium in restaurants, the Electrono Ticket Machine serves as the customers' focus for their browsing decision.

CHAPTER 10: BUSINESS TYPES—VENUES



note

When a ticket machine is active, autonomous Sims can't interact with anything or anybody unless and until they buy a ticket. You can initiate interactions with unpaid customers before they buy a ticket but you won't earn money for their time spent talking to your Sim. You'd want to do this as a general social, to build relationships, which, in turn, boosts the customer's Buy Bar starting point.



Use sales socials on Sims browsing the ticket machine to boost ticket purchases. The more expensive the ticket, the more sales socials necessary.

Patrons examine the machine with the usual Buy Bar above their heads, considering whether or not your Sim's lot is worth their time. This decision is affected by:

- ◆ The Sim's Customer Loyalty towards the lot
- ◆ The Business Rank of the lot
- ◆ The quality of the deal the lot offers (value vs. price level)



As with goods or the restaurant podium, this browsing decision can be helped or hindered with the use of sales socials. These socials move the Buy Bar up or down depending on their success and affect the customer's decision to gain access to the lot.

It pays, therefore, to assign an employee to Sales to autonomously sell browsing Sims on the benefits of the lot. Likewise, this can be done manually with any of your playable Sims.



note

If the lot also has items for sale, an employee assigned to Sales also sells to any ticket-holding customers browsing them.

The Ticket Buying Decision

Sims make two different decisions in venues: whether to buy a ticket and then, each hour, whether to stay another hour. The criteria for these decisions are different.

To Buy or Not to Buy?

When Sims decide if they want to purchase a ticket for your lot, they generally look to how well their Needs and skill-building goals can be sated on the lot. These factors include consideration of the number of other Sims on the lot (including staff), to determine how well the customer's Social need can be satisfied: Think of each other Sim as a Social-satisfying "object."



Lots of fun objects, especially group-friendly objects, make a lot worth paying for.



More opportunities to socialize make a Sim want to stick around.

Otherwise, Sims evaluate the number of objects that satisfy each Need and how efficient they'll be at it (their Need rating). The more and more efficient objects there are, the more readily Sims will buy tickets. They also consider the number of various skill objects on the lot, taking into account which skill they personally want to develop.

Should I Stay or Should I Go?

Every hour, each customer on the lot considers whether to stay, based on how good a time they've been having. They mull over any changes since the last hour, including:

- ◆ Changes in Daily and Lifetime relationship
- ◆ Increase or decrease in Mood
- ◆ Increase or decrease in Needs
- ◆ Skills built



The higher the cost of the hourly fee, the bigger the changes need to be for a Sim to stay. Thus, you must weigh your lot's revenue needs against the risk of Sims being unable to justify staying. You must, in other words, balance the high cost of tickets with a very compelling reason for customers to hang around.



note

Different skills are measured differently in this decision, since the development of some skills by nature puts pressure on Sims' Needs. For example, Sims developing Body skill will be seriously depleting Energy and Hygiene. Normally, large drops in these Needs would cause the Sim to leave, but the increases in Body skill outweigh that downward effect.

Not so for skills that have less impact on Needs. For example, changes in Logic will, for this reason, count for less in the decision to stay.

CHAPTER 10: BUSINESS TYPES—VENUES



Skill building is a prime venue draw. Offer lots of different skill objects to influence Sims' decision to stick around.

This decision is affected by the **Shopping Need**, in that the longer Sims have been on the lot and the more they're getting what they need from the lot, the more difficult the decision to stay will be. In other words, Sims with all their Needs depleted will readily choose to stick around, while Sims with fully satisfied Needs and most skills near the top won't find it worthwhile.



tip

Sims like variety, so give them lots of different kinds of objects in venues, not multiple copies of the same objects.

Once Sims reach the normal Need kickout point for community lots, or would otherwise be normally ready to leave, they'll wrap up their visit and depart.

The VIP List

Any controllable Sim on a venue lot can put another Sim "on the list" and allow access to the lot for free with the **Grant Free Entry To...** interaction.



Give a Sim free access to a lot and you'll be repaid with increased Customer Loyalty.



This status lasts for the duration of the current visit, until the VIP departs the lot. When they next return to the lot, they behave like normal customers, browsing the ticket machine to decide whether to enter.



Chapter 11

NEW OBJECTS

Running a business requires lots of new stuff. From special equipment that makes the business go to an expanded selection of housewares for your Sims' stores to sell to the public, the list is long and varied.

This chapter details all the new objects in *The Sims™ 2 Open for Business*, including the new crafting stations and the fascinating and powerful products they produce.

Business Object Collection



The Business Collection.

Can't find a particular business object? You can simplify your search by consulting the Collections tab in the Buy and Build mode catalogs and selecting the *Open for Business* collections. Each of these collections contains the essential objects and architectural elements, respectively, that you'll need to build your Sims' businesses.



CHAPTER 11: NEW OBJECTS

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	
Missionaire Dining Table	\$950	\$142	\$95	\$380	0	0	0	0	0	0	2								Surfaces			X												X
Mr. Berger's Sign — The Ceiling Model	\$150	\$0	\$0	\$0	0	0	0	0	0	0	1								Decorative			X						X	X	X	X			
Mr. Berger's Sign — The Floor Model	\$175	\$0	\$0	\$0	0	0	0	0	0	0	1								Decorative				X					X	X	X				
Neklum Systems Happy Shopping Store Soundscape Wall Speaker	\$400	\$60	\$40	\$160	0	0	0	0	0	2	0								Electronics								X	X	X	X	X			
Neklum Systems Totally Rad™ New Wave Wall Speaker	\$400	\$60	\$40	\$160	0	0	0	0	0	2	0								Electronics								X	X	X	X	X			
Nit-It! Nutcracker	\$650	\$0	\$0	\$0	0	0	0	0	0	0	6								Decorative		X		X					X	X	X				
Once Upon a Glow Glow Glowlamp	\$350	\$52	\$35	\$140	0	0	0	0	0	0	2								Lighting		X		X	X	X			X	X	X				
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				
Opus by Rose Grace Wise	\$3,500	\$0	\$0	\$0	0	0	0	0	0	0	10								Decorative		X		X					X	X	X				
Outdoor Protector	\$245	\$36	\$24	\$98	0	0	0	0	0	0	1								Lighting		X		X	X	X			X	X	X				
Passable Mission Chair	\$790	\$16	\$79	\$316	0	8	0	0	0	0	2								Comfort		X		X	X	X			X	X	X				
Padum of Bonnappituzon	\$200	\$30	\$20	\$80	0	0	0	0	0	0	10								Miscellaneous		X		X	X	X			X	X	X				
Patric Justice Wall Sconce	\$270	\$40	\$27	\$108	0	0	0	0	0	0	1								Lighting		X		X	X	X			X	X	X				
Pretty Pot 'O' Parasols	\$180	\$27	\$18	\$72	0	0	0	0	0	0	1								Decorative		X		X	X	X			X	X	X				
Quick Display by Sims Club Merchandise	\$200	\$30	\$20	\$80	0	0	0	0	0	0	2								Surfaces		X		X	X	X			X	X	X				
Refraction V	\$500	\$75	\$50	\$200	0	0	0	0	0	0	4			X					Decorative		X		X	X	X			X	X	X				
Rob R. Barron "Nouveaui" Medium Wardrobe	\$950	\$142	\$95	\$380	0	0	0	0	0	0	3								Miscellaneous		X		X	X	X			X	X	X				
Roadsplay by Grant Industries	\$500	\$75	\$50	\$200	0	0	0	0	0	0	4								Surfaces		X		X	X	X			X	X	X				
Roadsplay Ganceave Corner by Grant Industries	\$250	\$37	\$25	\$100	0	0	0	0	0	0	3								Surfaces		X		X	X	X			X	X	X				
Roadsplay Lanvex Corner by Grant Industries	\$250	\$37	\$25	\$100	0	0	0	0	0	0	3								Surfaces		X		X	X	X			X	X	X				
Sheen Radiance Vanity Light	\$90	\$13	\$9	\$36	0	0	0	0	0	0	1								Lighting		X		X	X	X			X	X	X				
Show My Ride display by Exotreme Fans	\$500	\$75	\$50	\$200	0	0	0	0	0	0	3								Surfaces		X		X	X	X			X	X	X				
Single-Track Light Set	\$200	\$30	\$20	\$80	0	0	0	0	0	0	1								Lighting		X		X	X	X			X	X	X				
Sit-Up-Straight Dining Chair	\$700	\$105	\$70	\$280	0	6	0	0	0	0	2								Comfort		X		X	X	X			X	X	X				
Soldier's Quarter Recliner	\$810	\$121	\$81	\$324	0	7	0	0	2	0	2								Comfort		X		X	X	X			X	X	X				
Squat Pedestal by Saffless Salesman	\$220	\$33	\$22	\$88	0	0	0	0	0	0	2								Surfaces		X		X	X	X			X	X	X				



Object Directory

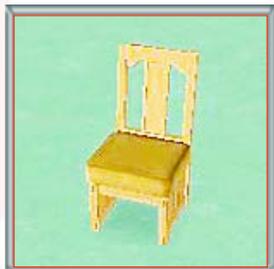
Object	Price and Depreciation				Needs							Skills						Function							Room Sort							Community Sort		
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food		
The Towel on a Wooden Ring by DecorCorp	\$125	\$0	\$0	\$0	0	0	0	0	0	0	1												X				X							
The Towel on a Wooden Rod by DecorCorp	\$200	\$0	\$0	\$0	0	0	0	0	0	0	3												X				X							
The Fragic Stack-n-Stack Cube from Uppluggery n Stuff	\$150	\$22	\$15	\$60	0	0	0	0	0	0	2												X									X		
The Tray o' Orbs from Dby Designs	\$950	\$0	\$0	\$0	0	0	0	0	0	0	5															X								
Touch of Teak Tansu Medium Dresser	\$1,450	\$217	\$145	\$580	0	0	0	0	0	0	4															X								
Trash Trapper 910i	\$40	\$6	\$4	\$16	0	0	0	0	0	0	0															X								
Up-No-More Maker Station	\$1,200	\$149	\$99	\$399	0	0	0	0	0	0	0																X							
Wangoot Wall Planter	\$200	\$30	\$20	\$80	0	0	0	0	0	0	2															X								
Werkhaus Medium Stoneard Dresser	\$490	\$73	\$49	\$195	0	0	0	0	0	0	2															X								
Worley Hue Dreeatapp Ye Closet	\$485	\$72	\$48	\$194	0	0	0	0	0	0	2															X								
	\$1,100	\$155	\$110	\$440	0	0	0	0	0	0	3																X							

CHAPTER 11: NEW OBJECTS

Object Catalog

Comfort

Dining Chairs



Sit-Up-Straight Dining Chair

- ◆ Price: \$700
- ◆ Need Effects: Comfort 6, Environment 2

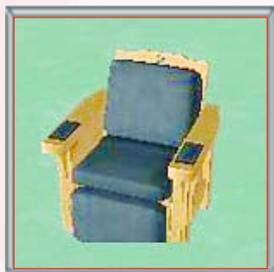
Living Chairs



Passable Mission Chair

- ◆ Price: \$790
- ◆ Need Effects: Comfort 8, Environment 2

Recliners



Soldier's Quarter Recliner

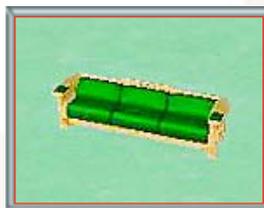
- ◆ Price: \$810
- ◆ Need Effects: Comfort 7, Energy 2 (Nap), Environment 2

Sofas & Loveseats



Lushcroft Antique Loveseat

- ◆ Price: \$1,140
- ◆ Need Effects: Comfort 8 (Sit/Nap), Comfort 9 (Lounge), Energy 2 (Nap), Fun 4 (Play)
- ◆ Need Max: Energy up to 70 (Nap)



El Sol Sofa by Günter

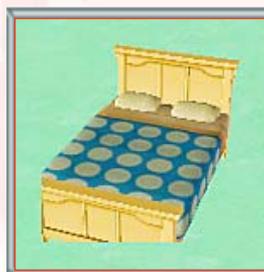
- ◆ Price: \$1,390
- ◆ Need Effects: Comfort 8 (Sit/Nap), Comfort 9 (Lounge), Energy 2 (Nap), Fun 4 (Play), Environment 2
- ◆ Need Max: Energy up to 70 (Nap)

Beds



The Slumber Saddle of Sleepnir by Dulac Industries

- ◆ Price: \$1,080
- ◆ Need Effects: Comfort 5, Energy 5, Fun 2 (Jump), Environment 2
- ◆ Need Max: Fun up to 80 (Jump)



The Legendary Bedscalibur Sleep System by Dulac Industries

- ◆ Price: \$2,300
- ◆ Need Effects: Comfort 6, Energy 6, Fun 2 (Jump), Environment 4
- ◆ Need Max: Fun up to 80 (Jump)



Miscellaneous



The Java de Pwi Barstool

- ◆ Price: \$630
- ◆ Need Effects: Comfort 5, Environment 2



Ug-No-More Makeover Station

- ◆ Price: \$1,200
- ◆ Talent Badge: Cosmetology

This chair is a service object that enables Sims to offer makeovers to customers and, as a result, change the appearances of townies and other playable Sims.

When an employee Sim works the chair, customers browse it and decide if they want to partake of its services. If they do, they sit down and the makeover occurs automatically.



The makeover chair in action.

When a playable Sim works the chair, customers browse in the same way but once the makeover begins, you see the standard Change

Appearance window. Select all changes you wish to make and customers receive those alterations to their appearances. If the Sim is pleased with the makeover, there's a chance, based on the stylist's Cosmetology Talent Badge level and the customer's Daily Relationship with the stylist, that the stylist will receive a tip. This tip goes directly into the funds of the stylist, not the business.

Charge for the service occurs at the chair without any need for a register.



When a playable Sim sits in the chair, you'll go directly into the Change Appearance window.

If your playable Sim uses the chair as a customer, the experience is the same as using a mirror's Change Appearance interaction except, of course, payment is expected for this alteration.

The Makeover Station builds the Cosmetology Talent Badge. Every moment Sims are assigned to the chair, they're amassing points towards the new badge. Progressively higher Talent Badges increase the visual flourishes a Sim uses. Makeovers done by Gold Cosmetology Badge Sims satisfy customers' Hygiene need, allowing them to stay on the lot longer.

More importantly, Cosmetology levels dictate the chance that a makeover will go horribly wrong. The lower a Sim's Cosmetology Badge, the greater the chance that the customer receives a look he or she may not want. This causes a substantial drop in Customer Loyalty and the customer's relationship with the stylist and makes the customer Furious with the stylist.

CHAPTER 11: NEW OBJECTS

The salon chair gets dirty with use and must be cleaned periodically. A dirty chair makes customers less likely to partake of the chair and lowers the Customer Loyalty of any Sims who do.

If the makeover chair is placed on a non-owned community lot, there will be an NPC stylist when your playable Sims visit. This Sim performs makeovers for the Average price and can—like a playable Sim or employee—fail, trashing your Sim's look.

Interactions:

- ◆ Assign Stylist...: Assigns an employee by name to man the chair.
- ◆ Offer Free Makeover to...: Sim offers customer makeover for free. Customer browses based on price of zero. Can be done when employee is assigned to work chair.
- ◆ Set Price: Set price level of all makeovers.
- ◆ Be Stylist: Sim mans the chair.
- ◆ Show Salon Chair to...: Sim takes customer to the salon chair to encourage browsing. Can be done when employee is assigned to work chair.

Surfaces

Counters



The Impossible Mission Counter

- ◆ Price: \$740
- ◆ Need Effects: Environment 1



The More Impossible Mission Counter

- ◆ Price: \$740
- ◆ Need Effects: Environment 1



The Impossible Mission Island Counter

- ◆ Price: \$750
- ◆ Need Effects: Environment 1

Dining Tables



Missionaire Dining Table

- ◆ Price: \$950
- ◆ Need Effects: Environment 2

Coffee Tables



Mission Coffee Table by Lulu Designs

- ◆ Price: \$230



The Larger Mission Coffee Table by Lulu Designs

◆ Price: \$280

Shelves

Shelves are a very potent tool for the Sim shopkeeper, enabling merchandise to be presented in a more customer-appealing venue and the pricing of several items with a single click.



tip

While holding an object in the Hand tool above a display case, pressing **M** cycles the object through all of the case's available slots.

Interactions:

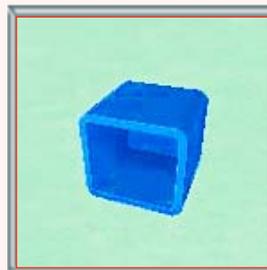
- ◆ Set Display Item Prices: Sets price level of all objects on the display.
- ◆ Restock: Restocks all out-of-stock objects on the display.



Magisplay Tray

- ◆ Price: \$50
- ◆ Need Effects: Environment 1

This flexible display case is a flat mat that sits atop any surface or on the floor. It can handle a few small items or one medium-sized item (such as a computer).



The Tragic Stock-n-Stack Cube from UpDuggery n' Stuff

- ◆ Price: \$150
- ◆ Need Effects: Environment 2



note

Even though some display cases appear to join adjacent cases, the effect is only visual and the shelves don't function as a unified whole. You must, for example, re-price all individual cases even if several appear to be joined.

The more fully stocked a display case, the more strongly it advertises its contents to Sims' Shopping Needs. The emptier it is, the more of a downward effect it'll have on Customer Loyalty.

Display cases also make pricing easier by doing the Set Price Level interaction on the display itself. This sets everything on the display to the same price level. If you want to individually price items on a shelf, go right ahead; the change only affects that item, leaving the rest at the shelf's universal price level.

CHAPTER 11: NEW OBJECTS

Display cubes can be stacked infinitely atop each other, indoors or out, as long as there's nothing on top of the lower cube. Sims can buy items off a stack of cubes no matter how tall it is.

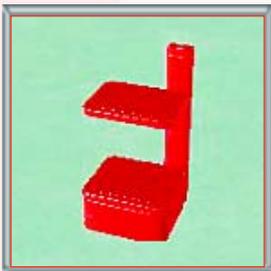
Cubes can be placed on the floor or on countertops.

Items can be placed on top of the cube or inside it, but the slots on the top must be filled before anything can be placed inside.



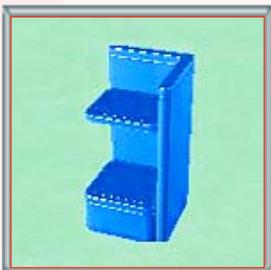
Quick Display by Sims Club Merchandise

- ◆ Price: \$200
- ◆ Need Effects: Environment 2



Just Corner Shelves

- ◆ Price: \$200
- ◆ Need Effects: Environment 3



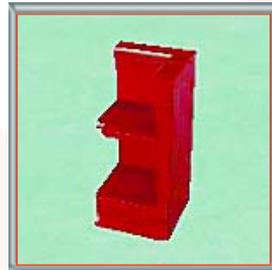
Just More Corner Shelves

- ◆ Price: \$200
- ◆ Need Effects: Environment 3



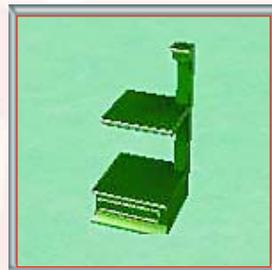
Squat Pedestal by Selfless Salesman

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



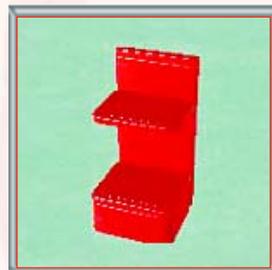
Roedisplay Concave Corner by Grant Industries

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



Roedisplay Convex Corner by Grant Industries

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



Just Shelves

- ◆ Price: \$400
- ◆ Need Effects: Environment 4



Roedisplay by Grant Industries

- ◆ Price: \$500
- ◆ Need Effects: Environment 4



Wangoof Wall Planter

- ◆ Price: \$200
- ◆ Need Effects: Environment 2



Decra-Chill Display by Refrigifreeze

- ◆ Price: \$800
- ◆ Need Effects: Environment 5

Sculpture



Beary Cute Pedestal

- ◆ Price: \$600
- ◆ Need Effects: Environment 6

Only prepared food items may be placed in these chilled display cases, but anything placed inside keeps forever without spoiling.

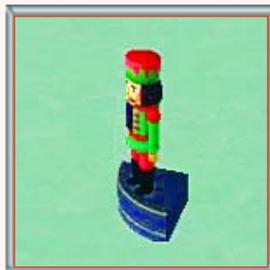
Decorative

Plants



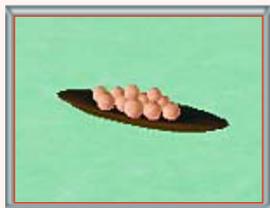
Pretty Pot o' Pansies

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



Nuh-Uh Nutcracker

- ◆ Price: \$650
- ◆ Need Effects: Environment 6



The Tray o' Orbs from Orby Designs

- ◆ Price: \$850
- ◆ Need Effects: Environment 5

CHAPTER 11: NEW OBJECTS



The Lying Fisherman Fountain

- ◆ Price: \$1,200
- ◆ Need Effects: Fun 3 (View), Environment 8
- ◆ Need Max: Fun up to 95 (View)



The Big Knight by Big Yard Dudes, Inc.

- ◆ Price: \$4,500
- ◆ Need Effects: Fun 3 (View), Environment 10
- ◆ Need Max: Fun up to 95 (View)



note

The mascot statues can provide themes to your lots if you dress your employees in the mascot costumes that are also included in this expansion pack.



The Big Diver by Big Yard Dudes, Inc.

- ◆ Price: \$4,750
- ◆ Need Effects: Fun 3 (View), Environment 10
- ◆ Need Max: Fun up to 95 (View)



The Big Gorilla by Big Yard Dudes, Inc.

- ◆ Price: \$5,000
- ◆ Need Effects: Fun 3 (View), Environment 10
- ◆ Need Max: Fun up to 95 (View)



The Big Ninja by Big Yard Dudes, Inc.

- ◆ Price: \$5,500
- ◆ Need Effects: Fun 3 (View), Environment 10
- ◆ Need Max: Fun up to 95 (View)

Wall Hangings



In the Park by Awalck

- ◆ Price: \$675
- ◆ Need Effects: Environment 6



Geometry 101 by Mrs. Wierrecht

- ◆ Price: \$2,200
- ◆ Need Effects: Environment 10



Opus by Rose Grace Wise

- ◆ Price: \$3,500
- ◆ Need Effects: Environment 10

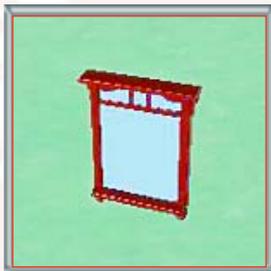


Mirrors



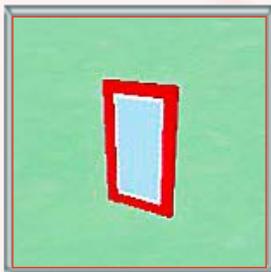
note

All mirrors can now be used to change the appearance of toddlers. All mirrors now include a Change Appearance interaction for each toddler in the household and any teen-or-older Sim can select the interaction to pick up toddler(s), bring them to the mirror, and initiate the Change Appearance window.



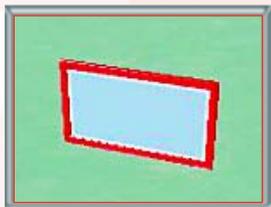
Reflection V

- ◆ Price: \$500
- ◆ Skill: Charisma (Practice Romance or Practice Speech)
- ◆ Need Effects: Hygiene 2 (Gussy Up), Environment 4



Functional Eloquence Mirror

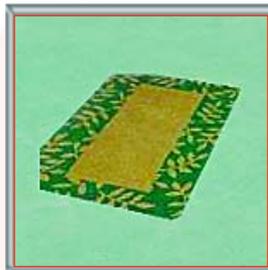
- ◆ Price: \$600
- ◆ Skill: Charisma (Practice Romance or Practice Speech)
- ◆ Need Effects: Hygiene 2 (Gussy Up), Environment 4



Infinite Repetition Infinite Repetition Mirror

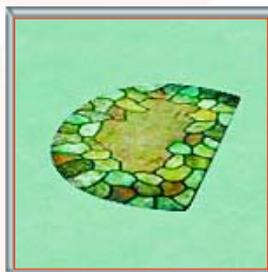
- ◆ Price: \$750
- ◆ Skill: Charisma (Practice Romance or Practice Speech)
- ◆ Need Effects: Hygiene 2 (Gussy Up), Environment 3

Rugs



Gleeful Welcome Mat by GleeCo

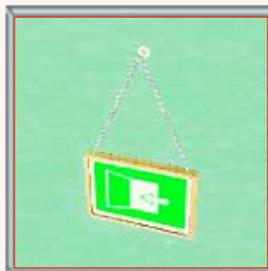
- ◆ Price: \$375



GreetMe Mat by GleeCo

- ◆ Price: \$425

Miscellaneous



Open/Closed Sign of War and Commerce

- ◆ Price: \$20
- ◆ Need Effects: Environment 10

The sign is used to separately control the customer flow and employee attendance at a home- or community-lot business. Without a sign, it's impossible to work on the lot without customers (as in, stocking when no one



CHAPTER 11: NEW OBJECTS

is buying), or for the owner to function without employees drawing pay.

Interactions:

- ◆ Open Business: Signals to customers that they can shop at the lot.
- ◆ Closed Business: Signals to customers that it's time to depart. Any customers with objects in their shopping bag go to the cash register and any that are browsing finish their current browse before departing (if they have no items) or queue up at the register. All other customers immediately depart. Employees remain.
- ◆ Call in Employees: Summons all employees to come to work. If employees were hired over the phone or computer, they won't come to work immediately unless you use this interaction (or call them on the phone) after hiring them.
- ◆ Send Employees Home: Send all employees home. They won't be able to return to work for six hours.



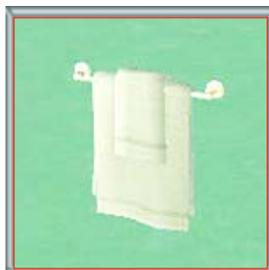
The "Towel on a Wooden Ring" by DecorCorp

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



The "Towel on a Metal Ring" by DecorCorp

- ◆ Price: \$150
- ◆ Need Effects: Environment 2



The "Towel on a Metal Rod" by DecorCorp

- ◆ Price: \$200
- ◆ Need Effects: Environment 2



The "Towel on a Wooden Rod" by DecorCorp

- ◆ Price: \$200
- ◆ Need Effects: Environment 3



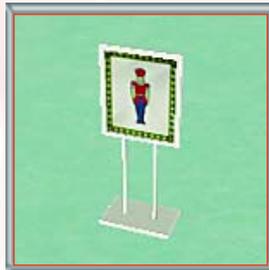
Mr. Generic's Sign—The Ceiling Model

- ◆ Price: \$150
- ◆ Need Effects: Environment 1



Super Signguy Retail Sign...on a Stick

- ◆ Price: \$150
- ◆ Need Effects: Environment 1



Mr. Generic's Sign—The Floor Model

- ◆ Price: \$175
- ◆ Need Effects: Environment 1



Super Signguy Retail Sign

- ◆ Price: \$175
- ◆ Need Effects: Environment 1



"Lying in Wait" Screen

- ◆ Price: \$945
- ◆ Need Effects: Environment 8

Electronics

Miscellaneous

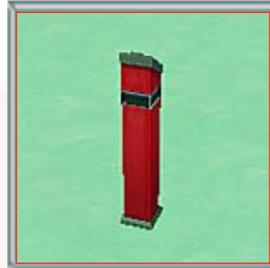


Aunt Julianna's Old Moneymaker

- ◆ Price: \$225

Interactions:

- ◆ Be Cashier: Volunteer playable Sim to man the cash register.
- ◆ Set Price for Everything: Set every for-sale object on the lot to the same price level.
- ◆ Ring Up These Customers: Available only when a customer is waiting in line. Sim rings up all customers in line or whoever gets in line thereafter. When there's no one left to ring up, the Sim leaves the register.
- ◆ Assign Cashier...: Designate an employee to work the register.



Electrono Ticket Machine

- ◆ Price: \$499

This object is used to turn a business into a venue in which Sims pay to spend time on the lot. See Chapter 10 for details on its use.

Interactions:

- ◆ Set Price: Playable Sims can establish the price level for the individual ticket machines. Customers evaluate whether to buy a ticket based on the "value" of the objects on it vs. this pricing level.
- ◆ Start/Stop Charging Customers: Turns the machines on and off. When Sims are already on a lot when the machine is activated, they'll finish whatever they're doing and then go immediately to the machine to consider whether they want to pay-and-stay or leave.
- ◆ Grant Free Entry to...: Playable Sims can grant a free ticket to any autonomous Sim on the lot for the duration of their visit.

Lighting

Table Lamps

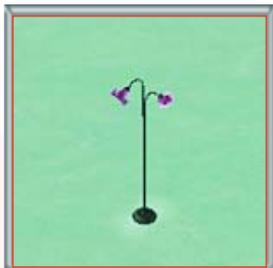


The Photon-Master 3000, Tabletop Edition

- ◆ Price: \$220
- ◆ Need Effects: Environment 1

CHAPTER 11: NEW OBJECTS

Floor Lamps



Alas, a Lamp

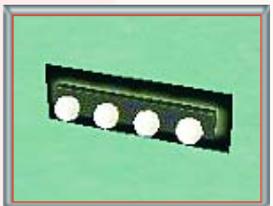
- ◆ Price: \$340
- ◆ Need Effects: Environment 2



Euro-Torchiere Floor Lamp

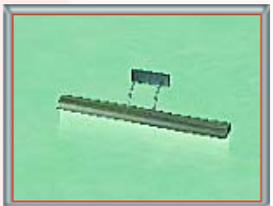
- ◆ Price: \$400
- ◆ Need Effects: Environment 2

Wall Lamps



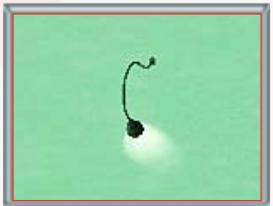
Sheer Radiance Vanity Light

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



Cold Warrior Light

- ◆ Price: \$190
- ◆ Need Effects: Environment 1



Outdoor Protector

- ◆ Price: \$245
- ◆ Need Effects: Environment 1



Poetic Justice Wall Sconce

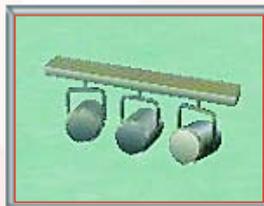
- ◆ Price: \$270
- ◆ Need Effects: Environment 1



Enablature Brightener Wall Sconce

- ◆ Price: \$285
- ◆ Need Effects: Environment 1

Ceiling Lights



Single-Track Light Set

- ◆ Price: \$200
- ◆ Need Effects: Environment 1



Once Upon a Glowly Glow Glowlamp

- ◆ Price: \$350
- ◆ Need Effects: Environment 2



Lucitious Hanging Pendant

- ◆ Price: \$400
- ◆ Need Effects: Environment 2



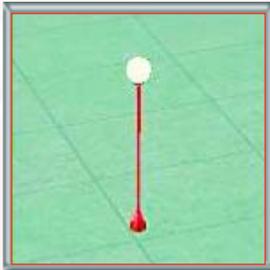
Outdoor Lamps



Ankle-Height Light by GamGleam Industries

- ◆ Price: \$105
- ◆ Need Effects: Environment 1

Miscellaneous



Worldly Hue Streetlamp

- ◆ Price: \$485
- ◆ Need Effects: Environment 2

Hobbies

Miscellaneous



note

When making crafting products, you can customize the final name of the object to anything you like. Add the name of your business, the Sim who crafted it, or anything you please. Or just leave it alone: your choice.



The "That Smells Great!" Floral Workstation from 'Craftin' It!' Industries

- ◆ Price: \$1,000
- ◆ Need Effects: Energy -1, Comfort -5, Hygiene -1, Fun 5

Sims can craft any product for which their corresponding Talent Badge qualifies them. The higher their badge level, the greater the selection of products they can create. Likewise, the higher the badge level, the lower the chance of failure—an object "born" broken—or fabrication of a toy's "evil" alternative (see "Crafted Products," below). The higher the product level, the more it'll cost to make and the more time it'll require.



note

Crafting failure is also based on the Sim's Mood and Aspiration score. The lower each is, the greater the chance of a broken or evil object being produced.

When Sims begin to craft products or assign employees to do so, they specify which design variation they'd like to make (for example, color, etc.), and this can change the name of the resulting product. This name stays with the individual object when it's viewed in the owner's inventory, along with the name of the lot on which the

CHAPTER 11: NEW OBJECTS

product was made if it was fabricated on a business lot (home or community). If a playable Sim buys a crafted product, any custom name and the lot of its origin shows in the inventory as well.



note

The Wholesale Business Perks do not affect the materials cost of crafted products.

While a Sim works the station, they build the corresponding Talent Badge.

The progress bar over the Sim's head indicates the completion of the current product.

When a playable Sim makes a single product, it appears on the bench, not in inventory. To get it off the station and make the bench usable again, the product can be moved with the Hand Tool in Buy/Build mode as a regular object, sold for the Average Price level with the product's Sell interaction, or placed for sale with the For Sale Tool.

Crafting stations can be used as part of a business—as an alternative source of inventory—or as a home-based job on any home lot (even if it's not a business). To earn money from a crafting station that isn't a business, the Sim can simply create products and either use the Sell interaction (while the finished product is still on the station) or delete it in Buy mode. Both yield the same price (about 125% of materials cost).



note

If your Sims travel to a community lot and use crafting stations, they neither receive badge level increases nor any products they produce on the station. They can, however, sell the items from the station for their standard resale amount.

Interactions:

- ◆ **Make One...:** Direct your Sim to make one copy of the specified product. Family funds will be charged for materials when the job is begun and the Sim will work until it's complete. Once done, the product stays on the crafting station.
- ◆ **Make Many...:** Identical to Make One, but the Sim makes multiple copies of the same product until directed to stop or when their Needs/Mood kick them out. Products go directly and automatically into the owner's inventory.
- ◆ **Assign Job...:** Assign an employee to work the station by using the object's Assign Job interaction and specifying the assigned employee and the product to be produced. Assigned employees automatically Make Many until instructed or compelled by Needs to stop.
- ◆ **Scrap:** If there's an unfinished job on the bench, any playable Sim can throw it out. You'll gain free access to the station and regain the cost of the scrapped materials.
- ◆ **Resume:** A Sim can always go back to an unfinished job on the crafting station with this interaction, picking up where they left off. Even other Sims can complete an unfinished job, but only if their Talent Badge Level qualifies them to work on the product on the board. Thus, if an employee has a higher badge level than any playable Sim on a lot, no playable Sim can complete the employee's work on higher-level products.

Products:

Product	Badge Req.	Materials Cost	Value
Daisy Bouquet	None	\$36	\$40
Wildflower Bouquet	Bronze	\$47	\$55
Tulip Bouquet	Bronze	\$61	\$70
Mixed Flower Bouquet	Silver	\$68	\$85
Rose Bouquet	Silver	\$96	\$120
Snapdragon Bouquet	Gold	\$240	\$300



The Crazy Fun Toybench from 'Craftin' It!' Industries

- ◆ Price: \$1,500
- ◆ Need Effects: Energy -1, Comfort -5, Hygiene -2, Fun 5

See "The "That Smells Great!" Floral Workstation from 'Craftin' It' Industries," above, for details and interactions.

Products:

Product	Badge Req.	Materials Cost	Value
Sir Bricks-a-Lot	None	\$28	\$35
Little Heroes Fire Truck	Bronze	\$35	\$50
Clown-In-A-Box	Bronze	\$54	\$85
Brinks' Kite	Silver	\$45	\$90
Twirl, Spin and Wobble!	Silver	\$90	\$300
Wet n' Wild Water Wiggler	Gold	\$120	\$450



The "Non-Deadly" Robot Crafting Station from 'Craftin' It!' Industries

- ◆ Price: \$2,000
- ◆ Need Effects: Energy -1, Comfort -5, Hygiene -2, Fun 5

See The "That Smells Great!" Floral Workstation from 'Craftin' It' Industries, above, for details and interactions.

Products:

Product	Badge Req.	Materials Cost	Value
Toy Robot	None	\$96	\$120
CleanBot	Bronze	\$240	\$800
HydroBot	Bronze	\$320	\$400
SentryBot	Silver	\$360	\$1,200
MunchieBot	Silver	\$400	\$2,000
Servo	Gold	\$600	\$6,000

Miscellaneous

Dressers



note

These new dressers and armoires are more compact than traditional ones, fitting more easily into smaller rooms but functioning exactly the same.



Anti-Quaint-Ed-Medium Ltd. Ed. Armoire

- ◆ Price: \$235



Werkbunnst Medium Stonewood Dresser

- ◆ Price: \$490
- ◆ Need Effects: Environment 2

CHAPTER 11: NEW OBJECTS



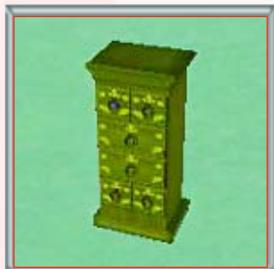
Medium Decorative House Armoire

- ◆ Price: \$525
- ◆ Need Effects: Environment 2



Supreme Cabinet of the Lesser Items

- ◆ Price: \$535
- ◆ Need Effects: Environment 2



Sun King Drawers by Royale Furniture Co.

- ◆ Price: \$850
- ◆ Need Effects: Environment 3



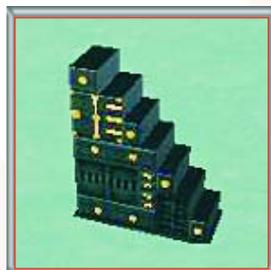
Rob R. Barron "Nouveau" Medium Wardrobe

- ◆ Price: \$950
- ◆ Need Effects: Environment 3



Ye Closet

- ◆ Price: \$1,100
- ◆ Need Effects: Environment 3



Touch of Teak Tansu Medium Dresser

- ◆ Price: \$1,450
- ◆ Need Effects: Environment 4



"Hold Me Closer" by Tiny Dresser Co.

- ◆ Price: \$2,000
- ◆ Need Effects: Environment 6

Children



"Squeezin' It" Lemonade Stand

- ◆ Price: \$120
- ◆ Skill: Cooking (Make & Sell)
- ◆ Need Effects: Fun 10, Environment 3

Sims using the lemonade stand build Cooking skill, though none is required to make lemonade.



Made lemonade eventually goes bad, producing the usual green cloud and attracting flies. If Sims buy and drink bad lemonade, they may get sick. This causes a drop in Daily Relationship and makes them Furious at the Sim manning the stand.

If the lot is a business, employees can be assigned to man the lemonade stand.

By default, lemonade sells for \$10 but the price can be customized or set with the "Set Lemonade Price" interaction.

Interactions:

- ◆ **Make and Sell Lemonade:** Creates a new batch of lemonade and the Sim begins selling it. When the eight glasses are gone, Sim remains behind the stand.
- ◆ **Sell Lemonade:** If there's already made lemonade on the stand, Make and Sell Lemonade are replaced by this interaction that directs the Sim to commence selling.
- ◆ **Buy Lemonade:** Purchase lemonade at the posted price. Sims will do this even if the lemonade has obviously gone bad.
- ◆ **Set Lemonade Price:** Use the price level selector to change the lemonade's default price. Sims bases buying decision on the cost vs. price of the lemonade. The higher the price level, the less likely customers will be to buy and there's no way to use sales socials with lemonade.
- ◆ **Make More Lemonade:** When all glasses have been sold, a Sim sitting behind the stand can use this interaction to whip up a new batch.
- ◆ **Assign Myself to Sell Lemonade:** Only available if lot is a business. Sims assigned to sell lemonade automatically remake lemonade once stock is gone.
- ◆ **Assign to Sell Lemonade...:** Assign selected employee to work lemonade stand.
- ◆ **Smash:** Deviant Sims and Sims with very low relationship to the seller may do this autonomously. The seller's Daily Relationship with offender lowers, and the seller becomes Furious at him or her.

Miscellaneous



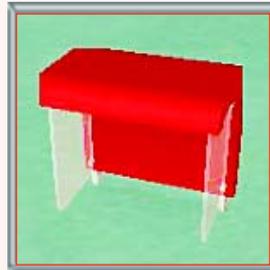
Trash Trapper 910i

- ◆ Price: \$40
- ◆ Need Effects: Hunger 3 (Eat from Trash), Hygiene -2 (Eat from Trash), Hygiene -1 (Salvage)

Community Lot-Only Objects

These objects are only available from the Community Lot Buy mode catalog.

Surfaces



Terribly Modern Counter

- ◆ Price: \$650
- ◆ Need Effects: Environment 1



Good Witch Counters

- ◆ Price: \$790
- ◆ Need Effects: Environment 2

CHAPTER 11: NEW OBJECTS



Show My Ride Display by Exotremo Cars

- ◆ Price: \$500
- ◆ Need Effects: Environment 3

This display works just like all the shelf-based displays, except that it can *only* hold a single car. Normally, cars can only be placed on home lots and only in a driveway. With this object, cars can be placed (for sale) on a community lot in any location that can contain this object's massive size. If building a car dealership, therefore, be sure to have a lot of space available.



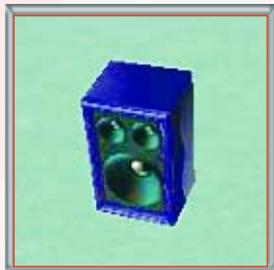
note

The car display only appears if you have the NIGHTLIFE expansion pack.



Neukum Systems "Happy Shopping" Store Soundscape Wall Speaker

- ◆ Price: \$400
- ◆ Need Effects: Fun 2



Neukum Systems "Totally Rad" New Wave Wall Speaker

- ◆ Price: \$400
- ◆ Need Effects: Fun 2

Miscellaneous



Podium of Bonappitizon

- ◆ Price: \$200
- ◆ Need Effects: Environment 10

This and the original *Nightlife* podium function exactly the same. Both podiums now have new functions if the lot is an owned community lot. With a commercial stove and a table/chair or counter/stool combination, the podium is the fulcrum of Sim-owned restaurants (see Chapter 9 for details).

Community Lot-Only Objects at Home

A few former community lot-only objects are now available in the home catalog:

- ◆ Produce Market Shingle
- ◆ SimCity SynapseSnapper Industrial Sign
- ◆ "Wear's the Sale?" Shop Sign
- ◆ Llamark Electric Cash Register

Crafted Objects

Crafted objects can't be bought from the Buy mode catalog but are rather made by your Sims or bought from stores run by other Sims.

In the crafting of any object, there's a chance the process will fail. In many cases, this results in a broken or "evil" version of the objects, which do some unexpected—but usually amusing—things.



The chances of failure decrease with higher Talent Badges. They increase, regardless of badge level, with low Mood and/or Aspiration score.

The higher level and more expensive a crafted object, the longer it'll take to make. Thus, a Snapdraggon Bouquet takes longer to fabricate than a Daisy bouquet (due to its higher badge level) but a Servo takes considerably longer than either (due to both badge and cost).

Brinks' Kite



- ◆ Materials Cost: \$45
- ◆ Crafting Station: Crazy Fun Toybench
- ◆ Talent Badge Level: Silver

The kite can be placed on a floor or wall, indoors or out. The Sim picks up the kite and tries to find an area with sufficient space. If there's nowhere outside big enough to fly it, the Sim gives up. If a place is found, there's a possibility the wind will be insufficient and the kite will simply fall to the ground.



In its evil metallic state, the toy kite just seems like a bad idea.

The evil version of the kite is metallic with red eyes. It flies but attracts lightning, resulting in electrocution and, possibly, death. If the evil kite is struck by lightning, it's reduced to an ash pile.

CleanBot



- ◆ Materials Cost: \$240
- ◆ Crafting Station: "Non-Deadly" Robot Crafting Station
- ◆ Talent Badge Level: Bronze

Roams the floor of a house in search of trash piles, puddles, old newspapers and food, and ashes to remove. Can only roam a single floor and can't climb stairs or use an elevator but can be moved to different floors with the Hand tool in Buy mode.

In failed form or when broken, the CleanBot emits sparks and spew trash piles. Repairing restores a failed robot to its fully functional state.

CHAPTER 11: NEW OBJECTS

Robots

The various craftable robots differ dramatically in their features but have several characteristics in common.

A robot can return to any base of any other robot of the same type (for example, rover or hover). Thus, a CleanBot and a HydroBot can use each other's base station and a SentryBot and a MunchieBot can share between them.

Interactions:

- ◆ Turn On: Activates robot when it's in its base station.
- ◆ Turn Off: Stops robot and commands it to return to base station. Malfunctioning robots can't be turned off with this interaction—they'll shut down on their own eventually but not before doing some damage—but using it while a robot is malfunctioning yields some amusing results.

If a robot breaks, it can be repaired once back in its base station by a Sim or the Repairman. DIY Sims should only attempt repair of these electronic objects with high Mechanical skill or they risk electrocution. A malfunctioning robot eventually turns itself off and return to its base station.

If a robot crafting fails, the resulting bot is "born" broken and isn't useable until it's fully repaired.

Clown-In-A-Box



- ◆ Materials Cost: \$54
- ◆ Crafting Station: Crazy Fun Toybench
- ◆ Talent Badge Level: Bronze
- ◆ Need Effects: Fun 5

Sims react to the clown with either joy (if Outgoing) or tears (if Shy). The first time a Sim is scared by the clown, they get a bad memory.



The evil clown haunts the dreams of many Sims.

In its evil form (black with red flames), all Sims (except Mean Sims) cry and receive the bad memory. Mean Sims clap.

Interactions:

- ◆ Turn Crank: activates the toy.

Daisy Bouquet



- ◆ Materials Cost: \$36
- ◆ Crafting Station: "That Smells Great!" Floral Workstation
- ◆ Talent Badge Level: None
- ◆ Need Effects: Environment 1

Crafted Flowers

Crafted flowers are decorative objects like any other plant you'd find in the Buy mode catalog; their sole function is to raise the Environment score. The higher the required Talent Badge level and the higher the materials cost, the greater the effect.

If the crafting fails, however, it'll do the opposite, reducing environment score.



HydroBot



- ◆ Materials Cost: \$320
- ◆ Crafting Station: "Non-Deadly" Robot Crafting Station
- ◆ Talent Badge Level: Bronze

Roams a lot in search of things to spray with water. If a fire breaks out on the same floor as the robot, it extinguishes the flames. It can also water plants in the garden. Can only roam a single floor and can't climb stairs or use an elevator but can be moved to different floors with the Hand tool in Buy mode.

In failed form or when broken, the HydroBot emits sparks and spray water randomly, reducing the Environment score and creating weed-spawning puddles. Repairing restores a failed robot to its fully functional state.

Little Heroes Fire Truck



- ◆ Materials Cost: \$35
- ◆ Crafting Station: Crazy Fun Toybench
- ◆ Talent Badge Level: Bronze
- ◆ Need Effects: Fun 5

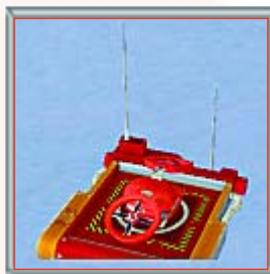
Fire truck does not have an evil version.

Mixed Flower Bouquet



- ◆ Materials Cost: \$68
- ◆ Crafting Station: "That Smells Great!" Floral Workstation
- ◆ Talent Badge Level: Silver
- ◆ Need Effects: Environment 1

MunchieBot



- ◆ Materials Cost: \$400
- ◆ Crafting Station: "Non-Deadly" Robot Crafting Station
- ◆ Talent Badge Level: Silver

When any household Sim gets hungry, the bot leaves the lot and brings back pizza, Chinese food, or prepared foods. Food costs money that's deducted when the bot delivers. Can climb stairs or use an elevator.



Chow time, master!!

In failed form or when broken, the MunchieBot emit sparks and bring back only spoiled food (which your Sims must pay for). Repairing restores a failed robot to its fully functional state.

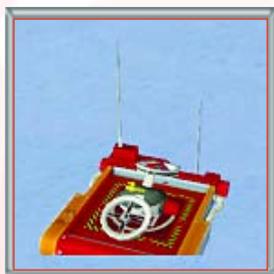
CHAPTER 11: NEW OBJECTS

Rose Bouquet



- ◆ Materials Cost: \$96
- ◆ Crafting Station: "That Smells Great!" Floral Workstation
- ◆ Talent Badge Level: Silver
- ◆ Need Effects: Environment 2

SentryBot



- ◆ Materials Cost: \$360
- ◆ Crafting Station: "Non-Deadly" Robot Crafting Station
- ◆ Talent Badge Level: Silver

When a burglar enters the lot, the bot fires a stun ray at the intruder. After recovering, the burglar flees the lot. The bot also reacts to passing Sims who steal newspapers or gnomes, or who kick over gnomes, flamingoes, or trash cans. Can climb stairs or use an elevator.

In failed form or when broken, the SentryBot treats a random Sim on the lot like a burglar. The stun ray causes electrocution and, possibly, death. Repairing restores a failed robot to its fully functional state.



Servo



- ◆ Materials Cost: \$600
- ◆ Crafting Station: "Non-Deadly" Robot Crafting Station
- ◆ Talent Badge Level: Gold

Servo is unlike every other crafted object. Fresh out of the crafting station, it's just an inactive object that you can move around in Buy/Build mode and sell or mark for sale. Once activated, however, Servo becomes a fully playable Sim and member of the household of its owner.



An inactive Servo is a very handy playable Sim waiting to happen.

The first thing to do with a Servo is initialize it. Using the Initialize As... interaction, you choose whether this Servo will be a male or female. This only matters for a couple of cosmetic differences (the female's long eyelashes and the bow on her antenna) and for gender preference. As with all other Sims, gender preference can be changed by doing romantic interactions with a particular gender; whichever gender is the object of most of those interactions is the Sim's preference.

Once a Servo is activated, it's added to the household. If there's no room for Servo (already eight playable Sims on the lot), it can't be initialized until someone dies or moves out.



note

Servos can be crafted and/or initialized by other Servos.

Upon creation, the Servo receives:

- ◆ The exact Personality of the Sim who initialized it
- ◆ Level 10 in Cooking, Mechanical, and Cleaning skills
- ◆ The same levels in other skills as the initializing Sim
- ◆ Randomly selected Talent Badges
- ◆ The same Aspiration as the initializing Sim

In all respects too numerous to list here, Servos function exactly like human Sims. They can marry, WooHoo, have careers, adopt youngsters, etc. The more important (and shorter) topic is how they are different.



note

Servos can WooHoo with any Adult or older human Sim or other Servos, but cannot Try For Baby with anyone. The only way for a Servo to make another Servo is on the crafting station; not romantic but it works.

First and foremost, Servos never age. They can, however, die by most means, though not of old age. Additionally, they can't:

- ◆ Burn
- ◆ Starve to Death
- ◆ Get sick

Servos' Needs are different from human Sims; they have only four:

- ◆ Power
- ◆ Fun
- ◆ Social
- ◆ Environment

The latter three are identical to all other Sims. The first, however, is similar to Energy (it decays steadily over time and does not factor into overall Mood) but differs in how it's satisfied.



note

Though Servos have no Bladder, Hygiene, Hunger, Comfort, or Energy needs, they do things to satisfy those Needs if directed. They won't, for example, autonomously choose to sleep in a bed but will if you tell them to.



Servos need daylight to recharge their Power Need.

The Power Need is satisfied by recharging. To recharge, Servos go outside to find sunlight and power down. If it's nighttime, they go outside and power down; when the sun rises, the Power Need begins to replenish. Recharging is done automatically if the Power Need completely depletes, or by direction with the Recharge self-interaction.



tip

To stop an incomplete recharge, cancel the recharge interaction in the Servo's queue.

To turn off Servos and freeze their Needs, use the Power Down self-interaction or the Power Down... interaction with another Sim. Use Power Up self-interaction or the Power Up... interaction (regardless of which was used to shut the Servo down) to get them moving again.

CHAPTER 11: NEW OBJECTS

Servos don't have the same clothing options as other Sims. They can use dressers and change in and out of their Formal clothing with the Change Into... self-interaction but they have no other outfits.



note

Servos cannot use the mirrors' Change Appearance interaction.

Servos occasionally break down; the chances of this can lower the Servo's Mood. When Servos break down, they "Run Amok." In this crazed state, they tear around, flailing, and emitting sparks that can electrocute (and potentially kill) other Sims. A malfunctioning Servo can't be turned off but must instead eventually Power Down on its own. Once it does so, the Servo is broken and can only be reactivated if repaired.

The effects of Running Amok can be severe. Other than the damage the Servo inflicts on others, there's a chance it'll randomly lose some skill points and will have its Personality changed. It'll also get a Ran Amok memory.



note

If a Servo lives alone and breaks down, it'll call the Repairman itself with its internal cell phone that's been installed for this (and only this) purpose.

Sure, having a robot in the family is its own reward, but Servos are extremely handy to have around. They are, as indicated, fully skilled in Mechanical, Cooking, and Cleaning. What's more, they constantly scan the lot looking for things to clean, gardening to do, broken objects in need of repair, hungry Sims who need to be fed, and toddlers to help.

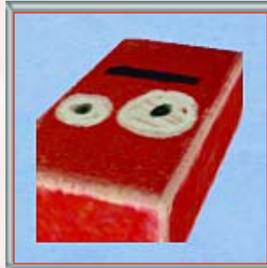


note

There is one interaction other Sims can do only with Servos, but it's a little bit creepy. Flirt...Tune Up seems innocent enough but the Servo's reaction says otherwise. In fact, with the right relationship, it can trigger Crush or Love. See Chapter 12 for full details.

A Servo can, like any Sim, become a vampire (*Nightlife*) or zombie (*University*) or both. Since, however, they must recharge in sunlight, vampire Servos (who'll quickly die if outdoors during the day) have a bit of a fatal contradiction. Thus, vampire Servos can recharge their Power Need in the vampire coffin instead of outside. If there is no coffin on the lot, Servos won't autonomously go outside to charge but will instead simply fully deplete their Power Need and shut down.

Sir Bricks-a-Lot



- ◆ Materials Cost: \$28
- ◆ Crafting Station: Crazy Fun Toybench
- ◆ Talent Badge Level: None
- ◆ Need Effect: Fun 5

Interactions:

- ◆ Pet: Sim pets brick and gets some Fun.
- ◆ Teach Trick: A progress bar appears above the brick. Once it is full, the brick has been taught a trick and this interaction is replaced by Perform Trick.
- ◆ Perform Trick: Available only after a trick is taught. Sims doing the interaction present the brick with pride, though it does nothing. Rather embarrassing, really. Sims with high Daily Relationship clap and those with low Daily Relationship boo.



The only thing sadder than a Sim with a pet brick is one with a TRAINED pet brick.

There is no evil Sir Bricks-A-Lot.

Snapdragon Bouquet



- ◆ Materials Cost: §240
- ◆ Crafting Station: "That Smells Great!" Floral Workstation
- ◆ Talent Badge Level: Gold
- ◆ Need Effects: Environment 3

If Sims view this bouquet, they'll receive a boost to all their Needs.

If the bouquet is "broken," the viewing Sims get a reduction in all Needs and a nasty odor.

Toy Robot



- ◆ Materials Cost: §96
- ◆ Crafting Station: "Non-Deadly" Robot Crafting Station
- ◆ Talent Badge Level: None
- ◆ Need Effects: Fun 5

This toy can be played with by any Sim toddler and older for Fun.

The failed version of the toy robot is born broken and, thus, sparks and frightens toddlers, children, and any Shy older Sims. Sims frightened by the broken toy robot are reduced in Comfort, Fun, and Bladder needs but children and toddlers drop more than other Sims.

A perfectly good toy robot can break with each use.



The broken toy robot can be surprisingly shocking.

If the toy robot breaks or is created broken, it can be repaired.

Tulip Bouquet



- ◆ Materials Cost: §61
- ◆ Crafting Station: "That Smells Great!" Floral Workstation
- ◆ Talent Badge Level: Bronze
- ◆ Need Effects: Environment 1



CHAPTER 11: NEW OBJECTS

Twirl, Spin and Wobble!



- ◆ Materials Cost: \$90
- ◆ Crafting Station: Crazy Fun Toybench
- ◆ Talent Badge Level: Silver
- ◆ Need Effects: Fun 5

Children and toddlers can Spin at different speeds (Slow, Medium, and Fast) for Fun. The higher the speed, the greater the chance the Sim will be dizzy after using the object.

Other Sims can Watch a Sim using this toy (for Fun) but, if the observer has low Energy, dizziness may result from watching.

There is no evil version of this toy.

Wet n' Wild Water Wiggler



- ◆ Materials Cost: \$120
- ◆ Crafting Station: Crazy Fun Toybench
- ◆ Talent Badge Level: Gold
- ◆ Need Effects: Fun 5

This Fun object can be joined by up to four total Sims and can be Watched by others.

Though this toy can be placed indoors, it creates Environment Score-reducing puddles. Outdoors, it never makes puddles or produces weeds. It will, however, put out fires in its vicinity.



The evil Wiggler.

The evil version is a bright red squid that leaves puddles and spawns weeds even when used outdoors.

Wildflower Bouquet



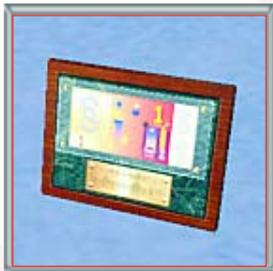
- ◆ Materials Cost: \$47
- ◆ Crafting Station: "That Smells Great!" Floral Workstation
- ◆ Talent Badge Level: Bronze
- ◆ Need Effects: Environment 1

Special Objects

These new objects can't be bought or made but must be obtained through business achievement.



First Simoleon



This framed currency is awarded to a business when it makes its first sale and is placed in the owner's inventory. It can be placed on the wall, floor, or countertop. It has no effect other than the pride your Sim may feel.

Best of the Best Award



The Best of the Best Award is achieved when an NPC Reporter accumulates three Customer Loyalty stars. Once won, the award appears in the business owner's inventory from which it can be placed on

the wall, floor, or countertop. Any customer that views the displayed award gets a boost to their Buy Bar head start for the duration of the visit.

A business can win multiple Best of the Best awards and having several of them strategically placed around the lot will have a noticeable effect on a lot's success.

Changed Objects

With every expansion pack, a few old objects change in their functionality. We've covered several in other places in this book including:

- ◆ Cash Registers
- ◆ Magazine, Video Game, Clothing, Grocery, and Perfume Racks
- ◆ Mirrors
- ◆ Telephones and Computers

Wedding Arch



Weddings have a different look with the new Wedding Arch.

Instead of changing into the standard wedding clothes, Sims change into whatever you've selected to be the Sim's Formal outfit. To change this before the wedding, use the Plan Outfit... interaction in any dresser.

Commercial Counters

Commercial counters can now intelligently make corners when connected.

New Foods

Sim cooks can make two new dishes, both desserts. One of these tasty treats, however, produces effects beyond mere epicurean delight.

- ◆ Berry Pie
- ◆ Cheesecake

When pregnant (male or female) Sims eat cheesecake, there's a heightened chance they will give birth to twins.

Chapter 12

NEW SOCIALS

The business world opens an entirely new vista for social interaction and you'll find all the new socials detailed in this chapter. In addition to the management and sales socials that make a business go, there are several new and changed socials that enliven the lives of your Sim children.

The Social Interaction Directory lists all new socials and their availability conditions and Social need and relationship effects. The Social Interaction Catalog goes into even deeper detail, revealing which ages may have interactions with whom, any special conditions for the interaction, any non-relationship non-Social effects, and the conditions that rule whether an interaction will be accepted or rejected.





EXPANSION PACK



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	LOVE OR GO STEADY	AUTONOMOUS PERSONALITY	USER DIRECTED
Ask For Help	Sales	—	—	—	—	—	—	—	Outgoing	No
Assign	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Basic Sell	Sales	—	—	—	—	—	—	—	—	Yes
Blow Bubbles	Self	—	—	—	—	—	—	—	Nice	Yes
Buy Lemonade	Lemonade Stand	—	—	—	—	—	—	—	—	Yes
Can't Afford	Sales	—	—	—	—	—	—	—	—	No
Change Wage (Angry)	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
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
Complain About	Sales	—	—	—	—	—	—	—	Grouchy	No
Dance Together (on Shoes)	Dance	30	100	and	15	100	—	—	Nice	Yes
Dazzle	Sales	—	—	—	—	—	—	—	Not Autonomous	Yes
Demote Manager	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Desire	Assess	—	—	—	—	—	—	—	Not Autonomous	Yes
Get Back to Work as...	Management	—	—	—	—	—	—	—	—	Yes
Hard-Sell	Sales	—	—	—	—	—	—	—	—	Yes
Hire	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
I Quit	Management	—	—	—	—	—	—	—	—	No
Lay Off	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Look-for Mark	Self	—	—	—	—	—	—	—	—	Yes
Manipulation	Sales	—	—	—	—	—	—	—	Not Autonomous	Yes
May I Help You?	Sales	—	—	—	—	—	—	—	—	Yes
Mood	Assess	—	—	—	—	—	—	—	Not Autonomous	Yes
Motivational Speech	Talk	—	—	—	—	—	—	—	Not Autonomous	Yes
Network	Talk	—	—	—	—	—	—	—	Not Autonomous	Yes

CHAPTER 12: NEW 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
Yes	16	6	0	16	6	0	-5	-3	0	-5	-3	0
No	0	3	0	0	1	0	—	—	—	—	—	—
Yes	8	3	0	8	3	0	-4	-2	0	-4	-3	0
Yes	—	—	—	—	—	—	—	—	—	—	—	—
Yes	—	—	—	—	—	—	—	—	—	—	—	—
Yes	22	5	0	24	3	0	-5	9	-3	-3	-4	-2
No	-15	-10	-4	-15	-12	-6	—	—	—	—	—	—
No	20	10	1	20	13	2	—	—	—	—	—	—
No	-10	-3	-2	-10	-4	-1	—	—	—	—	—	—
No	-10	-5	-2	-10	-7	-3	—	—	—	—	—	—
No	30	13	2	40	15	3	—	—	—	—	—	—
Yes	4	5	0	4	5	0	-2	-4	0	-2	-4	0
Yes	16	5	2	16	6	2	0	-6	-2	0	-6	-2
No	20	6	2	20	6	2	-10	-5	-3	-10	-6	-4
No	20	-8	-2	-5	-9	-2	—	—	—	—	—	—
No	—	—	—	—	—	—	—	—	—	—	—	—
Yes	4	-2	-1	4	-2	-1	-4	-4	-1	-4	-4	-1
Yes	12	4	0	12	4	0	-6	-3	0	-6	-4	0
No	20	6	0	20	10	0	-4	-8	0	-4	-5	0
Yes	24	-7	-5	-8	-13	-10	16	-10	-10	-10	-18	-10
No	24	6	0	20	6	0	20	-7	-5	-8	-13	-10
No	—	—	—	—	—	—	—	—	—	—	—	—
No	16	6	1	30	8	2	0	-10	-1	0	-5	-1
Yes	16	6	0	16	6	0	-5	-3	0	-5	-3	0
No	—	—	—	—	—	—	—	—	—	—	—	—
No	0	3	0	5	0	1	0	-5	0	-3	-1	0
No	40	6	1	40	6	1	-10	-7	-1	-10	-7	-1



Social Interaction Directory continued

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	LOVE OR GO STEADY	AUTONOMOUS PERSONALITY	USER DIRECTED
Offer At...	Sales	—	—	—	—	—	—	—	—	No
Pass On	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Perk Up	Talk	—	—	—	—	—	—	—	Not Autonomous	Yes
Power Network	Talk	—	—	—	—	—	—	—	Not Autonomous	Yes
Promote to Manager	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Rally Forth!	Self	—	—	—	—	—	—	—	Not Autonomous	Yes
Rock Paper Scissors	Play	-10	100	and	5	100	—	—	Playful	Yes
Send Home for the Day	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Set Uniform	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Show Item	Sales	—	—	—	—	—	—	—	—	Yes
Show Off	Play	15	100	or	10	100	—	—	Active	Yes
Take a Break	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
Tease	Play	—	—	—	—	—	—	—	Mean	Yes
Tune Up	Flirt	—	—	—	—	—	Sets	Sets	Not Autonomous	Yes
Unassign	Management	—	—	—	—	—	—	—	Not Autonomous	Yes
You're Fired	Management	—	—	—	—	—	—	—	Not Autonomous	Yes

Sim-to-Sim Interactions

Assess Interactions

Desire

- Who: teen/young adult/adult/elder to teen/young adult/adult/elder



A Sim with enough Business Perk points invested in the Perception Track (Level 2) obtains this social that enables your Sim to read a customer's mind, revealing his or her "looked-for" item. If you next use the Show Item to... interaction on the looked-for object, there's a good chance for a (relatively) easy sale.

Always accepted.

Mood

- Who: teen/young adult/adult/elder to teen/young adult/adult/elder



CHAPTER 12: NEW 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
Yes	16	5	0	16	5	0	-8	-4	-8	-8	-5	0
No	30	6	1	30	9	2	0	-7	0	0	-5	-1
No	0	4	0	0	6	1	0	-5	-1	0	-3	0
No	40	6	1	40	6	1	-10	-7	-10	-10	-7	-1
No	22	10	2	24	11	2	—	—	—	—	—	—
No	0	0	0	0	0	0	0	0	0	0	0	0
Yes	16	6	0	16	6	0	0	-5	0	0	-5	0
No	—	—	—	—	—	—	—	—	—	—	—	—
No	—	—	—	—	—	—	—	—	—	—	—	—
Yes	20	4	0	20	4	0	10	-5	0	10	-5	0
Yes	14	6	0	20	13	0	-4	-4	0	-4	-4	0
No	10	1	0	10	3	0	—	—	—	—	—	—
Yes	—	—	—	—	—	—	-10	0	0	-10	-10	-3
Yes	14	5	1	14	8	1	-4	-6	-2	-4	-4	-1
No	0	1	0	0	1	0	—	—	—	—	—	—
No	24	-7	-5	-8	-13	-10	16	-10	-10	-10	-18	-10

A Sim with enough Business Perk points invested in the Perception Track (Level 1) obtains this social that enables your Sim to do the previously impossible: see the Mood level of an autonomous Sim. This interaction can be used on another Sim (including customers) to access whether a Mood-dependent social interaction will be successful. You won't get a precise answer but the information helps immensely in the right situations.

Always accepted.

Dance Interactions

Dance Together (Dance on Shoes)

◆ Who: child to child/teen/young adult/adult/elder or child/teen/young adult/adult/elder to child

Dancing interactions have been expanded to children so that they can dance with older Sims (by dancing on their shoes) or with each other.

Accepted if Sim B's:

1. Daily >35 and Lifetime >15, or
2. Daily >35, Lifetime <15, and Nice >5, or
3. Daily <35 and Lifetime >40, or
4. Daily <35, Lifetime <40, and Nice >8.





Flirt Interactions

Tune Up

◆ Who: young adult/ adult/elder to Servo

Accepted if Sim B is a Servo robot and B's:

- I. Daily >30 and Mood >9.



Management Interactions

Assign...

◆ Who: teen/young adult/adult/elder to teen/child/young adult/adult/elder

Always accepted.



Change Wage

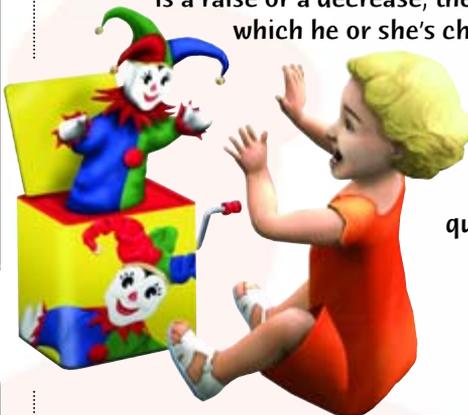
◆ Who: teen/young adult/adult/elder to teen/young adult/adult/elder

There are five possible reactions to a change in wage:

- ◆ Angry
- ◆ Disappointed Positive
- ◆ Disappointed Negative
- ◆ Appreciative
- ◆ Elated



Which reaction you see and what impact the wage change has depend on whether the change is a raise or a decrease, the pay level to which he or she's changed ("new wage"), and how much the Fairly Paid wage is for his/her qualifications.



If the change is a raise in pay:

- ◆ If new wage is Underpaid or Very Underpaid, employee is disappointed and Daily and Lifetime relationships declines.
- ◆ If new wage is Fairly Paid, Overpaid, or Very Overpaid, employee is appreciative and Daily and Lifetime relationships increase.
- ◆ If new wage is Ridiculously Overpaid, employee is Elated and Daily and Lifetime relationships increase greatly.

If change is a reduction in pay:

- ◆ If new wage is Fairly Paid, Overpaid, or Very Overpaid, employee is disappointed and Daily and Lifetime relationships decline.
- ◆ If new wage is Underpaid, Very Underpaid, or Ridiculously Underpaid, employee is angry and Daily and Lifetime relationships decrease greatly.

Always accepted.

Demote Manager

◆ Who: teen/young adult/adult/elder to teen/young adult/adult/elder

Always accepted.



CHAPTER 12: NEW SOCIALS

Get Back to Work

◆ Who: teen/young adult/adult/elder to teen/young adult/adult/elder



Sims ordered back to work always resent it, at least a little, with a reduction in both Daily and Lifetime relationship, but whether or not they return to their jobs depends on whether they accept or reject. Rejection results in even harder feelings on both sides.

Accepted if Sim B's Needs and/or Mood plus the boost they get for being ordered back to work are high enough to allow them to perform their job for a while.

Hire

◆ Who: teen/young adult/adult/elder to teen/young adult/adult/elder



Rejecting Sims drop in Customer Loyalty.

Accepted if Sim B's:

1. Customer Loyalty $>$ or = 0, Daily $>$ or = 0, Fortune Aspiration, or
2. Customer Loyalty $>$ or = 0 and Daily $>$ 20, or
3. Customer Loyalty $>$ or = 0, Daily 0–20, and Mood $>$ 80

I Quit



note

Generally, this interaction is only done by non-controllable employees but can also be performed by a playable Sim who travels to the lot where they work. They can interact with the autonomous owner in this situation to sever their ties to the business. In either case, the reaction of the owner (whether he or she is autonomous or controllable) depends on a few interesting variables.

◆ Who: teen/young adult/adult/elder to teen/young adult/adult/elder

Whether Sim B (the owner or manager to whom the social is directed) accepts or rejects dictates whether he or she'll plead with the employee to stay (accept) or angrily dismiss the employee (reject).

Accepted if Sim B's:

1. Daily $>$ 50, or
2. Daily 1–50 and Nice/Grouchy $>$ 3, or
3. Daily 1–50, Nice/Grouchy $<$ 3, and Fortune Aspiration

Lay Off

◆ Who: teen/young adult/adult/elder to teen/young adult/adult/elder



Laid-off employee who accepts will rise in Customer Loyalty while one who rejects will drop.

Accepted if Sim B's:

1. Daily $>$ 50, or
2. Daily 1–50, and Nice/Grouchy $>$ 5, or
3. Daily 1–50, Nice/Grouchy $<$ 5, and NOT Fortune Aspiration



Pass On

- Who: young adult/adult/elder to young adult/adult/elder



An owner can use this interaction to impart Business Perks to a household member or manager.

Accepted if Sim B's:

- Lifetime >25 and Daily >25, or
- Lifetime >25, Daily <25, and Nice/Grouchy >2, or
- Lifetime <25, Daily >35, and Nice/Grouchy >4.

Promote to Manager

- Who: teen/young adult/adult/elder to teen/young adult/adult/elder

Always accepted.



Set Uniform

- Who: teen/young adult/adult/elder to teen/young adult/adult/elder

Always accepted.



Take a Break

- Who: teen/young adult/adult/elder to teen/young adult/adult/elder



Employees cease their assignments for one

hour to take care of their Needs. After an hour, they automatically return to their assignments, refreshed and ready to go, with their Needs at least partially replenished and their wage-level-based bailout point temporarily lowered. If you need an employee to return to the post before one hour is up, you have to do the Get Back to Work social and accept its unpleasantness (reductions to both Daily and Lifetime relationship).

Always accepted.

Send Home for the Day

- Who: teen/young adult/adult/elder to teen/young adult/adult/elder

Always Accepted.

Unassign

- Who: teen/young adult/adult/elder to teen/young adult/adult/elder

Always accepted.

You're Fired!

- Who: teen/young adult/adult/elder to teen/young adult/adult/elder



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If a Sim accepts, the reaction is sadness and tears. If they reject, they react angrily.

Fired Sims always drop in Customer Loyalty and become Furious at the Sim who fired them but accepting Sims (sad) have a shorter Furious period than rejecting Sims (angry).

Accepted if Sim B's:

1. Daily >50, or
2. Daily 1-50, Nice/Grouchy >6, and Mood >20.

Play Interactions

Rock, Paper, Scissors

◆ Who: child/teen/young adult/adult/elder to child/teen/young adult/adult/elder



Accepted if Sim B's:

1. Daily > 30, or
2. Daily -10-29 and Lifetime > 20, or
3. Daily -10-19 and Playful >7.

Show Off

◆ Who: child to child/teen/young adult/adult/elder



Accepted if Sim B's:

1. Daily >20, Lifetime >5, or
2. Daily >20, Lifetime <5, and Playful/Serious >1, or
3. Daily <20, Lifetime >30, or
4. Daily <20, Lifetime <30, and Playful/Serious >6

Miscellaneous Interactions

Tease

◆ Who: child to toddler

Always reject.



Sales Interactions

Ask for Help

◆ Who: child/teen/young adult/adult/elder to teen/young adult/adult/elder



note

IF, as can randomly happen, the asked-for object isn't available on the lot, the customer gets a small reduction in Customer Loyalty but NO DECREASE in Daily with the staff member.



note

Since this interaction is initiated by a customer, your Sims and employees will be the recipient (Sim B) of the interaction. Thus, it's their Mood, etc. that dictates whether and how the social is accepted.

A staff member with a high relationship to the customer (>20) may reject due to Mood in either a polite ("I don't know") or rude ("I'm busy") way. The polite way results in a reduction in Customer Loyalty for Sim B while the rude way leads to reductions in both Customer Loyalty and Daily toward the staff member. If relationship to Sim B is <20, the rejection is always be rude.



Accepted if Sim B's:

1. Mood >18, Daily >20, and Shy/Outgoing >2. If Mood is <10 AND staff has a Silver or higher Sales badge, "I don't know." If Bronze or no badge, "I'm busy." Or,
2. Mood >21, Daily >20, and Shy/Outgoing 0-2. If Mood is <21 AND staff has a Silver or higher Sales badge, "I don't know." If Bronze or no badge, "I'm busy." Or,
3. Mood >24, Daily -29-20, and Shy/Outgoing >4, or
4. Mood >27, Daily -29-20, and Shy/Outgoing 0-4.

Basic Sell

- Who: teen/young adult/adult/elder to child/teen/young adult/adult/elder



Can't Afford

- Who: child/teen/young adult/adult/elder to teen/young adult/adult/elder



How a staff member reacts to the news that a customer can't afford an object depends on the staff member's Sales badge. If it's Silver or higher, the Sim is gracious; if it's Bronze or lower, he or she is snotty.

Accepted if Sim B's:

1. Sales Talent Badge >Bronze.

Complain About

- Who: teen/young adult/adult/elder to teen/young adult/adult/elder

Customers with low Customer Loyalty may complain about messes, employees, or other annoyances to your owners, managers, family members, or employees.

This interaction can only be done by autonomous customers. Whether it's accepted or rejected controls how much Customer Loyalty will be lost as a result of the complaint (-25 if accepted or -100 if rejected). Accepted if Sim's B Sales Talent Badge is Silver or higher.

Dazzle

- Who: teen/young adult/adult/elder to child/teen/young adult/adult/elder



note

The Mood used in this social is, as usual, the customer's (Sim B's) Mood but it's boosted based on the staff

member's (Sim A's) Sales Talent Badge:

- No Badge: +0
- Silver: +16
- Bronze: +13
- Gold: +20

The Mood listed below includes any badge-related booster.

If accepted, the customer's Buy Bar rises a moderate amount when he or she returns to browsing and Customer Loyalty climbs. If rejected, the Buy Bar instead falls along with Customer Loyalty.

Accepted if Sim B's:

1. Mood >16, Daily >24, and Nice/Grouchy >4, or
2. Mood >19, Daily >24, and Nice/Grouchy 0-4, or
3. Mood >22, Daily -24-24, and Nice/Grouchy >6, or
4. Mood >25, Daily -24-24, and Nice/Grouchy 0-6.

CHAPTER 12: NEW SOCIALS



note

Dazzle factors in the staff member's Mood but, unlike many other sales socials, it doesn't use a Mood boosted by Sales badge level because only Sims with Gold Sales badges can even have the interaction available.

If the customer accepts, he or she resumes browsing the object, thinking it's an ideal bargain (wholesale cost and price level as close as possible) regardless of what the actual values are. It significantly raises the possibility but does not guarantee a purchase; increases Customer Loyalty.

For all the effort Dazzle requires, Sim A depletes some Energy Need.

Accepted if Sim B's:

1. Mood >7, Daily >24, and Shy/Outgoing >4, or
2. Mood >10, Daily >24, and Shy/Outgoing 0-4, or
3. Mood >13, Daily -24-24, and Shy/Outgoing >6, or
4. Mood >16, Daily -24-24, and Shy/Outgoing 0-6.

Hard Sell

- Who: teen/young adult/adult/elder to child/teen/young adult/adult/elder



note

Only available after Sim achieves Silver Sales Talent Badge.



note

The Mood used in this social is, as usual, the customer's (Sim B's) Mood but it's boosted based on the staff member's (Sim A's) Sales Talent Badge:

- ◆ Silver: +10
- ◆ Gold: +14

The Mood listed below includes any badge-related booster.



If accepted, the customer's Buy Bar rises significantly when he or she returns to browsing and Customer Loyalty climbs as well. If rejected, the Buy Bar instead plummets along with Customer Loyalty.

Accepted if Sim B's:

1. Mood >21, Daily >24, and Outgoing/Shy >4, or
2. Mood >24, Daily >24, and Outgoing/Shy 0-4, or
3. Mood >27, Daily -24-24, and Outgoing/Serious >6, or
4. Mood >30, Daily -24-24, and Outgoing/Serious 0-6.

Manipulation

- Who: teen/young adult/adult/elder to child/teen/young adult/adult/elder



A Sim with enough Business Perk points invested in the Perception Track (Level 5) obtains this social, which an owner/manager/household member can use on customers. The customer will buy almost anything after this social but Sim A (the owner) will deplete Energy Need and Sim B (the customer) will drop in Customer Loyalty. Automatic rejection if Sim B has negative Customer Loyalty.

Accepted if Sim B's Customer Loyalty and Mood >0.



May I Help You?

◆ Who: teen/young adult/adult/elder to child/teen/young adult/adult/elder

Inspires customer to ask for a specific object. If the staff member accepts, he or she'll take the customer to the object and the customer may begin browsing with increased Customer Loyalty. If he or she rejects, the opposite occurs.



note

The Mood used in this social is, as usual, the customer's (Sim B's) Mood but it's boosted based on the staff

member's (Sim A's) Sales Talent Badge:

- ◆ No Badge: +10
- ◆ Silver: +30
- ◆ Bronze: +20
- ◆ Gold: +40

The Mood listed below includes any badge-related booster.



Accepted if Sim B's:

1. Mood >8, Daily >24, and Shy/Outgoing >4, or
2. Mood >11, Daily >24, and Shy/Outgoing 0-4, or
3. Mood >14, Daily -24-24, and Shy/Outgoing >6, or
4. Mood >17, Daily -24-24, and Shy/Outgoing 0-6.

Offer At... (Price Level)



note

Available only after Sim has achieved Bronze Sales Talent Badge.

◆ Who: teen/young adult/adult/elder to child/teen/young adult/adult/elder



note

The Mood used in this social is, as usual, the customer's (Sim B's) Mood but it's boosted based on the staff

(Sim A's) Sales Talent Badge:

- ◆ Bronze: +10
- ◆ Silver: +12
- ◆ Gold: +14

The Mood listed below includes any badge-related booster.

When used on a browsing Sim, Sim A offers the browsed object at one price level below its marked price (as specified in the name of the interaction). This improves the customer's "good deal" evaluation—raising the Buy Bar—but reduces the profit on the object. Not available when the item's price is already set at Ridiculously Cheap.

Accepted if Sim B:

1. Is Fortune Aspiration, Mood >14, and Daily >24, or
2. Is not Fortune Aspiration, Mood >16, and Daily >24, or
3. Is Fortune Aspiration, Mood >18, and Daily -24-24, or
4. Is not Fortune Aspiration, Mood >20, and Daily -24-24.

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Show Item/Menu to... or Suggest Outfit for...

- Who: teen/young adult/adult/elder to child/teen/young adult/adult/elder



note

The Mood used in this social is, as usual, the customer's (Sim B's) Mood but it's boosted based on the staff member's (Sim A's) Sales Talent Badge:

- No Badge: +10
- Silver: +16
- Bronze: +13
- Gold: +20

The Mood listed below includes any badge-related booster.

If accepted, the specified customer starts to browse the suggested object and Customer Loyalty rises. If rejected, the customer refuses the suggestion and Customer Loyalty declines.

Accepted if Sim B's:

- Mood >20, Daily >24, and Nice/Grouchy >4, or
- Mood >22, Daily >24, and Nice/Grouchy 0-4, or
- Mood >24, Daily -24-24, and Nice/Grouchy >6, or
- Mood >26, Daily -24-24, and Nice/Grouchy 0-6.



Talk Interactions

Motivational Speech

- Who: teen/young adult/adult/elder to toddler/child/teen/young adult/adult/elder



A Sim with enough Business Perk points invested in the Motivation Track (Level 3) obtains this social, which they can use on employees. The social boosts all of Sim B's Talent Badges for three hours and depletes Sim A's Energy Need.



note

Changing Sims' badges without changing their pay alters their happiness with their wage level, so you'd be well advised to give them a temporary raise after delivering a Motivational Speech.

Accepted if Sim B's:

- Daily >0 and Mood >-20.

Network

- Who: teen/young adult/adult/elder to child/teen/young adult/adult/elder

A Sim with enough Business Perk points invested in the Connections Track (Level 3) obtains this social that an owner/manager/household member can use on any other Sim. The social adds every Sim another Sim knows to Sim A's Relationship panel at +5 Daily/+5 Lifetime.

Replaced by Power Network once that social is earned.



Accepted if B's:

1. Mood >-20, Lifetime >25, and Daily >25, or
2. Mood >-20, Lifetime 21–25, Outgoing/Shy >7, and Daily >30, or
3. Mood >-20, Lifetime <25, Outgoing/Shy <7, and Daily >50.

Perk Up

- ◆ Who: teen/young adult/adult/elder to child/teen/young adult/adult/elder



A Sim with enough Business Perk points invested in the Motivation Track (Level 2) obtains this social, which can be used on employees (or any Sim). The social boosts Sim B's Mood by about 1/4 for three hours.

Accepted if Sim B's:

1. Lifetime >25 and Daily >25, or
2. Lifetime >25, Daily <25, Nice/Grouchy >2, or
3. Lifetime <25, Daily >35, Nice/Grouchy >4

Power Network

- ◆ Who: teen/young adult/adult/elder to child/teen/young adult/adult/elder



A Sim with enough Business Perk points invested in the Connections Track (Level 5) obtains this social, which an owner/manager/household member can use on any other Sim. The social adds

every Sim another Sim knows to Sim A's Relationship panel at +15 Daily/+15 Lifetime.

Once earned, replaces the Network social.

Accepted if B's:

1. Mood >-20, Lifetime >25, and Daily >25, or
2. Mood >-20, Lifetime 21–25, Outgoing/Shy >7, and Daily >30, or
3. Mood >-20, Lifetime <25, Outgoing/Shy <7, and Daily >50.

Self-Interactions

Blow Bubbles

- ◆ Who: child

Child Sims can pass the time by blowing bubbles. This interaction provides Fun and there's a chance the Sim will drink bubble juice and hiccup bubbles.



Look-for Mark

- ◆ Who: teen/young adult/adult/elder

A Sim with three points invested in the Perception Business Perk can have this interaction to find the most likely customer in the room. The interaction finds the non-browsing Sim with the highest potential Buy Bar head start. When the "mark" is found, he or she glows white.



CHAPTER 12: NEW SOCIALS

Rally Forth!

◆ Who: teen/young adult/adult/elder to toddler/child/teen/young adult/adult/elder

A Sim with five points invested in the Motivation Business Perk track can use this interaction to boost all Needs of all Sims nearby. Great for



team meetings, family gatherings, or any place where having a large group of Sims with satisfied Needs would come in handy (such as group outings).

Delivering this much rabble-rousing tires a Sim out, so the Sim takes a considerable hit to all his or her own Needs. If he or she's already critically low, he or she will die ("Death by Rally Forth"), doomed to forever roam the afterlife with the accursed megaphone that was clutched in his or her dying hand.

Object-Based Interactions

Lemonade Stand

Buy Lemonade

◆ Who: child/young adult/adult/elder to child/young adult/adult/elder



note

The Mood used in this social is the **SIM RUNNING THE STAND'S Mood**, which is boosted based on the Sim's Sales

Talent Badge:

◆ No Badge: +0 ◆ Silver: +25
◆ Bronze: +15 ◆ Gold: +35

The Mood of the seller is further modified by the price range of the lemonade:

◆ Ridiculously Cheap: +30
◆ Cheap or Very Cheap: +15
◆ Average: +0
◆ Expensive or Very Expensive: -15
◆ Ridiculously Expensive: -30

The Mood listed below includes any badge- and price range-related boosters.

Accepted if:

1. Staff Mood >5, B's Daily >20, and B's Nice/Grouchy >2, or
2. Staff Mood >35, B's Daily >20, and B's Nice/Grouchy 0-2, or
3. Staff Mood >25, B's Daily -29-20, and B's Nice/Grouchy >4, or
4. Staff Mood >50, B's Daily -29-20, and B's Nice/Grouchy 0-4.

Changes to Existing Interactions

- ◆ Dance Together: As noted above, children and adults interacting with children are now able to do the Dance Together interaction with the child dancing on the older Sim's shoes. Likewise, children may now dance with each other using the same interaction.
- ◆ Hang Out: Children can now participate with all other age groups.
- ◆ Tickle: Children can only tickle other children.



Chapter 13

KID STUFF

The Sims™ 2 Open for Business offers lots of new stuff for your taller Sims (teens and up) to sink their teeth into, but what about the children? With their parents and older siblings off running successful stores, what are they to do?

Plenty. *The Sims™ 2 Open for Business* has a childish side too, adding to the game several new interactions and objects just for the youngsters. This chapter provides a summary of these additions.

Social Interactions

Kids can now participate in some previously unavailable social interactions:

- ◆ **Dance Together:** Children can dance with teens and up and vice versa by dancing on the older Sim's shoes. This can be initiated by either the child or the adult.
- ◆ **Show Off:** Children can use this new interaction to build relationships with older Sims, choosing to display their prowess at cartwheels, handstands, and somersaults.
- ◆ **Hang Out:** Children can now participate in Hang Out discussions.
- ◆ **Rock, Paper, Scissors:** Children and older Sims can play this age-old game for fun.
- ◆ **Tease:** Children can have a bit of cruel fun with their younger siblings with this new child-to-toddler interaction.
- ◆ **Tickle:** Children can tickle other children.



Dancing with children isn't graceful, but it sure is fun for everyone involved.



Showing off is just part of being a kid.



Objects

Several new objects make being a child in *The Sims™ 2* more interesting than ever.

None of these objects is available from the Buy mode catalog but rather are fabricated from crafting stations (all but one from the Toy bench) or from Sim-owned stores. A fine example of kids benefiting from the increased entrepreneurship of their elders.



Some Sims find a Clown-In-A-Box a bit disturbing, but kids love 'em.

- ◆ Sir Bricks-a-Lot
- ◆ Little Heroes fire Truck
- ◆ Clown-In-A-Box
- ◆ Brinks' Kite
- ◆ Twirl, Spin and Wobble!
- ◆ Wet 'n' Wild Water Wiggler
- ◆ Toy Robot (Robot crafting station)



Now, when the grownups tell a child to "go fly a kite," the kid can say "OK."

Mirrors

Sims of most ages can alter their appearances (but not, of course, their genetic makeup) by using the Change Appearance interaction on mirrors and vanities.



Want to give your toddlers a makeover? Just use an older Sim to bring them to the mirror.

Until now, toddlers were excluded from this group. Now any teen or older Sim can, through a new interaction on the mirror itself, change the appearance of any playable toddler on the lot. The Sim who has the interaction picks up the toddler and brings him or her to the mirror, overcoming the toddler's previously insurmountable height problem.





Lemonade Stand

With everyone else in the game making money with their own businesses, good Sim parents never let the opportunity for a “teachable moment” pass. Thus, young Sims can learn a thing or two about entrepreneurship with their very own business: the lemonade stand.



Selling lemonade earns money and builds Cooking skill.

Though older Sims can run this self-contained mini-business, it exists primarily so kids can engage in a little commerce themselves, earning money for their families and building some Cooking skill.



note

Lemonade stands can run on any lot, even non-business lots. If the object is on a community or home business lot, employees can be assigned to work the stand.

The commercial model for the stand is somewhat simplified from the standard. Sims purchase lemonade based on the seller's Mood, their Daily relationship to the seller, and their own Nice/Grouchy personality. The cheaper the lemonade, the less the other variables matter. For example, if lemonade is set at the lowest price range, Sims will buy even if they have a somewhat negative relationship and a Grouchy personality and the seller is in a mildly good Mood (above 20). Of course, the seller will be losing money on the stand but that doesn't matter so much when you're a kid.

Chapter 14

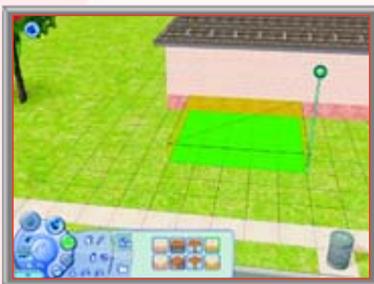
BUILD MODE ADDITIONS

The Sims™ 2 Open for Business features an array of new Build mode objects, floor and wall coverings, and new tools to make your Sims' lots more varied and realistic than ever.

Split-level Interior Foundations (aka Stages)



Drag out stages just like any other foundation, inside...



...or out.

With the new split-level interior foundations tool (found in the Foundations & Decks catalog), you can build raised platforms indoors or out.



The big difference between stages and regular foundations is that you can build them on top of another foundation.



Use connecting stairs to get from floors to stages and back again.



You can build walls on stages and insert windows into them but you cannot add a door.

Stages, like all foundations and decks, come in normal and diagonal versions. Both versions can be overlapped and blended but with all the usual issues such combinations raise.



Conical, Octagonal, and Domed Roofs

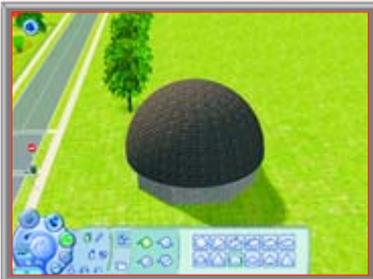
Cover your Sims' homes with any of six new roofs:



Short Cone Roof.



Large Cone Roof.



Domed Roof.



Small Octagonal Roof.



Medium Octagonal Roof.



Large Octagonal Roof.

These roofs can only be drawn in square footprints (2x2, 4x4, etc.) so the structure on which they're built must also be square. If you drag one of these new roof types in a rectangle, it'll automatically become a square the size of the widest dimension (i.e., a 4x5 roof becomes a 5x5 roof).



CHAPTER 14: BUILD MODE ADDITIONS



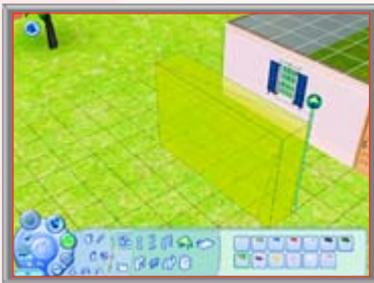
note

The conical, octagonal, and domed roofs create a ceiling above the floor below them; the space inside the roof is, however, not usable.



Awnings

The Awning tool builds awnings of almost any dimensions (no diagonals please) atop outdoor ground, indoors, foundations, or decks.



To use, simply click where you want the awning to begin...



...and drag it out to the shape you'd like to have.

To delete an awning, select the Awning tool, hold **Ctrl**, and drag the area you'd like to erase.



Deleting parts of an awning can create some interesting looks.



Awnings can be freestanding—as above—or attached to walls.



With the Awning tool selected, click on a wall...



... drag parallel to the wall as long as you want it to be and one tile away from the wall and...



... release.

Awnings can be built in both outdoor and interior walls but can never be built on a diagonal wall.

Elevators

Elevators, though expensive, are superior to stairs in many ways:

- ◆ They're faster.
- ◆ They consume less space.
- ◆ Sims can WooHoo/Try for Baby in them.

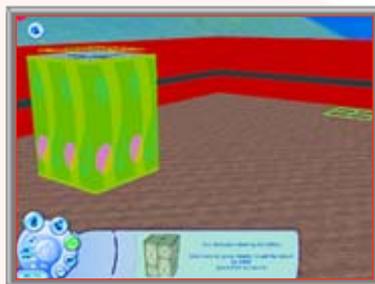


Elevator Pieces

Elevator systems are constructed from two different pieces:

- ◆ Doors (two kinds)
- ◆ Shafts

There are two kinds of elevator doors but they function identically and can, in fact, be used interchangeably within the same elevator system. They only differ in the style of the doors and the interior walls of the cars. Thus, if you use both kinds in the same elevator, your Sims arrive at a floor in a different car than they started with; if that doesn't bother you, then no problem.



Shafts are used when you want to skip a floor with the elevator...



... or use an elevator in structures with extra tall rooms (essentially two floors with no floor covering applied between them).

Shaft pieces can't be placed until at least one door piece has been added.

Needless to say (though we'll say it anyway), Sims can't exit on floors served only by shaft pieces.

CHAPTER 14: BUILD MODE ADDITIONS

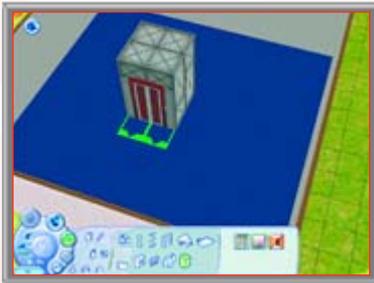
Building Elevators



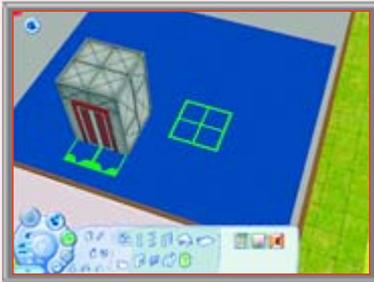
Tip

It's always easier to build the lower floors first so you'll have the previous piece's marker as a guide for the next highest level.

To build an elevator:



Find an open space for the first car...



...go up one level and place another elevator car (either variety). Cars on lower levels leave a green marker on adjacent levels to guide placement of other cars...

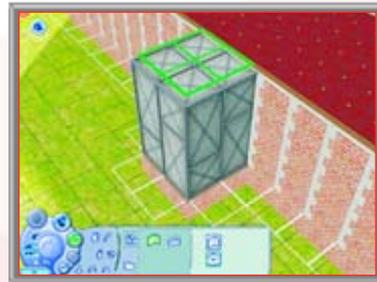


...or a shaft if you don't need access to the current level...

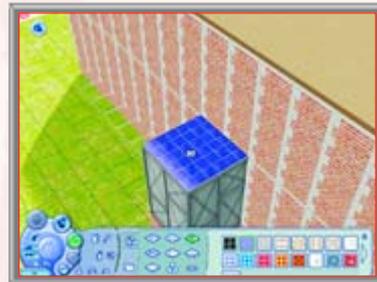


... then continue to the top of the structure.

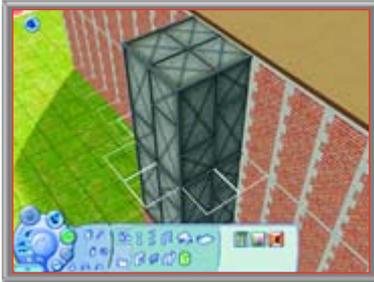
Elevators can be constructed within a building or adjacent to its exterior wall.



To build an external elevator, place the first elevator on the same level as the floor. If the house is on a foundation, you'll need to build a 2x2 foundation for the elevator to match. If the house is built directly on the ground, the elevator can be placed on the ground too.



Go up one level. To place the next elevator door or shaft piece, lay down floor tiles on the top of the lower elevator piece. This isn't necessary on elevators built indoors but an exterior elevator won't likely be cutting through an existing floor.



Place the next elevator piece, and so on.

Once the elevator pieces are in place, it's time to decorate them to fit in with your Sim's home.



Use the Room tool to build a wall around the elevator car or shaft.



Next, apply wall coverings to these new walls. Note that, as with regular doors, the wall covering applies around the elevator doors.

When a building has a useable room under its roof, you can build elevators to those floors too, as long as the roof is tall enough to accommodate the elevator car.



tip

Be sure to build the roof BEFORE placing the elevators. If you do it in reverse, the Auto Roof tool won't be able to build the roofs.



When running an elevator to a room under the structure's roof, make sure you can place the elevator deeply enough into the room to avoid intersecting with the roofline.

Using Elevators

Elevators are very simple to use.



note

Only one Sim at a time may ride in an elevator. Two Sims can share the car to WooHoo or Try for Baby, but they'll emerge on the same level on which they started.



To use an elevator, go to the destination floor, click on the elevator, and use the Go To This Floor interaction. Sims walk to the elevator door on their level and ride solo to the selected floor.

CHAPTER 14: BUILD MODE ADDITIONS



Alternatively, if you click on any location or object that is on a different floor than your Sim, the Sim automatically uses the closest elevator to get to that point.

Of course, there's more to do in elevators than just go from floor to floor. Sims with very high romantic relationships and a good Mood can WooHoo or Try for Baby in them too.



When both Sims are on the lot, use either Sim to select the elevator's WooHoo/Try for Baby With... interaction.



The Sims both enter the elevators, the doors close, and the sparks fly.

If any Sims are nearby during the rumpus, they react to the scene according to their personality.





tip

Though an elevator with only one door is useless as an elevator, it still serves as a useable place to WooHoo.



note

Repairing elevators can result in electrocution if a Sim has low Mechanical skill.

Elevator Breakage and Plummeting

Elevators can break during use (riding or WooHoo/Try for Baby). When an elevator breaks, it plummets to the bottom floor with a loud crash.

Sims riding in the car take a substantial drop in their Needs. If any of their critical Needs were very low before the plummet, the fall can be fatal.

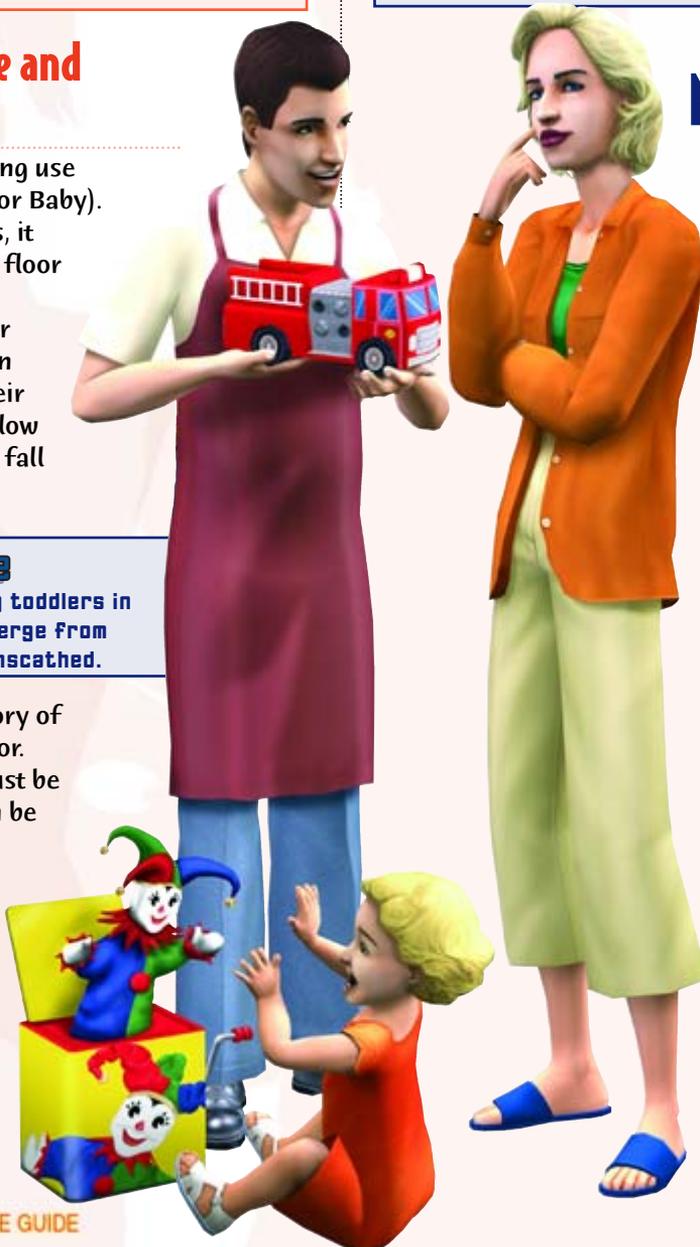


note

Sims carrying toddlers in elevators emerge from plummeting unscathed.

Sims receive a memory of plummeting in an elevator.

Broken elevators must be repaired before they can be used again.



New Walls and Floors

The Sims™ 2 Open for Business contains more than 200 new wall and floor covering styles.

CHAPTER 14: BUILD MODE ADDITIONS

New Build Mode Objects

Objects	Purchase Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Category
Abiding Elegance by Durabliss	\$255	\$12	\$8	\$32	Door
Belhooven Maroo Window	\$240	\$13	\$9	\$36	Window
Cloudscene Door	\$999	\$12	\$8	\$32	Door
Cloudscene Transom Door—Wide	\$385	\$105	\$70	\$280	Door
Fenetre Fantastique	\$295	\$30	\$20	\$80	Window
Fleur de Glee Stencil Pane	\$205	\$13	\$9	\$36	Window
Fleur de Glee Stencil Pane Double	\$265	\$30	\$20	\$80	Window
Glimpse of Freedom Glass Door	\$105	\$12	\$8	\$32	Door
Short Fenced Crabby Tree	\$150	\$23	\$15	\$62	Trees
Short Lollipop Crabapple	\$130	\$31	\$21	\$84	Trees
Simply Round Column by Right Angle Industries	\$100	\$14	\$9	\$38	Columns
Simply Round Column Plus—Two Story by Right Angle Industries	\$250	\$30	\$20	\$80	Multi-story Columns
Storybook Column	\$140	\$14	\$9	\$38	Columns
Storybook Connecting Column Arches	\$140	\$0	\$0	\$0	Connecting Column Arches
Storybook Door by Adventure Carpentry	\$235	\$12	\$8	\$32	Door
Tall Fenced Crabby Tree	\$240	\$23	\$15	\$62	Trees
Tall Lollipop Crabapple	\$220	\$23	\$15	\$62	Trees
Tallish Transom	\$270	\$12	\$8	\$32	Door
The Artefact by Ergo	\$215	\$30	\$20	\$80	Window
The Barely There Glass Door	\$120	\$12	\$8	\$32	Door
The Breech by Ergo	\$125	\$13	\$9	\$36	Window
The Embrasure by Ergo	\$115	\$13	\$9	\$36	Window
The Going Somewhere by UppersCo	\$1,400	\$825	\$550	\$2,200	Elevators
The Intake by Ergo	\$225	\$30	\$20	\$80	Window
The Looky-Nook	\$350	\$42	\$28	\$112	Window
The Mullionaire	\$265	\$12	\$8	\$32	Door
The Pythagoras	\$115	\$13	\$9	\$36	Window
The Safe-T Arch	\$230	\$13	\$9	\$36	Window
The Ultravator by SchafftCo	\$1,250	\$825	\$550	\$2,200	Elevators
The Ultravator Shaft by SchafftCo	\$500	\$825	\$550	\$2,200	Elevators



Chapter 15

TOUR OF BLUEWATER VILLAGE

Bluewater Village is the finest shopping community known to Sim kind, containing examples of almost every kind of business, a smattering of lovely empty homes, and some charming (and not so charming) established families.

This chapter introduces you to them all.

Sims

Moved-In Sims

Della Rosa (15 Lake Meadow Circle)



- ◆ Florence Della Rosa: Adult, Knowledge Aspiration

Home-Based Business: Della Rosa Flowers



- ◆ Business Type: Shop (catalog objects—plants, crafted flowers), 0 employees

Landgraab IV (74 Gondola Way)



- ◆ Malcolm Landgraab IV: Adult, Fortune Aspiration

Business(es) Owned

- ◆ Club Dante: Restaurant/Venue (fun), 1 employee
- ◆ Electronics Supercenter: Shop (catalog objects—electronics), 1 employee

Tinker (32 Eagle Lane)



- ◆ Stephen Tinker: Adult, Family Aspiration
- ◆ Wanda Tinker: Adult, Family Aspiration
- ◆ Melody Tinker: Teen, Knowledge Aspiration



note

The Tinkers don't own a business but they do have a toy crafting station in the backyard. Though you could turn their home into a home business, you'll find they have sufficient family funds to purchase Inner Child Toys and Gifts, the smaller of the shopping district's toy shops.

CHAPTER 15: TOUR OF BLUEWATER VILLAGE

Jacquet (223 Idlewild Street)



- ◆ Denise Jacquet: Elder, Wealth Aspiration
- ◆ Gilbert Jacquet: Adult, Romance Aspiration

Business(es) Owned

- ◆ J'Adore Bakery: Shop (crafted food), 1 employee

Ramirez (146 Pebble Drive)



- ◆ Checo Ramirez: Adult, Wealth Aspiration
- ◆ Lisa Ramirez: Adult, Knowledge Aspiration
- ◆ Tessa Ramirez: Child, Grow Up Aspiration

Business(es) Owned

- ◆ Ramirez's Fine Furniture: Shop (catalog objects), 1 employee

Sim Bin Sims

These Sims are added to the Sim Bin when you install this new expansion pack. Place them in your shopping district or any neighborhood.

Larson



- ◆ Jason Larson: Adult, Wealth Aspiration
- ◆ Jodie Larson: Adult, Wealth Aspiration

Gieke



- ◆ Chester Gieke: Adult, Knowledge Aspiration

Lots

Community Lots

1-2-3+ Gym



- ◆ Purchase Price: \$73,762
- ◆ Business Type: Gym and Salon/Venue (Body skill)

Amelia's Closet



- ◆ Purchase Price: \$116,180
- ◆ Business Type: Shop (clothing)



Bluewater Baths and Salon



- ◆ Purchase Price: \$110,281
- ◆ Business Type: Shop (makeovers)

Bluewater Real Estate Office



- ◆ Purchase Price: \$37,312
- ◆ Business Type: Shop

Club Dante



- ◆ Owned by: Malcolm Landgraab
- ◆ Business Type: Restaurant/Venue (fun)

Contempo Moderne



- ◆ Purchase Price: \$59,522
- ◆ Business Type: Shop (catalog objects—furniture)

Cover Me Clothing



- ◆ Purchase Price: \$95,456
- ◆ Business Type: Shop (clothing)

Electronics Supercenter



- ◆ Owner: Malcolm Landgraab IV
- ◆ Business Type: Shop (catalog objects—electronics)

CHAPTER 15: TOUR OF BLUEWATER VILLAGE

Here or Else Grocery



- ◆ Purchase Price: \$87,841
- ◆ Business Type: Shop (groceries)

J'Adore Bakery



- ◆ Owned by: Gilbert Jacquet
- ◆ Business Type: Shop (crafted food)

Hunter's Park



- ◆ Purchase Price: \$38,789
- ◆ Business Type: None

Just Flowers and More



- ◆ Purchase Price: \$38,187
- ◆ Business Type: Shop (catalog objects—plants, crafted flowers)

Inner Child Toys and Gifts



- ◆ Purchase Price: \$41,685
- ◆ Business Type: Shop (catalog objects—toys, crafted toys)

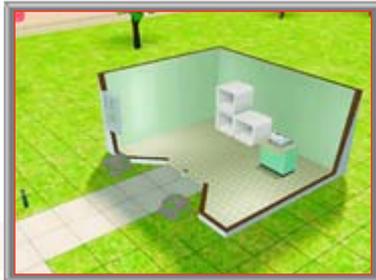
Le Magnifique! International Restaurant



- ◆ Purchase Price: \$77,872
- ◆ Business Type: Restaurant

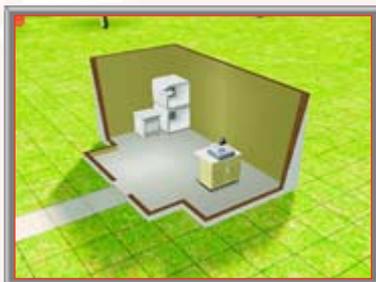


Little 'n' Local



- ◆ Purchase Price: \$19,957
- ◆ Business Type: Shop (empty)

Mercantile Mart



- ◆ Purchase Price: \$18,553
- ◆ Business Type: Shop (empty)

Papaya Regime



- ◆ Purchase Price: \$77,098
- ◆ Business Type: Shop (clothing)

Ramirez's Fine Furniture



- ◆ Owner: Checo Ramirez
- ◆ Business Type: Shop (catalog objects—furniture)

Round Barn General Store



- ◆ Purchase Price: \$62,025
- ◆ Business Type: Shop (groceries, clothing, magazines, video games)

Simoleon Arcade



- ◆ Purchase Price: \$98,692
- ◆ Business Type: Venue (fun)

CHAPTER 15: TOUR OF BLUEWATER VILLAGE

The Corner Shop



- ◆ Purchase Price: \$30,533
- ◆ Business Type: Shop (empty)

Tykes Tower Toys



- ◆ Purchase Price: \$103,408
- ◆ Business Type: Shop (catalog objects—toys, crafted toys)

Von Dough Gallery



- ◆ Purchase Price: \$80,021
- ◆ Business Type: Shop (catalog objects—art)

Lot & Houses Bin Community Lots

3-in-1 Bookstore



- ◆ Purchase Price: \$56,852
- ◆ Business Type: Shop (books, magazines)

Bluewater Village Micro Mall



- ◆ Purchase Price: \$181,696
- ◆ Business Type: Shop (various)

Cafe Petite



- ◆ Purchase Price: \$72,784
- ◆ Business Type: Shop (crafted food, coffee bar)



Occupied Residential Lots

32 Eagle Lane



- ◆ Family: Tinker
- ◆ Bedrooms: 4

74 Gondola Way



- ◆ Family: Landgraab IV
- ◆ Bedrooms: 2

223 Idlewild Street



- ◆ Family: Jacquet
- ◆ Bedrooms: 2

15 Lake Meadow Circle



- ◆ Family: Della Rosa
- ◆ Bedrooms: 1

146 Pebble Drive



- ◆ Family: Ramirez
- ◆ Bedrooms: 3

Unoccupied Residential Lots

407 Edgewater Parkway



- ◆ Bedrooms: 4

CHAPTER 15: TOUR OF BLUEWATER VILLAGE

7 Carriage Lane



◆ Bedrooms: 1

25 Toboggan Way



◆ Bedrooms: 1

22 Toboggan Way



◆ Bedrooms: 2

33 Gondola Way



◆ Bedrooms: 1





Chapter 16

CHEATS

Console Cheats

To summon the Cheat window press

Ctrl + **Shift** + **C**.

- ◆ **AddneighborstoFamilycheat** [on/off]: With this cheat activated, you can **Shift** + left click on an NPC to add one to the current household. This won't work on service NPCs engaged in their jobs (i.e., Maid cleaning, Gardener gardening, etc.) but will work if that same Sim is visiting socially or hanging out after finishing tasks. You can even add Sims in excess of the customary eight-Sim family limit. Won't work on special NPCs like the Grim Reaper or Mrs. Crumplebottom.
- ◆ **Forcetwins**: With a pregnant Sim selected, using this cheat transforms the pregnancy into a twin birth.
- ◆ **Plumbbobtoggle** [on/off]: Makes the overhead plumb bob invisible.



note
Pregnant Sims can also have twins if they eat Cheesecake. Unlike the Forcetwins cheat, it isn't a sure thing but the probability significantly increases.



Build Mode Cheats

Wall Placement Restrictions Removed

Normally, only one object can be hung on a segment of wall regardless of height. In other words, even if an already-placed item and another item won't overlap at all, you can't place them both on the same segment.



The Wall Placement Cheat enables you to hang several items on a single wall segment.

With this cheat any number of items can be placed on a wall segment, even if they do overlap. Select the object you want to place and hold **Alt** + **Ctrl** while selecting where to put it.

TABLES APPENDIX

Here you'll find the collected tables for the previous *The Sims™ 2* expansion packs and the original *The Sims™ 2* game. These tables will allow you to quickly reference the vital info on Careers, Objects, and Socials from all three of the other discs.





Chapter 17 JOBS BY CAREER LEVEL

Adult Careers

Level 1 Careers

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
Artist	Canvas Stretcher	0	0	0	0	0	0	0	0	7a-2p
Athletic	Team Mascot	0	0	0	0	0	0	0	0	3p-9p
Business	Mailroom Technician	0	0	0	0	0	0	0	0	9a-3p
Criminal	Pickpocket	0	0	0	0	0	0	0	0	11a-5p
Culinary	Dishwasher	0	0	0	0	0	0	0	0	2p-10p
Law Enforcement	Security Guard	0	0	0	0	0	0	0	0	8p-2a
Medical	Emergency Medical Technician	0	0	0	0	0	0	0	0	8a-2p
Military	Recruit	0	0	0	0	0	0	0	0	7a-1p
Natural Scientist	Ratkeeper	0	0	0	0	0	0	0	0	9a-4p
Paranormal	Psychic Phone Pal	0	0	0	0	0	0	0	0	8p-3a
Politics	Campaign Worker	0	0	0	0	0	0	0	0	9a-6p
Science	Test Subject	0	0	0	0	0	0	0	0	11a-5p
Show Business	Screen Test Stand-In	0	0	0	0	0	0	0	0	10a-5p
Slacker	Golf Caddy	0	0	0	0	0	0	0	0	5a-10a

Level 2 Careers

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
Artist	Canvas Stretcher	0	0	0	0	0	0	0	0	7a-2p
Athletic	Minor Leaguer	0	1	0	0	0	0	0	0	9a-3p
Business	Executive Assistant	0	0	0	0	1	0	0	0	9a-4p
Criminal	Bagman	0	0	0	0	0	0	0	0	5p-1a
Culinary	Drive Through Clerk	0	0	0	0	0	0	0	0	5p-9p
Law Enforcement	Cadet	0	1	0	0	0	0	0	0	9a-3p
Medical	Paramedic	0	0	0	0	0	0	1	0	8p-2a
Military	Elite Forces	0	0	0	0	0	0	0	0	7a-1p
Natural Scientist	Ratkeeper	0	0	0	0	0	0	0	0	9a-4p
Paranormal	Psychic Phone Pal	0	0	0	0	0	0	0	0	8p-3a
Politics	Intern	0	0	0	0	0	0	0	0	9a-3p
Science	Lab Assistant	0	0	0	0	0	1	1	0	4p-10p
Show Business	Screen Test Stand-In	0	0	0	0	0	0	0	0	10a-5p
Slacker	Gas Station Attendant	0	0	0	0	0	0	0	0	10p-3a

CHAPTER 17: JOBS BY CAREER LEVEL

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT	GAME
Mon & Wed	5	\$231	\$1,155	-8	-8	-10	-3	-4	-10	-3	UNIVERSITY
Mon & Thu	5	\$154	\$770	-48	-48	-60	0	-60	18	-60	THE SIMS™ 2
Sun & Fri	5	\$168	\$840	-48	-48	-18	24	-24	-18	-48	THE SIMS™ 2
Mon & Thu	5	\$196	\$980	-48	0	-60	-30	-60	30	-30	THE SIMS™ 2
Mon & Fri	5	\$126	\$630	-64	-40	-80	-32	-80	-24	-24	THE SIMS™ 2
Mon & Fri	5	\$336	\$1,680	-48	-60	-6	-30	-12	-6	-6	THE SIMS™ 2
Mon & Sat	5	\$280	\$1,400	-48	-48	-18	24	-24	-18	-48	THE SIMS™ 2
Mon & Wed	5	\$350	\$1,750	-60	-30	-60	0	-60	-30	-30	THE SIMS™ 2
Sun & Fri	5	\$325	\$1,625	-8	-8	-10	-3	-4	-10	-3	UNIVERSITY
Sun & Wed	5	\$252	\$1,260	-8	-8	-10	-3	4	-10	-3	UNIVERSITY
Mon & Wed	5	\$308	\$1,540	-72	-72	-27	36	-36	-27	-72	THE SIMS™ 2
Sun & Fri	5	\$217	\$1,085	-48	-30	-60	-24	-60	-12	-42	THE SIMS™ 2
Mon & Sat	5	\$420	\$2,100	-8	-8	-10	-3	4	-10	3	UNIVERSITY
Mon & Sat	5	\$126	\$630	-40	-40	-15	20	-20	-15	-40	THE SIMS™ 2

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT	GAME
Mon & Wed	5	\$231	\$1,155	-8	-8	-10	-3	-4	-10	-3	UNIVERSITY
Tue & Thu	5	\$238	\$1,190	-48	-48	-60	0	-42	18	-48	THE SIMS™ 2
Mon & Sat	5	\$252	\$1,260	-56	-56	-21	28	-28	-21	-56	THE SIMS™ 2
Mon & Wed	5	\$280	\$1,400	-64	0	-80	-16	-56	24	-24	THE SIMS™ 2
Mon & Wed	5	\$168	\$840	-32	-16	-40	4	-28	-4	-20	THE SIMS™ 2
Mon & Sat	5	\$448	\$2,240	-48	-30	-60	24	-42	18	-60	THE SIMS™ 2
Wed & Fri	5	\$385	\$1,925	-48	-48	-18	24	-24	-18	-48	THE SIMS™ 2
Wed & Fri	5	\$455	\$2,275	-48	-30	-60	0	-42	-18	-24	THE SIMS™ 2
Sun & Fri	5	\$325	\$1,625	-8	-8	-10	-3	-4	-10	-3	UNIVERSITY
Sun & Wed	5	\$252	\$1,260	-8	-8	-10	-3	4	-10	-3	UNIVERSITY
Sun & Fri	5	\$420	\$2,100	-48	-48	-18	24	-24	-18	-48	THE SIMS™ 2
Mon & Sat	5	\$322	\$1,610	-36	-42	-30	12	-42	12	12	THE SIMS™ 2
Mon & Sat	5	\$420	\$2,100	-8	-8	-10	-3	4	-10	3	UNIVERSITY
Mon & Thu	5	\$154	\$770	-40	-40	-15	20	-20	-15	-40	THE SIMS™ 2



Level 3 Careers

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
Artist	Canvas Stretcher	0	0	0	0	0	0	0	0	7a-2p
Athletic	Rookie	0	2	0	0	0	0	0	0	9a-3p
Business	Field Sales Rep	0	0	0	0	2	0	0	0	9a-4p
Criminal	Bookie	0	0	1	0	0	0	0	0	11a-6p
Culinary	Fast Food Shift Manager	0	0	1	0	0	0	0	0	5p-10p
Law Enforcement	Patrol Officer	0	2	0	0	0	0	0	0	3p-11p
Medical	Nurse	1	0	0	0	0	0	2	0	7a-2p
Military	Drill Instructor	0	1	0	1	0	0	0	0	7a-1p
Natural Scientist	Ratkeeper	0	0	0	0	0	0	0	0	9a-4p
Paranormal	Psychic Phone Pal	0	0	0	0	0	0	0	0	8p-3a
Politics	Lobbyist	0	0	0	0	0	0	0	0	8a-2p
Science	Field Researcher	1	0	0	0	0	1	3	0	9a-3p
Show Business	Screen Test Stand-In	0	0	0	0	0	0	0	0	10a-5p
Slacker	Convenience Store Clerk	0	0	0	1	0	0	0	0	9a-3p

Level 4 Careers

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
Artist	Comic Book Penciller	0	0	4	3	0	1	0	2	10a-5p
Athletic	Starter	0	3	0	0	1	0	0	1	9a-3p
Business	Junior Executive	0	0	1	0	2	0	0	1	9a-4p
Criminal	Con Artist	0	0	3	0	0	0	0	1	9a-3p
Culinary	Host/Hostess	1	0	2	0	0	0	0	1	10a-4p
Law Enforcement	Desk Sgt	1	2	0	0	0	0	0	1	9a-3p
Medical	Intern	2	0	0	2	0	0	4	1	9a-6p
Military	Junior Officer	0	1	0	2	1	0	0	0	7a-1p
Natural Scientist	Scatmaster	0	4	0	3	0	0	3	1	11a-6p
Paranormal	Hypnotist	0	0	5	0	3	0	0	2	11a-6p
Politics	Campaign Manager	1	0	1	0	0	0	0	1	8a-5p
Science	Science Teacher	1	0	0	0	0	2	5	1	8a-3p
Show Business	Commercial Actor/Actress	0	3	0	0	3	0	0	1	8a-5p
Slacker	Record Store Clerk	0	0	0	1	1	0	0	0	10a-3p

CHAPTER 17: JOBS BY CAREER LEVEL

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT	GAME
Mon & Wed	5	\$231	\$1,155	-8	-8	-10	-3	-4	-10	-3	UNIVERSITY
Tue & Wed	5	\$322	\$1,610	-48	-48	-48	0	-36	30	-48	THE SIMS™ 2
Tue & Thu	5	\$350	\$1,750	-56	-56	-21	28	-28	-21	-56	THE SIMS™ 2
Tue & Wed	5	\$385	\$1,925	-56	-35	-56	28	-42	35	35	THE SIMS™ 2
Wed & Thu	5	\$182	\$910	-40	-30	-40	20	-30	15	15	THE SIMS™ 2
Wed & Fri	5	\$552	\$2,760	-64	0	-64	80	-48	8	-64	THE SIMS™ 2
Mon & Thu	5	\$476	\$2,380	-56	-56	-21	28	-28	-21	-56	THE SIMS™ 2
Mon & Tue	5	\$560	\$2,800	-48	-30	-24	0	-36	30	-18	THE SIMS™ 2
Sun & Fri	5	\$325	\$1,625	-8	-8	-10	-3	-4	-10	-3	UNIVERSITY
Sun & Wed	5	\$252	\$1,260	-8	-8	-10	-3	4	-10	-3	UNIVERSITY
Sun & Sat	5	\$504	\$2,520	-48	-48	-18	24	-24	-18	-48	THE SIMS™ 2
Wed & Fri	5	\$448	\$2,240	-48	-36	-48	-18	-36	18	-24	THE SIMS™ 2
Mon & Sat	5	\$420	\$2,100	-8	-8	-10	-3	4	-10	3	UNIVERSITY
Mon & Tue	5	\$210	\$1,050	-48	-48	-18	24	-24	-18	-48	THE SIMS™ 2

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT	GAME
Sun & Fri	5	\$630	\$3,150	-8	-8	-3	-3	-5	-4	-5	UNIVERSITY
Tue & Thu	5	\$420	\$2,100	-48	-48	-18	0	-24	30	-24	THE SIMS™ 2
Wed & Sun	5	\$448	\$2,240	-56	-56	-21	35	-28	-21	-28	THE SIMS™ 2
Sun & Sat	5	\$490	\$2,450	-36	-18	-6	60	-24	30	36	THE SIMS™ 2
Mon & Tue	5	\$242	\$1,210	-48	-30	-12	30	-24	18	-12	THE SIMS™ 2
Sun & Sat	5	\$616	\$3,080	-30	-36	-18	30	-24	30	-18	THE SIMS™ 2
Tue & Fri	5	\$574	\$2,870	-81	-72	-27	45	-36	-27	-45	THE SIMS™ 2
Sun & Sat	5	\$630	\$3,150	-48	-36	-18	0	-24	18	18	THE SIMS™ 2
Sun & Sat	5	\$787	\$3,935	-8	-8	-10	-3	-5	-4	-5	UNIVERSITY
Sun & Wed	5	\$672	\$3,360	-8	-8	-3	-3	-5	-4	5	UNIVERSITY
Tue & Wed	5	\$602	\$3,010	-64	-64	-24	40	-32	-24	-32	THE SIMS™ 2
Sun & Sat	5	\$525	\$2,625	-56	-42	-14	35	-28	35	42	THE SIMS™ 2
Sun & Mon	5	\$861	\$4,305	-8	-8	-3	-3	5	-4	5	UNIVERSITY
Tue & Thu	5	\$252	\$1,260	-40	-40	-15	25	-20	-15	-20	THE SIMS™ 2



Level 5 Careers

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
Artist	Wedding Photographer	0	0	5	4	3	2	0	4	8a-3p
Athletic	All Star	0	6	0	0	2	0	0	2	9a-3p
Business	Executive	2	0	1	0	4	0	0	1	8a-3p
Criminal	Getaway Driver	0	1	4	2	0	0	0	2	10p-6a
Culinary	Waiter/Waitress	3	0	2	0	0	0	0	2	2p-7p
Law Enforcement	Vice Squad	1	3	0	0	0	0	0	2	10a-4p
Medical	Resident	3	0	0	3	0	0	5	2	6p-1a
Military	Counter Intelligence	0	4	0	2	2	0	0	0	8a-2p
Natural Scientist	Soil Identifier	1	5	0	4	0	0	5	2	9a-4p
Paranormal	Hypnotist	0	0	5	0	3	0	0	2	11a-6p
Politics	City Council Member	2	0	2	0	2	0	0	2	9a-3p
Science	Inventor	4	0	0	0	0	4	6	3	10a-7p
Show Business	Cartoon Voice	1	3	2	0	4	0	0	3	1p-8p
Slacker	Projectionist	0	0	1	3	2	0	0	4	6p-1a

Level 6 Careers

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
Artist	Art Forger	0	0	5	5	4	3	0	5	2p-9p
Athletic	MVP	0	8	0	1	3	0	0	3	9a-3p
Business	Senior Manager	3	0	3	0	4	0	0	2	8a-3p
Criminal	Bank Robber	0	2	5	4	0	0	0	3	3p-11p
Culinary	Prep Cook	3	0	2	0	0	3	0	2	9a-3p
Law Enforcement	Detective	4	3	0	0	0	0	2	3	9a-3p
Medical	General Practitioner	4	0	0	4	0	0	6	3	10a-6p
Military	Flight Officer	0	5	0	4	3	0	0	1	9a-3p
Natural Scientist	Rogue Botanist	3	5	0	6	0	0	6	4	10a-5p
Paranormal	Douser	0	0	6	0	3	3	3	6	5p-12a
Politics	State Assemblyperson	3	0	2	0	4	0	0	3	9a-4p
Science	Inventor	4	0	0	0	0	4	6	3	10a-7p
Show Business	Supporting Player	2	5	3	0	5	0	0	5	6p-1a
Slacker	Projectionist	0	0	1	3	2	0	0	4	6p-1a

CHAPTER 17: JOBS BY CAREER LEVEL

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT	GAME
Sun & Tue	5	\$808	\$4,040	-6	-8	-8	-2	5	-4	6	UNIVERSITY
Tue & Wed	5	\$539	\$2,695	-36	-48	-48	0	-24	36	-12	THE SIMS™ 2
Sun & Sat	5	\$560	\$2,800	-42	-56	-14	35	-28	-14	-14	THE SIMS™ 2
Sun & Sat	5	\$595	\$2,975	-48	-40	-64	-24	-32	16	64	THE SIMS™ 2
Tue & Wed	5	\$308	\$1,540	-45	-25	-25	35	-25	30	-40	THE SIMS™ 2
Tue & Wed	5	\$686	\$3,430	-36	-30	-30	30	-24	36	-30	THE SIMS™ 2
Wed & Thu	5	\$672	\$3,360	-42	-56	-14	35	-28	-14	-35	THE SIMS™ 2
Wed & Thu	5	\$700	\$3,500	-36	-36	-12	0	-24	48	-12	THE SIMS™ 2
Mon & Thu	5	\$945	\$4,725	-6	-8	-10	-2	-5	-4	-6	UNIVERSITY
Sun & Wed	5	\$672	\$3,360	-8	-8	-3	-3	-5	-4	5	UNIVERSITY
Sun & Sat	5	\$679	\$3,395	-36	-48	-12	30	-24	-12	-12	THE SIMS™ 2
Tue & Thu	5	\$756	\$3,780	-36	-36	-9	-27	-45	99	54	THE SIMS™ 2
Sun & Sat	5	\$1,008	\$5,040	-6	-8	-8	-2	5	-4	6	UNIVERSITY
Wed & Thu	5	\$392	\$1,960	-42	-56	-14	35	-28	-14	-14	THE SIMS™ 2

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT	GAME
Sun, Fri, Sat	4	\$1,339	\$5,356	-4	-8	-5	-2	-5	-5	-3	UNIVERSITY
Tue, Wed, Thu	4	\$893	\$3,572	-24	-48	-30	0	-30	18	-12	THE SIMS™ 2
Sun & Sat	5	\$728	\$3,640	-42	-56	-14	35	-28	-14	-14	THE SIMS™ 2
Sun & Sat	5	\$742	\$3,710	-32	-40	-40	-40	-40	24	-64	THE SIMS™ 2
Mon & Tue	5	\$469	\$2,345	-36	-30	-54	-6	3	18	-30	THE SIMS™ 2
Mon & Tue	5	\$756	\$3,780	-24	0	-24	30	-30	18	-24	THE SIMS™ 2
Sun & Sat	5	\$770	\$3,850	-48	-64	-16	40	-32	-16	-16	THE SIMS™ 2
Sun & Sat	5	\$770	\$3,850	-24	-6	-30	0	-30	18	18	THE SIMS™ 2
Tue & Thu	5	\$1,134	\$5,670	-4	-8	-5	-2	-5	-5	3	UNIVERSITY
Sun & Tue	5	\$1,092	\$5,460	-4	-8	-5	-2	-5	-5	-3	UNIVERSITY
Sun & Sat	5	\$756	\$3,780	-42	-56	-14	35	-28	-14	-14	THE SIMS™ 2
Tue & Thu	5	\$756	\$3,780	-36	-36	-9	-27	-45	99	54	THE SIMS™ 2
Sun & Fri	5	\$1,155	\$5,775	-4	-8	-5	-2	5	-5	3	UNIVERSITY
Wed & Thu	5	\$392	\$1,960	-42	-56	-14	35	-28	-14	-14	THE SIMS™ 2



Level 7 Careers

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
Artist	Fashion Photographer	0	0	6	6	6	3	0	8	10a-5p
Athletic	Superstar	0	10	0	2	4	0	0	4	9a-4p
Business	Vice President	4	0	3	0	5	0	0	1	8a-4p
Criminal	Cat Burglar	0	5	7	4	0	0	0	3	9p-3a
Culinary	Sous Chef	4	0	4	0	0	4	0	3	2p-9p
Law Enforcement	Lieutenant	5	4	0	0	0	0	4	5	9a-3p
Medical	Specialist	5	0	0	7	0	0	7	4	10a-4p
Military	Senior Officer	0	6	0	5	3	0	0	3	8a-2p
Natural Scientist	Animal Linguist	6	5	0	6	0	0	6	6	10a-5p
Paranormal	Police Psychic	0	0	7	0	4	4	6	8	1p-7p
Politics	Congressperson	4	0	3	0	6	0	0	5	9a-3p
Science	Scholar	5	0	0	0	0	5	7	3	8a-1p
Show Business	Broadway Star	3	7	4	0	6	0	0	7	6p-1a
Slacker	Home Video Editor	0	0	2	4	2	0	0	5	11a-5p

Level 8 Careers

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
Artist	Acclaimed Muralist	0	0	7	7	7	4	0	9	12p-7p
Athletic	Assistant Coach	0	10	0	4	5	0	0	5	9a-2p
Business	President	6	0	4	0	5	0	0	1	8a-4p
Criminal	Counterfeiter	0	6	7	7	0	0	0	4	9a-3p
Culinary	Executive Chef	6	0	5	0	0	5	0	4	9a-3p
Law Enforcement	SWAT Team Leader	6	5	0	0	0	0	6	6	11a-6p
Medical	Surgeon	7	0	0	9	0	0	8	5	10a-4p
Military	Commander	0	7	0	5	5	0	0	4	9a-3p
Natural Scientist	Unnatural Crossbreeder	8	5	0	7	0	0	7	8	9a-4p
Paranormal	UFO Investigator	0	0	7	0	5	4	7	9	10a-5p
Politics	Judge	7	0	3	0	8	0	0	6	10a-2p
Science	Top Secret Researcher	8	0	0	0	0	6	7	3	10a-3p
Show Business	Leading Man/Lady	4	10	5	0	7	0	0	9	1p-7p
Slacker	Freelance Photographer	0	0	3	4	3	0	0	7	2p-7p

CHAPTER 17: JOBS BY CAREER LEVEL

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT	GAME
Sun, Tue, Thu	4	\$1,785	\$7,140	-5	-8	-4	-2	6	-4	4	UNIVERSITY
Tue, Wed, Thu	4	\$1,190	\$4,760	-35	-56	-28	0	-28	28	-7	THE SIMS™ 2
Sun & Sat	5	\$924	\$4,620	-40	-64	-16	48	-32	-8	-8	THE SIMS™ 2
Tue & Thu	5	\$896	\$4,480	-30	-6	-24	-42	-24	36	-48	THE SIMS™ 2
Tue & Thu	5	\$812	\$4,060	-42	-21	-49	21	3	28	-21	THE SIMS™ 2
Sun & Sat	5	\$826	\$4,130	-30	-30	-24	36	-24	24	-24	THE SIMS™ 2
Sun & Sat	5	\$875	\$4,375	-30	-48	-12	36	-24	-6	-6	THE SIMS™ 2
Sun & Sat	5	\$812	\$4,060	-30	-18	-24	0	-24	24	18	THE SIMS™ 2
Sun & Sat	4	\$1,344	\$5,376	-5	-8	-4	-2	6	-4	4	UNIVERSITY
Sun & Sat	5	\$1,386	\$6,930	-5	-8	-4	-2	-6	-4	-4	UNIVERSITY
Sun & Sat	5	\$840	\$4,200	-30	-48	-12	36	-24	-6	-6	THE SIMS™ 2
Sun & Sat	5	\$896	\$4,480	-25	-20	-10	30	-20	20	20	THE SIMS™ 2
Mon, Wed, Fri	4	\$1,312	\$5,248	-5	-8	-4	-2	6	-4	4	UNIVERSITY
Tue, Wed, Thu	4	\$613	\$2,452	-30	-48	-12	36	-24	-6	-6	THE SIMS™ 2

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT	GAME
Sun, Wed, Fri, Sat	3	\$2,232	\$6,696	-5	-8	-7	-2	-6	-7	-1	UNIVERSITY
Tue, Wed, Thu	4	\$1,488	\$5,952	-25	-40	-35	0	-35	5	-15	THE SIMS™ 2
Tue, Sat, Sun	4	\$1,400	\$5,600	-40	-64	-16	48	-32	8	0	THE SIMS™ 2
Sun & Sat	5	\$1,064	\$5,320	-30	-36	-42	-36	-42	18	48	THE SIMS™ 2
Tue, Wed, Thu	4	\$1,208	\$4,832	-30	-36	-24	36	3	42	-12	THE SIMS™ 2
Sun & Sat	5	\$875	\$4,375	-35	-28	-49	42	-49	42	-49	THE SIMS™ 2
Sun & Sat	5	\$980	\$4,900	-30	-48	-12	36	-24	6	-6	THE SIMS™ 2
Sun & Sat	5	\$840	\$4,200	-30	0	-18	0	-42	6	42	THE SIMS™ 2
Tue & Thu	4	\$1,554	\$6,216	-5	-8	-7	-2	6	-7	1	UNIVERSITY
Sun, Tue, Sat	4	\$2,100	\$8,400	-5	-8	-7	-2	6	-7	1	UNIVERSITY
Sat, Sun, Wed	4	\$1,138	\$4,552	-20	-32	-8	0	-16	4	20	THE SIMS™ 2
Tue & Thu	5	\$1,036	\$5,180	-25	-20	-10	-15	-35	40	35	THE SIMS™ 2
Sun, Wed, Fri, Sat	3	\$2,205	\$6,615	-5	-8	-7	-2	6	-7	5	UNIVERSITY
Tue, Wed, Thu	4	\$788	\$3,152	-25	-40	-10	30	-20	5	0	THE SIMS™ 2



Level 9 Careers

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
Artist	Conceptual Artist	0	0	9	8	7	5	0	10	10a–5p
Athletic	Coach	0	10	0	7	7	0	0	6	9a–3p
Business	CEO	7	0	6	0	6	0	0	1	9a–4p
Criminal	Smuggler	0	7	9	7	0	0	0	5	2a–8a
Culinary	Restaurateur	7	0	7	0	0	8	0	6	2p–10p
Law Enforcement	Police Chief	9	7	0	0	0	0	7	8	8a–4p
Medical	Medical Researcher	8	0	0	0	0	0	9	7	11a–6p
Military	Astronaut	0	10	0	6	5	0	0	5	9a–3p
Natural Scientist	Dinosaur Cloner	10	6	0	9	0	0	8	10	11a–6p
Paranormal	Exorcist	0	0	8	0	6	5	8	10	9p–3a
Politics	Senator	8	0	5	0	9	0	0	8	9a–6p
Science	Theorist	9	0	0	0	0	7	9	5	10a–2p
Show Business	Blockbuster Director	5	10	7	0	9	0	0	11	10a–5p
Slacker	Freelance Web Designer	0	0	4	4	4	0	0	10	10a–3p

Level 10 Careers

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
Artist	Visionary	0	0	10	0	7	6	0	13	1p–6p
Athletic	Hall of Famer	0	10	0	7	10	0	0	8	11a–5p
Business	Business Tycoon	9	0	7	0	8	0	0	1	10a–4p
Criminal	Criminal Mastermind	0	8	10	10	0	0	0	7	5p–11p
Culinary	Celebrity Chef	8	0	10	0	0	10	0	7	3p–8p
Law Enforcement	Captain Hero	9	10	0	0	0	0	8	10	10a–4p
Medical	Chief of Staff	10	0	0	0	0	0	10	9	9a–4p
Military	General	0	10	0	8	7	0	0	6	10a–4p
Natural Scientist	Ecological Guru	10	8	0	10	0	0	8	12	12p–9a
Paranormal	Cult Leader	0	0	10	0	10	7	9	13	6p–3a
Politics	Mayor	10	0	7	0	10	0	0	10	10a–4p
Science	Mad Scientist	10	0	0	0	0	9	10	8	10p–2a
Show Business	Icon	6	10	9	0	10	0	0	14	4p–9p
Slacker	Professional Party Guest	0	0	5	4	5	0	0	13	10p–2a

CHAPTER 17: JOBS BY CAREER LEVEL

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT	GAME
Sun, Thu, Fri, Sat	3	\$2,625	\$7,875	-4	-8	-2	-2	-6	-4	-3	UNIVERSITY
Tue, Wed, Thu	4	\$1,750	\$7,000	-24	-48	-12	0	-24	18	12	THE SIMS™ 2
Wed, Sat, Sun	4	\$1,663	\$6,652	-28	-56	-14	42	-28	7	7	THE SIMS™ 2
Mon, Tue, Wed	4	\$1,575	\$6,300	-60	-48	-12	36	-24	18	42	THE SIMS™ 2
Mon, Tue, Wed	4	\$1,330	\$5,320	-40	-32	-16	64	3	40	-8	THE SIMS™ 2
Sun & Mon	5	\$910	\$4,550	-32	-56	-16	56	-32	56	-16	THE SIMS™ 2
Fri, Sat, Sun	4	\$1,356	\$5,424	-28	-56	-14	-7	-28	7	21	THE SIMS™ 2
Sat, Sun, Mon	4	\$1,094	\$4,376	-24	-6	-12	0	-24	60	-30	THE SIMS™ 2
Sun, Mon, Sat	4	\$2,283	\$9,132	-4	-8	-2	-2	-6	-4	3	UNIVERSITY
Mon, Tue, Thu, Sat	3	\$2,494	\$7,482	-4	-8	-2	-2	6	-4	-3	UNIVERSITY
Sat, Sun, Mon	4	\$1,225	\$4,900	-36	-72	-18	54	-36	27	27	THE SIMS™ 2
Sun, Mon, Sat	4	\$1,522	\$6,088	-16	-24	-8	24	-16	12	24	THE SIMS™ 2
Sun, Wed, Fri, Sat	3	\$3,051	\$9,153	-4	-8	-2	-2	6	-4	3	UNIVERSITY
Fri, Sat, Sun, Mon	3	\$933	\$2,799	-20	-40	-10	30	-20	5	5	THE SIMS™ 2

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT	GAME
Sun, Mon, Wed, Fri	3	\$4,549	\$13,647	-4	-8	-2	-2	8	-4	2	UNIVERSITY
Fri, Sat, Sun, Mon	3	\$3,033	\$9,099	-24	-48	-12	0	-24	12	12	THE SIMS™ 2
Fri, Sat, Sun	4	\$2,100	\$8,400	-24	-48	-12	48	-24	12	12	THE SIMS™ 2
Sun, Mon, Wed	4	\$1,925	\$7,700	-24	-30	-12	-30	-24	36	48	THE SIMS™ 2
Fri, Sat, Sun, Mon	3	\$2,170	\$6,510	-20	-20	-10	50	2	45	15	THE SIMS™ 2
Tue, Wed, Thu	4	\$1,225	\$4,900	-24	0	-12	48	-3	54	-12	THE SIMS™ 2
Sat, Sun, Mon	4	\$1,488	\$5,952	-28	-56	-14	56	-28	14	14	THE SIMS™ 2
Fri, Sat, Sun	4	\$1,138	\$4,552	-24	-42	-12	0	-24	12	30	THE SIMS™ 2
Mon, Tue, Thu, Fri, Sat, Sun	1	\$10,497	\$10,497	10	10	-10	10	10	10	10	UNIVERSITY
Sun, Mon, Wed, Thu, Fri	2	\$4,725	\$9,450	5	-8	3	4	10	5	10	UNIVERSITY
Fri, Sat, Sun	4	\$1,313	\$5,252	-24	-48	-12	48	-24	30	30	THE SIMS™ 2
Sun, Mon, Fri, Sat	3	\$2,333	\$6,999	-16	-12	-28	8	-16	28	12	THE SIMS™ 2
Sun, Mon, Fri, Sat	3	\$5,022	\$15,066	-4	-8	-2	-2	10	-4	10	UNIVERSITY
Mon, Tue, Wed, Thu	3	\$1,400	\$4,200	-16	-32	-8	32	-16	8	8	THE SIMS™ 2



Teen/Elder Careers

Level 1 Careers

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
Athletic	Waterperson	0	0	0	0	0	0	0	0	3p-6p
Business	Gofer	0	0	0	0	0	0	0	0	3p-6p
Criminal	Street Hawker	0	0	0	0	0	0	0	0	3p-6p
Culinary	Dishwasher	0	0	0	0	0	0	0	0	3p-6p
Law Enforcement	School Crossing Guard	0	0	0	0	0	0	0	0	3p-6p
Medical	Nursing Home Attendant	0	0	0	0	0	0	0	0	3p-6p
Military	Paintball Attendant	0	0	0	0	0	0	0	0	3p-6p
Politics	Door to Door Poller	0	0	0	0	0	0	0	0	5p-9p
Science	Lab Glass Scrubber	0	0	0	0	0	0	0	0	3p-6p
Slacker	Golf Caddy	0	0	0	0	0	0	0	0	3p-6p

Level 2 Careers

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
Athletic	Locker Room Attendant	0	1	0	1	0	0	0	1	3p-6p
Business	Mailroom Technician	1	0	0	0	0	0	0	2	3p-6p
Criminal	Numbers Runner	0	0	1	0	0	0	0	1	3p-6p
Culinary	Drive Through Clerk	0	0	0	0	0	1	0	1	5p-9p
Law Enforcement	Parking Lot Attendant	1	1	0	0	0	0	0	1	6p-9p
Medical	Orderly	0	0	0	0	0	0	1	1	3p-6p
Military	Recruit Training Corps	0	0	0	0	1	0	0	1	6p-10p
Politics	Campaign Worker	0	0	0	0	1	0	0	2	3p-6p
Science	Test Subject	1	0	0	0	0	0	0	1	3p-6p
Slacker	Gas Station Attendant	0	0	0	1	0	0	0	2	3p-6p

Level 3 Careers

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
Athletic	Team Mascot	0	2	0	2	1	0	0	0	3p-6p
Business	Executive Assistant	1	0	1	0	1	0	0	6	3p-7p
Criminal	Pickpocket	0	1	2	1	0	0	0	1	3p-6p
Culinary	Fast Food Shift Manager	1	0	1	0	0	1	0	4	5p-10p
Law Enforcement	Security Guard	1	2	0	0	0	0	0	3	9p-1a
Medical	Emergency Medical Technician	0	0	0	2	0	0	2	3	7p-10p
Military	Recruit	0	1	0	0	1	0	0	2	3p-6p
Politics	Intern	1	0	1	0	1	0	0	4	3p-6p
Science	Lab Assistant	1	0	0	0	0	1	1	2	3p-6p
Slacker	Convenience Store Clerk	0	0	1	1	1	0	0	4	5p-9p

CHAPTER 17: JOBS BY CAREER LEVEL

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT	GAME
Sun & Fri	5	\$97	\$485	-31	-25	-9	13	-16	-13	-31	THE SIMS™ 2
Sun & Fri	5	\$52	\$260	-31	-25	-9	13	-16	-13	-31	THE SIMS™ 2
Mon & Thu	5	\$50	\$250	-31	-25	-9	13	-16	-13	-31	THE SIMS™ 2
Mon & Fri	5	\$63	\$315	-31	-25	-9	13	-16	-13	-31	THE SIMS™ 2
Sun & Sat	5	\$45	\$225	-31	-25	-9	13	-16	-13	-31	THE SIMS™ 2
Mon & Wed	5	\$65	\$325	-31	-25	-9	13	-16	-13	-31	THE SIMS™ 2
Mon & Sat	5	\$57	\$285	-31	-25	-9	13	-16	-13	-31	THE SIMS™ 2
Mon & Thu	5	\$53	\$265	-42	-33	-13	17	-21	-17	-42	THE SIMS™ 2
Sun & Fri	5	\$64	\$320	-31	-25	-9	13	-16	-13	-31	THE SIMS™ 2
Mon & Sat	5	\$45	\$225	-31	-25	-9	13	-16	-13	-31	THE SIMS™ 2

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT	GAME
Mon & Sat	5	\$110	\$550	-24	-24	-9	12	-12	-9	-24	THE SIMS™ 2
Mon & Sat	5	\$76	\$380	-24	-24	-9	12	-12	-9	-24	THE SIMS™ 2
Mon & Wed	5	\$62	\$310	-15	-18	-12	12	-18	9	-6	THE SIMS™ 2
Mon & Wed	5	\$84	\$420	-32	-20	-40	-16	-40	-12	-12	THE SIMS™ 2
Tue & Thu	5	\$75	\$375	-15	-15	-15	-15	-15	-15	-15	THE SIMS™ 2
Sun & Wed	5	\$87	\$435	-24	-24	-21	12	-12	-9	-24	THE SIMS™ 2
Mon & Wed	5	\$77	\$385	-24	-24	-60	12	-20	-20	-28	THE SIMS™ 2
Wed & Sun	5	\$72	\$360	-27	-18	-18	15	-18	-12	-24	THE SIMS™ 2
Mon & Sat	5	\$105	\$525	-21	-21	-6	-9	-21	-21	-18	THE SIMS™ 2
Mon & Thu	5	\$71	\$355	-24	-24	-9	12	-12	-9	-24	THE SIMS™ 2

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT	GAME
Sun & Mon	5	\$125	\$625	-24	-24	-9	12	-12	-9	-24	THE SIMS™ 2
Sun & Sat	5	\$98	\$490	-32	-32	-12	16	-16	-12	-32	THE SIMS™ 2
Wed & Thu	5	\$105	\$525	-36	-15	-24	-24	-27	-18	-21	THE SIMS™ 2
Wed & Thu	5	\$91	\$455	-40	-20	-50	5	-29	-5	-25	THE SIMS™ 2
Mon & Tue	5	\$125	\$625	-24	-28	-16	-16	-20	-12	-24	THE SIMS™ 2
Tue & Thu	5	\$125	\$625	-24	-24	-24	12	-12	-27	-24	THE SIMS™ 2
Sun & Wed	5	\$100	\$500	-30	-15	-30	3	-30	-15	-15	THE SIMS™ 2
Sun & Sat	5	\$112	\$560	-24	-24	-9	12	-12	-9	-24	THE SIMS™ 2
Sun & Sat	5	\$115	\$575	-24	-15	-30	-12	-30	-6	-21	THE SIMS™ 2
Mon & Tue	5	\$96	\$480	-32	-32	-12	16	-16	-12	-32	THE SIMS™ 2

Chapter 16

OBJECTS

Object Directory	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			
#4294 by C. Lee Funkenzo	\$2,200	\$330	\$220	\$980	0	5	0	0	0	6	0	4								Comfort																The Sims 2	
? = (C*11)?	\$470	\$70	\$47	\$168	0	6	0	0	0	0	0									Comfort				X				X								The Sims 2	
4 by 4 Designer Chandeliers	\$120	\$18	\$12	\$48	0	0	0	0	0	0	1									lighting				X	X	X	X									The Sims 2	
12th Century Song Dynasty Sculpted Vase	\$4,000	\$0	\$0	\$0	0	0	0	0	0	0	10									Decorative	X			X	X			X								The Sims 2	
"2 Pickup" Card Table	\$630	\$95	\$83	\$252	0	0	0	0	0	9	0									Hobbies		X		X	X			X								Nisraire	
A Portrait of My First Holiday Memory	\$900	\$135	\$90	\$360	0	0	0	0	0	0	6									Decorative		X		X	X	X	X	X								Holiday Pack	
"A Stroke" by Alfred D Simvo	\$1,700	\$0	\$0	\$0	0	0	0	0	0	0	10									Decorative	X	X		X	X		X									Nisraire	
A Touch of Autumn Laminacopia	\$73	\$10	\$7	\$29	0	0	0	0	0	0	1									Decorative		X						X								Holiday Pack	
Absolutely Nothing Special	\$85	\$12	\$8	\$34	0	0	0	0	0	0	1									lighting	X	X		X	X		X									The Sims 2	
Ad-a-Quant Barstool	\$285	\$42	\$28	\$14	0	3	0	0	0	0	0									Comfort								X							The Sims 2		
Ad-a-Quant Coffee Table	\$140	\$21	\$14	\$56	0	0	0	0	0	0	0									Surfaces		X		X	X		X									The Sims 2	
Almost Disco Wall Sconce	\$184	\$27	\$18	\$73	0	0	0	0	0	0	1									lighting				X	X	X	X									The Sims 2	
Aluminum Privacy Blinds by P. King Tom Trading Co.	\$80	\$12	\$8	\$32	0	0	0	0	0	0	1									Decorative					X	X	X	X								The Sims 2	
A-maz-ing Matel	\$1,050	\$157	\$105	\$420	0	0	0	0	0	0	6									Electronics				X	X			X								University	
American Tableu Table	\$425	\$64	\$43	\$170	0	0	0	0	0	0	0									Surfaces		X						X								Nisraire	
An Anonymous Masterpiece	\$10	\$0	\$0	\$0	0	0	0	0	0	0	1									Decorative	X	X		X	X		X									Nisraire	
Ancient Transport Urn Sculpture	\$500	\$0	\$0	\$0	0	0	0	0	0	0	4									Decorative		X						X								The Sims 2	
Antebellum Wall Lamp	\$360	\$54	\$36	\$144	0	0	0	0	0	0	2									lighting		X		X	X	X		X								The Sims 2	
Anti-Quant Ltd. Ed. Armoire	\$250	\$37	\$25	\$100	0	0	0	0	0	0	0									Miscellaneous							X								The Sims 2		
Antique Lace Curtains	\$165	\$24	\$16	\$66	0	0	0	0	0	0	2									Decorative	X			X	X	X	X	X									The Sims 2
Antique Metal Sconce	\$155	\$23	\$15	\$62	0	0	0	0	0	0	1									lighting		X		X	X	X		X								The Sims 2	
Antonio's Prize-Winning Wedding Cake	\$400	\$60	\$40	\$160	0	0	0	0	0	0	0									Miscellaneous																The Sims 2	
Anytime Candles	\$100	\$15	\$10	\$40	0	0	0	0	0	0	1									Decorative		X		X	X	X		X								The Sims 2	
AOD Disco Dining Chair	\$320	\$48	\$32	\$128	0	4	0	0	0	0	0									Comfort		X	X				X									University	
AOD Disco Dining Table	\$755	\$113	\$75	\$302	0	0	0	0	0	0	2									Surfaces		X					X									University	
Apple of the Eye	\$400	\$0	\$0	\$0	0	0	0	0	0	0	3									Decorative	X	X		X			X									The Sims 2	
Aquabox five-Gallon Aquarium	\$300	\$45	\$30	\$120	0	0	0	0	0	0	0									Decorative		X			X											The Sims 2	
AquaGreen Hydroponic Garden	\$0	\$0	\$0	\$0	0	0	0	0	0	0	4									Barner																The Sims 2	

CHAPTER 18: 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		
Bubble-Up "Soaking Zone" Hot Tub	\$5,500	\$975	\$550	\$2,600	0	6	0	0	0	0	7	9								Pumbing			X												The Sims™ 2	
Burled Wood Davenport	\$180	\$27	\$18	\$72	0	0	0	0	0	4	0									Hobbies			X	X				X							The Sims™ 2	
Burnished Blaze Torchiers	\$199	\$29	\$19	\$79	0	0	0	0	0	0	1									lighting		X	X	X			X								The Sims™ 2	
Bust of Ylipoda	\$3,180	\$0	\$0	\$0	0	0	0	0	0	0	10									Decorative		X	X					X							NieRRe	
"C Stroke" by Alfred D Simvo	\$1,700	\$0	\$0	\$0	0	0	0	0	0	0	10									Decorative		X	X	X			X								NieRRe	
Catena-Style Steelale Counter-Island	\$810	\$121	\$81	\$324	0	0	0	0	0	0	2									Surfaces							X								University	
Candy Coated Sofa	\$1,570	\$235	\$157	\$628	0	10	0	0	0	2	0	2								Comfort				X												The Sims™ 2
Lanternous Splatlers	\$2,750	\$0	\$0	\$0	0	0	0	0	0	0	10									Decorative		X	X				X									NieRRe
Cassess of Leak Bed	\$450	\$67	\$45	\$180	0	3	0	0	3	0	0									Comfort							X								The Sims™ 2	
"Castanaga" Counter by Wood You Believe Furnishings	\$580	\$102	\$68	\$272	0	0	0	0	0	0	0									Surfaces						X										NieRRe
Catnaram Kitchen Island	\$210	\$31	\$21	\$84	0	0	0	0	0	0	0									Surfaces							X								The Sims™ 2	
Ca-4-Straphic Luminous Lawn Ornament	\$99	\$14	\$10	\$21	0	0	0	0	0	1	1									Decorative				X												Holiday Pack
Centripetes Caffee Table	\$370	\$55	\$37	\$148	0	0	0	0	0	0	0									Surfaces		X					X									The Sims™ 2
Chabadil "Yet Another" Coffee Table	\$290	\$43	\$29	\$116	0	0	0	0	0	0	0									Surfaces							X								The Sims™ 2	
Chabadil Chabudinky	\$295	\$39	\$26	\$106	0	0	0	0	0	0	0									Surfaces							X								The Sims™ 2	
Chamukh Merwah	\$91	\$13	\$9	\$36	0	0	0	0	0	0	1									Decorative						X									Holiday Pack	
Chaz Bassed Mandassent Floor Tile	\$30	\$5	\$3	\$12	0	0	0	0	0	0	0									Decorative							X								NieRRe	
Chapp Fazzzze Morrissey Double Bed	\$450	\$67	\$45	\$180	0	1	0	0	2	0	0									Comfort							X									The Sims™ 2
Chapp Fazzzze Puffy Recliner	\$515	\$77	\$51	\$206	0	7	0	0	0	0	0									Comfort							X								The Sims™ 2	
Chasterstik Cherry Dresser	\$2,125	\$318	\$212	\$850	0	0	0	0	0	0	6									Miscellaneous							X									The Sims™ 2
Chaz Chaise	\$900	\$135	\$90	\$272	0	8	0	0	0	0	2									Comfort							X									The Sims™ 2
Chaz Moi French Country Counters	\$800	\$120	\$80	\$320	0	0	0	0	0	0	2									Surfaces							X									The Sims™ 2
Chaz Moi French Country Counters	\$800	\$120	\$80	\$320	0	0	0	0	0	0	2									Surfaces							X									The Sims™ 2
Chicletina "Ford" All purpose Counter	\$750	\$113	\$75	\$300	0	0	0	0	0	0	2									Surfaces							X									NieRRe
Chicletina "Archipelago" Kitchen Island	\$500	\$75	\$50	\$200	0	0	0	0	0	0	0									Surfaces							X									The Sims™ 2

CHAPTER 18: 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		
Regional BombClean by Imperial Plumbing Works	\$2,200	\$330	\$220	\$980	0	8	10	0	0	0	4									Plumbing															The Sims™ 2	
Biobial Ironwood Bed	\$3,000	\$450	\$300	\$1,200	0	7	0	0	6	0	5									Comfort							X							The Sims™ 2		
Capitrate by Chrome Concepts	\$1,500	\$225	\$150	\$500	0	0	10	0	0	0	3									Plumbing							X							The Sims™ 2		
Daming Lip Roses	\$220	\$33	\$22	\$65	0	6	0	0	2	0	0									Comfort						X								The Sims™ 2		
Loveseat by Laklame					0	0	0	0	0	7	0															X								The Sims™ 2		
Compact Stereo by Lo-Fi Audio	\$99	\$14	\$9	\$39	0	0	0	0	0	0	0									Electronics		X				X									The Sims™ 2	
"CompuStar" Fragrance Display	\$3,500	\$525	\$350	\$1,400	0	0	0	0	0	4	9									Miscellaneous															Nightmare	
Contempro Adirondack Adirondack Chair	\$400	\$60	\$40	\$150	0	6	0	0	0	0	0									Comfort			X												The Sims™ 2	
Bentempro Adirondack End Table	\$90	\$13	\$9	\$36	0	0	0	0	0	0	0									Surfaces							X								The Sims™ 2	
Contempro Adirondack Loveseat	\$450	\$67	\$45	\$180	0	7	0	0	2	0	0									Comfort							X								The Sims™ 2	
Contempro Bond Lovin Chair	\$80	\$12	\$8	\$32	0	4	0	0	0	0	0									Comfort							X								The Sims™ 2	
Contempro Outdoor Living Lounge	\$420	\$63	\$42	\$168	0	6	0	0	0	0	0									Comfort							X								The Sims™ 2	
Contempro Penn Station Side Chair	\$310	\$46	\$31	\$124	0	4	0	0	0	0	0									Comfort		X													The Sims™ 2	
"Comfort" Dining Chair by Ernesto Doloresa	\$850	\$128	\$85	\$340	0	7	0	0	0	0	2									Comfort							X								Nightmare	
Coal Shades	\$0	\$0	\$0	\$0	0	0	0	0	0	0	5									Aspiration Rewards															The Sims™ 2	
CDPG Garland	\$8	\$1	\$1	\$3	0	0	0	0	0	0	1									Decorative		X				X										Holiday Park
Barner Pocket Pool Table	\$1,800	\$270	\$180	\$720	0	0	0	0	0	10	0									Hobbies					X										University	
Comerstone "Sentinel" End Table	\$250	\$37	\$25	\$100	0	0	0	0	0	0	0									Surfaces					X										The Sims™ 2	
Comerstone Variable Vanity	\$1,200	\$180	\$120	\$480	0	0	0	0	0	0	0									Surfaces						X									University	
Comerstone Victorian Velvet Drapes	\$250	\$37	\$25	\$100	0	0	0	0	0	0	2									Decorative		X				X									The Sims™ 2	
Corporal Fibert	\$450	\$67	\$45	\$180	0	0	0	0	0	0	4									Decorative		X				X									Holiday Park	
Counter Cooking Conundrum	\$810	\$121	\$81	\$324	0	0	0	0	0	0	2									Surfaces							X								The Sims™ 2	
Counter Culture "Surface" Work 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		X													The Sims™ 2	

CHAPTER 18: 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	
Double-Helix Designer Bookshelf	\$950	\$97	\$95	\$260	0	0	0	0	0	1	0	X						X																The Sims™ 2	
Doublewide Notebook	\$400	\$60	\$40	\$60	0	0	0	0	0	0	4																							The Sims™ 2	
Downbeat Kit	\$3,100	\$585	\$390	\$1,590	0	0	0	0	0	10	3			X																				University	
Downhill Snowmanning	\$130	\$19	\$13	\$52	0	0	0	0	0	0	1																							Holiday Pack	
Dr. Vis Automated Cosmetic Surgeon	\$0	\$0	\$0	\$0	0	0	0	0	0	0	0																							University	
Dreams of a Gifted Mind	\$35	\$0	\$0	\$0	0	0	0	0	0	0	1																							The Sims™ 2	
Durable Value Sofa	\$250	\$37	\$25	\$00	0	6	0	0	2	0	0																							The Sims™ 2	
Durably Plush Teddy Bear	\$49	\$7	\$4	\$8	0	3	0	0	0	10	0																							The Sims™ 2	
Dynasty "Enlightenment" Lamp	\$95	\$14	\$9	\$38	0	0	0	0	0	0	1																							The Sims™ 2	
Dynasty Armoire	\$560	\$84	\$56	\$224	0	0	0	0	0	0	2																								The Sims™ 2
Dynasty Dining Chair	\$45	\$62	\$41	\$66	0	5	0	0	0	0	0																								The Sims™ 2
Dynasty Dresser 2	\$900	\$135	\$90	\$360	0	0	0	0	0	0	3																								The Sims™ 2
Election Day Retro Space-Age Action Pinball	\$1,750	\$262	\$175	\$700	0	0	0	0	0	10	2																								The Sims™ 2
Electrolance Sphere by Limitense Unlimited	\$3,500	\$525	\$350	\$1,400	0	0	0	0	0	10	0				X																				Nature
Elegant Chef FlameRay Gas Range	\$900	\$135	\$90	\$360	10	0	0	0	0	0	0																								The Sims™ 2
Elixir of Life	\$0	\$0	\$0	\$0	0	0	0	0	0	0	10																								The Sims™ 2
Empress's New Clothes Rack	\$5,000	\$750	\$500	\$2,000	0	0	0	0	0	4	10																								The Sims™ 2
End-to-End Table	\$135	\$20	\$13	\$54	0	0	0	0	0	0	0																								The Sims™ 2
Engineered Angst	\$40	\$0	\$0	\$0	0	0	0	0	0	0	1																							The Sims™ 2	
Full-Color Poster					0	0	0	0	0	0	1																								The Sims™ 2
Engineered Angst Poster in Red	\$40	\$0	\$0	\$0	0	0	0	0	0	0	1																								The Sims™ 2
Enterprise Office Freestanding Game Rack	\$4,000	\$600	\$400	\$1,600	0	0	0	0	0	4	10																								The Sims™ 2
Enterprise Office Lockers	\$0	\$0	\$0	\$0	0	0	0	0	0	5	0			X																					The Sims™ 2
Bushmanster Tale-Chromper					0	0	0	0	0	0	0																								The Sims™ 2
Epicours "Steak Cuisine" Counter	\$325	\$48	\$32	\$60	0	0	0	0	0	0	0																								The Sims™ 2
Epicours "Steak Cuisine" Island	\$335	\$50	\$33	\$64	0	0	0	0	0	0	0																								The Sims™ 2
EpicSupreme Dining Chair	\$1,000	\$150	\$100	\$472	0	7	0	0	0	0	2																								The Sims™ 2

CHAPTER 18: 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
The Diamond's Wall Light	\$130	\$20	\$13	\$32	0	0	0	0	0	0	1																							Nightlife
FLY/NOU Dining Table by Isseye	\$450	\$67	\$45	\$80	0	0	0	0	0	0	0											X					X						X	The Sims™ 2
Flickering Mercenary Table Lamp	\$195	\$29	\$19	\$78	0	0	0	0	0	0	1											X	X	X		X							University	
Flight-Away Model Plane	\$250	\$0	\$0	\$0	0	0	0	0	0	0	2																X						The Sims™ 2	
Floor-Length Tieback Curtains	\$335	\$50	\$33	\$134	0	0	0	0	0	0	3																						The Sims™ 2	
Floral Fancy Hanging Lamp	\$445	\$66	\$44	\$78	0	0	0	0	0	0	2																						The Sims™ 2	
Floral Fantasy Sofa by Daklowne	\$360	\$54	\$36	\$60	0	6	0	0	2	0	0																							The Sims™ 2
Floral Sink	\$330	\$49	\$33	\$92	0	0	5	0	0	0	0																							The Sims™ 2
Floral Font	\$5,800	\$0	\$0	\$0	0	0	0	0	0	0	10																							Nightlife
Floral Protozan Double Bed	\$620	\$93	\$92	\$248	0	3	0	0	3	0	1																							University
Floral Protozan Single Bed	\$520	\$78	\$52	\$208	0	3	0	0	3	0	0																							University
Food Shrine Commercial Display Freezer	\$5000	\$750	\$500	\$2,000	0	0	0	0	0	4	5																							The Sims™ 2
Food Temple Commercial Display Freezer	\$5,000	\$750	\$500	\$2,000	0	0	0	0	0	4	5																							The Sims™ 2
Founding Fathers Electric Lamp	\$235	\$35	\$23	\$94	0	0	0	0	0	0	1																							The Sims™ 2
Four Dead Guys Luminous Lawn Ornament	\$99	\$14	\$10	\$21	0	0	0	0	0	1	1																							Holiday Park
Four Vegetables in Repose	\$225	\$0	\$0	\$0	0	0	0	0	0	0	3																							Nightlife
Frost de Fleur Bud Vase	\$30	\$4	\$3	\$2	0	0	0	0	0	0	1																							The Sims™ 2
Frost de Fleur Fig Tree	\$333	\$49	\$33	\$83	0	0	0	0	0	0	2																							The Sims™ 2
Fun-Kadelic Frequency Stereo System from Kaaker Inc.	\$375	\$56	\$37	\$60	0	0	0	0	0	9	0																							The Sims™ 2
Funky the Snowman	\$99	\$14	\$9	\$39	0	0	0	0	0	0	0																							Holiday Park
Fusty Hors' D'oeuvres Gym Lockers	\$700	\$105	\$70	\$280	0	0	0	0	0	0	4																							University
Futuristic Fantasy Sofa	\$180	\$27	\$18	\$72	0	5	0	0	2	0	0																							The Sims™ 2
Gargina Simone "RefuseNK" Trash Compactor	\$375	\$56	\$37	\$60	0	0	0	0	0	0	0																							The Sims™ 2
Garden Fresh Pedestal Sink	\$355	\$53	\$35	\$142	0	0	5	0	0	0	0																							The Sims™ 2

CHAPTER 18: 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	
Immovable Chimes Mobile in Steel	\$1,500	\$0	\$0	\$0	0	0	0	0	0	0	10								Decorative		X	X						X	X					The Sims™ 2	
Impeccable Taste Dining Table	\$950	\$128	\$85	\$340	0	0	0	0	0	0	2								Surfaces			X					X							Nightlife	
Imperial Lyon Basin	\$540	\$96	\$64	\$256	0	0	6	0	0	0	0								Plumbing				X				X							The Sims™ 2	
Imperial Plumbing	\$3,000	\$450	\$300	\$1,200	0	0	0	0	0	4	3								Appliances					X			X							The Sims™ 2	
Pole-Air Freezer Bin	\$560	\$84	\$36	\$224	0	0	6	0	0	0	0								Plumbing					X			X							The Sims™ 2	
Imperial Plumbing Works	\$560	\$84	\$36	\$224	0	0	6	0	0	0	0								Plumbing						X		X							The Sims™ 2	
Impresso Espresso-o-Matic	\$1,455	\$224	\$149	\$598	0	0	0	0	0	0	0								Appliances								X							University	
In the Beginning	\$600	\$0	\$0	\$0	0	0	0	0	0	0	4								Decorative		X	X					X							The Sims™ 2	
Independent Expressions Inc. Tasse!	\$350	\$52	\$35	\$140	0	0	0	0	0	10	0								Hobbies		X		X	X										The Sims™ 2	
Industrial Steelie Gainer	\$560	\$84	\$36	\$224	0	0	0	0	0	0	0								Surfaces								X							University	
Inverted Vertigo, Cover Art	\$60	\$0	\$0	\$0	0	0	0	0	0	0	1								Decorative		X					X								The Sims™ 2	
It's Reggae, Man Poster	\$45	\$0	\$0	\$0	0	0	0	0	0	0	1								Decorative		X						X							University	
It's WASHUND! (The Fabulously Zany Party Game)	\$870	\$130	\$87	\$348	0	0	0	0	0	10	0								Hobbies		X			X				X						The Sims™ 2	
Jack-O'-Halloween Luminous Lawn Ornament	\$99	\$14	\$10	\$21	0	0	0	0	0	1	1								Decorative				X				X								Holiday Pack
Jacuzzi's "Last Stand" Sectional Booth	\$300	\$45	\$30	\$20	0	8	0	0	2	0	0								Comfort		X		X				X								Nightlife
Juice On The Wall Sculpture	\$240	\$0	\$0	\$0	0	0	0	0	0	0	2								Decorative		X						X							Nightlife	
Juniper Bonsai Tree	\$120	\$18	\$12	\$48	0	0	0	0	0	1	1								Decorative		X	X	X				X							The Sims™ 2	
Kaiser Companion Barstool	\$185	\$27	\$18	\$74	0	3	0	0	0	0	0								Comfort			X	X				X								The Sims™ 2
Kick Back! Hard Loungear by Survival King for a Day Outdoor Dress Table	\$130	\$19	\$13	\$52	0	4	0	0	0	0	0								Comfort		X		X				X								The Sims™ 2
Korean Keunungo	\$80	\$0	\$0	\$0	0	0	0	0	0	0	1								Hobbies			X					X								The Sims™ 2
Kozy Kirsch Gnome	\$68	\$10	\$6	\$27	0	0	0	0	0	4	1								Decorative		X	X					X								The Sims™ 2
Kranpft Industries Hubba-Lubba Economy Bathhub	\$700	\$105	\$70	\$280	0	4	5	0	0	0	2								Plumbing				X				X								The Sims™ 2
Kranpft Industries Value Counter	\$140	\$21	\$14	\$56	0	0	0	0	0	0	0								Surfaces					X			X								The Sims™ 2
Kwanzaa Kinera	\$91	\$13	\$9	\$36	0	0	0	0	0	0	1								Decorative		X				X		X								Holiday Pack

CHAPTER 18: 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
Luxury "Ample King" Dining Table	\$950	\$127	\$95	\$340	0	0	0	0	0	0	2									Surfaces		X												The Sims™ 2
Luxury King Armchair	\$1,200	\$180	\$120	\$480	0	9	0	0	0	0	2									Comfort			X					X					The Sims™ 2	
Luxurious Loveseat	\$900	\$135	\$90	\$360	0	9	0	0	2	0	0									Comfort			X				X						The Sims™ 2	
Magic Mistletoe	\$80	\$12	\$8	\$32	0	0	0	0	0	0	1									Decorative													Holiday Park	
Magical Mystery's "Shape, Rattle & Roll" Armchair	\$30	\$4	\$3	\$12	0	0	0	0	0	0	6					X				Miscellaneous	X												The Sims™ 2	
Magnificently Medieval Majestically Medieval Double Bed	\$1,000	\$150	\$100	\$400	0	9	0	0	0	0	2									Comfort				X				X					University	
Magnificently Medieval Amchair	\$3,400	\$510	\$340	\$1,360	0	8	0	0	8	0	6									Comfort						X							University	
Majestically Medieval Manor House Multi-Mirror Dining Table	\$60	\$24	\$16	\$64	0	0	0	0	0	0	1									Decorative Surfaces		X				X	X							The Sims™ 2
Manor House Multi-Mirror Dining Table	\$1,080	\$162	\$108	\$432	0	0	0	0	0	0	0									Decorative Surfaces			X				X	X						The Sims™ 2
Marketing Print by Saph Eria	\$330	\$0	\$0	\$0	0	0	0	0	0	0	3									Decorative		X	X				X						Nightlife	
Masterfully Medieval Sofa	\$840	\$126	\$84	\$336	0	8	0	0	2	0	0									Comfort				X									University	
Maturely Medieval Single Bed	\$1,100	\$165	\$110	\$440	0	5	0	0	6	0	2									Comfort						X							University	
Maxis™ Game Simulator	\$560	\$84	\$56	\$224	0	0	0	0	0	9	0									Electronics			X											The Sims™ 2
Medicine Medieval Loveseat	\$1,350	\$202	\$135	\$540	0	8	0	0	2	0	0									Comfort				X									University	
Mentionable Porcelain Toilet	\$950	\$142	\$95	\$380	0	10	0	10	0	0	0									Plumbing					X									The Sims™ 2
Merckan End Table	\$210	\$31	\$21	\$90	0	0	0	0	0	0	0									Surfaces				X										The Sims™ 2
Merckan Loveseat	\$500	\$75	\$50	\$200	0	7	0	0	2	0	0									Comfort				X										The Sims™ 2
Merry-making Dining Table	\$1,025	\$153	\$102	\$40	0	0	0	0	0	0	2									Surfaces		X												University
Milano Royale Dining Table	\$900	\$135	\$90	\$360	0	0	0	0	0	0	2									Surfaces		X												The Sims™ 2
Mini-Disco Dimette Table	\$255	\$38	\$25	\$102	0	0	0	0	0	0	0									Surfaces			X											University
MMM Mini Fridge	\$350	\$52	\$35	\$140	10	0	0	0	0	0	0									Appliances														University
Modest Nouveau Mirror (1-panel)	\$660	\$87	\$66	\$222	0	0	0	0	0	0	3									Decorative				X										Nightlife
Modest Nouveau Mirror (3-panel)	\$660	\$87	\$66	\$222	0	0	0	0	0	0	3									Decorative				X									Nightlife	
Modernist Dining Chair	\$720	\$108	\$72	\$400	0	6	0	0	0	0	2									Comfort		X												The Sims™ 2
Modest Medieval End Table	\$355	\$53	\$35	\$142	0	0	0	0	0	0	0									Surfaces				X										University
Modular Image Full-length Mirror	\$150	\$22	\$15	\$60	0	0	0	0	0	0	1									Decorative						X							The Sims™ 2	
Modled Sectional by WorldWald	\$150	\$23	\$15	\$60	0	6	0	0	1	0	0									Comfort				X										Nightlife

CHAPTER 18: 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
Neakum Systems Wall Speaker	\$400	\$60	\$40	\$60	0	0	0	0	0	3	0								Electronics	X	X	X	X										The Sims™ 2	
No-Fuss Focus Noodelasanthor	\$300	\$45	\$30	\$70	0	0	0	0	0	0	2								Decorative Aspirations Rewards		X	X	X			X	X	X	X	X	X	X	The Sims™ 2	
Novelas Nouveau Bookcase	\$800	\$120	\$80	\$320	0	0	0	0	0	1	2	X							Hobbies		X	X	X		X							The Sims™ 2		
NOVIN 2680 Cellular Phone	\$149	\$0	\$0	\$0	0	0	0	0	0	0	0								Personal													University		
NuMica Allmetal Card Table	\$95	\$4	\$3	\$38	0	0	0	0	0	0	0								Surfaces		X					X							The Sims™ 2	
Daktove Dining Chair	\$615	\$92	\$60	\$246	0	6	0	0	0	0	0								Comfort		X												The Sims™ 2	
Daktove East Side Dining Chair	\$250	\$37	\$25	\$00	0	3	0	0	0	0	0								Comfort		X	X				X							The Sims™ 2	
Divovusy Modern Wall Mirror	\$399	\$59	\$39	\$69	0	0	0	0	0	0	2	X							Decorative			X	X	X	X								The Sims™ 2	
DI Fantasy Scape	\$500	\$0	\$0	\$0	0	0	0	0	0	0	4								Decorative		X	X	X	X	X								The Sims™ 2	
DI Grandfather Clock	\$3,500	\$525	\$350	\$1,400	0	0	0	0	0	0	3								Decorative		X	X		X		X							The Sims™ 2	
Old Boys Club Commercial Counter	\$710	\$106	\$71	\$284	0	0	0	0	0	0	2								Surfaces									X					The Sims™ 2	
Old Fashioned Change Room	\$690	\$103	\$69	\$276	0	0	0	0	0	4	0								Miscellaneous														The Sims™ 2	
Olive Paperer's City SkyScape	\$4,000	\$0	\$0	\$0	0	0	0	0	0	0	10								Decorative		X	X	X	X		X							The Sims™ 2	
On A Pedestal by Yvan Beall	\$5,000	\$0	\$0	\$0	0	0	0	0	0	0	10								Decorative		X	X		X		X							The Sims™ 2	
One Pin, Two Pin	\$125	\$19	\$13	\$50	0	0	0	0	0	0	1								Lighting		X		X			X								Nightlife
Open-Wall Wall Fan	\$3,500	\$0	\$0	\$0	0	0	0	0	0	0	10								Decorative		X	X	X	X	X	X								The Sims™ 2
Orbs of Connectedness Ceiling Lamp	\$180	\$27	\$18	\$72	0	0	0	0	0	0	1								Lighting		X	X	X	X	X	X			X					University
Organic Materials Bastion	\$700	\$105	\$70	\$280	0	7	0	0	0	0	2								Comfort			X				X								The Sims™ 2
Outdoor Ergo Ergonomic Chair by Buddha-head! Furnishings	\$320	\$48	\$32	\$128	0	5	0	0	0	0	0								Comfort			X				X								The Sims™ 2
Paper Moon Ceiling Light	\$300	\$45	\$30	\$120	0	0	0	0	0	0	2								Lighting		X		X	X	X		X							The Sims™ 2
Park Plates Mini Outdoor Dining Table	\$115	\$17	\$11	\$46	0	0	0	0	0	0	0								Surfaces			X				X	X							The Sims™ 2
Party Juice Barrel	\$145	\$21	\$14	\$58	1	0	0	0	0	0	6								Miscellaneous		X					X								University
Pastor's Homogenous Smart Milk	\$0	\$0	\$0	\$0	0	0	0	0	0	0	0								Aspiration				X											The Sims™ 2
PactorPlastics Dining Chair	\$80	\$12	\$8	\$32	0	2	0	0	0	0	0								Comfort															The Sims™ 2

CHAPTER 18: 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	
Really Distressed Loveseat by Club Distress	\$165	\$24	\$16	\$96	0	5	0	0	2	0	0								Comfort															University	
Recalling Rug	\$500	\$75	\$30	\$200	0	0	0	0	0	0	0								Decorative															Negative	
Recalling Rug 3x3	\$1,000	\$150	\$100	\$400	0	0	0	0	0	0	0								Decorative															Negative	
Recherche Counter Island	\$680	\$102	\$68	\$272	0	0	0	0	0	0	0								Surfaces															Negative	
Recherche Floor Runner	\$325	\$49	\$33	\$130	0	0	0	0	0	0	0								Decorative															Negative	
Recycled Relaxer	\$250	\$37	\$25	\$100	0	5	0	0	0	0	0								Comfort															Negative	
Red vs. Blue Oil Portrait	\$120	\$0	\$0	\$0	0	0	0	0	0	0	1								Decorative															The Sims™ 2	
Reflective Glass Mirror	\$100	\$15	\$10	\$40	0	0	0	0	0	0	1								Decorative															The Sims™ 2	
Regulars Only Barstool	\$650	\$97	\$65	\$260	0	6	0	0	0	0	0								Comfort															The Sims™ 2	
Renaissance Bookcase by Literary Designs	\$950	\$142	\$95	\$380	0	0	0	0	0	1	2								Hobbies															The Sims™ 2	
RehNilsen Orb	\$6,250	\$0	\$0	\$0	0	0	0	0	0	0	0								Aspiration Rewards															Negative	
Reprint Serial #S-COPY4	\$130	\$0	\$0	\$0	0	0	0	0	0	0	1								Decorative															Negative	
Residual Astro Divider 7	\$700	\$105	\$70	\$280	0	10	0	10	0	0	0								Plumbing															The Sims™ 2	
Restaurant Sign by Uttermost Nose	\$100	\$0	\$0	\$0	0	0	0	0	0	0	10								Decorative															Negative	
Resurrect-0-Nomtron	\$0	\$0	\$0	\$0	0	0	0	0	0	0	0								Carver Rewards															University	
Retractable "Office Pal" Economy Desk	\$80	\$12	\$8	\$32	0	0	0	0	0	0	0								Surfaces																The Sims™ 2
Retractable Padded Egg Chair	\$150	\$22	\$15	\$60	0	3	0	0	0	0	0								Comfort															The Sims™ 2	
Retro Bodacious Loveseat	\$615	\$92	\$91	\$246	0	7	0	0	2	0	0								Comfort																University
Retro Lounge "High Liquidity" Juice Bar	\$800	\$120	\$80	\$320	0	0	0	0	0	3	0								Miscellaneous																The Sims™ 2
Retro Overeasy Eggseater	\$620	\$93	\$92	\$248	0	7	0	0	0	0	0								Comfort																University
Retro Overeasy Eggseater Recliner	\$640	\$96	\$64	\$256	0	7	0	0	2	0	0								Comfort																University
Revolutionary Rebellion Poster	\$45	\$0	\$0	\$0	0	0	0	0	0	0	1								Decorative																University
Right Away! Community Trash-Can	\$75	\$11	\$7	\$30	0	0	0	0	0	0	0								Miscellaneous																The Sims™ 2
Ring a Ding Earthquake Detection System	\$30	\$4	\$3	\$12	0	0	0	0	0	0	1								Decorative																Holiday Pack
Ring a Ding Earthquake Detection System Holiday Special!	\$40	\$6	\$4	\$16	0	0	0	0	0	0	1								Decorative																Holiday Pack

CHAPTER 18: 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		
Sofa by Club Distress	\$1,450	\$217	\$45	\$380	0	8	0	0	2	0	2								Comfort					X									X	The Sims™ 2		
Sofa of Substance	\$1,625	\$243	\$62	\$650	0	10	0	0	2	0	2								Comfort					X	X							X	The Sims™ 2			
Sofa "Wall-Eye" Large Screen Flat-Panel Television	\$8,000	\$1,200	\$800	\$3,200	0	0	0	0	0	10	7								Electronics					X	X								X	The Sims™ 2		
Sofa 44" PancakeTeak Television	\$3,500	\$525	\$350	\$1,400	0	0	0	0	0	8	3								Electronics					X	X								X	The Sims™ 2		
Sofa AudioBeak (K42) lower system	\$2,550	\$382	\$255	\$1,020	0	0	0	0	0	10	2								Electronics					X	X								X	The Sims™ 2		
Space Uddly Fountain	\$50	\$0	\$0	\$0	0	0	0	0	0	0	1								Decorative						X								X	University		
Spaceship Spacious Fountain	\$6,250	\$0	\$0	\$0	0	0	0	0	0	0	10								Decorative						X								X	University		
Spherical Splendor Spring Majesty	\$225	\$0	\$0	\$0	0	0	0	0	0	0	2								Decorative					X	X								X	The Sims™ 2		
"Quintanacy" Votive Table Lamp by Dimview & Co.	\$291	\$0	\$0	\$0	0	0	0	0	0	0	2								Decorative					X	X								X	Nightlife		
St. Agate Reproductions See Plus Mirror	\$10	\$17	\$11	\$44	0	0	0	0	0	0	1								Lighting					X	X									X	Nightlife	
St. Agate Reproductions	\$750	\$12	\$75	\$300	0	0	0	0	0	0	4								Decorative					X	X								X	The Sims™ 2		
Stack-O-Flames Bonfire	\$245	\$0	\$0	\$0	0	0	0	0	0	0	10								Miscellaneous					X									X	University		
Stack Inspiration Chair	\$800	\$120	\$80	\$200	0	7	0	0	0	0	2								Comfort					X									X	The Sims™ 2		
Stewart Mounting Cafe Curtains	\$97	\$14	\$9	\$38	0	0	0	0	0	0	1								Decorative						X	X								X	The Sims™ 2	
Stick 'Em Up Bulletin Board	\$75	\$0	\$0	\$0	0	0	0	0	0	0	1								Decorative							X								X	University	
Stiff by Superfluus Seating	\$750	\$12	\$75	\$300	0	6	0	0	0	0	2								Comfort					X	X									X	The Sims™ 2	
Strut Your Stuff Communal Shower	\$425	\$63	\$42	\$70	0	0	7	0	0	0	0								Plumbing						X										X	University
Studio Bakami Deluxe Chair	\$580	\$102	\$68	\$272	0	8	0	0	0	0	0								Comfort					X	X									X	The Sims™ 2	
Studio Bakami Deluxe lounge	\$830	\$124	\$83	\$322	0	8	0	0	0	0	2								Comfort					X	X									X	The Sims™ 2	
Studio Bakami Deluxe Loveseat	\$1,100	\$165	\$110	\$440	0	8	0	0	2	0	0								Comfort					X	X									X	The Sims™ 2	
Sunflowers	\$45	\$6	\$4	\$18	0	0	0	0	0	0	1								Decorative					X	X	X								X	The Sims™ 2	
Sung-Gyu Sunburst Oriental Rug	\$800	\$120	\$80	\$320	0	0	0	0	0	0	0								Decorative					X	X									X	Nightlife	
Super Stuffer Mantle Warmers	\$35	\$5	\$3	\$14	0	0	0	0	0	0	1								Decorative					X	X									X	Holiday Pack	

CHAPTER 18: 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 Grease Stands Alone Island Bar	\$1,780	\$277	\$185	\$740	0	0	0	0	0	0	3	0								Miscellaneous		X		X									X	Nearfire		
The Great Dress Rack	\$3,000	\$450	\$300	\$1,200	0	0	0	0	0	0	4	8								Miscellaneous											X		The Sims™ 2			
The Drillator "BigD"	\$210	\$31	\$21	\$84	1	0	0	0	0	0	0	0								Appliances			X									X	The Sims™ 2			
The Grovelayer 9000 Professional DJ Booth by Hotbeats	\$2,750	\$413	\$275	\$1,100	0	0	0	0	0	10	3		X							Electronics													Nearfire			
The HotCorp Burning 8-R Series Fire Jet	\$325	\$49	\$33	\$130	0	0	0	0	0	0	0	2								Decorative			X											Nearfire		
The Inlaid Medallion	\$875	\$131	\$88	\$350	0	0	0	0	0	0	0	0								Decorative		X	X		X		X					X		Nearfire		
The Inner Light	\$200	\$30	\$20	\$80	0	0	0	0	0	0	0	1								Lighting		X	X		X		X								The Sims™ 2	
The Kinder Kaddler	\$50	\$7	\$5	\$20	0	0	0	0	0	0	0	0								Miscellaneous			X				X							The Sims™ 2		
The Kinder Kontainer	\$275	\$41	\$27	\$10	0	0	0	0	12	0	0	0								Miscellaneous							X							The Sims™ 2		
The Lady On Red	\$180	\$0	\$0	\$0	0	0	0	0	0	0	2									Decorative		X	X		X		X								The Sims™ 2	
The Landwhale by Heavens	\$4,250	\$638	\$425	\$1,700	0	4	0	0	1	2	0									Miscellaneous			X												Nearfire	
The Little Fruck Tree	\$80	\$12	\$8	\$32	0	0	0	0	0	0	1									Decorative		X	X												Holiday Pack	
The Lone Daisy	\$285	\$0	\$0	\$0	0	0	0	0	0	0	2									Decorative		X	X		X		X								The Sims™ 2	
The Meaning of Fruit	\$1,500	\$0	\$0	\$0	0	0	0	0	0	0	10									Decorative			X		X		X								The Sims™ 2	
The Measure of a Sim Wooden Model	\$100	\$15	\$10	\$40	0	0	0	0	0	0	1									Decorative		X			X		X								The Sims™ 2	
The Monster Under My Bed by Little Timmy	\$35	\$0	\$0	\$0	0	0	0	0	0	0	1									Decorative		X					X								The Sims™ 2	
The My-Chi Sculpture Form	\$2,500	\$0	\$0	\$0	0	0	0	0	0	0	10									Decorative			X												The Sims™ 2	
The Narkowle Armchair	\$155	\$23	\$15	\$82	0	5	0	0	0	0	0	0								Comfort				X		X		X								The Sims™ 2
The Oasis	\$1,850	\$277	\$185	\$740	0	0	0	0	0	3	0									Miscellaneous				X		X		X							Nearfire	
The Old-Timer Reeliner	\$950	\$97	\$95	\$36	0	7	0	0	0	0	0	0								Comfort					X		X								The Sims™ 2	
The Parallelism by Signalcorp	\$100	\$15	\$10	\$40	0	0	0	0	0	0	1									Decorative								X							Nearfire	
The Prismo Roundball by LumJ	\$550	\$83	\$55	\$220	0	0	0	0	0	0	3									Lighting		X		X	X	X	X									Nearfire
The Duke	\$340	\$51	\$34	\$136	0	0	0	0	0	0	0	0								Surfaces			X		X		X									Nearfire
The Shadow Streamer	\$375	\$56	\$38	\$150	0	0	0	0	0	0	2									Lighting			X		X	X	X									Nearfire
The Simulated Succulent	\$160	\$24	\$16	\$64	0	0	0	0	0	0	1									Decorative			X	X	X		X								The Sims™ 2	
The Sim System, by Jim Simmy	\$1,050	\$157	\$105	\$420	0	4	0	0	4	0	2									Comfort															The Sims™ 2	



Chapter 19

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	LOVE OR GO STEADY	AUTONOMOUS PERSONALITY	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
Annoy	Irritate	-45	-1	Or	-30	-1	-	-	Mean	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	-	-	Mean	Yes
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
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
Bite Neck	Vampire	40	100	And	30	100	-	-	-	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
Bust-a-Move!	Entertain	15	100	And	5	100	-	-	Active	Yes

CHAPTER 19: 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
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
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
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	14	6	2	20	13	2	-4	-4	-2	-4	-4	-2	NIGHTLIFE
Yes	14	8	1	14	8	1	8	-6	-1	0	-6	-1	NIGHTLIFE
Yes	20	5	1	20	5	1	-10	-4	-1	-10	-4	-1	UNIVERSITY
Yes	14	6	0	20	4	0	0	-5	0	0	-5	0	THE SIMS™ 2
No	0	-20	-20	0	-50	-30	0	0	0	0	0	0	THE SIMS™ 2
Yes	18	9	2	18	9	2	-5	-5	-2	-5	-5	-2	UNIVERSITY



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	LOVE OR GO STEADY	AUTONOMOUS PERSONALITY	USER DIRECTED
Call Over	Call Over	-100	100	Or	-100	100	-	-	Not Autonomous	Yes
Caress	Flirt	65	100	And	40	100	Sets	Sets	Playful	Yes
Caress Hands	Dining	55	100	And	30	100	Sets	Sets	Nice	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
Charm	Flirt	15	70	And	5	70	Sets	Sets	Nice	Yes
Chat	Talk	-100	100	Or	-100	100	-	-	None	Yes
Cheer Up	Appreciate	20	100	And	20	100	-	-	Nice	Yes
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 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
Dare to Peek	Coffin	-100	100	And	-100	100	-	-	Outgoing	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
Dood	Ask For	-100 (0)	100	Or	-100 (0)	100	-	-	Active	Yes
Encourage	Encourage	-100	100	Or	-100	100	-	-	Not Autonomous	Yes

CHAPTER 19: 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	0	0	0	0	0	0	0	0	0	0	0	0	THE SIMS™ 2
Yes	22	10	2	24	11	2	-5	-10	-3	-3	-10	-2	THE SIMS™ 2
Yes	20	9	1	20	10	1	-4	-9	-2	-3	-8	-2	NIGHTLIFE
Yes	14	6	0	20	13	0	-4	-4	0	-4	-4	0	THE SIMS™ 2
Yes	14	6	0	20	13	0	0	0	0	0	0	0	THE SIMS™ 2
Yes	14	6	0	20	13	0	-4	-4	0	-4	-4	0	THE SIMS™ 2
Yes	14	4	1	16	5	1	0	-4	-1	0	-6	0	THE SIMS™ 2
Yes	Variable	Variable	Variable	THE SIMS™ 2									
Yes	16	6	1	30	8	2	0	-10	-1	0	-5	-1	THE SIMS™ 2
Yes	8	5	1	8	5	1	0	0	0	0	0	0	THE SIMS™ 2
Yes	8	5	1	8	5	1	0	0	0	0	0	0	THE SIMS™ 2
Yes	24	6	0	24	6	0	0	-5	0	0	-5	0	THE SIMS™ 2
No	20	6	2	20	10	2	0	-10	-3	0	-10	-2	THE SIMS™ 2
No	20	6	2	20	10	2	0	-10	-3	0	-10	-2	THE SIMS™ 2
No	20	6	2	20	10	2	0	-10	-3	0	-10	-2	THE SIMS™ 2
No	20	6	2	20	10	2	0	-10	-3	0	-10	-2	THE SIMS™ 2
Yes	20	6	2	20	10	2	0	-10	-3	0	-10	-2	NIGHTLIFE
Yes	20	4	1	40	4	1	0	0	0	0	0	0	THE SIMS™ 2
Yes	18	8	0	18	8	0	-5	-4	0	-2	-1	0	NIGHTLIFE
Yes	10	6	0	10	8	0	-2	-3	0	-2	-2	0	THE SIMS™ 2
Yes	22	9	1	6	4	0	-10	-10	-3	0	-7	-2	NIGHTLIFE
Yes	18	6	1	20	6	1	4	-8	-2	0	-12	-1	THE SIMS™ 2
Yes	0	0	0	0	0	0	0	0	0	0	0	0	NIGHTLIFE
Yes	14	6	0	20	13	0	-4	-4	0	-4	-4	0	THE SIMS™ 2
No	14	6	0	20	13	0	-4	-4	0	-4	-4	0	THE SIMS™ 2



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	LOVE OR GO STEADY	AUTONOMOUS PERSONALITY	USER DIRECTED
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
First Kiss	Kiss	50	100	And	25	100	Sets	Sets	Not Autonomous	Yes
Freestyle Join	Entertain	25	100	Or	15	100	-	-	Outgoing	Yes
Friendly Hug	Hug	10	100	Or	10	100	-	-	Serious	Yes
Go Steady	Propose	70	100	And	25	100	Required	-	Not Autonomous	Yes
Goose	Flirt	75	100	And	55	100	Required	Sets	Playful	Yes
Gossip	Talk	30	100	Or	35	100	-	-	Mean	Yes
Groom	Appreciate	50	100	And	25	100	-	-	Neat	Yes
Gross Out	Irritate	-100	-5	Or	-100	-5	-	-	Sloppy	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
Head On Shoulders	Slow Dance	30	100	And	20	100	Sets	Sets	-	Yes
Hit On	Flirt	45	80	And	25	80	Sets	Sets	Mean	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
Insult	Irritate	-60	-5	Or	-45	-5	-	-	Mean	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	-	-	Mean	Yes
Kicky Bag	Play	15	100	Or	5	100	-	-	-	Yes

CHAPTER 19: 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	100	6	3	100	9	3	-30	-15	-5	-4	-8	-4	THE SIMS™ 2
Yes	18	5	1	20	6	1	0	-4	0	0	-5	0	THE SIMS™ 2
Yes	18	5	1	20	6	1	0	-4	0	0	-5	0	THE SIMS™ 2
Yes	20	10	1	16	9	1	-6	-8	-1	0	-6	-1	NIGHTLIFE
No	70	15	3	70	13	2	0	-15	-5	0	-10	-3	THE SIMS™ 2
Yes	Variable	Variable	Variable	UNIVERSITY									
Yes	16	5	1	16	6	1	0	-5	-1	0	-5	-1	THE SIMS™ 2
No	30	6	3	30	9	3	-4	-10	-5	-4	-4	-4	THE SIMS™ 2
Yes	20	11	1	14	10	1	-2	-9	-2	-6	-11	-3	THE SIMS™ 2
Yes	24	9	0	24	9	0	0	-7	0	0	-6	0	THE SIMS™ 2
Yes	4	3	0	4	0	3	0	0	0	0	0	0	THE SIMS™ 2
Yes	24	6	0	24	6	0	6	-5	0	-4	-5	0	THE SIMS™ 2
Yes	16	9	1	16	9	1	8	-6	-1	0	-6	-1	NIGHTLIFE
No	0	4	0	0	4	0	-5	-2	0	-5	-2	0	UNIVERSITY
Yes	Variable	Variable	Variable	UNIVERSITY									
Yes	16	5	1	16	6	1	0	-5	-1	0	-7	-1	NIGHTLIFE
Yes	18	8	1	14	9	1	4	-8	-1	0	-10	-2	THE SIMS™ 2
Yes	20	9	1	20	10	1	-4	-9	-2	-3	-8	-2	THE SIMS™ 2
Yes	22	13	2	20	11	2	0	-11	-2	0	-12	-3	NIGHTLIFE
Yes	30	13	1	30	6	1	-10	-7	-1	-15	-10	-1	NIGHTLIFE
Yes	16	-8	-1	-7	-14	-2	10	-10	-1	-7	-14	-2	THE SIMS™ 2
No	16	13	5	16	13	5	-5	-3	-1	-5	-3	-1	UNIVERSITY
Yes	14	4	0	14	4	0	0	-4	0	0	-4	0	THE SIMS™ 2
Yes	18	4	0	16	4	0	-	-	-	-	-	-	UNIVERSITY
Yes	10	1	0	10	1	0	0	-4	0	0	-4	0	UNIVERSITY



EXPANSION PACK



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	LOVE OR GO STEADY	AUTONOMOUS PERSONALITY	USER DIRECTED
Kiss	Car	45	100	And	15	100	Required	Sets	Outgoing	Yes
Leap into Arms	Hug	55	100	And	35	100	Required	Sets	Active	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
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
Move In	Propose	60	100	And	45	100	-	-	Not Autonomous	Yes
Nag	Irritate	-100	100	And	25	100	-	-	Outgoing	Yes
Noogie	Irritate	-25	50	And	-10	50	-	-	Playful	Yes
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
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
Pillow Fight	Play	40	100	Or	25	100	-	-	Playful	Yes
Play With	Social baby	-100 (0)	100	And	-100 (0)	100	-	-	Playful	Yes

CHAPTER 19: 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	18	10	2	16	10	2	8	-8	-2	0	-10	-2	NIGHTLIFE
Yes	20	11	2	16	13	2	0	-15	-4	0	-10	-2	THE SIMS™ 2
Yes	18	6	1	18	8	1	0	-7	-1	0	-8	-1	NIGHTLIFE
Yes	18	10	2	16	10	2	8	-8	-2	0	-8	-3	NIGHTLIFE
No	30	19	4	30	19	4	8	-15	-4	0	-15	-4	THE SIMS™ 2
No	30	19	4	30	19	4	8	-15	-4	0	-15	-4	THE SIMS™ 2
No	30	19	4	30	19	4	8	-15	-4	0	-15	-4	THE SIMS™ 2
No	30	19	4	30	19	4	8	-15	-4	0	-15	-4	THE SIMS™ 2
Yes	30	19	4	30	19	4	8	-15	-4	0	-15	-4	THE SIMS™ 2
Yes	30	19	5	30	19	5	8	-15	-4	0	-15	-4	NIGHTLIFE
No	100	6	3	100	6	3	-100	-100	-85	-50	-50	-20	THE SIMS™ 2
Yes	30	8	0	30	8	0	0	-6	0	0	-7	0	THE SIMS™ 2
No	14	4	2	20	6	3	0	-7	-2	0	-10	-3	THE SIMS™ 2
No	14	4	2	20	6	3	0	-7	-2	0	-10	-3	THE SIMS™ 2
No	40	6	3	40	6	3	-4	-10	-5	-4	-4	-4	THE SIMS™ 2
Yes	0	0	0	0	0	0	6	-4	0	-8	-8	-1	THE SIMS™ 2
Yes	14	6	1	6	-5	0	0	0	0	0	0	0	THE SIMS™ 2
No	14	6	0	20	4	0	0	-5	0	0	-5	0	NIGHTLIFE
No	10	1	1	22	4	2	0	-10	-1	0	-7	-2	NIGHTLIFE
No	14	8	1	14	8	1	8	-6	-1	0	-6	-1	THE SIMS™ 2
No	14	8	1	14	8	1	8	-6	-1	0	-6	-1	THE SIMS™ 2
No	14	8	1	14	8	1	8	-6	-1	0	-6	-1	THE SIMS™ 2
Yes	14	8	1	14	8	1	8	-6	-1	0	-6	-1	THE SIMS™ 2
Yes	Variable	Variable	Variable	Variable	Variable	Variable	-8	-5	-1	-2	-5	-2	UNIVERSITY
Yes	20	4	3	2	25	1	0	0	0	0	0	0	THE SIMS™ 2



EXPANSION PACK



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	LOVE OR GO STEADY	AUTONOMOUS PERSONALITY	USER DIRECTED
Poke	Fight	-100	-15	Or	-100	-20	-	-	Mean	Yes
Punch U Punch Me	Play	45	100	Or	35	100	-	-	Mean	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	-	-	-	-
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
School Cheer	Entertain	5	100	Or	5	100	-	-	Outgoing	Yes
Secret Handshake	Entertain	-100	100	Or	-100	100	-	-	Outgoing	Yes
Serenade	Flirt	70	100	And	60	100	Required	Required	Outgoing	Yes
Share Interests	Talk	35	100	Or	20	100	-	-	Not Autonomous	Yes
Shoo from Room	Shoo	-100	100	Or	-100	100	-	-	Not Autonomous	Yes
Shove	Fight	-100	-25	Or	-100	-30	-	-	Outgoing	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
Snuggle	Social toddler	-50 (-)	100	And	0 (-)	100	-	-	Nice	Yes
Snuggle	Sofa	35	100	Or	30	100	Required	Required	Not Autonomous	Yes
Splash	Hot Tub	20	100	Or	15	100	-	-	Not Autonomous	Yes
Splash	Love Tub	-20	100	Or	-25	100	-	-	Not Autonomous	Yes
Squeezeze	Hug	70	100	And	55	100	Required	Sets	Playful	Yes
Stay the Night	Propose	55	100	And	40	100	-	-	Not Autonomous	Yes

CHAPTER 19: 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	6	0	0	-6	-8	-2	10	-8	-2	10	-7	-2	THE SIMS™ 2
Yes	28	8	0	28	8	0	0	-5	0	0	-5	0	THE SIMS™ 2
No	14	6	0	20	13	0	-4	-4	0	-4	-4	0	THE SIMS™ 2
Yes	14	6	2	20	6	3	-4	-4	0	-4	-4	0	THE SIMS™ 2
Yes	24	6	0	24	6	0	0	-7	0	0	-5	0	THE SIMS™ 2
-	-	-	-	-	-	-	-	-	-	-	-	-	NIGHTLIFE
Yes	20	6	2	20	10	2	0	-10	-3	0	-10	-2	THE SIMS™ 2
No	24	16	3	26	16	3	8	-13	-3	0	-13	-4	THE SIMS™ 2
Yes	24	16	3	26	16	3	8	-13	-3	0	-13	-4	THE SIMS™ 2
Yes	20	11	3	32	13	3	-10	-12	-3	0	-10	-3	THE SIMS™ 2
Yes	12	4	0	12	4	0	-3	-2	0	-3	-2	0	UNIVERSITY
Yes	20	5	1	20	5	1	-10	-4	-2	-10	-4	-2	UNIVERSITY
Yes	28	13	2	30	15	2	-6	-12	-3	0	-10	-3	THE SIMS™ 2
No	6	0	0	6	0	0	-3	-3	0	-3	-3	0	THE SIMS™ 2
No	14	6	0	20	13	0	-4	-4	0	-4	-4	0	THE SIMS™ 2
Yes	8	0	0	-8	-9	-3	10	-7	-1	14	-8	-3	THE SIMS™ 2
Yes	10	0	0	-15	-10	-5	14	-5	-3	30	-7	-3	THE SIMS™ 2
Yes	18	8	0	18	8	0	-5	-4	0	-5	-3	0	NIGHTLIFE
Yes	22	13	2	20	11	2	0	-11	-2	0	-12	-3	THE SIMS™ 2
Yes	22	13	2	20	11	2	0	-11	-2	0	-12	-3	NIGHTLIFE
Yes	20	6	2	20	10	2	0	-10	-3	0	-10	-2	THE SIMS™ 2
No	24	8	2	24	10	2	0	-10	-2	0	-10	-2	THE SIMS™ 2
No	12	5	0	14	8	0	0	-4	0	0	-8	-1	THE SIMS™ 2
No	12	5	0	14	5	0	0	-5	0	0	-5	0	THE SIMS™ 2
Yes	20	6	2	20	10	2	0	-10	-2	0	-10	-2	THE SIMS™ 2
No	14	6	0	20	13	0	-4	-4	0	-4	-4	0	THE SIMS™ 2



EXPANSION PACK



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	LOVE OR GO STEADY	AUTONOMOUS PERSONALITY	USER DIRECTED
Steal a Bite	Dining	-100	100	Or	-100	100	-	-	-	Yes
Suggestion	Flirt	25	70	And	15	70	Sets	Sets	Playful	Yes
Surprise Engagement	Dining	75	100	And	70	100	Required	Required	-	Yes
Sweet Talk	Flirt	35	80	And	20	80	Sets	Sets	Outgoing	Yes
Tag	Play	-25	100	Or	5	100	-	-	Active	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 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	-	-	Mean	No
Tell Secret	Talk	60	100	Or	60	100	-	-	Mean	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
Toast	Dining	20	100	And	10	100	-	-	-	Yes
Toss in Air	Social toddler	-50 (25)	100	And	-50 (10)	100	-	-	Active	Yes
Up Arm Kiss	Kiss	55	100	And	30	100	Sets	Sets	Playful	Yes
Ventrilo-Fart	Prank	-100	100	And	-100	100	-	-	Sloppy	Yes

CHAPTER 19: 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	8	5	0	6	3	0	8	-3	0	0	-4	0	NIGHTLIFE
Yes	16	5	1	16	6	1	0	-5	-1	0	-7	-1	THE SIMS™ 2
No	100	6	3	100	9	3	-30	-15	-5	-4	-8	-4	NIGHTLIFE
Yes	18	6	1	18	8	1	0	-7	-1	0	-8	-1	THE SIMS™ 2
Yes	20	6	0	20	6	0	0	-5	0	0	-5	0	THE SIMS™ 2
Yes	16	5	2	16	10	2	-5	-2	-1	5	1	2	THE SIMS™ 2
Yes	14	6	2	20	6	3	-4	-4	0	-4	-4	0	THE SIMS™ 2
Yes	20	6	2	28	8	2	-10	-8	-2	0	-10	-3	THE SIMS™ 2
No	14	6	0	20	13	0	-4	-4	0	-4	-4	0	THE SIMS™ 2
No	0	6	0	0	13	0	0	-4	0	0	-4	0	THE SIMS™ 2
No	14	6	0	20	13	0	-4	-4	0	-4	-4	0	THE SIMS™ 2
Yes	14	6	1	10	6	1	-5	-4	-1	4	-10	-1	THE SIMS™ 2
Yes	24	9	0	24	9	0	0	-7	0	0	-6	0	THE SIMS™ 2
No	18	10	2	16	10	2	8	-8	-2	0	-8	-2	THE SIMS™ 2
No	18	10	2	16	10	2	8	-8	-2	0	-8	-2	THE SIMS™ 2
No	18	10	2	16	10	2	8	-8	-2	0	-8	-2	THE SIMS™ 2
Yes	18	10	2	16	10	2	8	-8	-2	0	-8	-2	THE SIMS™ 2
Yes	8	-7	-3	-10	-13	-4	-	-	-	-	-	-	NIGHTLIFE
Yes	8	-7	-3	-10	-13	-4	-	-	-	-	-	-	NIGHTLIFE
Yes	10	8	1	8	8	1	8	-6	-1	0	-6	-1	NIGHTLIFE
Yes	16	5	0	16	5	0	0	-5	-1	0	-6	-1	THE SIMS™ 2
Yes	16	5	0	16	5	0	0	-5	-1	0	-8	-2	THE SIMS™ 2
Yes	14	6	0	14	10	0	-	-	-	-	-	-	NIGHTLIFE
Yes	14	6	2	20	13	2	0	-10	-3	0	-10	-2	THE SIMS™ 2
Yes	20	11	1	24	11	2	8	-10	-1	0	-10	-1	THE SIMS™ 2
Yes	18	4	0	16	4	0	-	-	-	-	-	-	UNIVERSITY



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	LOVE OR GO STEADY	AUTONOMOUS PERSONALITY	USER DIRECTED
Water Balloon	Prank	-100	100	And	-100	100	-	-	Playful	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



CHAPTER 19: 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	4	0	16	4	0	-	-	-	-	-	-	UNIVERSITY
Yes	10	1	0	10	1	0	-4	-1	0	-4	-1	0	NIGHTLIFE
Yes	14	9	0	20	13	0	-4	-4	0	-4	-4	0	NIGHTLIFE
Yes	10	5	0	10	5	0	-4	-3	0	-4	-3	0	NIGHTLIFE
Yes	14	4	0	14	4	0	-4	-2	0	-4	-1	0	NIGHTLIFE
Yes	10	1	0	10	1	0	-4	-1	0	-4	-1	0	NIGHTLIFE
Yes	14	4	1	14	4	1	-8	-3	-1	0	-6	-2	UNIVERSITY
No	50	13	8	50	13	8	0	-12	-5	0	-15	-5	NIGHTLIFE
No	50	13	8	50	13	8	0	-12	-5	0	-15	-5	NIGHTLIFE
No	50	9	1	30	9	1	-5	-6	-1	-45	-6	-1	THE SIMS™ 2
No	50	13	8	50	13	8	0	-12	-5	0	-15	-5	THE SIMS™ 2
No	50	13	8	50	13	8	0	-12	-5	0	-15	-5	THE SIMS™ 2
No	50	13	8	50	13	8	0	-12	-5	0	-15	-5	THE SIMS™ 2

