



The SIMS

2 SEASONS

EXPANSION PACK

PRIMA Official Game Guide

Greg Kramer

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We want to hear from you! E-mail comments and feedback to gkramer@primagames.com.

Author Acknowledgements

In memory of John W. Krasauskas



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Table of Contents

Chapter 1: What's New	4
Chapter 2: Seasons.....	7
Chapter 3: Weather.....	14
Chapter 4: The Sim's Guide to Gardening and Fishing.....	31
Chapter 5: New Careers	54
Chapter 6: New Objects.....	70
Chapter 7: New Socials	94
Chapter 8: New NPCs and PlantSims	102
Chapter 9: Build Mode Additions.....	110
Chapter 10: A Tour of Riverblossom Hills	121
Chapter 11: Jobs by Career Level	130
Chapter 12: Objects	150
Chapter 13: Socials.....	194



Chapter 1

WHAT'S NEW

In a Sim's life, there have always been three things you could count on: death, bills, and the weather. One of those is about to change.

Until now, every day in your Sims' neighborhoods was sunny and warm... every... single... wonderful... monotonous day. Sure, such predictability and unrelenting pleasantness appeals to some, but even the most diehard "everyday sunshine" lover gets tired of the same thing every day.

Seasonal changes and daily variations in weather serve to break up the monotony and mark the passage of time in human and Sim lives. With this rich and powerful addition to their world, generation after generation of Sims will be able to talk about "The Big Blizzard" when they were in college or how the summers were hotter when they were kids. From now on, tomorrow isn't just another day.

New Features



Winter storms mean chilly weather but lots of opportunity for new fun.



Do your Sims have a green thumb? Let them prove it in their very own gardens and orchards.



Anglers away! Grab some bait and catch your own dinner.

- ◆ **Seasons:** The lovely but monotonous endless summer is no more in your Sim neighborhoods, thanks to the introduction of seasons. You decide which seasons you want and in what order. Watch as neighborhoods, homes, and community lots change in appearance with each passing season. Seasons also dictate the kind of weather your Sims will experience, the activities they can undertake, the success of their home gardens (see below), and much more. Sims even react to each season differently with seasonal changes in their skill development, the effects of their interactions, and the speed of their Need decay. (See the "Seasons" chapter.)
- ◆ **Leaf Piles:** Fall brings piles of leaves that call out to be raked and, of course, frolicked in. (See the "Seasons" chapter.)
- ◆ **Weather:** You never know what each day will look like, now that Sims have weather. Depending on the season and the temperature, it could be cloudy or clear, hot or cold, or even snowy or rainy. It can even hail, so make sure you get your Sims inside just in case the hail gets a bit too hefty! The daily temperature influences what your Sims autonomously want to do and how long they can stand to do it; stay out in the cold or heat too long and the consequences can be serious. (See the "Weather" chapter.)
- ◆ **Weather Reports:** Find out the latest forecast from the newspaper or the new all-weather TV channel. (See the "Weather" chapter.)
- ◆ **New Aspiration Object:** Self-actualized Sims can leverage their Aspiration success into an unnatural control of the elements with the new Weather Control Device Aspiration reward object. (See the "Weather" chapter.)
- ◆ **New clothing category:** Outfit your Sims with the new outerwear category so they can look cool even when it's cold. Sims even change into designated winter wear automatically when the temperature drops too low for shirt-sleeves. (See the "Weather" chapter.)
- ◆ **Death by weather:** Weather ain't always pretty. In fact, sometimes it can be downright deadly. Sims foolish enough to stay outdoors in thunderstorms or heavy hail storms can find themselves shuffling off to the other side of the clouds. (See the "Weather" chapter.)

CHAPTER 1: WHAT'S NEW

◆ **Gardening:** Sims can grow fruits and vegetables in their own gardens and orchards. The more diligently they tend to their plots, the more fruitful their produce will be. Homegrown goodies can be stashed in the “chill chest” to make all your Sims’ food fresher and more nourishing, squeezed into tasty and powerful juices with the Main Squeezer 235X juicer, or sold for extra Simoleons. (See the “The Sim’s Guide to Gardening and Fishing” chapter.)

◆ **Garden Club:** If your Sims exhibit gloriously green thumbs in gardening and general outdoor wonderfulness, they’ll be rewarded by the local gardening club. Produce the town’s most mouthwatering vegetables and the rewards are cold hard cash, discounts on garden supplies, and even a wishing well that actually grants wishes. Just don’t “go to the well” too often or that wish could become a nightmare. (See the “The Sim’s Guide to Gardening and Fishing” chapter.)

◆ **Fishing:** Deep ponds now feature several species of delectable fish. Sims can now dip a line and pull up dinner, a valuable commodity for sale, or a piece of homey art just waiting to be mounted on the wall. Or maybe they’ll just reel in a nasty boot—rumor has it they make great juice. Not that we’ve tried it. (See the “The Sim’s Guide to Gardening and Fishing” chapter.)

◆ **New Foods:** They won’t be saying “Actinopterygii again!?” thanks to several new fish-based culinary options. (See the “The Sim’s Guide to Gardening and Fishing” chapter.)

◆ **Outdoor activities:** Depending on the weather, your Sims can now play catch, pelt each other with snowballs, build snow angels, fashion a jolly snowman, go roller or ice skating, and catch fireflies or butterflies. (See the “New Objects,” “New Socials,” and “New NPCs and PlantSims” chapters.)

◆ **New Careers and Career Objects:** Sims looking for a new life challenge can take on six new careers, climbing the ladder as an Adventurer, Educator, Musician, Gamer, Journalist, or Lawyer. Each career comes with new outfits, chance cards, and, of course, swanky new career objects. (See the “New Careers” chapter.)

◆ **Stackable Inventory:** Why fill up your inventory with 30 individual but identical objects when you can stack them in a single slot? Keep things tidy and speed scrolling through those bushels of mouth-watering fruit or delicious bass with stackable inventory. (See the chapter “New Objects.”)

◆ **New Object Sets:** Decorating motifs abound with three new object sets: Country Style, Tiki, and the kid-centric Race Car. With complementary walls and floors, these objects will give each home its own unique vibe. (See the chapters “New Objects” and “Build Mode Additions.”)

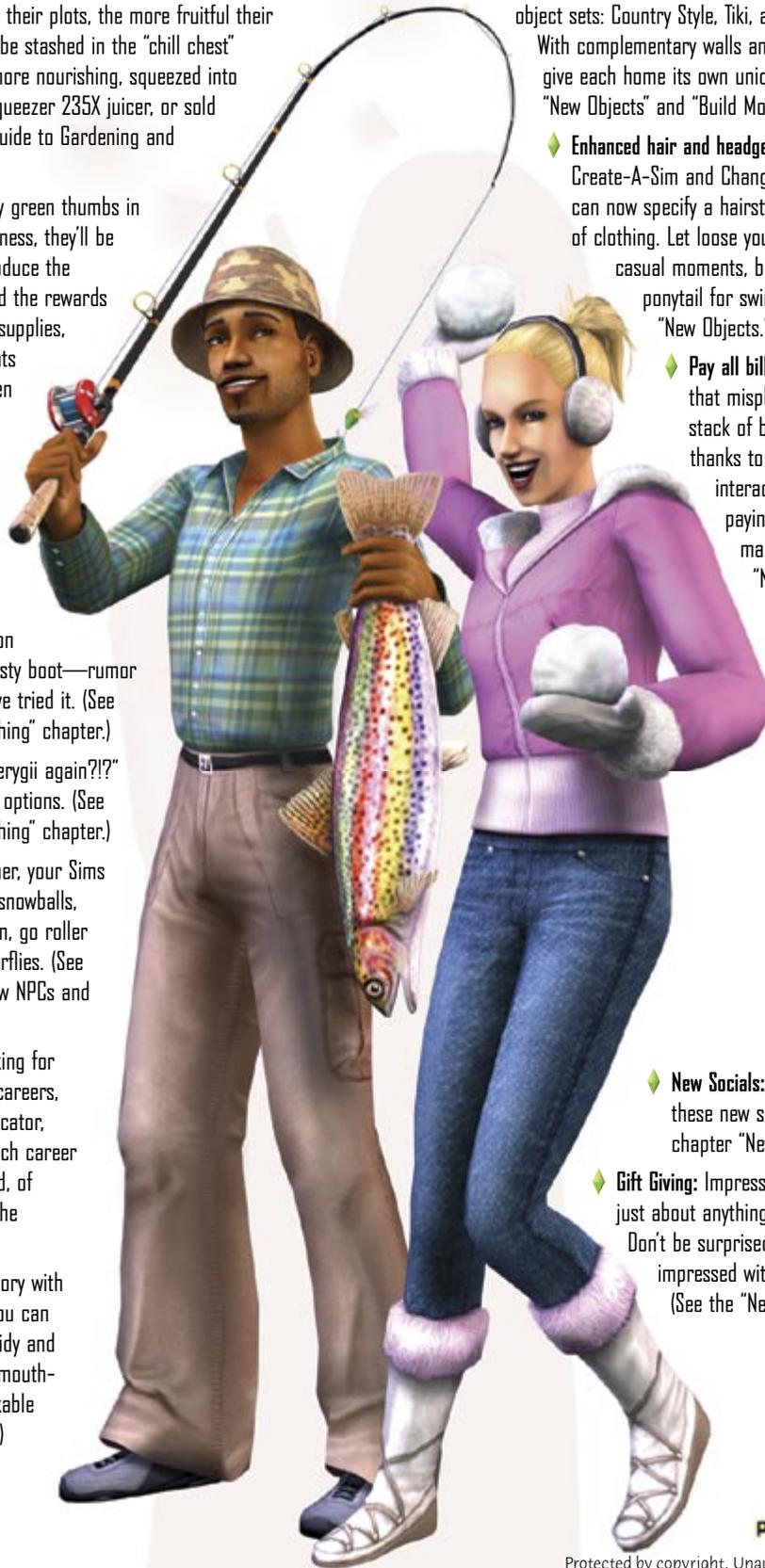
◆ **Enhanced hair and headgear:** With new tools in Create-A-Sim and Change Appearance tools, you can now specify a hairstyle/headwear for each class of clothing. Let loose your Sim’s flowing tresses for casual moments, but put it up in a stylish ponytail for swimming. (See the chapter “New Objects.”)

◆ **Pay all bills:** Ever searched in vain for that misplaced and horribly overdue stack of bills? Well, worry no more thanks to the new “Pay All Bills” interaction. Now one-step bill paying is as close as your Sims’ mailboxes. (See the chapter “New Objects.”)

◆ **Leftovers:** Sims are great cooks, so it’s a shame they’ve had to throw out anything they don’t eat. So much wasted food and money. Well, now unfinished or uneaten vittles can be preserved and devoured later in any Sim fridge. No need to call for pizza when last night’s lobster thermidor is cooling its tail in the icebox. (See the chapter “New Objects.”)

◆ **New Socials:** Revel in the outdoors with these new social interactions. (See the chapter “New Socials.”)

◆ **Gift Giving:** Impress other Sims by giving them just about anything as a delightfully wrapped gift. Don’t be surprised, however, if they’re not very impressed with that box of pink flamingoes. (See the “New Socials” chapter.)



- ◆ **PlantSims:** Don't let your Sims get too pesticide happy in their new gardens or they'll undergo a very strange transformation. The PlantSim—part Sim, part plant—features a special set of Needs and an unusual life cycle that presents myriad new challenges. On the plus side, PlantSims are top-notch gardeners (natch!) and can reproduce asexually. (See the "PlantSims and New NPCs.")
- ◆ **Penguins:** No matter the time of year, your Sims may get a visit from a strange but pet-able penguin. Just don't leave any prize fish lying around, just in case. (See the "New NPCs and PlantSims" chapter.)
- ◆ **Pools:** Your Sims' pools are now more fun than ever thanks to new rounded pool corners, a curvy slide, paintable pool walls and floors, or a rousing game of Tumble Tourneau (it's a lot like Marco Polo but more...Sim-ish). (See the "Build Mode Additions" chapter.)
- ◆ **Greenhouses:** New glass walls, doors, and roofs can be assembled into a dandy greenhouse that'll keep veggies growing in the winter and bug free all year long. Tricky builders can even use them to make skylights. (See the "Build Mode Additions" chapter.)
- ◆ **Roof Objects:** Adorn your Sims' rooflines with lightning rods, weathervanes, meteorological stations, or any one-tile object your little heart desires. Roof-gnome anyone? (See the "Build Mode Additions" chapter.)
- ◆ **New Neighborhood:** For the first time since the original release of *The Sims™ 2*, you'll have a totally new base neighborhood: Riverblossom Hills. With six moved-in families, three Family Bin families, more than a dozen pre-built houses, and several attractive community lots, it's one of the most vibrant (and intrigue-rich) neighborhood ever designed. (See the "A Tour of Riverblossom Hills" chapter.)



A green and leafy fate awaits those who spray their plants too much.



Pools are even cooler with new shapes, a slide, and paintable walls and floors.

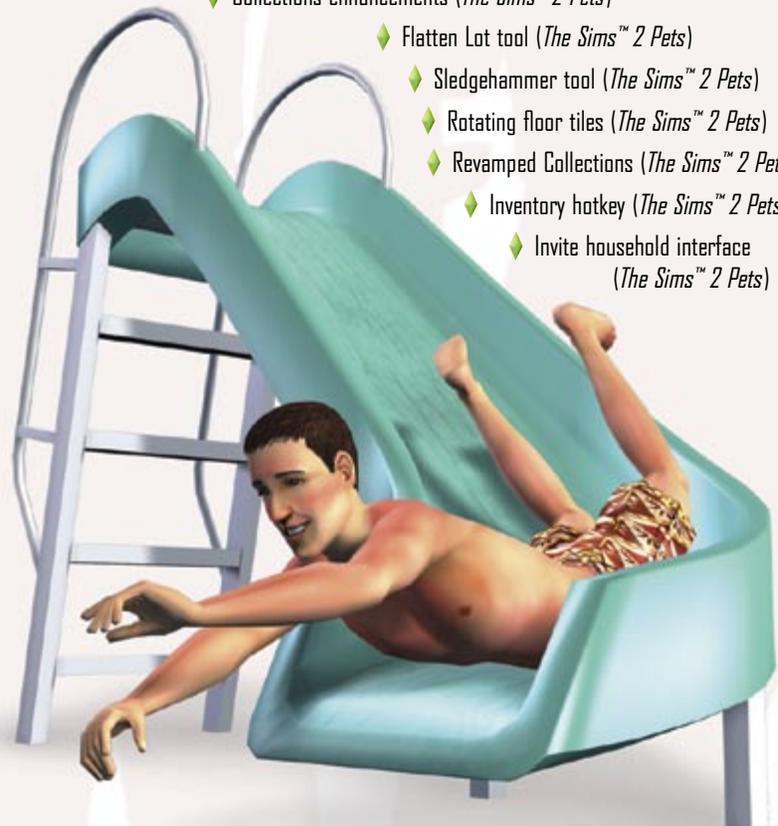
Features Carried Forward



note

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

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



Chapter 2

SEASONS

Well, there was lots of joy, there was a plethora of fun, and there were absolutely seasons in the sun. In fact, until now, Sims haven't known anything *but* seasons in the sun. Though lifetimes pass for your Sims, the seasons never change. No Sim child has ever known the thrill of a snow day or a dive into crunchy fall leaves. No Sim artist has ever captured the orange-ruddy glow of an autumn sunset; no loving couples have felt the intoxicating romantic tug of spring. Sure, life was vibrant and eventful, but only the most imperviously optimistic Sims basked in the absence of seasons.

Imagine, then, the excitement at the first sight of snow in winter or the rebirth of flowers in spring. You won't have to imagine it for long once you've reviewed this chapter; it tells you all you need to know about how the seasons work, how to customize them to your tastes, and what changes each season brings.

What Are Seasons?

On your Sims' home lots, a "season" is a period of *five* Sim days in which several things can occur:

- ◆ Daily temperature will be within a fixed seasonal range.
- ◆ The probability of different kinds of precipitation changes (that is, minuscule chance of snow in spring and very high chance in winter).
- ◆ Your Sims may experience changes in Need decay, skill speed, relationship effects, etc. For example, skill, talent, and homework speed is faster in fall.
- ◆ The yield of each kind of fruit or vegetable varies based on the season it's planted or harvested.
- ◆ Ambient sounds change to reflect the season's theme.
- ◆ Daylight takes on a distinct quality for the time of year.
- ◆ Orchard trees (see "The Sim's Guide to Gardening and Fishing" chapter) may go dormant and stop producing fruit.
- ◆ Non-fruiting trees may change color and drop their leaves (fall) or go dormant (winter).
- ◆ Flowerbeds may go dormant (winter) or grow buds for their forthcoming flowers (spring).

Just as in the real world, *The Sims™ 2 Seasons* features four seasons: **Spring, Summer, Fall, and Winter.**

Setting the Seasons

Just because there are four seasons that progress in a certain order, it doesn't mean they *have* to be that way. You can, in fact, change both the order and assignment of seasons for every lot in a neighborhood with the Season Chooser (found in the upper left of the Neighborhood view).



The flower-emblazoned button in the upper left corner of Neighborhood view summons the Season Chooser.



note

All existing neighborhoods—including Pleasantview, Strangetown, and Veronaville—are automatically set to have four different seasons, beginning with summer and then proceeding to fall, winter, and spring. All lots begin with one day left in summer.

Riverblossom Hills, the new primary neighborhood installed with *The Sims™ 2 Seasons*, has a different progression beginning with winter, followed by spring, fall, and another winter. Thus, half of this neighborhood's seasonal year (20 days) will be winter and there is no summer. All lots but one (the Greenman Family begins in the second quadrant on the first day of spring) in Riverblossom Hills begin on the final day of winter.



The Season Chooser contains four quadrants, each representing a five-day season. The season in the upper left corner is the first to occur when you initially play a lot after installing this expansion pack. In this case, the first time you play any lot, it'll always be summer.



The Season Chooser is a ring of four buttons, each representing one one-fourth of the seasonal year (five days). The upper-left quadrant is the “first” season for any lot you open for the first time after installing *The Sims™ 2 Seasons*. The quadrants progress clockwise from this point, changing to each season in turn.

Click on any button to select which of the four seasons will occur in that button’s quadrant. There are no rules here; any quadrant can be set to any season. You could have four quadrants of winter or an endless summer, or winter could give spring and summer a miss and go straight on into autumn.

The quadrants you set in a base neighborhood dictate the seasons on every home lot in the neighborhood. Open any lot and the seasons progress in exactly the order specified in the neighborhood Season Chooser. Any new lot placed from the Lots and Houses Bin will also initiate in the neighborhood’s beginning season. If you change the season for that quadrant, all unplayed lots will switch to the newly chosen beginning season.

Changes in these quadrants also affect played-and-saved lots. Once a change is made, saved lots switch to the new progression but remain in the same quadrant (and same days remaining) in which they were last saved. For example:



In this lot, the seasons are set to winter, fall, winter, spring, and it was last saved in the middle of the third (winter) quadrant.



note

Changes to the Season Chooser change the season when a saved lot is reloaded but will not instantly alter the temperature, falling precipitation, or weather accumulation. It will, however, change to its new season shortly (after nightfall).



If we then exit to the Neighborhood view and switch the seasons in the Season Chooser so that the third quadrant is now summer, the lot will reload at the same point in the third quadrant, but the season will have changed to summer. Beyond the change in the lot’s season indicator, the change won’t be immediately obvious, but the seasonal change (including melting that snow) will take hold sometime during the next night.

This setting also dictates the initial seasonal state of the Neighborhood view. The first time you load a base neighborhood, it appears in the season specified by the upper left quadrant of the Season Chooser. However, once you play and save a lot, the season and weather at the time you saved that lot determine the seasonal/meteorological state of the neighborhood. For more detail, see “Neighborhood Seasons” below.

Season Chooser and Sub-Neighborhoods



note

A “base neighborhood” is one you select from the Neighborhood chooser. “Sub-neighborhoods” are the expansion pack-based neighborhoods that can be attached to any base neighborhood. For example, Bluewater Village is a business-oriented sub-neighborhood enabled by *The Sims™ 2 Open for Business*. A given sub-neighborhood can exist under any or every base neighborhood, meaning each base neighborhood can have its own initially identical Bluewater Village attached to it.

The Season Chooser in a base neighborhood determines the season neighborhood-wide, but it has no effect on any sub-neighborhoods (college towns, downtowns, or business districts) attached to it. These sub-neighborhoods have their own completely independent Season Choosers that control the seasonal progress on all of their lots.

What Season Is It?

As with everything in *The Sims™ 2*, the concept of time is always a little fractured. Each home lot, as you probably know, has its own clock that runs while the lot is loaded and freezes when Sims go to Community Lots or when you play a different lot. The same is true for the seasons.

As alluded to above, every lot keeps track of its own march through the seasons. Or, more precisely, through the seasonal quadrants. If you save a lot (Lot A) in the fall, switch to Lot B and play until winter, and save Lot B, it'll still be fall on Lot A the next time you reload it. The season on a lot only changes (as described above) unnaturally if you use the Season Chooser to alter the quadrant in which the lot was last saved.

Though all home lots keep track of their own seasons, the most recently saved home lot will set the season in two other places:

- ◆ The Neighborhood view
- ◆ Any Community Lot visited by Sims from the last-saved home lot

Neighborhood Seasons

Seasons change in the Neighborhood view, but not in the same way as home lots. As outlined above, the first time you see a neighborhood after installing *The Sims™ 2 Seasons* it'll be adorned in whatever season is set in the upper left corner of the Season Chooser.



Each lot shows its current season in its Neighborhood view pop-up.



note

For all neighborhoods but Riverblossom Hills, the default initial season is winter. If, however, you change the Season Chooser and load a different base neighborhood without ever loading and saving a home lot, the changed neighborhood's new season will show when you next load it.

This is the one and only time that a neighborhood's seasonal appearance will be controlled by the chooser. From then on, the season on the last saved home lot determines both the season and the weather displayed in the Neighborhood view. An example to illustrate:



It's winter in Riverblossom Hills when you first arrive. You can tell by the snow on the ground and the bare and dormant deciduous trees.



Let's say you load a lot and play it through until fall, save, and exit to the neighborhood. The Neighborhood view now shows all the markings of fall, although every lot but the one we just played and saved is still marked as winter (the Season Chooser's starting season).

Community Lot Seasons

Community Lots also have seasons and, like neighborhoods, they're determined by the last saved home lot. If Sims leave home in spring, it'll be spring on whatever Community Lot they visit.



Though the weather may change, if it's winter when your Sims leave home, it'll be eternally winter on any Community Lot they visit before returning home again.

Seasons can't, however, change while your Sim is visiting. Let's say your Sims left home at 11:45 p.m. on the last day of spring and stayed on a Community Lot until noon the next day. Though it seems like it should be the next season, the home-lot's season remains frozen in time until your Sims return to it. Even if they instead move directly to another Community Lot, the saved home lot's season persists.



note

As you'll see in the "Weather" chapter, weather (unlike seasons) can change while your Sims are on a Community Lot; this change carries forward to any other Community Lot the Sims visit without returning home. Once you do bring them home, however, the weather on the last-visited Community Lot will be forgotten and whatever weather existed when they left home will resume.

The Season Indicator

The Neighborhood view's Season Chooser can set the season, but it doesn't tell you what season it is on any individual lot. For that information, you must look to the lot's Season Indicator. Visible whenever you're controlling a Sim on a home or Community Lot, the Season Indicator shows which quadrant you're currently in, which season is currently assigned each quadrant, how far into a quadrant you are (the location of the green fill), and (when you point at it) how many days remain in the season.



The Season Indicator is located next to your controllable Sim's portrait and above the Live, Build, and Buy mode buttons.

The season shown for each quadrant follows the settings in the Neighborhood view's Season Chooser. If the assignments are altered, these icons and the seasons they represent will be different when you next load the lot. The lot will, however, persist in the same quadrant in which you last saved it.

The Seasons

Each season differs in various ways that affect the weather, what activities your Sims can do, the need for outerwear, the minimum and maximum temperature, and much more. It's critical, then, to be familiar with the changes going on around your Sims and the challenges and opportunities they offer.



note

Full information on temperature and weather can be found in the "Weather" chapter.



When a Sim gets the benefit of one of the season effects, the season's icon accompanies the usual visual cues. Here, for example, the usual icon for gaining Talent Badge points is accompanied by a swirl of fall's leaf icons.



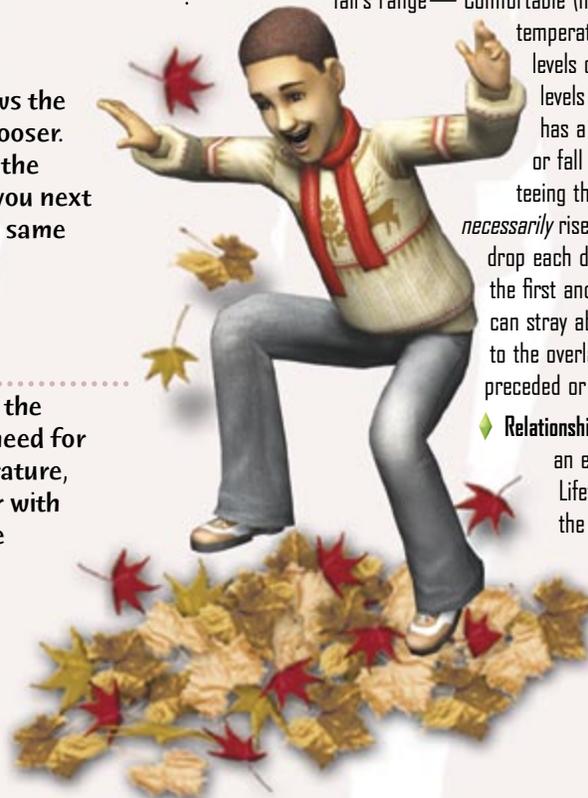
Likewise, when relationship results are affected by the season, the usual plus-signs that indicate increases in relationship are accompanied by a seasonal icon. Here the romantic call of spring makes a smooch all the more potent.

Seasonal variations can take many forms. Here's what to look for:

- ◆ **Temperature Range:** Outdoor temperatures are measured in wide ranges (Very Hot, Hot, Comfortable, Cold, Very Cold). Each season has a temperature range expressed in terms of both the band and a position within the band. Thus, fall's range—"Comfortable (med-high) to Cold (low)"—means

temperature can range from the mid-to-high levels of the Comfortable band to the lower levels of the Cold band. Also, each season has a probability that temperature will rise or fall from one day to the next, guaranteeing that the mercury will *mostly but not necessarily* rise each day in spring and summer and drop each day in winter and fall. Note that during the first and last day of a season, temperatures can stray above or below the season's range, due to the overlapping effects of whichever season preceded or followed it, respectively.

- ◆ **Relationship Effect:** Social interactions may have an exaggerated effect (raising Daily or Lifetime Relationship or satisfaction of the Social Need) and/or be more likely (multiplied by a constant number) to be accepted.



CHAPTER 2: SEASONS

- ◆ **Need Effect:** Being outdoors in a season impacts the decay rate of two Needs, meaning Sims can go longer than usual before having to satisfy it. Being outside during *every* season slows the decay of the Bladder Need. Individual seasons each have one additional slowed Need.
- ◆ **Rain Probability:** Chance of rain during any given weather system.
- ◆ **Snow Probability:** Chance of snow during any given weather system.
- ◆ **Hail Probability:** Chance of hail during any given weather system.
- ◆ **Precipitation Frequency:** The frequency of precipitation systems varies by season.
- ◆ **Trees:** Many trees change visual states in each season. Leafy trees are barren in winter, autumnal in fall, and lush in spring and summer. Conifers (pine trees and other evergreens) do not change seasonally.
- ◆ **Sky:** In each season, the sky assumes a distinctive quality.
- ◆ **Flowers:** Flowers and the interactions available on them change with the seasons. Whenever flowers go dormant for the winter, they're preserved in whatever state they were in before winter (live flowers return to life, dead flowers are still dead) with more limited available interactions. Live but unhealthy flowers remain wilted and shift to a darker color. Healthy flowers also appear dark and wilted but return to full health in the next non-dormant season. Dead flowers turn dark, but they retain their Dispose/Compost interaction even when dormant. Shrubs do not go dormant.
- ◆ **Gardening Planting Bonus:** Certain kinds of vegetables receive a quality bonus if planted in their preferred season.
- ◆ **Gardening Harvesting Bonus:** Certain kinds of vegetables receive an increase in yield if harvested during their preferred season.
- ◆ **Orchard Harvesting Bonus:** Certain kinds of fruits receive an increase in yield if harvested during their preferred season.
- ◆ **Orchard Dormancy:** Each kind of orchard tree goes dormant in winter. During this time, the tree's quality state is frozen until the end of the dormancy. When the tree returns to life, it returns at its exact state when it went dormant.
- ◆ **Chance of Bugs:** The chance of a garden or orchard tree being infested with bugs varies by season.

Some seasons have unique effects not listed above but explained in their profiles below.

Summer



Summer is all about friends and being outside, and the weather is at its hottest. Summer is also the only season for a certain kind of precipitation: Hail.

- ◆ **Temperature Range:** Comfortable (high) to Very Hot (high), and daily temperatures are more likely to rise day-to-day.
- ◆ **Relationship Effect:** Friendly socials (any interaction that's neither romantic nor familial) have a larger impact on Relationship score and Social Need (+50%) and are more likely to be accepted.
- ◆ **Need Effect:** Energy Need decays more slowly (-12 to 14%) when Sims are outdoors.
- ◆ **Rain Probability:** 10%
- ◆ **Snow Probability:** 0%
- ◆ **Hail Probability:** 10%
- ◆ **Precipitation Frequency:** Low
- ◆ **Trees:** Lush
- ◆ **Sky:** Clear or Cloudy
- ◆ **Flowers:** Alive and flowering, all interactions available
- ◆ **Gardening Planting Bonus:** Tomatoes, pole beans, and cucumbers
- ◆ **Gardening Harvesting Bonus:** Peppers, strawberries, and eggplants
- ◆ **Orchard Harvesting Bonus:** Lemons, oranges
- ◆ **Orchard Dormancy:** None
- ◆ **Chance of Bugs:** High

Fall



Fall is the season for learning. Whether it's at school or at home, whether self-improvement or job skills, everyone learns faster (+25%) as the leaves begin to drop. Additionally, job performance/school grade/university performance is amplified, and the odds of getting chance cards improve. Because everyone's so focused on beefing up their skills and talents, they don't have as much time for socializing. Thus, Social Need decays more slowly during fall than other times of the year.



note

For more on leaf piles, see the “Objects” chapter.

- ◆ **Temperature Range:** Comfortable (med-high) to Cold (high), and daily temperature are equally likely to rise or fall day-to-day.
- ◆ **Relationship Effect:** None
- ◆ **Need Effect:** Social Need decays more slowly (-14 to 25%) when Sims are outdoors.
- ◆ **Rain Probability:** 15%
- ◆ **Snow Probability:** 0%
- ◆ **Hail Probability:** 0%
- ◆ **Precipitation Frequency:** Low
- ◆ **Trees:** Colored or leafless. Pines and other conifers remain green. Trees with sufficient ground space below them will make messy leaf piles that Sims can rake into neat piles to either play in or throw away.
- ◆ **Sky:** Clear or cloudy with an orange-red hue
- ◆ **Flowers:** Alive and flowering, all interactions available
- ◆ **Gardening Planting Bonus:** None
- ◆ **Gardening Harvesting Bonus:** Tomatoes, pole beans, and cucumbers
- ◆ **Orchard Harvesting Bonus:** Apples
- ◆ **Orchard Dormancy:** Lemons, oranges
- ◆ **Chance of Bugs:** Medium



note

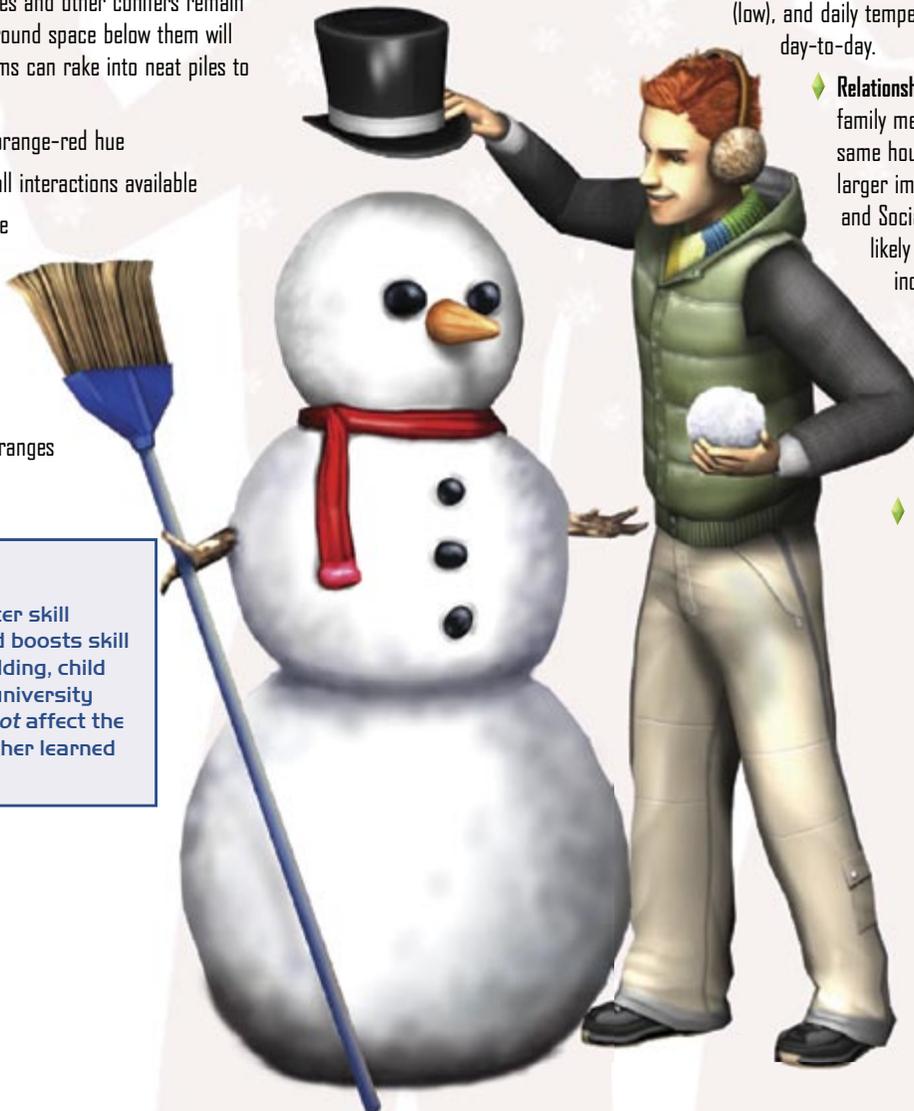
Autumn's faster skill learning speed boosts skill and talent building, child and teen homework, and university grade building, but *does not* affect the speed of pet training in either learned behaviors or tricks.

❁ Winter



Winter is the time for family and gift giving. It's also time for comfort food, so Hunger Need decays more slowly than other times of year.

- ◆ **Temperature Range:** Comfortable (low) to Very Cold (low), and daily temperature are more likely to fall day-to-day.
- ◆ **Relationship Effect:** Socials between family members and members of the same household members have a larger impact on Relationship scores and Social Need (+50%) and are more likely to be accepted. Social Need increases are amplified.
- ◆ **Need Effect:** Hunger Need decays more slowly (-18%) when Sims are outdoors.
- ◆ **Rain Probability:** 0%
- ◆ **Snow Probability:** 50%
- ◆ **Hail Probability:** 0%



- ◆ **Precipitation Frequency:** Very High
- ◆ **Trees:** Leafless. Pines and other conifers remain green.
- ◆ **Sky:** Clear or cloudy bluish-gray hue
- ◆ **Flowers:** Dormant and dark colored. Only Go Here, Stomp, and (pets only) Eat and Roll In interactions are available.
- ◆ **Gardening Planting Bonus:** None
- ◆ **Gardening Harvesting Bonus:** None
- ◆ **Gifts:** Gifts are more likely to be accepted, reactions are one level higher than normal (a gift usually met with a shrug will instead elicit a bit of joy), and relationship boosts from accepted gifts are larger than usual.
- ◆ **Orchard Harvesting Bonus:** None
- ◆ **Orchard Dormancy:** All
- ◆ **Chance of Bugs:** Low

Spring



Spring is a time of love, rebirth, and spring cleaning.

- ◆ **Temperature Range:** Hot (low) to Comfortable (med-low), and daily temperature are equally likely to rise or fall day-to-day.
- ◆ **Relationship Effect:** Romantic interactions have a larger impact on Relationship scores and Social Need (+50%) and are more likely to be accepted. Romantic socials also more likely to occur autonomously.
- ◆ **Need Effect:** Hygiene Need decays more slowly (-17 to 20%) when Sims are outdoors.
- ◆ **Rain Probability:** 30%
- ◆ **Snow Probability:** 0%
- ◆ **Hail Probability:** 0%
- ◆ **Precipitation Frequency:** High
- ◆ **Trees:** Leafy or budding. Pines and other conifers remain green.

- ◆ **Sky:** Clear or cloudy with highly saturated light.
- ◆ **Flowers:** Alive and flowering, all interactions available
- ◆ **Gardening Planting Bonus:** Peppers, strawberries, and eggplants
- ◆ **Gardening Harvesting Bonus:** None
- ◆ **Orchard Harvesting Bonus:** None
- ◆ **Orchard Dormancy:** Apples
- ◆ **Chance of Bugs:** Medium

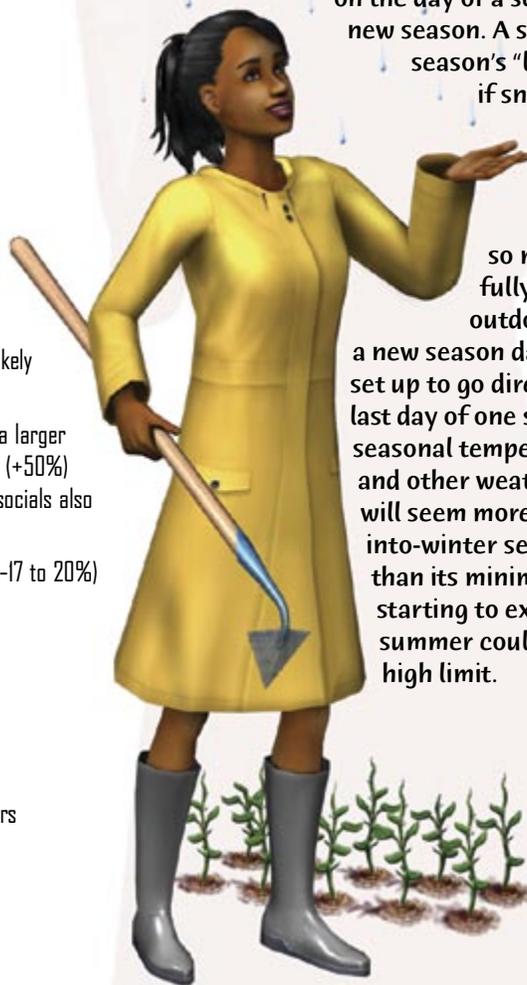
Change of Seasons

Seasons don't change instantaneously at midnight on the first day of the next season, so don't expect a sudden shift from, say, winter to summer. Several transitional elements control this seasonal progression.

Seasonal changes such as the seasonal light color or the state of trees, bushes, and flowers usually happen overnight, under "cover of darkness." It's just a little less jarring that way.

Second, the duration of any weather system at midnight on the day of a seasonal change can delay the onset of the new season. A season won't change until the previous season's "last storm" has run its course. For example, if snow starts falling at 11:55 p.m. on the last day of winter and continues for about four more hours, spring won't begin until 4 a.m.

Third, and this isn't about the season so much as the weather (and, thus, is more fully explained in the "Weather" chapter), the outdoor temperature won't instantly change as a new season dawns. Let's say you have a neighborhood set up to go directly from summer to winter. For the last day of one season and the first day of the next, the seasonal temperature ranges, precipitation probabilities, and other weather effects are blended, so that changes will seem more gradual. For example (using our summer-into-winter set-up), the last day of summer may be cooler than its minimum temperature because winter is already starting to exert its effect. Likewise, the first day of summer could be noticeably above winter's normal high limit.



Chapter 3

WEATHER

Whether the weather be cold, whether the weather be hot, Sims now have weather, whatever the weather whether they like it or not.

Sim weather is, believe us, mind-warpingly complex—there isn't much point in comprehending exactly how the game decides what to do next. It's impossible to predict... meaning it's a perfect simulation of the real world.

What is comprehensible is how weather affects your Sims and what opportunities and hazards each type of weather engenders. This chapter explains how weather manifests itself, how Sims are affected by it, and how they can control it.

The Elements of Weather



The weather your Sims experience is made of up three independent elements:

- ◆ Temperature
- ◆ Precipitation Type, Intensity, and Accumulation Depth
- ◆ Cloudiness

Weather is a combination of temperature, precipitation, accumulation, and cloudiness.

Temperature



Obviously, weather occurs in outdoor spaces, but also in one other particular location.

Temperature is the air temperature in any outdoor space. This includes what we traditionally think of as "outside" in *The Sims™ 2*,

but it also includes any walled "indoor" spaces that lack a roof. Such uncovered rooms fail to provide any of the sheltering effects of a properly roofed indoor space.



Indoor spaces without a roof don't provide protection from the elements.



note

As noted below ("Sim Internal Temperature"), your Sims have their own internal temperature that's independent of, but affected by, the outdoor temperature. This is the temperature displayed on the thermometer indicator next to your active Sim's portrait.

Outdoor temperature is rated in five zones. These zones are all you'll ever see in the game but, under the hood, temperature is a bit more subtle. In fact, temperature—both outdoor and Sim temperature—is on a scale of -100 to 100. Don't, however, think of these as "degrees," as the resemblance to the Celsius scale is only superficial. These numbers won't be of any use to you in the game, but knowing them provides an idea of the scale, the relative size of each of the temperature zones, and how the system works under the surface. Temperature is expressed in the following zones:

- ◆ Very Hot: 70 to 100
- ◆ Hot: 30 to 70
- ◆ Comfortable: -30 to 30
- ◆ Cold: -30 to -70
- ◆ Very Cold: -100 to -70

Though temperature is random, its randomness is controlled by two factors:

- ◆ Season
- ◆ Previous day's temperature

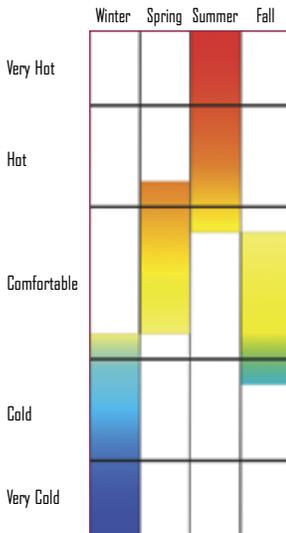
Season and Temperature

The daily temperature must be within the temperature range specified by the current season. Only during the first and last day of a season, during the night, or during precipitation can the temperature possibly be above or below the season's defined limits.



note

Seasonal transitions blend the attributes of the outgoing and incoming season. Thus, for the first and last day of any season, weather that doesn't quite fit in the season's character and limits can occur.



Each seasonal range spans two or three temperature zones, overlapping with one or two other seasons. For example, fall temperatures can reach the medium-high reaches of the Comfortable zone (+20) and the lower range of the Cold zone (-40), overlapping with spring on the high side and winter on the bottom.

The temperature for each range is shown below:

- ◆ Winter: -100 to -20
- ◆ Summer: 20 to 100
- ◆ Spring: -20 to 40
- ◆ Fall: -40 to 20

Seasonal temperature bands. Note that, depending on any changes you've made, the seasons may not occur in this order.

Previous Day's Temperature

Temperature can vary from day to day, but the change's direction and magnitude are dictated by the previous day's temperature (and, indirectly, the season).

Each day's temperature is chosen at random from the season's overall temperature range. To keep the change from being too radical, however, the season also imposes a tighter limit on how much the next day's temperature can shift. If the randomly selected temperature is outside this range, the temperature is reduced or increased to fit within the range.

These daily change ranges are weighted so that change in one direction can be more substantial than the other. This makes it more likely that a season will trend in the direction you'd expect (winters get colder and summers get warmer).

Season	Maximum Increase	Maximum Decrease	General Trend
Winter	10	-30	Colder
Spring	20	-15	Slightly Warmer
Summer	20	-10	Warmer
Fall	15	-20	Slightly Colder

As a result of this system, shifts in temperature will only be large if it fits the season—a winter's day, for example, can drop up to 30 points from the day before, but only warm by a mere 10 points.

Freezing Temperature ("Rain/Snow Line")

Several things happen once the temperature drops below the low range of the Comfortable zone (-20).



note

Knowing the numbers behind the temperature ranges is illustrative here. If you incorrectly think about the rain/snow line being the Cold zone, you'd be surprised and confused when snow began to fall while the temperature was still "Comfortable." Looking at the numbers, however, you can see that the freezing point (-20) is actually 10 points higher than the start of the Cold zone (-30). This is why it can snow in either fall or winter or even spring (see "Seasonal Transitions," below), but never summer.

- ◆ **Snow:** Below -20, the only kind of precipitation you can have is snow. It *cannot* rain or hail below this temperature and *cannot* snow above it. Of course, in the game, you have no way of knowing whether it's -22 or +22 because both are shown as "Comfortable."
- ◆ **Pond Freezing:** Ponds freeze at -20, rendering them unavailable for fishing. Thus, your Sims can't fish in the winter.



note

Hail, like rain, can't fall if outdoor temperature is below -40. Unlike rain, however, hail has an upper temperature limit too. It won't occur if the temperature is above +40.

Temperature Changes



To varying degrees, (almost) any precipitation lowers outdoor temperature.

Though outdoor temperature is only changed once per day, two factors can temporarily lower it: precipitation and nightfall. If the actual numerical temperature is high or low enough in the current temperature zone, the change may be enough to change to a new zone or, if cold enough, below the freezing line.



The cover of night also brings down the temperature.

- ◆ **Precipitation:** Each kind of precipitation (except one) reduces the outdoor temperature for as long as the precipitation falls. Once the precipitation stops, temperature returns to the day's selected temperature. The highly unusual Rain of Fire (see "Rain of Fire," below) slightly *raises* outdoor temperature while it's falling.
- ◆ **Nightfall:** Temperature always drops during the night (7 p.m.–7 a.m.). The amount of the change depends on the season.



The disastrous Rain of Fire raises temperature when it's falling. But that'll probably be the least of your worries.

Precipitation Induced Temperature Changes by Season

Season	Light Rain	Heavy Rain	Torrential Rain	Light Hail	Heavy Hail	Light Snow	Heavy Snow	Rain of Fire	Night
Winter	-2	-4	-6	-8	-10	-15	-20	50	-10
Spring	-2	-4	-6	-8	-10	-15	-20	50	-15
Summer	-2	-4	-6	-8	-10	-15	-20	50	-20
Fall	-2	-4	-6	-8	-10	-15	-20	50	-15

Sim Internal Temperature

Sims are affected by the temperature around them, gradually and automatically trending toward the temperature zone wherever they happen to be. Your Sims' well being—and even their lives—depend on keeping this internal thermometer from rising too high or too low.

Sim Temperature Meter

Each selected Sim displays a personal internal Temperature Meter. The thermometer-shaped indicator on the right side of portrait displays the Sim's current temperature zone.



The Sim Temperature Meter is located just to the right of your active Sim's portrait.



note

The Sim Temperature Meter is a very general indicator; it indicates *only* the current zone, not the specific temperature within it.

As your Sim's internal temperature rises or falls, the meter changes in both level and color.

- ◆ **Very Hot:** High, red
- ◆ **Hot:** Medium high, red
- ◆ **Comfortable:** Middle, green
- ◆ **Cold:** Medium low, blue
- ◆ **Very Cold:** Low, blue

Other Internal Temperature Indicators

The Sim Temperature Meter's most important function is to warn that your Sims are nearing the critical points of freezing or heatstroke. If the overheated or overchilled Sim isn't the selected Sim, or if you just haven't been paying attention to the meter, several other things indicate a Sim's internal temperature.

CHAPTER 3: WEATHER



When Sims are outside the Comfortable zone, they perform gestures to reflect the temperature extremes. The hotter or colder the Sim's temperature, the more "dramatic" the gesture.

◆ **Idling activity:** The warmer or colder Sims get, the more frequently they express it with gestures or actions. A hot Sim may make a brow-wiping gesture and utter a "whew!!" while a cold Sim will shiver. Constant and intense gestures are a sign that a Sim is nearing the top or bottom of the temperature scale and may need to get inside.

◆ **Skin Tone:** High or low internal temperature alters a Sim's skin color. This change is even reflected in the Sim's portrait on the screen's bottom left. Hot Sims appear flushed and "sunburned." Cold Sims are rosy cheeked at first but eventually assume a bluish skin tone.



In extreme temperatures, Sims' skin changes. Hot Sims turn lobster red and cold Sims get all bluish.



Even their portraits change skin color so you'll know there's trouble, even if they're out of your sight.

Internal Temperature vs. Exterior Temperature

A Sim's internal temperature is primarily controlled by the external temperature. Given enough time, internal temperature rises or falls to equalize with the temperature of the Sim's surroundings. Thus, being outside on a warm day eventually raises the Sim's internal temperature into the Warm zone. If there isn't any temperature-raising activity (see "Temperature and Interactions," below), a Sim's temperature can't go higher than the temperature of the air.

Thus, Sims are at the mercy of outdoor temperatures; the longer they stay out, the closer to the external temperature their bodies will shift. When outdoor temperatures are moderate, this isn't a big deal. When, however, temperatures climb or fall into the extreme Very Hot or Very Cold zones, the effects can be powerful.



Keep your Sims inside and temperature will never be an issue.

The key to temperature management, therefore, is finding places that'll keep or restore your Sim's

temperature to the Comfortable zone. In fact, three places can pull your Sim's internal temperature toward the perfect center of the Comfortable zone (0):



Swimming pools pull Sims' temperature toward Comfortable.

◆ **Indoors:** Being indoors is the primary way your Sims will restore their internal temperature to Comfortable. Keep in mind, however, that to be truly indoors, a space now *must* have a roof. Absent a roof, the temperature in a space is the same as any outdoor temperature, rather than the perfect indoor temperature.

◆ **Swimming Pools:** When Sims are in the pool, their temperature trends toward Comfortable (0). This occurs in any season and any temperatures; advanced water cooling and heating mechanisms keep all Sim pools at precisely Comfortable temperature.

◆ **Work/School:** All Sim workplaces are Comfortable temperature zones, and being at work is just like being inside. As Sims spend time at work, their internal temperatures trend toward Comfortable.

If you see your Sims getting too hot or too cold, the simplest remedy is to direct them into the pool or indoors. Fortunately, Sims are generally smart enough to do this themselves; whenever a Sim's internal temperature gets too extreme, all interactions with indoor objects or other Sims become more appealing and draw an autonomous Sim more intensely. The hotter or colder a Sim is, the more powerfully indoor activities will advertise. If an object or interaction has an additional cooling or heating effect (see "Heating and Cooling Interactions," below), it advertises even louder.



note

Conversely, when a Sim is Comfortable, the draw of the outdoors becomes stronger simply because Sims love to be outside.

However, location is not the only force driving your Sims' internal temperature.

Clothing

The rate at which Sims equalize with their surrounding temperature is dictated by their clothing category. In all zones except Comfortable (a special case we'll return to in a moment), each category either speeds or slows—but can't reverse—the trend toward the nearest extreme temperature. For example, wearing Everyday gear outdoors in Very Hot temperatures increases a Sim's internal temperature +4 points every 15 Sim minutes. Changing the Sim into Swimwear reduces the rate a bit to +3. In other words, it'll take a Sim in Everyday clothes about six-and-a-half hours to reach heatstroke (+100) in Very Hot temperatures. A Sim in Swimwear will eventually suffer heatstroke too, but it'll take about eight-and-a-half hours.



Dress your Sims appropriately for the temperature, or they won't be able to stay outside for very long.

Clothes tend to have opposite effects in opposite temperature zones. Swimwear in Very Cold

temperatures increases the trend toward -100 to a very fast rate of -10 per 15 minutes. Compare this to Everyday clothes' -6 per fifteen-minute rate and the best-case rate of -4 per 15 minute in Outerwear. It'll take the Outerwear-clad Sim more than eight hours to freeze and the more scantily clad Sim a mere two-and-a-half hours.

Internal Temperature Equalization Rates by Clothing Category and Outdoor Temperature Zone

Clothing Category	Very Hot	Hot	Cold	Very Cold
Everyday	4	2	-4	-6
Formal	5	3	-2	-4
Gym Clothes	4	2	-4	-6
Maternity	5	3	-4	-5
Outerwear	8	4	-2	-4
PJs	4	4	-5	-7
Streaking	3	1	-8	-12
Swimwear	3	1	-6	-10
Undies	3	1	-6	-10



Outerwear (or even Formal clothing) is a must if the temperature is low.



note

Interestingly, Formal clothes provide the same cold protection as Outerwear. In hot weather zones, however, Outerwear is much more stifling.

When the temperatures are Comfortable, clothing works a little differently. When your Sim is indoors or outdoors in Comfortable temperatures, each clothing category affects the Sim's rate of temperature change, but only to a certain, defined point. For some, the rate of change will be either positive or negative depending on each category's current and target temperature. For example, if a Sim is on the high end of Comfortable (say, +24) and is wearing Everyday clothing, the Sim's temperature will drop by -6 every 15 minutes, stopping when it reaches zero (or one hour). If, instead, the Sim's internal temperature is on the low end of Comfortable (-24, for example), it'll rise by +6 every 15 minutes until it stops at zero.

Internal Temperature Changes in Comfortable Temperatures by Clothing Category

Clothing Category	Rate per 15 minutes	Target Temperature
Everyday	+/-6	0
Formal	+/-6	0
Gym Clothes	+/-6	0
Maternity	+/-6	0
Outerwear	+3	30
PJs	-1	-30
Streaking	-2	-30
Swimwear	-2	-30
Undies	-2	-30



note

Normally, Sims trend toward the exact temperature of their surroundings. When in Comfortable temperatures, however, they trend toward a specified temperature (zero, -30, etc.) regardless of the actual numerical temperature within the Comfortable zone. None of this is directly visible to you in the game—you'll never see numerical temperatures—but it does make a difference, and being aware of it may explain several situations.

Outerwear



Or you can change them manually at any dresser or the Outerwear-only coat rack.

Outerwear is a new clothing category for all Sims that enables your Sims to dress fashionably

for the colder months, but also provides protection from chilly outdoor temperatures. Sims can be directed to change into Outerwear via any dresser or the Coat Rack de Lovely object. They'll also change into Outerwear automatically if the outdoor temperature is either Cold or Very Cold.



note

Visitors and walkbys appear in Outerwear if the temperature is either Cold or Very Cold. When your Sim goes to a Community Lot in cold weather, all other Sims will be in Outerwear as well, unless they're already indoors.



note

You can customize Outerwear just like any other clothing category in Create-A-Sim, in *Body Shop*, or in the Change Appearance menu.



tip

If the temperature drops from Comfortable to Cold while Sims are outside (without Outerwear), Sims *will not* automatically change into it. To force them to change, direct them inside and have them change into their Outerwear via a dresser, the new Coat Rack de Lovely object, or direct them inside and then back outside. When leaving the house, they'll automatically switch to Outerwear.

Likewise, if Sims are outside in Outerwear and the temperature rises, you must manually change them into more appropriate clothes to prevent a rise in internal temperature.



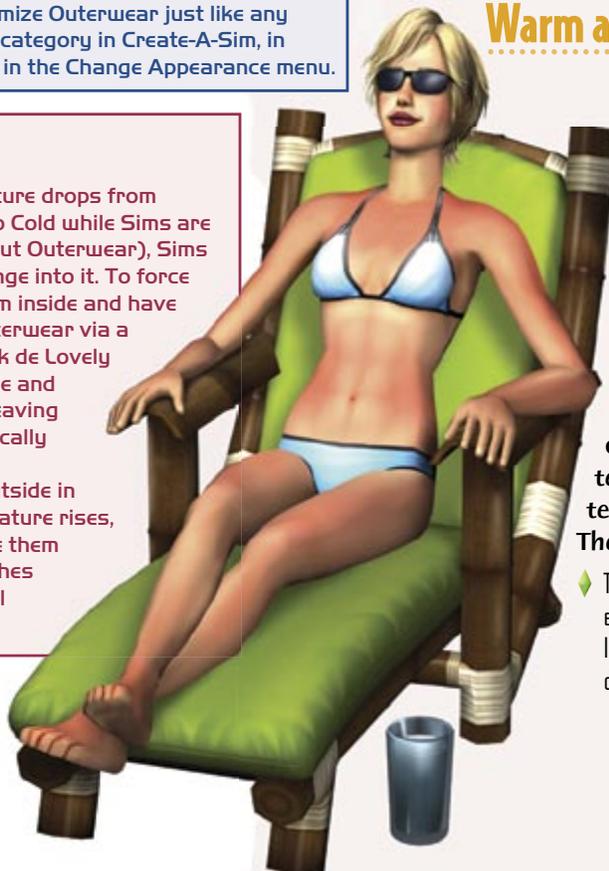
Sims change into Outerwear automatically whenever directed out into the cold.



note

If Sims are passing through an indoor room between two outdoor locations or vice versa, they won't auto change in and out of Outerwear during the walk. If the destination is the same kind of area (indoors or out) as the origin, there won't be an automatic change of clothes.

Warm and Cold Objects and Interactions



Lounging in the hot tub raises a Sim's body temperature quite high.

Several activities and interactions raise and lower a Sim's internal temperature. Thus, a Sim on a hot day could suffer heatstroke (internal temperature +100) even though the outdoor temperature is only in the Hot Zone (30 to 70). These objects and interactions have three roles:

- ◆ They act as challenging obstacles to your Sim's actions. For example, Sims can't roller skate forever without overheating. If their heat rises before their Fun Need maxes out, you must disengage them and cool them down before they overheat.

- ◆ They can be used to counteract excessively high or low internal temperature. If your Sims are very cold from a lengthy snowball fight, bringing them inside will slowly raise their temperature. To speed the process, direct them to do something warm, such as drinking coffee or hot chocolate.
- ◆ They help guide the action of autonomous Sims by advertising more forcefully when a Sim's temperature is too high or too low. For example, when Sims become Very Hot, they're more likely to partake of a lemonade stand on the lot than if they were Comfortable.



Having a snowball fight has the opposite effect, quickly dropping a Sim's internal temperature.

These interactions raise a Sim's temperature a bit over time. The longer they do the action,

the more it raises their temperature. Each, however, has a maximum to which it can raise temperature. Once that cap is reached, continuing to do the action has no further effect on the Sim's temperature. For example, Playing Catch will not affect Sims' temperature if they are already above +50. The table below shows each interaction's effect and its temperature cap (both numerically and in terms of temperature zone).

Objects and Interactions that Alter Sim Internal Temperature

Object/Interaction	Effect on Temperature	Temperature Max. (Numerical)	Temperature Max. (Zone)
Bath/Bubble Bath/Shower	Hotter	50	Hot
Drink Coffee/Esspresso	Hotter	40	Hot
Drink Hot Cocoa	Hotter	50	Hot
Drink Lemonade	Colder	-35	Cold
Drink Water	Colder	-35	Cold
Eclectic and Enigmatic Energizer Reward Object	Hotter	85	Very Hot
Electrocution	Hotter	85	Very Hot
Exercise Machines	Hotter	85	Very Hot
Fireplace, Warm Self	Hotter	85	Very Hot
Fireplace/Bonfire/Campfire	Hotter	85	Very Hot
Hot Tub	Hotter	85	Very Hot
Hug	Hotter	35	Hot
In-Line Skating	Hotter	85	Very Hot
Joy Buzzer Prank	Hotter	35	Hot

Object/Interaction	Effect on Temperature	Temperature Max. (Numerical)	Temperature Max. (Zone)
Juice Keg	Colder	-35	Cold
Jump on Furniture	Hotter	85	Very Hot
Kiss	Hotter	35	Hot
Make Snowman	Colder	-85	Very Cold
Pillow Fight	Hotter	85	Very Hot
Play Catch	Hotter	50	Hot
Play Kicky Bag	Hotter	35	Hot
Sleep	Hotter	25	Comfortable
Snow Angel	Colder	-85	Very Cold
Snowball Fight	Colder	-85	Very Cold
Streak	Colder	-85	Very Cold
Tickle	Hotter	35	Hot
Water Balloon Fight	Colder	-85	Very Cold
Water Balloon Prank	Colder	-85	Very Cold
Water Wiggler	Colder	-85	Very Cold
WooHoo	Hotter	85	Very Hot

Sims' Reaction to Temperature



Shivering and scream balloons are a sure indication that this Sim has been in the snow without a jacket too long.

Sims behave differently at different internal temperatures.



CHAPTER 3: WEATHER

Sims Reaction to Temperature Zones

Internal Temp Zone	Indicator Color	Idles	Advertising Boost (Temp/Volume)	Outdoor Advertising	Mood Cap	Thought/Scream Balloons	Skin Change	Special Effects	Failure State
Very Hot	Red, glowing	Very frequent and severe "I'm Hot" gestures	Cool interactions/High	Very low	50	Yes	Very red	Slight chance Sim will spontaneously catch fire	Heatstroke
Hot	Red	Occasional and casual "I'm Hot" gestures	Cool Interactions/Low	Normal	80	No	Slightly red	None	None
Comfortable	Green	Infrequent and casual gestures when near top or bottom of Comfortable range	None	Normal	None	No	None	None	None
Cold	Blue	Occasional and casual "I'm Cold" gestures	Warm Interactions/Low	Normal	80	No	Rosy cheeks	Slight chance of catching a cold	None
Very Cold	Blue, glowing	Very frequent and severe "I'm Cold" gestures	Warm Interactions/High	Very low	50	Yes	Blue skin	Moderate chance of catching a cold	Freezing

Note that anytime a Sim's internal temperature is either very low or very high, their overall Mood will be capped below the usual +100. Cold or Hot cap Mood at 80; Very Cold and Very Hot cap it at 50. Since Mood controls job performance, make sure your Sims are in the Comfortable range before sending them to work.



note

If you have *The Sims™ 2 Nightlife*, you know all about Outing and Date scores and the effect certain events can have. Well, add being too cold or too hot to that list. Every time any Sim on the date or outing does a Very Cold- or Very Hot-level idle (shivering, fanning self, etc.), freezes, or suffers heatstroke, it reduces Date/Outing score.

Heatstroke and Freezing

As with critical Needs such as Hunger and Energy, if you let a child-or-older Sim get too cold or too hot, bad things happen. An excessively cold Sim will freeze and an excessively hot Sim will suffer heatstroke.



note

If a child freezes or suffers heatstroke, the Social Worker will be coming soon.

Both conditions are essentially identical and very similar in function to Hunger failure. As Sims' internal temperature nears either extreme, they begin to show the warning signs—idles, scream balloons, skin changes, etc.—described above. When they're nearly at 100 or -100, their temperature gain/loss slows to give you every opportunity to get them out of danger before failure.

If a Sim's temperature reaches 100 or -100, the Sim falls over unconscious in the appropriate state.



note

Freezing and heatstroke are not fatal unless the Sim was also near rock bottom in Hunger. If the Sim doesn't recover before Hunger reaches -100, they'll starve to death.

Though frozen or overheated Sims can't awaken, other things can snap them out of it:



You can direct another controllable Sim to help out an overheated (or frozen) Sim.

- ◆ **Rain:** Overheated Sims awaken if a rainstorm begins while they're passed out.
- ◆ **Player-Controlled Sims:** You can direct any child-or-older Sim to do the Douse or Warm Up interaction to cool off or unfreeze the unconscious Sim.
- ◆ **Autonomous Sims:** Autonomous Sims may perform the Douse or Warm up interaction.

When frozen or overheated Sims revive, they have two issues to remedy: normalizing their still-excessive internal temperature and recovering from a serious Need penalty caused by their little episode.

Frozen or overheated Sims awaken on their own eventually:

	Frozen	Heatstroke
If during day	When Internal temp > -80	at nightfall
If during night	at sunrise	When Internal temp < 80

Internal Temperature and Occult Sims

The odder members of your Sims' communities have different maximum and minimum internal temperatures. Servos and zombies, for instance, simply won't react to external temperatures because their internal temperature never changes. Aliens, on the other hand can get Very Hot but cannot ever suffer heatstroke while vampires are the reverse (can't freeze).

Occult	Max Temperature	Min Temperature
Alien	80	-100
PlantSim	50	-100
Servo	0	0
Vampire	100	-80
Wolfman	100	-50
Zombie	0	0

Internal Temperature and Pets

Pets don't have internal temperature, so they can stay outside indefinitely with no ill effects. Still, very high and very low temperatures and precipitation adjust the appeal of outside and inside interactions and objects, driving pets to autonomously choose, just like Sims, to be in the more appropriate place.

Cloudiness

The sky above your Sims' heads won't always be clear and bright. Changes in the sky are attributable to either:

- ◆ **Random cloudiness:** Periods of cloudiness can occur at random and are equally likely in any season. Duration and degree of cloudiness are also random.
- ◆ **Storms:** Just before a rain-, snow-, or hailstorm occurs, the sky becomes cloudy and remains so for the duration of the storm. These clouds linger, and dissipate once the storm has ended.

Precipitation

All manner of things can fall from your Sims' skies and, just as in life, they are impossible to predict. However, a few things can help you understand why things happen when they do.

How Precipitation Is "Chosen"

Periodically, the game decides whether to create precipitation. Every storm is actually a series of decisions:

- ◆ **Kind:** Hail, rain, snow
- ◆ **Intensity:** Intensity affects how quickly a kind of precipitation accumulates and how much it will drive Sims to retreat indoors.
- ◆ **Accumulation:** Accumulation level can have several effects depending on the type of precipitation. Accumulation of certain types can affect the quality of vegetable gardens and/or enable special interactions (such as making snowmen or splashing in puddles).
- ◆ **Duration:** Storms can be various length and may or may not escalate or drop in intensity.

Seasonal Influence



You see snow only in winter or, in rare cases, during the last or first day of a season that precedes or follows winter.

Precipitation is a random event, but the likelihood of each kind of storm and how long it'll last is influenced by the season.

As outlined in the "Seasons" chapter, each season dictates the odds of each precipitation type and the maximum number of back-to-back weather systems. Thus, you can have rain in either spring or summer, but it's more likely in spring and can last almost twice as long.

Season	Percentage of Rain	Percentage of Hail	Percentage of Snow	Max Length of Storms
Spring	30	0	0	Med
Summer	10	10	0	Low
Fall	15	0	0	Low
Winter	0	0	50	High

This table also shows that some seasons bring more overall precipitation than others:

- ◆ **Spring:** 30% daily chance
- ◆ **Summer:** 20% daily chance
- ◆ **Fall:** 15% daily chance
- ◆ **Winter:** 50% daily chance

Temperature Ranges

Each kind of precipitation can occur only in certain temperature ranges.

Precip. Type	Max Temp	Min Temp
Hail	Mid-low Hot (+40)	Mid-high Cold (-40)
Rain	High Very Hot (+100)	Low Comfortable (-30)
Snow	Low Comfortable (-30)	Very Cold (-100)

Precipitation Types

Your Sims witness three kinds of precipitation:

- ◆ Hail
- ◆ Rain
- ◆ Snow



note

A fourth kind of precipitation—Rain of Fire—doesn't occur naturally, but rather as a failure of the new Aspiration Reward object, the Weathernaught 57X weather station. See "Weathernaught 57X," below for full details.

Hail

- ◆ **Season(s):** Summer (10%)
- ◆ **Temperature Range:** Mid-low Hot (+40) to Mid-high Cold (-40)
- ◆ **Intensities:** Light and heavy
- ◆ **Accumulation Levels:** Light

Hail can occur in only one season (summer) and in a limited temperature range. Therefore, you'll see hail only on a relatively cool summer day.



Hail looks a bit like snow but it hurts more, hence all the head covering.

When hail does fall, it can fall lightly or heavily. Light hail accumulates

very slowly, taking quite a long time before it builds up enough to be visible. Sims caught in light hail won't react to it any more than they would a rainstorm. Heavy hail, on the other hand, accumulates very quickly and drives Sims indoors (shielding their heads from the falling ice chunks).



tip

Even if your neighborhood has no winter season, you should protect your Sims' gardens with a greenhouse. If you have at least one summer season, it's likely you'll eventually see hail accumulation, and it can harm your crops just like snow accumulation.



Hail accumulation won't entirely coat the ground, but it'll wreak havoc with Sims' gardens.

If hail accumulates, it lowers the quality of any vegetable gardens on the lot.



note

Children can be bludgeoned by hail, but it won't kill them. Toddlers, on the other hand, ignore the hail completely.

Hail can sometimes be fatal to teen or older Sims. There's a random chance (rising with hail intensity) that a "hail barrage" will suddenly appear. Any Sim caught outside in such a sudden upsurge in hail could suffer a hail bludgeoning from a particularly large stone. If this occurs, all of the bludgeoned Sim's Needs suddenly drop. If—similar to being frightened by a ghost—the Sim's Needs are already low, the impact can be fatal.



A fatal hail bludgeoning is not a pretty sight.



note

Ghosts of Sims killed by hail bludgeoning occasionally break into the hail barrage "dance."

Rain

- ◆ **Season(s):** Spring (30%), Summer (10%), Fall (15%)
- ◆ **Temperature Range:** High Very Hot (+100) to Low Comfortable (-30)
- ◆ **Intensities:** Light, heavy, and torrential
- ◆ **Accumulation Levels:** Puddles

Rain can fall in every season except winter and in any temperature above Cold. It is most likely in the spring.



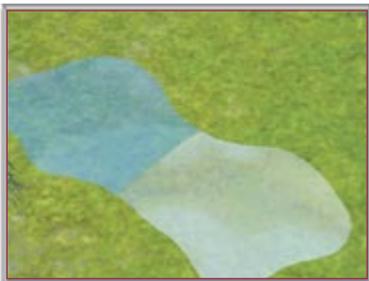
Raindrops frequently drench your Sims' lots in three of the four seasons.

Rainfall can come in three intensities: light, heavy, and torrential. The

greater the intensity, the more quickly puddles will form on the lot and the more Sims will autonomously want to stay inside. Intensity also controls the probability of local lightning strikes; the heavier the rain, the more likely lightning will strike the lot.

Rain Puddles

After a while, puddles begin to form on the lot. They first appear on hard surfaces such as floors, decks, and sidewalks. In longer, more intense storms, they eventually form on ground (grass, dirt, etc.). These puddles differ from puddles caused by plumbing floods and Bladder accidents:



Rain puddles look different from other less-nice puddles. The paler blue puddle is rain and fine for splashing and frolicking. The darker blue puddle is... not.

- ◆ **Color:** Rain puddles are paler blue than regular puddles.
- ◆ **Environment Score:** Rain puddles have no effect on Environment.

- ◆ **Weeds:** Rain puddles don't spawn weeds.
- ◆ **Evaporation:** Puddles automatically disappear after a rainstorm ends, though the amount of time will be longer based on the length and intensity of the storm.
- ◆ **Interactions:** All Sims (not just deviant children and toddlers) can Splash in rain puddles. In fact, Splash is a very powerful interaction for autonomous Sims. Splashing in rain puddles, in contrast to the other kind, won't create more puddles.

Splashing in puddles satisfies Fun.

Lightning

Any rainstorm can produce lightning, but the higher the intensity, the greater the chance of lightning. You typically see two kinds of lightning:

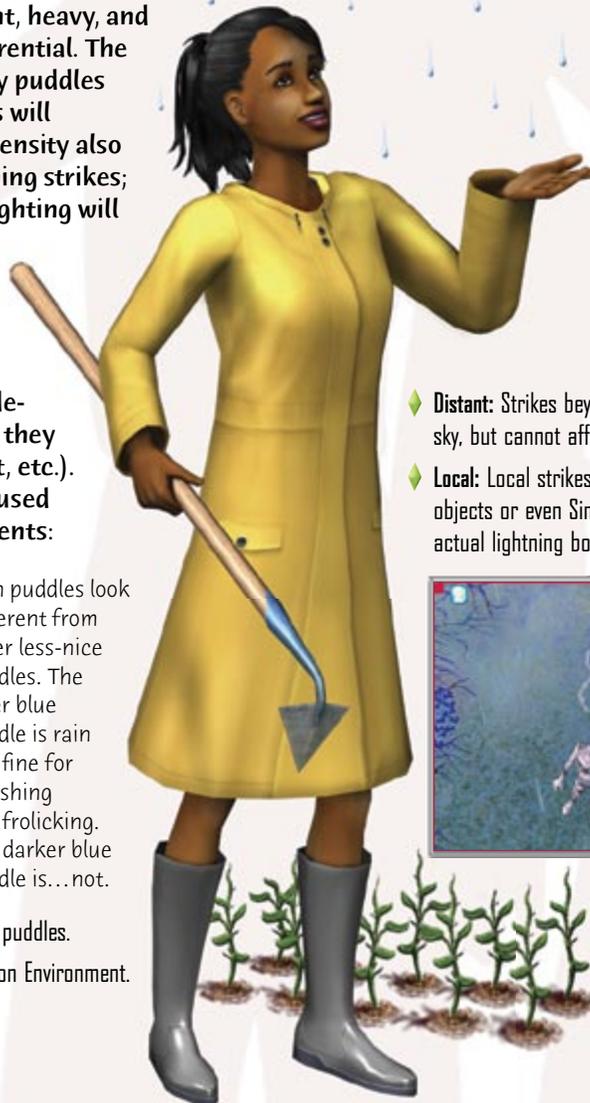


Lightning strikes are attracted to trees. Fortunately, the rain usually extinguishes these fires immediately.

- ◆ **Distant:** Strikes beyond the current lot. Distant lightning lights up the sky, but cannot affect anything on your lot.
- ◆ **Local:** Local strikes actually connect with the current lot, striking objects or even Sims. In addition to a big flash in the sky, you see the actual lightning bolt strike.



Even Sims who don't fly kites can now meet their maker on the business end of a lightning bolt.



CHAPTER 3: WEATHER

Local strikes can be very dangerous, causing fire, mayhem, and even death. Though the precise location of strikes is random, some targets are more likely to be hit than others:

- ◆ **Trees:** Most often, lightning strikes non-orchard trees. Strikes set the tree ablaze, inspiring panic. Much of the time, fires from lightning strikes won't spread because an ongoing rainstorm snuffs the flames.
- ◆ **Lightning Rod:** The EZ120v Lightning Finial is a magnet for lightning, all but guaranteeing that any lightning strike on your lot will be diverted from your Sims' trees or the Sims themselves.
- ◆ **Large Objects:** The larger an object, the more likely it'll be the target of a local strike.
- ◆ **Pools and Hot Tubs:** Sims in both pools and hot tubs are frequent targets of local strikes, but there is a difference in the result. When lightning strikes a Sim in a hot tub, only that Sim is affected. When, however, the unfortunate Sim is in a swimming pool, the lightning will "chain," striking every Sim in the pool. The lesson: don't let your Sims swim in the rain, unless you *want* them to be electrocuted. (It's OK; we won't judge.)



note

A lightning rod does its job wherever you put it outdoors, but it sure looks better on the roof. For more on how to place objects on roofs, see "Roof Object Placement" in the "Build Mode Additions" chapter.

When a Sim is struck by lightning, the effect is similar to being electrocuted while fixing an appliance. In addition to the crazy hair and charred skin, a Sim struck by lightning receives a huge Needs hit. If the drop in Hunger is enough to push it to rock bottom, the Sim will die.

Other Effects

They say water is life and, considering what rain can do in *The Sims™ 2 Seasons*, they may have a point:

- ◆ **Fires:** Rainfall extinguishes outdoor fires.
- ◆ **Watering Plants:** Any outdoor plants, including flowers, vegetable gardens, and orchard trees, receive water from rainstorms. As with sprinklers, watering from rain can never overwater plants.
- ◆ **Reviving:** Sims suffering from heatstroke (internal temperature at +100) are immediately revived by falling rain.
- ◆ **PlantSims:** PlantSims can satisfy their Water Need by going outside in the rain. (See the "New NPCs and PlantSims" chapter)



PlantSims can satisfy their Water Need by standing in a rainstorm.

Snow

- ◆ **Season(s):** Winter (50%)
- ◆ **Temperature Range:** Low Comfortable (-30), Very Cold (-100)
- ◆ **Intensities:** Light, heavy
- ◆ **Accumulation Levels:** Light, heavy



Let it snow, let it snow, let it snow.

Snow falls only in winter. With a 50 percent chance of snow, however, a single winter provides most Sims with more than enough of the white stuff.



note

During the first or last days of winter, the transitioning effects of the prior or following season may warm outdoor temperatures above the snow/rain line (-20). Thus for two days in winter, it may not be cold enough to snow.

Snow can fall either lightly or heavily. The more intense the snowfall, the faster accumulation levels will rise to light and heavy accumulation. And, with snow, accumulation is what it's all about.



caution

Remember, falling snow seriously lowers outdoor temperature, so being outside in any snowfall makes your Sims colder faster. Likewise, all of the classic snow-based interactions (such as snowball fights) decrease your Sims' internal temperature. Let your Sims have fun in the snow, but be mindful of their Temperature Meter; when it gets too low, get your Sims inside and point them toward warming interactions. Every moment a Sim spends with a Cold or Very Cold internal temperature increases the chance of illness.



High intensity and/or long storms create deep snow accumulation. This is where the fun begins.

With light accumulation, snow dusts the ground and other outdoor surfaces (including any indoor spaces that lack roofs), trees, shrubs, flowerbeds, and most outdoor objects. It also dusts the street, sidewalk, and curb-box outside your Sims' homes. Heavy accumulation creates a deep layer of snow on all outdoor surfaces and piles higher on plants and objects. It also enables a wide array of snow-based interactions.

Snow Interactions

Heavy accumulation opens a whole new world of outdoor interactions and events that'll give Sims a lifetime of memories.

Snowball Fights



Snowball fights can be fun for the whole family.

With heavy snow accumulation comes the chance to pummel friends and family with frozen balls of snow. What could possibly be bad about that?

For full details, see "Snowball/Water Balloon Fight" in the "New Socials" chapter.



note

Functionally, the Snowball Fight interaction is identical to the Water Balloon Fight interaction... but with snow.

Building Snowmen

Once heavy accumulation forms on a lot, all covered outdoor areas of sufficient size include the Make Snowman interaction. Once the snowman has been started, all interactions arise from it, not the accumulated snow.

Snowmen, partial and finished, persist for as long as heavy accumulation remains. Once it begins to melt away (reverting to light accumulation), built snowmen drop to an amorphous melted state before disappearing with any remaining light accumulation.



Building snowmen can be a solo or group activity.

For full details, see "Snowman," in the "New Objects" chapter.

Snow Angels

Any area of heavy snow accumulation is a snow angel waiting to be made. If the area isn't large enough for a snow angel, the Sim will find the nearest spot that is.



Plopping down to build a snow angel is fun but cold.

Child or older Sims can use the ground-based Make Snow Angel interaction to make their

own imprint that'll last until accumulation reverts to light. Making snow angels satisfies Fun but quickly lowers a Sim's internal temperature.

Snow Days

When there's heavy accumulation on the ground, there's a chance that schools (but not universities) will be cancelled for the day. Children and teens react according to Playful/Serious personality.

The bus won't come to pick up children and teens, and there's no grade penalty for the missed day. Make sure they drink lots of hot chocolate between snowball fights!



note

No matter how heavy the accumulation on your Sims' lots, only light accumulation forms on the streets, sidewalks, and curb boxes.

CHAPTER 3: WEATHER

Play In Snow

Toddlers can use the ground-based **Play in Snow** interaction to satisfy their Fun Need. However, this decreases a toddler's internal temperature.



Everybody loves snow!
Even the little ones.

Eat Snow



Of course, some smaller and furrier members of the household may like it more than others.

Toddlers and all types of dogs can use the ground-based **Eat**

Snow interaction. This amusing—to the toddler, the dog, and probably to you—interaction satisfies Hunger and depletes Bladder, and it lowers toddlers' internal temperature.



note

As mentioned previously, pets don't have internal temperature, so eating snow has no temperature related effects for them.

Disabled Interactions

Several ground-based interactions are disabled in heavy snow accumulation:

- ◆ Hang Out
- ◆ Work Out
- ◆ Stargaze
- ◆ Yoga

Once snow accumulation reverts to the light level, all heavy accumulation interactions disappear and standard ground interactions return to normal.

Snow and Gardening



Trust us, there is a garden under there, but the snow means the plants won't be as high quality when they're done.

Heavy snow accumulation isn't, however, all fun and games. Gardeners need to beware of heavy

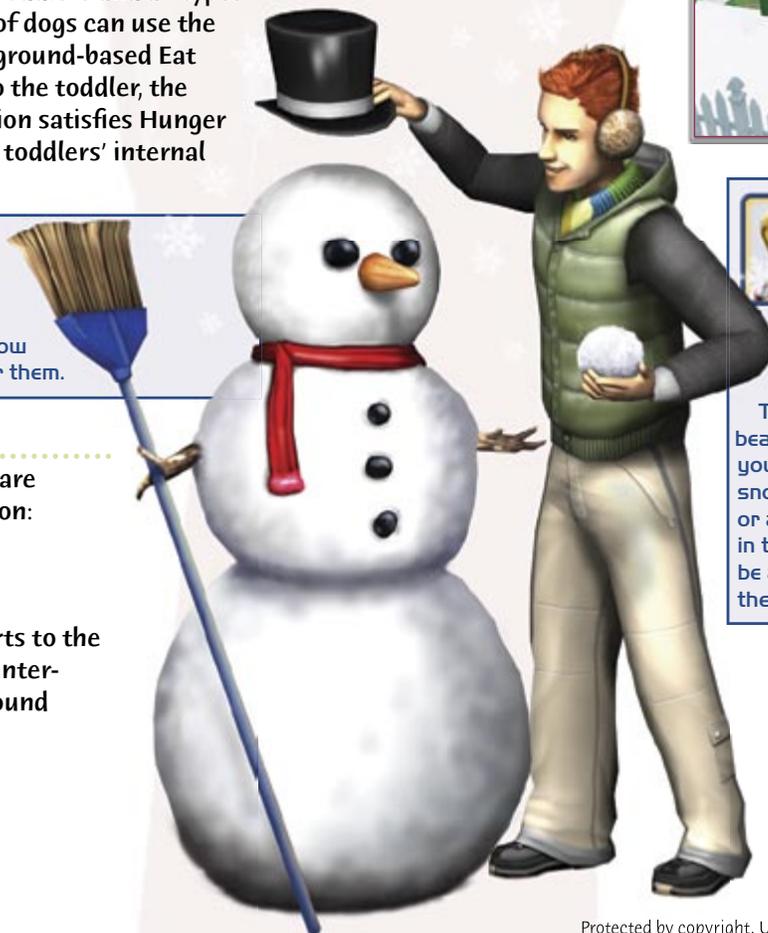
snow accumulation because it can damage vegetable crops, lowering the quality of their vegetables. It isn't snowfall or even the bitter cold temperatures that ruin your Sims' vegetables; it's the weight and cold of heavy snow accumulation. To combat this menace, consider building a greenhouse (with roof) around your Sims' gardens; it keeps out the snow (and hail and bugs) and keeps all their vegetables at the best possible quality.

A greenhouse protects vegetable gardens from the effects of snow accumulation.



note

If snowstorms tax your computer too much, lighten the load with the new Graphics/Performance Option. Though you'll lose the beauty of heavy snow cover, your Sims can still make snow angels, build snowmen, or anything else you can do in the snow. You just won't be able to see the snow on the ground.



Snow X-Ray Cursor



The Snow X-Ray Cursor reveals what may lie beneath the deep snow.



Some objects can get lost under heavy snow cover. There are two ways to find small or hard-to-see objects: Buy/Build mode or the Snow X-Ray Cursor.

As with hail, switching into Buy/Build mode completely removes snow accumulation from your lot; go back to Live mode and the snow returns. If, on the other hand, you don't want to exit Live mode, you can search through snow cover by using your pointer as a snow x-ray beam. This option can be turned on or off in the Options > Game Options panel.

Precipitation Reactions

Sims react to all kinds of precipitation. When outside, they react based on their Personality and the intensity of the precipitation. Playful Sims get more excited by precipitation than Serious Sims and heavier precipitation levels invoke more obvious reactions (covering head, etc.). When indoors, Sims standing near windows may watch the precipitation fall.



Sims inside peer excitedly out the window when the snow begins to fall.

The first time Sims experience each kind of precipitation, they gain a Memory of it.

When precipitation falls outside, Sims autonomously tend to stay indoors because all outdoor objects advertise themselves less.



note

Whenever you switch to Build/Buy mode, accumulation disappears.



note

Snow and hail won't accumulate nor will puddles form under awnings or roofs over outdoor areas.

Roofs and Precipitation

In the past, it never really mattered if Sims' houses had roofs. Roofs didn't define a room as "indoors" and there wasn't anything that could fall from the sky that would require a roof to keep it out. Well, call the roofer, folks,

because there's gonna be a lot of stuff comin' down, and your Sims won't want it in their homes.



No roof? Big problem!

Any space without a roof is exposed to the elements.

This means:

- ◆ **Panic:** Whenever precipitation falls inside Sims' homes, they go into a panicky fit. Who could blame them really?
- ◆ **Outdoor Temperature:** Un-roofed rooms reflect outdoor temperatures, not the perfect indoor Comfortable temperature.
- ◆ **Puddles and Accumulation:** Light hail and snow accumulation pile up in any exposed indoor spaces. Hail and snow disappear when you apply a roof to the space. Puddles have to be mopped up.
- ◆ **Lighting Strikes/Hail Bludgeoning:** Without a roof, Sims in an exposed room get no protection from deadly lightning strikes or bludgeoning hail.

Weather Reports



There are two sources for news on upcoming weather. As in life, however, they're not entirely reliable.

Reading the newspaper weather forecast gives you an idea of weather on the horizon.

- ◆ **Newspaper:** The daily newspaper now includes a Check Weather Forecast interaction that gives both the temperature and precipitation outlook for the day.
- ◆ **TV:** A new Weather Station on the TV gives periodically updated forecasts, plus occasional (and uncomfortable) personal musings from the weatherman if you leave the TV tuned to the channel. Apparently filling 24 hours of television a day requires a bit of out-loud self-analysis.

New Aspiration Object: Weathernaught 57X



- ◆ **Used by:** Teen/young adult/adult/elder
- ◆ **Reward Point Cost:** 7,000
- ◆ **Uses/Time Limit:** 5 uses
- ◆ **Success:** Weather or seasons altered to chosen selection
- ◆ **Failure:** Rain of Fire



The Weathernaught gives highly successful Sims dramatic control over the elements.

Interactions:

- ◆ **Change Season To...:** Immediately changes current season to any of the neighborhood's possible seasons. Note that you can't select a season that isn't among the four you set in the Season Chooser. If, for example, you set up a neighborhood to have two winters and two falls, you can't use the Weathernaught to select either summer or spring. To make these available, you'd have to save your lot, exit to the neighborhood, and change one of the quadrants to one of the inactive seasons. Once the machine does its thing, it may take a while for the old season to melt away, just as in a normal seasonal transition. If, for example, there was snow on the ground before using the machine, it will remain on the trees and ground for a while afterward. After the first day, the chosen season will have taken firm hold. Note that this interaction doesn't change the seasonal assignment of the current quadrant. Instead, it moves the indicator to the quadrant of the chosen season, making this function more of a time warp than a weather machine.

- ◆ **Prolong Season:** Extends the current season by one day, three days, or forever. In each case, the Season Indicator's pop-up info changes immediately to reflect the new total. If, for instance, there's one day remaining, using the machine to add three days changes the pop-up to show four days remaining. If you elect to extend the season forever, the machine remains open and active indefinitely and the Season Indicator reads "Infinite days left in" the current season. To restore the season to its normal duration, use the Turn Off...Prolonged Season interaction. You can use the Change Season To and Create Weather interactions while the machine is infinitely prolonging the season, but any other uses of Prolong Season will override Prolong Forever.
- ◆ **Create Weather:** Immediately begins a storm of the chosen precipitation, building to maximum intensity before eventually ending on its own. The machine remains on (with its dish opened) for the duration of the storm, but you can manually shut it off with the Turn Off... interaction for the appropriate weather. Creating weather while the machine is actively creating a different kind of precipitation automatically turns off the old weather and replaces it with the new.
- ◆ **Turn Off...:** Manually restores an infinitely prolonged season to its default duration or stops a machine-induced precipitation storm. Not available during Rain of Fire.



When the Weathernaught is producing an ongoing effect, it stays open and on. To stop the effect, your Sims must turn it off.



note

All machine effects, even ongoing ones such as prolonging the season indefinitely, consume only one of the machine's five charges.

If the Weathernaught is on—prolonging a season indefinitely or creating weather—it can't be deleted in Buy mode. The machine must be turned off before it can be deleted. Because one- or three-day season extensions and changes of season aren't ongoing (the machine shuts down immediately after use), they don't require a manual shut off.

Rain of Fire

If a Sim uses the Weathernaught with a green or red Aspiration level, there's a chance the machine will fail. Green Aspiration creates 50 percent chance of failure while red Aspiration level engenders an 80 percent failure chance.



Oh, dear! How very apocalyptic!

The penalty for daring to use such a powerful device without sufficient success in life (the Greeks called this

“hubris”) is a special, fittingly Greek-deity-esque kind of precipitation: Rain of Fire. If the Weathernaught sputters and smokes and casts a disturbing black beam skyward, take cover because something bad’s comin’ down!



Black beam into sky? Sims may fry.

Rain of Fire pummels your Sims’ lots with nasty balls of fire that can ignite nearby objects. Quickly knock Sims out of

their fire panic and call the fire department or use the Extinguish interaction on the fires.



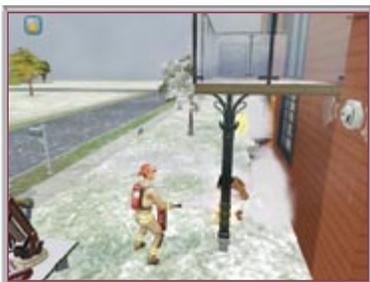
note

Rain of Fire briefly but significantly increases outdoor temperature while it’s falling.



tip

Rain of Fire usually create a pretty sudden and dire emergency on your Sims’ lots. Ensure that help is on the way by putting a smoke alarm on an exterior wall of your Sims’ homes. This will detect any fires anywhere in the lot’s outdoor area and automatically summon the fire department.



A smoke detector outside the house might seem pointless, but it’s good insurance if you plan to use the Weathernaught at anything below Gold Aspiration level. The life you save could be your Sim’s.

Weather Beyond the Lot

When you play a lot, the weather you see exists only on that lot. Try exiting and loading a different lot and you’ll see that the weather is almost certainly different. Still, when you play a lot, it appears that the weather you see is the weather everywhere. This illusion is created in several ways.



Though nearby lots may be saved in different seasons, they appear to reflect the weather on whatever lot you’re playing.

First, the lots surrounding your current lot (presuming you have Game Options > Fade

Distance set high enough to see the neighbors) reflect the same weather (and season) as your current lot.



If it’s snowing on the last saved lot, it’s sure to be snowing in the Neighborhood view.

Second, when you save a lot and exit to the neighborhood, the Neighborhood view reflects the same weather

(precipitation and accumulation) as the lot at the moment it was saved.

Third, Community Lots change to reflect the last place your visiting Sim was. When Sims come directly from their home lot, the weather on the first Community Lot they visit is identical to the weather on the home lot when they left it (when that lot saved automatically). Here, however, is where it gets complicated. As detailed in the “Seasons” chapter, the season on Sims’ saved home lot is carried over to every Community Lot they visit, and doesn’t ever change no matter how many days they spend away from home. The seasonal clock effectively freezes at the moment they left home.

Weather is, however, a different matter. Once Sims arrive on a Community Lot, the weather simulator continues to choose new weather as normal. Thus, weather may be very different when your Sims eventually leave. What happens next depends on where the Sims go. If you send them to another Community Lot, the weather at the previous Community Lot at the moment of departure carries over as the new lot’s starting weather. On the other hand, if they instead head home from a Community Lot, the weather is exactly as it was when they left home. In this case, the weather on the last Community Lot they visited is thrown out.

Chapter 4

THE SIM'S GUIDE TO GARDENING AND FISHING

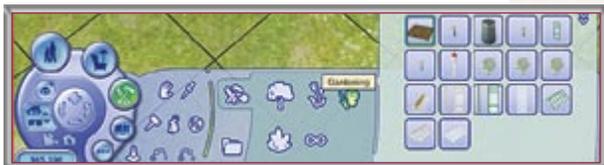
With so much going on beyond the walls of your Sims' homes, it's only natural there are plenty of new things for them to do outdoors. The two biggest of these activities also serve as new ways of making both food and money.

This chapter introduces you to the ins-and-outs of gardening and fishing. With this info at your fingertips, your Sims can corner the market in mouthwatering pole beans and stock their homes with enough fresh fish to feed a herd of cats.

Gardening

Sims can grow both vegetables and fruit on their lots to enrich their diet, save on their food bill, or even earn a living selling the "fruit" of their labors.

Gardening is possible thanks to some new Build mode objects:



Everything your Sims need for their new gardens can be found in Build mode.

- ◆ **Garden Plots:** Garden plots are modular squares of fertile dirt that you lay out like a foundation or deck. Each plot costs \$10.
- ◆ **Orchard Trees:** Three kinds of trees (oranges, lemons, and apples) provide an instant grove at \$1,200 per tree.

Gardening requires a fair amount of time from your Sims and hands-on management from you, but the payoff gets richer and the process simpler the more your Sims do it.

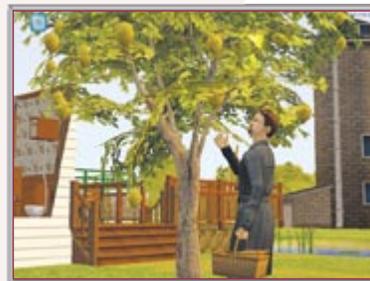
Plant/Tree Stages



Garden plants and orchard trees are similar, but they have different life cycles, partly accounting for their differences in requirements and cost.

Garden plots are the foundation of a produce garden.

Garden plants grow from garden plots. These plots are, however, just vessels for the plants your Sim will grow; on their own, they don't do anything. To foster garden produce, your Sims must plant seeds in the plots. The resulting plant grows to maturity and spawns vegetables and berries. Once harvested, the plant is thrown away so that a new seed can be planted. Garden plants can be grown year round, but the accumulation of either hail or snow can damage them.



Orchard trees require fewer interactions than gardens but produce less food than the higher level plants.

Orchard trees are purchased fully grown and they live forever. They produce their fruit

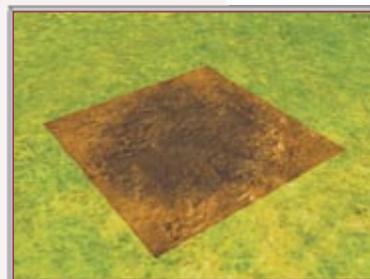
not by repeated replanting, but by periodically flowering. When fruit is harvested from them, the trees revert to their base, unflowered state and begin to develop new flowers. This process goes on infinitely, except in the winter when all orchard tree varieties go dormant and can't produce fruit.

Each of these gardening objects has different growth stages:

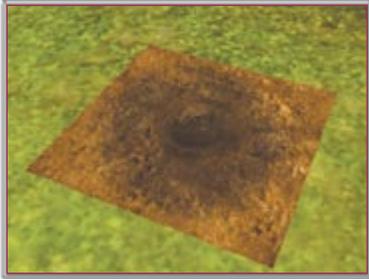
Garden Plots



Bare earth: Flat dirt, nothing planted. Fertilize and Plant interactions available.



Fertilized: Darker than bare earth. Adds quality bonus to plants grown in it. Only Plant interaction available.



Planted: Once seeds have been planted, a small mound and, for some seeds, a growing stake appear. Water and Compost (or Throw Away) interactions available.



Sprouted: Plant has just begun to grow. Requires watering (about once per day) and tending (when weeds appear). Can be talked to (if Sim has Gold Talent Badge) to improve quality.



Teen: Plant has grown larger. All the same interactions and issues as with sprouted.



Grown: Plant has fully grown but not yet borne fruit. May become infested with bugs. If so, the Spray interaction appears. All the same interactions and issues as with sprouted.



Harvestable: Plant has borne fruit and is ready to be harvested. Harvest and Sell interactions become available.



Decayed: Plants visually reflect if they are overwatered, wilted, untended, or infested with bugs. Interactions depend on the stage and the cause of the problem.



Dead: If a plant's quality has dropped to rock bottom, it's dead and the only available interactions are to either throw it away or compost it.

Orchard Trees



Leafy: Tree well tended and in early stages of fruit production. Tend, Spray, and Talk to interactions available.



Flowers: Eventually, the tree will sprout flowers. Tend, Spray, and Talk to (with Gold Gardening Talent Badge) interactions available.

CHAPTER 4: THE SIM'S GUIDE TO GARDENING AND FISHING



Harvestable: Tree has borne fruit and is ready to be harvested.



Decayed: Trees visually reflect if they are untended or infested with bugs.



Dormant: During winter seasons, all orchard trees go dormant until the first day of the next spring, summer, or fall. No interactions available.

The length of many of these phases varies by variety, as detailed later in this chapter in the "Harvesting" section.

Plant and Produce Quality

The highest-quality produce emerges from the highest-quality plants. Nurturing plants to optimal quality and keeping them that way is what skillful gardening is all about. To know how to produce the best possible

produce, it pays to understand both why high-quality produce is important and how quality is measured.

Benefits of High-Quality Produce

The effort required to produce fruits and veggies of the highest quality can pay off monetarily, nutritionally, and functionally.

Produce can benefit your Sims' household funds because they can be sold for Simoleons. The higher quality the produce, the greater a price it'll command.



note

See "Selling Produce" later in this chapter.

Cooked foods made with fresh food points satisfy more Hunger than normal food.



Nutritionally, fruits and vegetables can make all your Sims' cooked food more satisfying. If you direct a Sim to stock the fridge with produce, the fridge gains "fresh food points" that increase the Hunger satisfaction of any dish cooked using those points. The higher quality the produce you stock in the fridge, the more fresh food points it's worth. Plus, because fresh food points are spent before traditional refrigerator stock, fresh food means free food. Thus, the more fresh food points a fridge has, the more money your Sims save on groceries.





Juices made from home produce have magical properties.

Your Sims can receive all manner of functional bonuses and

power-ups by making their own juice out of homemade produce. With the Main Squeezer 235X, Sims can convert their produce directly into edible juice that satisfies Hunger. The higher quality the produce in the juicer, the greater the juice's Hunger satisfaction. More importantly, however, using top-quality produce in the juicer creates juices with special effects, such as faster skill building, curing colds, increasing/decreasing temperature, etc.

Plant/Produce Quality

Each garden plant and orchard tree is scored for quality on a scale of -100 to 100. The plant/tree's score at the moment it becomes harvestable initially determines the quality of the resulting produce (quality declines the longer the produce is left unharvested). Until that moment, however, the score can be changed by a wide variety of actions and events.

If a garden plant's quality ever drops to -100, the plant dies and must be thrown away. If an orchard tree, on the other hand, drops to -100, the tree won't die. Its flowers die, however, and the tree resets to the beginning of its development cycle.



Pointing to a garden plant or an orchard tree shows its current quality (the face icon) and moniker.

Every plant/tree begins life at OK quality (0 points). For garden plants, this is at the moment of planting. Because every crop must be planted anew, you'll begin each growing cycle with a clean quality slate. Orchard trees also begin at OK (or "Healthy") quality. From then on, a tree's quality carries over after a harvest to the next growing cycle. For example, if a tree is at Good

quality at harvest, it'll begin growing its next crop at the Good level. Thus, a well-cared-for orchard tree becomes easier to maintain over time.



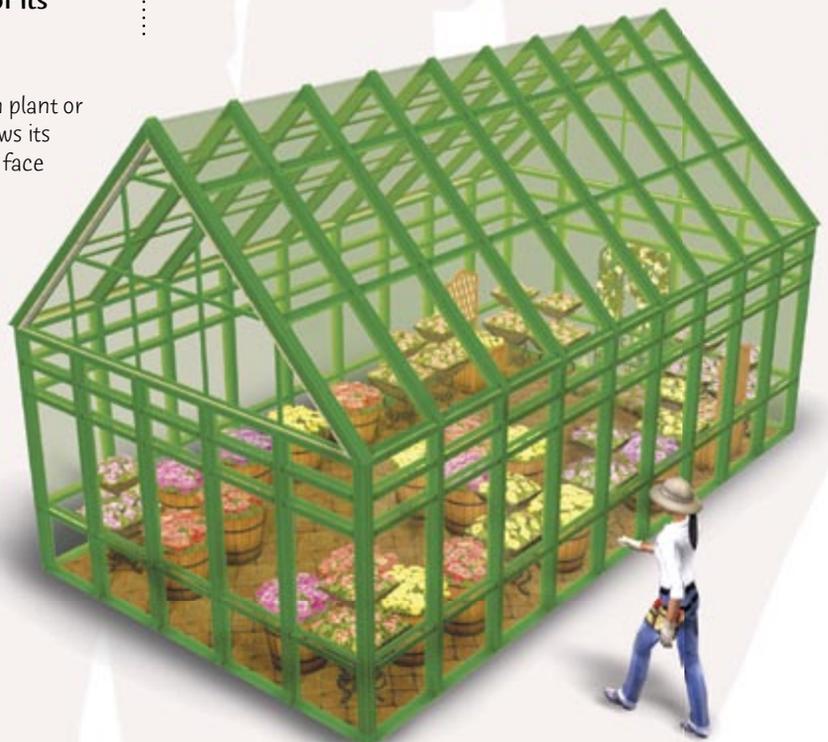
note

Orchard trees go dormant in the winter. When the tree awakens in the next hospitable season, it restores at its starting growth rate.

Quality Monikers, Icons, and Score Ranges for Plants and Produce

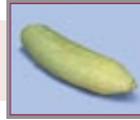
Quality	Moniker (Plant or Tree/Produce)	Min	Max
Horrible 🤢	Sickly/Bland	-100	-66
Really Bad 😞	Sickly/Bland	-65	-33
Bad 😟	Sickly/Bland	-32	-1
OK 😊	Healthy/Tasty	0	22
Good 😄	Healthy/Tasty	23	44
Better 😁	Healthy/Tasty	45	66
Great 😊	Thriving/Mouthwatering	67	100

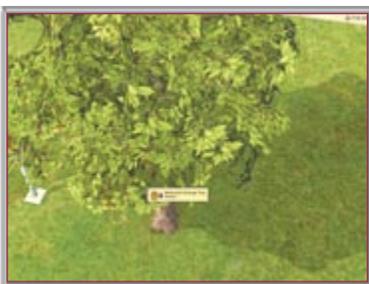
When it comes to quality, what matters is the label that's put on the final product: Bland, Tasty, or Mouthwatering. Note that a "horrible" cucumber and a "bad" cucumber both show in your Sim's inventory as "Bland."



CHAPTER 4: THE SIM'S GUIDE TO GARDENING AND FISHING

Hunger Satisfaction and Market Value of Produce by Quality Level

Variety	Mouthwatering (Hunger Points/Market \$)	Tasty (Hunger Points/Market \$)	Bland (Hunger Points/Market \$)
Apple	 6/§22	 4/§14	 2/§8
Cucumber	 6/§34	 4/§23	 2/§11
Eggplant	 9/§50	 6/§33	 3/§17
Lemon	 3/§11	 2/§7	 1/§4
Orange	 3/§11	 2/§7	 1/§4
Pepper	 3/§18	 2/§12	 1/§6
Pole Bean	 6/§36	 4/§24	 2/§12
Strawberry	 6/§34	 4/§23	 2/§11
Tomato	 3/§17	 2/§11	 1/§6



If there's an arrow next to the quality icon, it means the plant is changing quality in the indicated direction.

As a plant grows or a tree flowers and fruits, several forces can add to or detract from its quality rating and, thus, the quality of the eventual produce. Factors that affect plant/tree quality are:

◆ **Fertilizing Plants:** Preparing garden plots with bagged or home-composted fertilizer before planting adds a boost to initial quality in proportion to the Sim's Gardening Talent Badge.

◆ **Tending:** Doing the Tend interaction as necessary keeps plants and trees out of their untended state. Quality drops for every hour a plant/tree is untended. Each time Sims tend a plant or tree, they add a bit to its quality. The higher the Sim's Gardening Talent Badge, the greater the benefit.

◆ **Underwatering:** Every hour a plant is underwatered, it loses quality. The longer the plant has been unwatered, the more dramatic the quality penalty.

Summary of Quality Modifiers by Variety

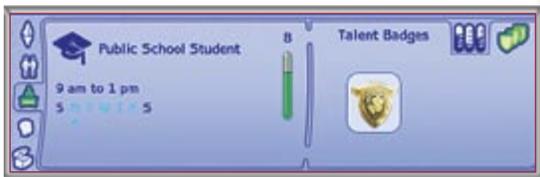
Variety	Fertilizer/Compost (No Badge)	Fertilizer/Compost (Bronze)	Fertilizer/Compost (Silver)	Fertilizer/Compost (Gold)	Planting Season Bonus	Untended State (per hour)	Slightly Underwatered State (per hour)	Badly Underwatered State (per hour)	Grossly Underwatered State (per hour)
Apple	—	—	—	—	—	-5	—	—	—
Cucumber	12/20	16/24	20/28	24/32	15	-2	-2	-20	-200
Eggplant	12/20	16/24	20/28	24/32	15	-2	-2	-20	-200
Lemon	—	—	—	—	—	-5	—	—	—
Orange	—	—	—	—	—	-3	—	—	—
Pepper	12/20	16/24	20/28	24/32	15	-2	-2	-20	-200
Pole Bean	12/20	16/24	20/28	24/32	15	-2	-2	-20	-200
Strawberry	12/20	16/24	20/28	24/32	15	-2	-2	-20	-200
Tomato	12/20	16/24	20/28	24/32	15	-2	-2	-20	-200

Gardening Talent Badge



note

The mechanics of Talent Badges are discussed in full in our *The Sims™ 2 Open for Business* guide.



Experienced gardeners have Talent Badges to show for their efforts.

Every moment Sims spend gardening, they're building points toward their Gardening Talent Badge. Talent-building activities include:

- ◆ Fertilizing
- ◆ Watering
- ◆ Spraying
- ◆ Tending
- ◆ Harvesting
- ◆ Talking to Plants
- ◆ Planting



tip

Try to have Sims do a lot of gardening in the fall, even if the seasonal progression means the product won't be particularly good. The accelerated talent development during the fall season means far fewer hours to reach that Gold Gardening Talent Badge.



tip

Though it'd be tempting to turn over as many gardening tasks as possible to automated systems such as sprinklers (watering) and ladybug houses (bug control), Sims with no or low level badges should spend as much time as possible getting their hands dirty. The more hands-on they are, the faster they'll build to the Gold badge level.



The number of planting options is a function of a Sim's Gardening Talent Badge.

CHAPTER 4: THE SIM'S GUIDE TO GARDENING AND FISHING

- ◆ **Overwatering:** Watering a plant too much also causes a loss of quality. The more overwatered it is, the greater the hourly drop.
- ◆ **Bug Infestation:** Every hour a plant or tree is exposed to bug infestation, quality drops.
- ◆ **Hail or Heavy Snow Accumulation:** Every hour plants spend covered by heavy snow or hail accumulation, quality degrades.

- ◆ **Spraying:** Spraying plants and trees eliminates bugs but also reduces quality with every application.
- ◆ **Watering:** Every time a plant is watered by hand (rather than by sprinklers or rain), it gains quality.
- ◆ **Unharvested:** The longer a plant or tree's produce is left unharvested, the more its quality declines.

Overwatered (per hour)	Grossly Overwatered (per hour)	Bug Infestation (per hour)	Hail/Heavy Snow Accumulation (per hour)	Spraying	Watering	Tending (No Badge)	Tending (Bronze)	Tending (Silver)	Tending (Gold)	Talking to (per loop, up to 80)
—	—	-5	-3	-15	—	29	43	50	57	3
-1	-20	-2	-2	-4	3	6	11	16	22	3
-1	-20	-3	-4	-6	7	2	4	7	10	2
—	—	-3	-3	-9	—	24	37	50	57	3
—	—	-3	-5	-9	—	29	43	50	57	3
-1	-20	-3	-2	-6	5	4	7	10	14	3
-1	-20	-2	-3	-4	3	5	9	13	19	3
-1	-20	-3	-3	-6	7	4	8	12	17	3
-1	-20	-2	-2	-4	5	6	9	14	19	4

Each level of the Gardening Talent Badge enables a Sim to plant an additional (and more nutritionally powerful and commercially valuable) kind of vegetable seed:

- ◆ **No Badge:** Tomatoes
- ◆ **Silver:** Pole beans, peppers
- ◆ **Bronze:** Strawberries, cucumbers
- ◆ **Gold:** Eggplant

Higher-badge vegetables pack more fresh food points than low-badge veggies and are ingredients in the more powerful juices your Sim can prepare in the Main Squeezer 235X (see "Juices" later in this chapter).

Attaining the Gold Gardening Talent Badge unlocks a very potent gardening weapon: the ability to improve fruit and vegetable quality by talking to your plants and orchard trees as they grow.

In addition to these more tangible benefits, each badge level bestows an increasingly large quality bonus to any plants the Sim tends or plots the Sim fertilizes with either bagged fertilizer or compost. Thus, through a combination of talking to plants and a greater contribution to each plant's quality, a Gold-badged Sim can produce Mouth-watering fruits and vegetables with very little effort.



note

If you have *The Sims™ 2 Open for Business*, Sims with Gardening Talent Badges command a higher salary as employees of Sim-owned businesses.



Only Sims with the coveted Gold Gardening Talent Badge can talk to their plants.



note

PlantSims, either created by too much spraying or spawned from other PlantSims, are born with Gold Gardening Talent Badges.

Gardening Talent Badge speed is based on Charisma skill. The higher a Sim's Charisma skill, the less time it takes to develop Gardening talent.

Gardening Activities

The Gardener Service NPC

For a price you can leave nearly all of your Sims' produce growing to some hired help. The trusty old Gardener can still be summoned by phone and, in addition to maintaining your Sims' flowerbeds and bushes, will water, tend, and spray all garden plants and orchard trees. The Gardener only visits every three days and won't, however, plant new garden plants; your Sims have to get their hands a bit dirty.

The Gardener has a Bronze Talent Badge, so this Sim's tending has some additional effect on quality.

Gardening is a process, with each step affecting either the quality or yield of the resulting produce. Not all steps are required for both vegetable gardens and orchard trees. The table below shows which steps apply to each kind of gardening, and what effect they have.

Action	Vegetable Gardens	Orchard Trees	Impact
Fertilizing from bag	Yes	No	Increases quality, increases yield, costs money
Fertilizing with compost	Yes	No	Increases quality (more than fertilizing from bag), increases yield
Planting	Yes	No	Planting in variety's ideal season increases quality
Watering	Yes	No	Increases quality, prevents decrease due to dryness
Tending	Yes	Yes	Increases quality (proportional to badge level), prevents decrease due to untended state
Spraying	Yes	Yes	Kills bugs, decreases quality
Talking to	Yes	Yes	Increases quality (Gold badge only)
Harvesting	Yes	Yes	Ideal season increases yield

Many gardening interactions satisfy your Sim's Needs. Planting, watering, tending, and harvesting all satisfy Fun, and talking to plants/trees satisfies Social.

Fertilizing/Compost

- ◆ Garden plots only
- ◆ Cost: \$10 per plot for bagged or free for compost



Fertilizing before planting is a critical step if you want Mouthwatering produce from your Sims' gardens.

Before planting in a garden plot, the quality and yield of any vegetable plant grown in it can be increased by the application of fertilizer. Actually, there are two kinds of fertilizer your Sims can use.

- ◆ **Bagged fertilizer:** Bagged fertilizer costs \$10 per bag (\$7 if the Sim doing the fertilizing is a member of the Garden Club). This type of fertilizer adds 12–24 points to the quality of any seeds planted in it, depending on Gardening Talent Badge level.
- ◆ **Compost:** If there's a Composting Apparatus by Apparati Aplenty on the lot and it's been stocked with a compost charge, you can instead direct your Sim to fertilize unplanted garden plots with compost. Compost is more potent than bagged fertilizer (by about 60–75 percent depending on badge level), it adds points to plant quality, and it costs nothing.



Keep a good supply of compost around, and fertilizing is both free and more beneficial to garden plants.



note
The yield bonus for fertilizing depends on the variety of garden plant. See "Harvesting" later in this chapter for details.



note
At \$150 for the Composting Apparatus by Apparati Aplenty, it pays for itself after 15 garden plots, thanks to savings on bagged fertilizer.

Bonus for Fertilizing from Bag vs. from Compost by Badge Level

Variety	No Badge	Bronze	Silver	Gold
Apple	—	—	—	—
Cucumber	12/20	16/24	20/28	24/32
Eggplant	12/20	16/24	20/28	24/32
Lemon	—	—	—	—
Orange	—	—	—	—
Pepper	12/20	16/24	20/28	24/32
Pole Bean	12/20	16/24	20/28	24/32
Strawberry	12/20	16/24	20/28	24/32
Tomato	12/20	16/24	20/28	24/32

CHAPTER 4: THE SIM'S GUIDE TO GARDENING AND FISHING

Once a plot has been planted, it's too late to fertilize the plot; be sure to fertilize *before* planting.



note

You don't need to buy bagged fertilizer at the store. Your Sims are charged for a bag each time they fertilize a garden plot.

Planting (Garden Plots Only)

- ◆ Garden plots only
- ◆ Cost: \$10 per plot

To produce vegetables, garden plots must be seeded. The selection of seeds is connected to the selected Sim's Gardening Talent Badge level, and each variety costs a certain price per plot:

Seed	Unlocked by Badge	Price per Plot
Tomatoes	None	\$8
Cucumber	Bronze	\$12
Strawberries	Bronze	\$12
Pole Beans	Silver	\$16
Peppers	Silver	\$16
Eggplant	Gold	\$20



note

You can choose to plant a single garden plot or, with the Plant Many... interaction, plant all nearby plots with the same kind of seed.



note

If your Sim is a member of the Garden Club, all seeds are discounted by 25 percent.

Each seed variety has a preferred season, and planting in this season gives a bonus (+15) to quality:

Preferred Planting Seasons by Seed Variety

Variety	Preferred Season
Cucumber	Summer
Eggplant	Spring
Peppers	Spring
Pole Beans	Summer
Strawberries	Spring
Tomatoes	Summer

Each variety also has a preferred harvesting season that provides a bonus to yield. Keeping in mind that most garden plant life cycles are between four to seven days, getting both means proper organization of the neighborhood's seasons and timing of when in a season to plant. To get both bonuses, seasons must be set up so that:

- ◆ Summer follows spring
- ◆ Fall follows summer

Next, to ensure that a plant will be harvestable before the preferred harvesting season is over, the seed for each variety should be planted no later than:

- ◆ Cucumber: Summer day 5, 11 p.m.
- ◆ Pole Bean: Summer day 5, 11 p.m.
- ◆ Eggplant: Spring day 4, 8 p.m.
- ◆ Strawberry: Spring day 5, 5 p.m.
- ◆ Pepper: Spring day 4, 8 p.m.
- ◆ Tomato: Summer day 5, 5 p.m.



note

See "Harvesting," below for more details on the harvesting bonus.

Watering

- ◆ Garden plots only



The wilted state means your plants need water and are losing quality points every hour.

To survive and thrive, vegetable plants must be watered regularly. Once a plant sprouts, it can go

24 hours before needing water again each time it's watered. If it's not watered during this period, the plant changes to a wilted state. If it's still not watered, it eventually dies and must be thrown away.



tip

Watering a plant right when it sprouts won't cause it to be overwatered, so give it a drink for some extra quality points.



If plants are watered more than once per day, they look like this. Overwatering can be remedied only by time.

If a plant is watered too often, it becomes overwatered. Overwatered plants appear droopy with

dripping beads of water on their leaves. It takes time for the plant to revert to its properly watered state; there is no way to accelerate this process.

Every hour a plant is either wilted or overwatered, it loses quality points.

Watering can be done in several ways, but each has its own advantages and disadvantages.

By Hand

Pros: Increases plant quality, builds Gardening talent, controllable

Cons: Requires micromanagement, inattentiveness can lead to overwatering or wilting (and decrease in quality)

Cost: Free

Watering by hand requires the most attention and micromanagement, but it's free, completely controllable, and it both increases a plant's quality and builds Gardening talent.



Watering by hand builds Gardening talent, but is fraught with danger to your plants.

The Water interaction is available on each planted plot no matter

how recently the plant was watered, so be careful to avoid overwatering. You can water each plant individually or direct a Sim to water several nearby plants with the Water Many... interaction. Each watering increases the Sims Gardening talent.

Sprinklers

Pros: Automated, can't overwater

Cons: No addition to plant quality, missed opportunity to increase Gardening talent, sprinklers can break, expensive

Cost: §23 per tile



Sprinklers automatically water for you, but your Sims won't gain as much Gardening talent.

You can entirely automate the watering process with the Garden Schpritzer objects available from

the Build mode > Garden Center > Gardening catalog (see "Gardening Objects" in the "Build Mode Additions" chapter).

Sprinklers come in three coverage sizes and prices:

- ◆ Garden Schpritzer 90 (§90): 90-degree angle, four tiles
- ◆ Garden Schpritzer 180 (§180): 180-degree angle, eight tiles
- ◆ Garden Schpritzer 360 (§360): 360-degree angle, 16 tiles

Though the prices for each differ, they all cost the same per tile (about §23 per watered tile).



tip

Design gardens with sprinkler coverage in mind. At §23 per tile, make sure your Garden Schpritzer isn't watering the grass instead of a valuable veggie.

Sprinklers take the job of watering completely out of your (and your Sims') hands, watering every plant exactly when it needs it and never overwatering. The downside, however, is worth considering. Though your Sims are freed of the task of watering, neither the plant nor the Sim's Gardening talent get the points earned from watering by hand. The more plants there are, the more substantial the loss to talent development. Also, sprinklers can break like any other object, so check in on them periodically or your beloved plants may wilt and die before you can do anything about it.

Rain

Pros: Can't overwater, takes no effort

Cons: Unpredictable, won't work with greenhouse, no addition to plant quality, missed opportunity to increase Gardening talent

Cost: Free



Rain can water your Sims' plants, but you'll never know when the next watering will come.

CHAPTER 4: THE SIM'S GUIDE TO GARDENING AND FISHING

You could, of course, just let the elements take care of your watering tasks, but this solution is a mixed bag. The most obvious pitfall: rain is unpredictable in both frequency and duration. Rain is also seasonally limited. It rains quite often in the spring, but less so in the fall and summer and not at all in the winter. Like sprinklers, watering with rain denies the plants the hand watering quality boost and your Sim daily increases to Gardening talent.

The biggest problem with rain watering, however, is the compromise it requires: you can't put the plants in a greenhouse and have them watered by rain. Thus, the benefit of automatic and free watering requires you to leave your plants vulnerable to hail and snow damage and the threat of bugs. If you want a greenhouse, you have to rely either on sprinklers or hand watering.

On the upside, however, rain won't overwater plants no matter how long or heavy the storm.

Tending

◆ Garden plots and orchard trees



Weeds suck quality from your garden plants every hour.



Overgrown branches have the same effect on orchard trees, wasting energy that should be put into making fruit.

Plants need regular tending to keep them healthy. Periodically, vegetable plants sprout visible weeds and orchard trees begin to look shaggy and untidy (see the images above). Each hour these states are allowed to continue, the plant or tree's quality drops.

Tending Effect by Variety

Variety	Untended (-Quality/hour)	Tend Quality No Badge, per Tending	Tend Quality Bronze Badge, per Tending	Tend Quality Silver Badge, per Tending	Tend Quality Gold Badge, per Tending
Apple	-5	29	43	50	57
Cucumber	-2	6	11	16	22
Eggplant	-2	2	4	7	10
Lemon	-5	24	37	50	57
Orange	-3	29	43	50	57
Pepper	-2	4	7	10	14
Pole Bean	-2	5	9	13	19
Strawberry	-2	4	8	12	17
Tomato	-2	6	9	14	19

To combat weeds and stray branches, direct your Sims to tend their plants as soon as required. Tending resets the time until the next tending, increases the plant's quality (in proportion to the tending Sim's Gardening talent), and builds Gardening talent. The higher your Sims

Gardening Talent Badges, the less frequently they have to tend. Tending by a Gold badge Sim, for example, keeps a plant tended for twice as long as tending from a no badge Sim.



note

The initial time until a plant or tree needs tending is based on the badge of the Sim who did the planting.

Hours Until Untended

Gardening Badge	Garden Plants	Orchard Trees
No Badge	12	24
Bronze Badge	16	32
Silver Badge	20	40
Gold Badge	24	48

There's no way to tend automatically, so you have no choice but to manage this task. Fortunately, you can't tend plants before they need it (the interaction won't even appear until the plant's unkempt state is visible). You can, however, simplify the process by always using the Tend Many interaction.



Spraying

◆ Garden plots and orchard trees



These wispy little insects could be why all your lemons are so Bland.

Bugs love to feast on vegetable plants and orchard trees. When a

crop-in-progress becomes infested with bugs, every hour of insect munching lowers the plant's quality. To eradicate these pests, your Sims can employ the wonders of modern chemical science in the form of bug spray.



Sure it works, but is this really the answer?

Spraying plants both eradicates bugs and builds Gardening talent, but it also harbors several nasty side effects:

- ◆ **Lowered Plant Quality:** Unlike other gardening activities, spraying plants and orchard trees lowers their quality. The reduction's less than for an unchecked bug infestation, but quality does suffer.
- ◆ **Risk of Transformation:** Excessive use of pesticides eventually transforms a Sim into a vivid-green PlantSim. See the "New NPCs and PlantSims" chapter for full details.



Natural predators of the nasty bugs, the residents of these ladybug homes are vicious exterminators. Their services are expensive, but may be worth it.

If spraying sounds like a less than ideal option, there is an

alternative: ladybugs. Ladybugs are the cavalry of the bug world, riding to the aid of gardeners with their insatiable appetite for plant-crippling bad bugs. By placing a Lovely

Ladybug Loft near your Sims' gardens and orchards, you can eliminate all bad bugs the natural way. Note, however, that the number of plants/trees and the season may require several Ladybug Lofts to completely overpower the bad bugs. The table below shows the probability of infestation in each season.

Season	Bug Level
Summer	High
Fall	Medium
Winter	Low
Spring	Medium

Note that you can also solve bug problems (along with several others discussed above) by enclosing a garden or trees in a greenhouse. If the plants you enclose already have an infestation, you must still eradicate those bugs, but do so knowing that the greenhouse will prevent any future bug problems.



Talking to Plants/Trees

◆ Garden plots and orchard trees



Sims who've spent enough time in the garden develop a rapport with their leafy charges. Talking to plants even satisfies their Social Need.

Sims with a Gold Gardening Talent Badge can improve the quality

of their garden plants and trees by talking to them. The Sim gets Social Need satisfaction.



note

There is no Talk to Many interaction, so you must select each plant/tree individually.

Having your Sims spend a bit of time talking to their plants can have a substantial effect on quality. The longer the Sims talk to plants or trees, the more quality they impart. Talking can improve a plant only so much, however, and once a plant or tree has gained all it can from being talked to (well into the Thriving range), your Sim stops talking.

CHAPTER 4: THE SIM'S GUIDE TO GARDENING AND FISHING



note

Sims also stop talking to plants when their own Mood drops below 0.

Variety	Quality Points per Chat Cycle	Maximum Quality Bonus
Apple	3	80
Cucumber	3	80
Eggplant	2	80
Lemon	3	80
Orange	3	80
Pepper	3	80
Pole Bean	3	80
Strawberry	3	80
Tomato	4	80

Harvesting

◆ Garden plots and orchard trees

When a plant shows its vegetables or fruit, it's ready to be harvested. The amount of time each plant takes from planting to harvesting depends on the kind of plant/tree:



When you see fruit on the branches, it's time to harvest.

Variety	Planted to Adult/Leaves (hours)	Adult/Flowers (hours)	Time from Planting/Start to Harvestable
Apple	30	66	4 days
Cucumber	57	48	4 days, 9 hours
Eggplant	80	67	6 days, 3 hours
Lemon	36	60	4 days
Orange	24	48	3 days
Pepper	80	67	6 days, 3 hours
Pole Bean	57	48	4 days, 9 hours
Strawberry	68	58	5 days, 6 hours
Tomato	68	58	5 days, 6 hours

Fruit and vegetables remain harvestable for 72 hours, after which garden plants die (taking their product with them) and trees return to their base, unflowered state (and the fruit disappears).

To harvest fruits and vegetables, use the Harvest or Harvest Many... interactions to transfer produce from its source to the harvesting Sim's inventory. The number of each kind of fruit or vegetable yielded by a harvest depends on the kind of produce it is and the season in which it's harvested. Each variety has a preferred season; if you harvest the fruit during that season, you'll get one or two extras in your inventory.



note

There's also a yield bonus for fertilizing a garden plot with either bagged or composted fertilizer.

Produce	Regular Yield	Fertilizer/Compost Bonus	Harvest Bonus	Harvest Bonus Season
Apple	6	—	2	Fall
Cucumber	5	1	1	Fall
Eggplant	8	1	2	Summer
Lemon	12	—	4	Summer
Orange	9	—	3	Summer
Pepper	17	3	3	Summer
Pole Bean	6	1	2	Fall
Strawberry	6	1	2	Summer
Tomato	10	2	2	Fall

There are two ways to harvest produce:

- ◆ **Harvest/Harvest Many:** Removes the produce and places it directly into the harvesting Sim's inventory. Once in inventory, all produce of the same variety occupies a single inventory space. Within each inventory space, you can view the individual items of each variety and determine, by both color and pop-up label, the final product's quality rating.
- ◆ **Sell:** The Sell interaction immediately exchanges the produce for its market value without putting it in your Sim's inventory. For more on selling produce, see "Selling Produce," below.



note

For more about stackable inventory, see the "New Objects" chapter.

Don't, however, wait too long to harvest the produce. The longer you wait to pick it, the more its quality drops.

Indoor Gardening



Indoor greenhouses: at least half of their wall sections need to be greenhouse walls; the rest can be anything.

Garden plots can successfully grow

plants indoors, but there are some special rules for indoor gardening. To grow plants, indoor plots must be enclosed at ground level (no foundations) and within a greenhouse. If greenhouse isn't present when the plots are planted indoors, the plants will never sprout. If, after the plants sprout, the greenhouse is removed or a formerly outdoor garden becomes enclosed indoors, the plants stop growing.

There needn't be a full greenhouse, however. As long as more than 50 percent of the walls around the garden are greenhouse walls, everything will work fine. A greenhouse roof is not required. See "Greenhouses" in the "Build Mode Additions" chapter for the full details.

Selling Produce

Produce is a valuable commodity and, as such, there are several ways to turn your Mouthwatering eggplants into scrumptious Simoleons.

Directly from the Plant/Tree

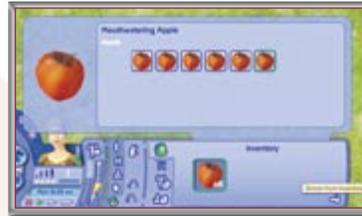


Selling right from the tree is very efficient.

One of the interactions on a harvestable plant is "Sell." This is the

simplest way for your Sims to earn from their green thumbs. The Sim harvests the crop as usual and gets the market price of the produce times the harvest yield. The higher the quality and the bigger the yield, the more the interaction will provide.

Buy Mode Selling



To sell plants directly from inventory, use the Delete from Inventory button in the panel's lower right.

Another way to get the same price for your Sims' fruits and veggies is through the Inventory panel itself. Select the item you want to sell, highlight the specific item from the stack, and press the Delete from Inventory button. The price for the fruit or veggie is automatically added to household funds and the object is removed from inventory.

You could also drag fruits and vegetables into the world from inventory and drag them back into Buy mode to delete/sell them as you would any other object.

Open for Business Selling

Produce can be a salable item in a home-based or Community Lot business. Simply drag a piece of produce to a display case or valid location and set the price as you would any other object for sale.



A produce stand is a very satisfying way for a Sim to earn a living.



note

For more information, see our *The Sims™ 2 Open for Business* guide.

Selling produce can be a full-fledged business complete with employees assigned to sell the fruits and veggies.



note

If Sims have homegrown lemons in their inventory and a lemonade stand on the lot, they can restock the lemonade stand for free.

CHAPTER 4: THE SIM'S GUIDE TO GARDENING AND FISHING

Juices

One of the most interesting things your Sims can do with home-grown produce is making juices. And not just any juices, but supercharged, uber-fresh, magic powered juices.



Juices that cure colds, improve skills, or boost Energy. To make these mysterious concoctions, your Sims need two things:

Making juice verges on potion making if our produce is righteous.

- ◆ The Main Squeezer 235X juicer
- ◆ An ample supply of "Mouthwatering" fruits and vegetables.

The juicer can make its recipes with any quality of produce. The better the quality of the ingredients, the more Hunger satisfaction the juice provides. The average quality of all ingredients dictates the juice's quality level (low, medium, or high).

That's pretty powerful for free food! But this juicer is capable of so very much more.



Improve your badges with a glass of orangeade.

Stock it with enough produce of Tasty and Mouthwatering quality and the resulting medium- and high-quality

juices enhance your Sim with special benefits. The recipes, Hunger satisfaction (based on ingredient quality), and their special effects are listed below.



note

The juicer automatically picks the best quality fruit and veggies of each variety for the chosen recipe, so don't worry if there are a few Bland ones in the bin. Note, however, that the juicer only displays recipes for which it has the required ingredients (regardless of their quality).

Power Juice Recipes

Juice	Ingredients	Hunger Satisfaction	Special Effect
Apple Juice	4 Apples	8–24	Faster Homework
Beauty Cocktail	2 Oranges, 1 Cucumber	4–12	Love Potion
Eggplant Juice	1 Eggplant	3–9	Random Skill Points
Lemonade	4 Lemons	4–12	Cools Sims Down
Orange Juice	4 Oranges	4–12	Cures Colds
Orangeade	3 Oranges, 1 Lemon	4–12	Random Badge Points
Pepper Punch	1 Pepper, 4 Pole Beans, 2 Apples	17–39	Energy Boost
Puréed Boot	1 Boot	0	Freak out (Sim does random animations)
Strawberry Juice	6 Strawberries	12–36	Clears Furious Bit
Strawberry Lemonade	3 Lemons, 2 Strawberries	9–21	Platinum Mood
Tomato Juice	3 Tomatoes	3–9	Warms Sims Up
Vegetable Cocktail	2 Tomatoes, 1 Cucumber, 1 Pepper, 3 Pole Beans	11–33	Build Skills Faster



note

For orangeade to work, the Sim must have at least a Bronze badge in one talent. Just having talent points on the way to that first badge is effectively the same as having none at all.



note

For information on how the Main Squeezer works, see its listing in the "Objects" chapter.

The Garden Club

The Garden Club is an elite organization of Sims who've dedicated their lives to producing bountiful gardens and lush, verdant yards. Your Sims can join their ranks if they can demonstrate gardening and landscaping prowess of the highest order.



Invite the Garden Club to visit if you want your Sim to be a member.



When you feel your Sim has a garden/yard that'll make the cut—and we'll go over the standards shortly—you can reach the Garden Club via your Sim's home phone. Under the Services menu, you'll find a selection for Garden Club. The representative agrees to review your Sim's work shortly and should arrive as a visitor almost immediately. To qualify for review, your Sim's lot must have at least five "scorable plants." A scorable plant can be:

- ◆ a garden plot
- ◆ a shrub
- ◆ a garden plant
- ◆ a tree
- ◆ an orchard tree
- ◆ eight potted plants (in a single room)
- ◆ a flower bed



note

The Garden Club representative can be any of the club's members (a special pool of Townies). Thus, you can't predict which member will be doing the review. Make a mental note of the face of the Sim who answers the phone; that'll be who to look for.

Begin the reviewing process by greeting the Garden Club representative. This greeting allows the representative to wander the lot with full visitor privileges, but does not begin the Garden Club review of the lot.



The review doesn't start until your Sim requests membership of the already welcomed representative.

To start the review, use the Request Garden Club Membership interaction from the representative. He or she rings up some other members—who'll arrive almost immediately—and the review begins. The representative wanders the lot, randomly reviewing objects that factor into the club membership score (see below).



tip

You're free to touch up anything on the lot while the review is going on. In fact, because each item is evaluated only when the Garden Club is physically looking at it, you know exactly how much time you have, if not what they will actually choose to review next. Consult the scoring factors below and remedy anything that'll decrease your Sim's grade.

When the review is done, the representative declares your Sim's final score. If it's high enough, your Sim (the whole household actually) is admitted to the club. Henceforth, the lot gains a 25 percent discount on:

- ◆ Bags of fertilizer
- ◆ Seeds

The other rewards for pleasing the Garden Club are a monetary reward and—for truly stratospheric scores—a wishing well that actually grants wishes. Before we get to the payoff, however, it's critical to know how your lots will be scored by this finicky and judgmental organization.

Garden Club Scoring



A lot's Garden Club score is based on three factors:

- ◆ Gardening (including garden plants and orchard trees)
- ◆ Landscaping
- ◆ Messes and other negatives for Environment score.

Garden Club evaluations are very informative. If something's wrong, they'll tell you how to fix it.

Each of these areas accounts for a fixed proportion of the overall score. Once the top score in one area is reached, it can't further affect the overall score. Thus, being very strong in one area can't compensate for being irredeemable in another. Each scoring area can contribute (or deduct) no more than:

- ◆ Gardening: -1,000–700
- ◆ Landscaping: -1,000–500
- ◆ Messes: -1,000–0

The final score is expressed in one of five thresholds:

- ◆ Very Low: -3000–-200
- ◆ High: 400–699
- ◆ Low: -100–99
- ◆ Very High: 700–1,000
- ◆ Normal: 100–399

Gardening

The Garden Club looks at your Sims' produce gardens and orchard trees very closely, so make sure there's a lot of them and each plant and tree is as high quality as possible with no overwatered or underwatered plants, bug infestations, or other negatives.

CHAPTER 4: THE SIM'S GUIDE TO GARDENING AND FISHING



Appropriately watered, bug-free plants are the mark of a well-tended garden.

Scoring factors include:

Garden Plant Scoring

State	Score
Thriving	25
Really Healthy	20
Healthy	15
Barely Healthy	10
Barely Sickly	-5
Sickly	-15
Dead	-40
Infested with Bugs	-5
Untended	-5
Grossly Overwatered	-10
Overwatered	-5
Underwatered	-5
Grossly Underwatered	-10

Orchard Tree

Quality	Score
Thriving	25
Really Healthy	20
Healthy	15
Barely Healthy	10
Barely Sickly	-5
Sickly	-10
Really Sickly	-15
Dormant	10
Infested with Bugs	-5
Untended	-5

Compost Bin

Contents	Score
Empty	5
Contains Composted Materials	10

Garden Plot

State	Score
Dirt	4
Fertilized	7
Composted	10
Empty	-5

Other Scoring Factors

Factor	Score
Ladybug House	5

Landscaping

Landscaping considers the number of outdoor decorative plants the lot contains and how well they've been cared for. Factors include:



The more flower beds, trees, and shrubs there are, the happier the Garden Club is.

Flower Scoring

State	Score
Watered	10
Overwatered	-1
Underwatered	-3
Dead	-5

Shrub Scoring

Cost	Score
\$0-\$79	6
\$80-\$119	7
\$120-\$159	8
\$160-\$199	9
\$200 and up	10

Fountain Scoring

Cost	Score
\$0-\$399	5
\$400-\$649	10
\$650-\$899	15
\$900-\$1149	20
\$1150 and up	25

Sculpture Scoring

Cost	Score
\$0-\$399	5
\$400-\$649	10
\$650-\$899	15
\$900-\$1149	20
\$1150 and up	25

Potted Plant Scoring

Cost	Score
\$0-\$133	1
\$134-\$199	2
\$200-\$266	3
\$267-\$333	4
\$334 and up	5

Tree Scoring

Cost	Score
\$0-\$114	3
\$115-\$142	4
\$143-\$171	5
\$172-\$199	6
\$200-\$228	7
\$229-\$257	8
\$258-\$285	9
\$286-\$314	10
\$315-\$342	11
\$343-\$371	12
\$372-\$399	13
\$400-\$428	14
\$429 and up	15

Cow Plant Scoring

State	Score
Cake Out	10
Cake In	15

Garden Lamp Scoring

Cost	Score
\$0-159	1
\$160 and up	2

Other Scoring Factors

Factor	Score
Flowerbox Window	1
Stepping Stone	2

Messes

Any item that has a negative effect on the Environment score outdoors is a negative for Garden Club score. For example, deductions would be made for:

- ◆ Ashes
- ◆ Dirt Piles
- ◆ Leaf Piles
- ◆ Trash Piles
- ◆ Debris Piles
- ◆ Flamingos
- ◆ Old Newspapers
- ◆ Weeds
- ◆ Diapers
- ◆ Food Dishes
- ◆ Puddles



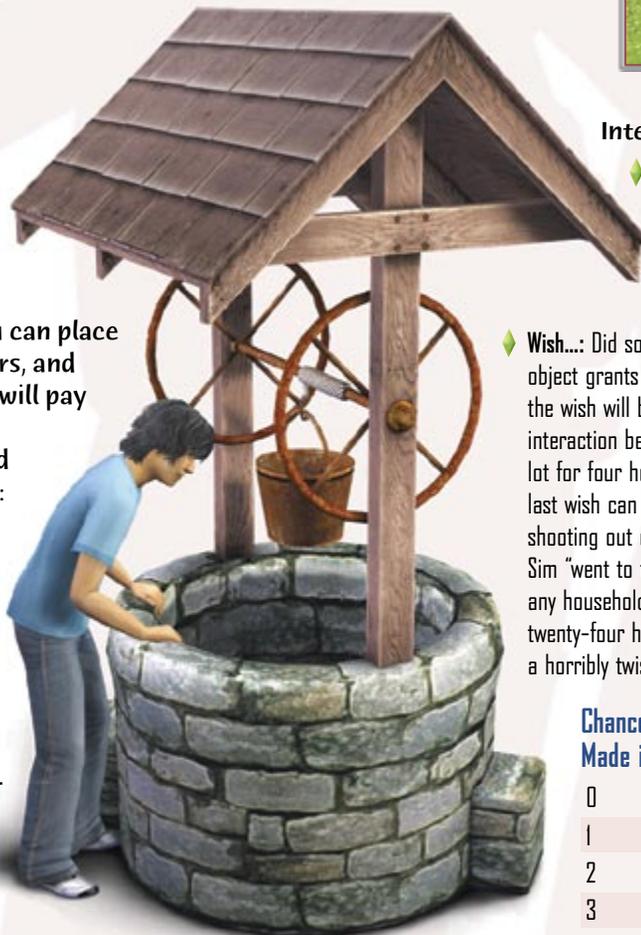
Clean up any messes before the Garden Club spots it.

Prizes

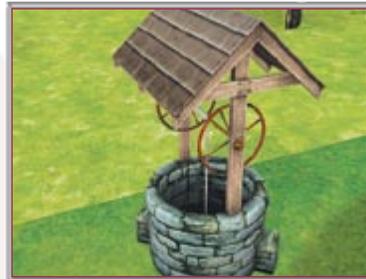
If your lot's score is sufficient for membership (Normal or better), the household automatically gains the gardening supply discount. With it, you can place greenhouses, ladybug houses, sprinklers, and more for 25 percent off and your Sims will pay less for their seeds and fertilizer.

The amount of the monetary award depends on the household's final score: 1.5x the final score.

Finally, if the lot scores more than 700, the money comes with a reward object that neither job success nor Aspiration points can buy: the Toss 'n Wish Drinking Well by Gaelic Gardens. Sure the name says "drinking," but that's not all it's for. It's for wishing. And not just any wishes, but the important ones: money, friends, and love. If there's enough space somewhere on the lot, the well is automatically placed. If not, it goes into the inventory of the Sim who requested the review.



Reward Object: Toss 'n Wish Drinking Well by Gaelic Gardens



Great gardeners will be honored with this new reward object, available only through the Garden Club inspection. Wise use of the well enables a Sim to obtain money, friends, or romance.

Sims can use this well to wish for what they desire most.



Interactions:

- ◆ **Drink:** Sims can drink from the well to satisfy Hunger and reduce internal temperature. Using the well for this purpose has no effect on the frequency of wish making.
- ◆ **Wish...:** Did somebody say "wish"? Yes, it's true, this object grants wishes. A green light from the well means the wish will be granted well. After a wish, the Wish interaction becomes unavailable on all wells on the lot for four hours. Making wishes too soon after the last wish can have undesirable consequences; flames shooting out of the well are your first clue if your Sim "went to the well too often." If the well is used by any household Sim too soon after a prior wish (within twenty-four hours), there's a chance the well will deliver a horribly twisted version of the Sim's wish.

Chance of Wish Success by Wishes Made in the Last Twenty-Four Hours

0	100
1	85
2	60
3	30
4	15
5 or more	5

CHAPTER 4: THE SIM'S GUIDE TO GARDENING AND FISHING



note

Bad wishes are caused by using *the same well* too frequently. If a household has several wells, using another one soon after the first won't cause a bad wish.

Teen or older Sims can wish for:

◆ Money ◆ Friends ◆ Romance



Money

What'll it be? Bag of Simoleons?



Or a blow to the head!?

If a Sim wishes for money, a large bag of riches drops from the sky. If the wish is a good one, the bag contains \$1,000. If

the well was used too often, however, the bag contains only \$50 and hits the Sim square on the noggin. The blow causes a big drop in Needs and can, if Hunger was low enough, kill the Sim.



Friends

Three new friends?



Or three enemies!?

If a Sim wishes for friends, three Sims (from the wishing Sim's age group) materialize near the well. They arrive with high Daily and Lifetime

relationship toward the wisher and only a brief interaction with each is needed to put them over the line into a Friend relationship. If the wish turns sour, three hostile Sims arrive, squabble with each other, and pick fights with your Sim (they'll all have around 5 Body, which will influence who wins). Your Sim now has three new enemies.



tip

The wishing well is a job promotion machine! Got the skills for a promotion but no time for the messy business of friend making? No problem. Just wish for some and that promotion's all but in the bag.



Romance

Young love!



Or, a beat down from Mrs. C!?

A Sim who wishes for romance gets a Sim of the right age and preferred gender, and an immediate first kiss.

Instant love—the best kind! If the wish goes badly, the ornery Mrs. Crumplebottom crawls from the well's murky depths and hits your Sim with a bit of purse music! The old lady's very tough; she always wins the fight.



caution

Beware of wishing for romance if the Sim already has a romantic relationship with a Sim currently on the lot. The green-eyed monster of jealousy will likely take some of the joy out of the wish.



If a Sim's gender preference hasn't yet been established through romantic interactions, you're asked to choose it before the wish can be granted.



tip

Having more than one wishing well is surprisingly useful. Because the wells fail only if you use one of them too often, having more than one means your Sims can go from well to well, making as many wishes as they have wells to wish upon. It's your job, however, to keep track of which has been tapped recently because the consequences can be pretty dire.

Further Garden Club Reviews

You can have your Sim's lot reviewed as many times as you wish. The discount never gets any larger, but the monetary rewards are good money and you can never have too many wishing wells. The only limit is in how long you must wait between reviews.

The Garden Club won't perform a repeat inspection until seventy hours after a previous inspection.

Be warned, however: a bad review can jeopardize a lot's Garden Club membership. If, on a subsequent review, a member lot scores in the bottom rung, its membership will be revoked and must be won again to reclaim its discounts.

Fishing

Fruits and vegetables are grand, but Sims need some protein in their diet too. Well, now it's as close as the backyard pond; your Sims can fish on any large-enough pond at home or on Community Lots and catch themselves food, a marketable commodity, or a household decoration.



note

Fish can also be used as penguin bait, but we'll get to that in the "New NPCs and PlantSims" chapter.



If you see fish, your Sims can certainly go fishing there.

To fish, your Sim needs access to a fishable pond. A fishable pond must be wide enough and deep enough (about 4x4 and two tiles deep). It's fishable if it shows the Fish interaction when you click on it. If the pond is big enough that you can see fish swimming in it, you know it's fishable.



Multiple Sims can fish together with the Join Using.../Ask to Join interaction.

What you'll catch depends on chance, but also on your Sim's Fishing Talent Badge.

Fishing Talent Badge



Fishing may become Sims' new favorite pastime.

The more your Sims spend with a hook in the water, the bigger and better fish they'll reel in. Every moment Sims spend fishing counts toward their Fishing Talent Badge.

Overall, each badge level:

- ◆ Increases the chance of catching a fish on any cast
- ◆ Increases chances of catching rarer varieties (independent of the lure used)
- ◆ Increases chances of catching jumbo sizes
- ◆ Decreases the chance of catching a boot
- ◆ Decreases chance of the Sims catching themselves with the hook while casting

When using the most basic lure (a worm), the chances of catching valuable and large fish increase with badge level, and the chances of less desirable fish or catching nothing declines.



CHAPTER 4: THE SIM'S GUIDE TO GARDENING AND FISHING

Chances of Fishing Results by Badge Level (No Lures)

Badge	Nothing	Boot	Largemouth Bass	Blue Catfish	Jumbo Largemouth Bass	Rainbow Trout	Jumbo Blue Catfish	Jumbo Rainbow Trout	Golden Trout
None	50%	20%	15%	10%	5%	0%	0%	0%	0%
Bronze	40%	10%	10%	15%	10%	10%	5%	0%	0%
Silver	30%	5%	10%	10%	15%	10%	10%	9%	1%
Gold	20%	2%	5%	10%	20%	15%	15%	15%	3%



Lots of practice is all it takes to bring in the big ones.

Different badge levels indirectly influence what your Sims can catch by unlocking different lures:

Badge	Lure	Increased Percentage of Catching
None	Worm	None
Bronze	Riverblossom Minnow	Largemouth Bass
Silver	Stink Ball Bait	Blue Catfish
Gold	Sparkle Spinner	Rainbow Trout



tip

Try to fish often in the fall. The season's faster skill and talent gain gets your Sim the Gold badge much faster.

Each lure specifically affects one of the fish species and increases the probability of catching that type by 5 percent and then reduces the chance of catching nothing (-10 percent). For example, a Sim with a Gold Fishing Talent Badge and a worm has a 20 percent chance of catching nothing and a 15 percent chance of netting a rainbow trout (either size). With the rainbow trout's favorite lure, the sparkle spinner, the odds change to only 10 percent chance of nothing and rise to a 20 percent chance for the regular or jumbo rainbow trout.



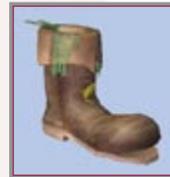
Sims with low fishing talent often look foolish while casting.

Fish Varieties

Sims can catch several kinds of fish, and something that isn't a fish, but can be (sort of) eaten.

Ponds are stocked with:

◆ Boot



◆ Largemouth Bass



◆ Blue Catfish



◆ Rainbow Trout



◆ Golden Trout



All but the boot and the golden trout come in both regular and jumbo varieties. Both sizes make the same recipes with the

same amount of Hunger satisfaction, but jumbos are worth more Simoleons if you choose to sell them.

Each kind of fish unlocks its own recipe (see "Cooking Fish," below) and all can be mounted on the wall as artwork.

The golden trout is particularly rare and has no special lure to increase the odds. The chances are higher for a Sim with a Gold Fishing Talent Badge, but golden trout is still the least frequently caught fish.

How to Fish

Sims (child and older) fish by clicking on a fishable pond and selecting a lure. Each lure, except the worm, affects the odds of catching a particular variety of fish over the others (see "Fishing Talent Badge," above). Fishing satisfies Fun and, if another Sim is fishing nearby, Social.



Fishing is as simple as casting and waiting.

While a Sim is fishing, the pond offers two interactions: Recast and Change Lure. Recast directs the Sim to reel in the line and start over.

This resets and increases the odds of catching something. Change Lure allows you to pick a new lure and change the fish the Sim is most likely to catch.

When Sims reel in a fish, they put it into their inventory and automatically recast.



note

When the outdoor temperature drops below -20 (low Comfortable), all ponds freeze. This makes fishing unavailable until the water gets warm enough to melt again.

What to Do with Fish



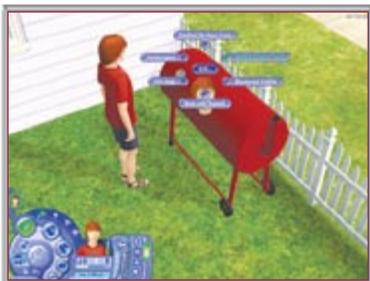
After a bit of time fishing, a Sim's inventory begins to grow.

Caught fish are put in inventory and stacked according to species and size. They have three different uses:

- ◆ Food
- ◆ Selling
- ◆ Decoration

Cooking Fish

Fish are a special kind of food that can be cooked without putting them in the refrigerator (though there must be at least one on the lot); fish never need to be put in the fridge to be available as a cooking option. Sims can cook any



fish recipe—provided they have the requisite Cooking skill—by clicking directly on any stove, grill, or refrigerator.

To cook a fish in your Sim's inventory, click on any stove or grill.



tip

The boot can't be eaten, but it's the only non-fruit or veggie that can be put in the Main Squeezer 235X juicer. The resulting juice has some very weird but entirely harmless side effects.

As long as Sims have fish in their inventories, they can either cook them or stock them in the refrigerator. When fish are stocked in the fridge, they do not add to the refrigerator's food count, but are tracked on a lot-wide count for each variety. This behind-the-scenes system considers a fish available for cooking if it's either:

- ◆ Stocked in the fridge
- ◆ In the cooking Sim's inventory

The only functional difference between putting fish in the refrigerator and keeping them in inventory is flexibility. Once you put them in the fridge, they can't be extracted to sell or mount on the wall.



tip

Because your Sim can hold infinite fish in inventory, there is really no good reason to stock them in the fridge. That way, you can always sell fish from inventory if money's tight.



Got fish? Then you've got new things to cook.

Fish recipes are available for either lunch or dinner and do not deduct from the refrigerator's food count. They are, in essence, free food. Moreover, fish—like fruits and veggies—are "fresh food," so they carry a pretty visual effect and some extra nutritional oomph!

over, fish—like fruits and veggies—are "fresh food," so they carry a pretty visual effect and some extra nutritional oomph!

Species	Recipe	Cooking Skill Req.	Hunger Satisfaction
Largemouth Bass	Bass with Squash	0	67
Blue Catfish	Blackened Catfish	2	76
Rainbow Trout	Stuffed Rainbow Trout	4	97
Golden Trout	Stuffed Golden Trout	6	132

Selling Fish

Each species and size of fish has a market value, allowing you to convert your Sims' catches into cash. There are three ways to sell fish:

- ◆ **From inventory:** Select an individual fish in inventory and click on the Delete from Inventory button in the panel's lower right. The value of the fish is added to household funds.

CHAPTER 4: THE SIM'S GUIDE TO GARDENING AND FISHING

- ◆ **From the world:** A fish placed on the floor or mounted on the wall can be sold via Buy mode like any other object.
- ◆ **Open for Business:** If you have *The Sims™ 2 Open for Business*, fish can be sold from a home-based or Community Lot business just like any other object.



Create your own fish market with display stands from *The Sims™ 2 Open for Business*.

Species	Market Value
Blue Catfish	\$49
Blue Catfish, Jumbo	\$124
Boat	\$15
Golden Trout	\$518
Largemouth Bass	\$33
Largemouth Bass, Jumbo	\$61
Rainbow Trout	\$87
Rainbow Trout, Jumbo	\$221

Mounting Fish



Drag a fish to a wall, making sure it's rotated parallel, and it automatically mounts itself for decoration.



Fish can be turned into lovely household decorations by dragging a fish from the floor or from

inventory to the proper facing near a wall. The creature is automatically shellacked and affixed to a wooden plank ready for display. Once a fish is mounted, it *cannot* be stocked in the fridge or used for cooking. It can, however, be sold in Buy mode or returned to inventory.



note

If you put a mounted fish into inventory, it stacks with unmounted fish of the same species and size.

Species	Environment Score	Mounted Resale Value
Blue Catfish	1	\$65
Blue Catfish, Jumbo	1	\$165
Boat	1	\$20
Golden Trout	4	\$691
Largemouth Bass	1	\$44
Largemouth Bass, Jumbo	1	\$81
Rainbow Trout	1	\$116
Rainbow Trout, Jumbo	2	\$295



note

Mounted fish attract the attention of any visiting penguins. See the "New NPCs and PlantSims" chapter to find out what that means.

Mounting contributes to the Environment score of whatever room it adorns and makes a fish worth more in resale than the unmounted fish itself. If you're going to sell fish, mounted fish bring a better price for no additional expense.

Other Fishiness



This is what you get for leaving fish lying around.

When fish (whole, not mounted) are placed on the ground, all manner of things can happen to them:

- ◆ They can be marked for sale in a business
- ◆ Cats and kittens may eat them (*The Sims™ 2 Pets* only)
- ◆ Penguins may visit the lot and eat them
- ◆ They lie around until one of the above-mentioned things happens (uncooked fish don't *ever* spoil)



Chapter 5

NEW CAREERS

For many people, it's hard to go to work on a beautiful spring day or a fresh winter morning covered with a thick blanket of snow. Sims, however, love their work so much, that no weather can keep them home from their chosen vocation.

It's a good thing, then, that they now have even more choices about what to do with lives—thanks to a half-dozen new career tracks.

This chapter takes you through all the critical details of each career track, including the Personalities to which each is best suited, the majors that'll best prepare your *University* Sims for the real world, new career reward objects, and the new career costumes unlocked on each level.

New Career Tracks, Featured Skills, Majors, and Helper Personalities

Career	Skill 1 (Pers.)	Skill 2 (Pers.)	Skill 3 (Pers.)	Major(s)
Gamer	Logic (Serious)	Mechanical (None)	Creativity (Playful)	Math, Physics
Adventurer	Body (Active)	Mechanical (None)	Charisma (Outgoing)	Drama, Literature
Music	Mechanical (None)	Charisma (Outgoing)	Creativity (Playful)	Economics, Literature
Law	Charisma (Outgoing)	Cleaning (Neat)	Logic (Serious)	History, Political Science, Psychology
Journalism	Charisma (Outgoing)	Creativity (Playful)	Cooking (None)	Art, Philosophy
Education	Cleaning (Neat)	Logic (Serious)	Charisma (Outgoing)	Biology, Psychology

Adult Careers

Level 1 Careers

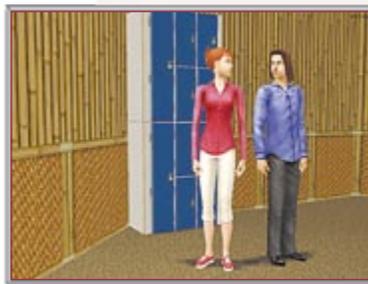
Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours
Adventurer	Ambassador's Intern	0	0	0	0	0	0	0	0	9a–4p
Education	Playground Monitor	0	0	0	0	0	0	0	0	8a–3p
Gamer	Noob	0	0	0	0	0	0	0	0	10a–4p
Journalism	Yearbook Club Supervisor	0	0	0	0	0	0	0	0	9a–3p
Law	File Clerk	0	0	0	0	0	0	0	0	8a–4p
Music	Record Store Clerk	0	0	0	0	0	0	0	0	10a–5p

Jobs by Career Level

The Sims™ 2 Seasons brings your Sims six new career tracks:



Adventure, Intern



Law, File Clerk

Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort
Sun & Thurs	5	\$172	\$860	-8	-5	-3	-3	-4	-2	-7
Sun & Sat	5	\$215	\$1,075	-10	-2	-8	4	-5	-2	-4
Mon & Fri	5	\$123	\$615	-5	-3	-8	-3	-5	2	-5
Sun & Sat	5	\$115	\$575	-4	-7	-3	3	-8	-2	-3
Sun & Sat	5	\$148	\$740	-7	-5	-2	-2	-5	-10	-4
Sun & Wed	5	\$135	\$675	-5	-4	-2	4	-7	2	-7

Adult Careers continued

Level 2 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours
Adventurer	Spelunker	0	1	0	0	0	0	0	0	3p-9p
Education	Teacher's Aide	0	0	0	0	0	0	0	1	8a-3p
Gamer	Button Masher	0	0	0	0	0	0	0	0	9a-4p
Journalism	Blog Writer	0	0	0	0	0	0	0	1	1p-6p
Law	Law Firm Receptionist	0	0	0	0	0	0	0	1	8a-4p
Music	Piano Tuner	0	0	0	0	0	0	0	0	10a-5p



Adventure, Spelunker

Level 3 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours
Adventurer	Multiregional Sim of Some Question	0	2	0	0	2	0	0	1	2p-8p
Education	Substitute Teacher	0	0	0	0	1	0	1	2	8a-3p
Gamer	Trash Talker	0	0	1	0	0	0	0	0	3p-9p
Journalism	Internet Movie Critic	0	0	1	0	1	0	0	2	2p-8p
Law	Legal Secretary	1	0	0	0	0	0	1	2	9a-4p
Music	Coffee Shop Sound Engineer	0	0	0	1	0	0	0	1	1p-8p



Adventurer, Multiregional Sim of Some Question



Education, Substitute Teacher

CHAPTER 5: NEW CAREERS

Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort
Mon & Wed	5	\$225	\$1,125	-8	-8	-10	-3	-7	8	-8
Sun & Sat	5	\$316	\$1,580	-8	-2	-7	4	-5	-3	-8
Wed & Sat	5	\$147	\$735	-8	-5	-8	-3	-2	3	-1
Mon & Wed	5	\$228	\$1,140	-4	-7	-8	2	-5	2	-2
Sun & Sat	5	\$215	\$1,075	-6	-4	-8	-3	-7	-8	-5
Tues & Thurs	5	\$186	\$930	-5	-2	-4	2	-7	-2	-7

Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort
Sun & Wed	5	\$375	\$1,875	-8	-3	-3	-3	-6	3	-1
Sun & Sat	5	\$452	\$2,260	-10	-2	-8	2	-3	-5	-2
Mon & Tues	5	\$225	\$1,125	-8	-3	-8	-3	-6	4	-1
Tues & Thurs	5	\$287	\$1,435	-4	-8	-4	4	2	3	3
Sun & Sat	5	\$365	\$1,825	-8	-6	-2	2	-6	-8	-2
Tues & Fri	5	\$223	\$1,115	-5	-5	-7	3	-8	-2	-7

Adult Careers continued

Level 4 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours
Adventurer	Deep Sea Excavator	0	4	0	1	2	0	0	2	9a-3p
Education	Elementary School Teacher	0	0	0	0	2	0	2	3	8a-3p
Gamer	Gold Farmer	1	0	1	1	0	0	0	1	9a-4p
Journalism	Fact Checker	0	0	1	0	2	2	0	3	9a-4p
Law	Legal Biller	2	0	0	0	1	0	2	3	9a-4p
Music	Summer Camp Music Teacher	0	0	1	2	1	0	0	2	8a-3p



Adventurer, Diver



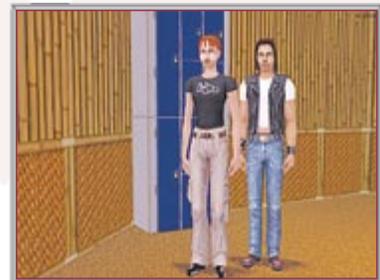
Law, Legal Secretary

Level 5 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours
Adventurer	Relic Liberator	0	5	0	2	2	0	0	3	2p-7p
Education	High School Teacher	2	0	0	0	3	0	3	5	9a-3p
Gamer	Flag Capturer	2	0	2	2	0	0	0	2	1p-7p
Journalism	Obituary Writer	0	0	2	0	3	3	0	4	11a-5p
Law	Paralegal	3	0	0	0	2	0	3	4	9a-4p
Music	Battle of the Bands Judge	0	0	2	3	2	0	0	4	2p-8p



Adventurer, Adventurer



Music, Roadie

CHAPTER 5: NEW CAREERS

Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort
Tues & Wed	5	\$415	\$2,075	-8	-1	-8	-3	-5	5	-8
Sun & Sat	5	\$642	\$3,210	-10	-2	-7	4	-2	-2	-3
Tues & Sat	5	\$296	\$1,480	-8	-8	-8	-3	-7	-2	-1
Sun & Sat	5	\$385	\$1,925	-6	-5	-2	2	-8	-6	-5
Sun & Sat	5	\$422	\$2,110	-5	-5	-1	2	-8	-8	-2
Sun & Sat	5	\$335	\$1,675	-10	-8	-5	3	-8	2	-4



Music, Summer Camp Music Teacher

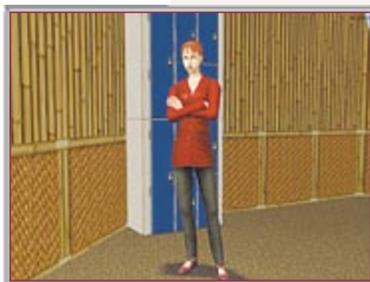


Journalism, Journalist

Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort
Tues & Wed	5	\$580	\$2,900	-8	-5	-5	-2	-5	4	-8
Sun & Sat	5	\$754	\$3,770	-7	-2	-8	3	-7	-6	-3
Tues & Sat	5	\$325	\$1,625	-8	-6	-8	-2	-4	5	-2
Mon & Tues	5	\$457	\$2,285	-5	-7	-8	5	-5	-1	3
Wed & Sat	5	\$488	\$2,440	-8	-7	-2	2	-5	-7	-4
Mon, Wed, Thurs	4	\$452	\$1,808	-8	-5	-2	1	-8	3	-8



Law, Paralegal



Education, High School Teacher

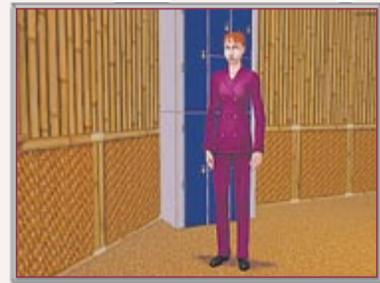
Adult Careers continued

Level 6 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours
Adventurer	Dread Pirate	0	6	0	3	3	0	0	4	9a-4p
Education	University Guest Lecturer	4	0	0	0	4	0	4	7	11a-5p
Gamer	Platform Jumper	3	0	2	4	0	0	0	3	2p-8p
Journalism	Horoscope Writer	0	0	4	0	4	4	0	5	10a-3p
Law	Personal Injury Attorney	3	0	0	0	4	0	4	6	10a-5p
Music	Roadie	0	0	2	5	3	0	0	5	8a-3p



Adventurer, Dread Pirate



Law, Injury Attorney

Level 7 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours
Adventurer	Warhead Disarmer	0	7	0	6	3	0	0	5	10a-4p
Education	High School Principal	5	0	0	0	5	0	5	8	9a-4p
Gamer	Power Leveler	4	0	3	5	0	0	0	4	10a-6p
Journalism	Sports Columnist	0	0	5	0	6	4	0	7	1p-7p
Law	Family Law Attorney	4	0	0	0	5	0	5	8	9a-4p
Music	Studio Musician	0	0	4	6	4	0	0	7	9p-3a



Adventurer, Warhead Disarmer



Music, Studio Musician

CHAPTER 5: NEW CAREERS

Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort
Mon & Tues	5	\$870	\$4,350	-6	-5	-9	-5	-3	5	-3
Sun, Tues, Sat	4	\$1,560	\$6,240	-8	-8	-4	2	-7	-1	-8
Tues & Thurs	5	\$453	\$2,265	-8	-6	-8	-2	-5	5	-1
Sun & Sat	5	\$668	\$3,340	-2	-5	-2	5	-2	5	-3
Sun & Sat	5	\$725	\$3,625	-8	-5	-3	2	-8	-6	-5
Tues & Wed	5	\$535	\$2,675	-10	-8	-8	-1	-1	2	-7



Education, Guest Lecture

Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort
Sun & Fri	5	\$1,050	\$5,250	-6	-3	-3	-2	0	-4	-3
Sun & Sat	5	\$1,640	\$8,200	-10	-5	-8	4	-6	-4	-4
Sun, Mon, Wed	4	\$763	\$3,052	-10	-8	-8	-4	-4	1	-2
Wed & Fri	5	\$874	\$4,370	-8	-3	-8	4	-6	5	-7
Sun & Sat	5	\$865	\$4,325	-7	-3	-2	8	-2	-3	-2
Mon & Thurs	5	\$1,030	\$5,150	-8	-7	-3	-2	-5	4	-8



Law, Family Attorney



Education, High School Principal

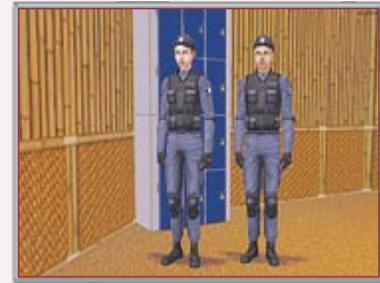
Adult Careers continued

Level 8 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours
Adventurer	Hostage Negotiator	0	7	0	7	5	0	0	7	9a–3p
Education	College Senior Professor	7	0	0	0	5	0	6	9	10a–5p
Gamer	Real Time Strategizer	6	0	4	6	0	0	0	5	10a–5p
Journalism	Investigatory Journalist	0	0	6	0	8	5	0	9	12p–7p
Law	International Corporate Lawyer	6	0	0	0	6	0	6	9	9a–4p
Music	Concert Pianist	0	0	5	7	5	0	0	8	11a–6p



Gamer, Gamer



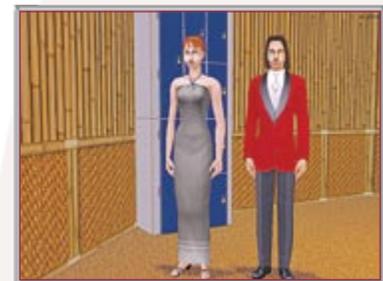
Adventurer, Hostage Negotiator

Level 9 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours
Adventurer	International Sim of Mystery	0	8	0	8	7	0	0	9	2p–10p
Education	College Dean of Students	8	0	0	0	7	0	8	11	10a–5p
Gamer	Guild Leader	7	0	6	7	0	0	0	7	2p–9p
Journalism	Magazine Editor	0	0	7	0	9	5	0	11	9a–4p
Law	Entertainment Attorney	6	0	0	0	8	0	7	11	10a–5p
Music	Symphony Conductor	0	0	7	7	6	0	0	9	3p–9p



Adventurer, International Sim of Mystery



Music, Conductor

CHAPTER 5: NEW CAREERS

Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort
Tues, Wed, Thurs	4	\$1,560	\$6,240	-5	-6	-4	-2	0	7	-2
Sun & Sat	5	\$1,982	\$9,910	-6	-8	-4	4	-10	-3	-7
Sun & Sat	5	\$950	\$4,750	-8	-5	-8	-1	-7	6	-1
Tues & Fri	5	\$1,168	\$5,840	-10	-8	-2	-5	-4	8	-5
Sun & Sat	5	\$865	\$4,325	-7	-3	-2	8	-2	-3	-2
Sun, Tues, Wed, Thurs	3	\$1,950	\$5,850	-8	-6	2	5	-7	5	-4



Music, Concert Pianist



Education, College Senior Professor

Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort
Mon, Tues, Wed	4	\$1,910	\$7,640	-6	-6	-2	-2	0	5	-1
Wed & Sat	5	\$2,430	\$12,150	-8	-7	-8	3	-4	-8	-6
Mon, Thurs, Fri	4	\$1,250	\$5,000	-8	-8	-8	2	-7	-3	-1
Sun & Thurs	5	\$1,460	\$7,300	-7	-6	-1	2	-8	2	-4
Sun & Sat	5	\$1,572	\$7,860	-7	-4	-5	2	-3	3	3
Mon, Wed, Thurs	4	\$2,100	\$8,400	-10	-7	2	8	-5	-5	-7



Law, Entertainment Attorney



Journalism, Slick Suit



Education, Dean of Students

Adult Careers continued

Level 10 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours
Adventurer	Space Pirate	0	10	0	9	9	0	0	11	3p–8p
Education	Education Minister	10	0	0	0	8	0	9	13	10a–4p
Gamer	Game Designer	10	0	7	8	0	0	0	9	10a–6p
Journalism	Media Magnate	0	0	9	0	10	6	0	13	10a–6p
Law	The Law	7	0	0	0	10	0	8	13	10a–5p
Music	Rock God	0	0	9	7	8	0	0	11	5p–11p



Adventurer, Space Pirate



Music, Rock Star

Teen/Elder Careers

Level 1 Teen/Elder Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours
Adventurer	Ambassador's Intern	0	0	0	0	0	0	0	0	3p–6p
Education	Playground Monitor	0	0	0	0	0	0	0	0	3p–6p
Gamer	Noob	0	0	0	0	0	0	0	0	3p–6p
Journalism	Yearbook Club Supervisor	0	0	0	0	0	0	0	0	3p–6p
Law	File Clerk	0	0	0	0	0	0	0	0	3p–6p
Music	Record Store Clerk	0	0	0	0	0	0	0	0	3p–6p

CHAPTER 5: NEW CAREERS

Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort
Mon & Fri	5	\$2,730	\$13,650	-7	-4	-2	-4	0	9	3
Sun & Thurs	5	\$3,450	\$17,250	-9	-7	-8	-2	-8	-4	-2
Sun & Sat	5	\$1,960	\$9,800	-10	-8	-2	-8	-8	8	3
Sun & Sat	5	\$2,350	\$11,750	-10	-4	-2	5	-10	-3	-7
Wed & Sat	5	\$1,912	\$9,560	-8	-4	-8	5	-5	3	-8
Mon, Wed, Thurs	4	\$2,830	\$11,320	-10	-8	-7	-3	-8	8	-8



Law, The Law



Journalism, Media Magnate



Education, Secretary of Education

Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort
Sun & Thurs	5	\$72	\$360	-8	-5	-3	-4	-4	-2	-7
Sun & Sat	5	\$64	\$320	-10	-2	-8	2	-5	-2	-4
Mon & Fri	5	\$45	\$225	-5	-3	-8	-4	-5	2	-5
Sun & Sat	5	\$57	\$285	-4	-7	-3	4	-8	-2	-3
Sun & Sat	5	\$74	\$370	-7	-5	-2	-2	-5	-10	-4
Sun & Wed	5	\$52	\$260	-5	-4	-2	5	-7	2	-7

Teen/Elder Careers continued

Level 2 Teen/Elder Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours
Adventurer	Spelunker	0	1	0	0	0	0	0	0	3p-6p
Education	Teacher's Aide	0	0	0	1	0	0	1	1	3p-7p
Gamer	Button Masher	0	0	1	0	0	0	0	0	3p-6p
Journalism	Blog Writer	0	0	1	0	0	0	0	1	3p-6p
Law	Law Firm Receptionist	1	0	0	0	0	0	0	1	3p-7p
Music	Piano Tuner	0	0	1	0	0	0	0	0	3p-6p

Level 3 Teen/Elder Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours
Adventurer	Multiregional Sim of Some Question	0	2	0	0	2	0	0	1	5p-9p
Education	Substitute Teacher	0	0	0	1	1	0	2	2	3p-6p
Gamer	Trash Talker	0	0	2	0	0	0	0	1	5p-9p
Journalism	Internet Movie Critic	0	0	1	0	1	0	0	2	3p-6p
Law	Legal Secretary	2	0	0	0	0	0	1	2	3p-7p
Music	Coffee Shop Sound Engineer	0	0	2	1	0	0	0	1	4p-7p

CHAPTER 5: NEW CAREERS

Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort
Mon & Wed	5	\$95	\$475	-8	-8	-10	1	-7	8	-8
Sun & Sat	5	\$86	\$430	-8	-2	-7	4	-5	-3	-8
Wed & Sat	5	\$74	\$370	-8	-5	-8	4	-2	3	-1
Mon & Wed	5	\$84	\$420	-4	-7	-8	7	-5	2	-2
Sun & Sat	5	\$98	\$490	-6	-4	-8	1	-7	-8	-5
Tues & Thurs	5	\$75	\$375	-5	-2	-4	1	-7	-2	-7

Days Off	# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort
Sun, Wed, Sat	4	\$125	\$500	-8	-6	-3	4	-6	3	-1
Sun & Wed	5	\$116	\$580	-10	-2	-8	4	-3	-5	-2
Sun & Mon	5	\$107	\$535	-8	-3	-8	-5	-6	4	-1
Tues & Thurs	5	\$115	\$575	-4	-8	-4	-10	2	3	3
Sun & Sat	5	\$145	\$725	-8	-6	-2	1	-6	-8	-2
Sun & Mon	5	\$98	\$490	-5	-5	-7	2	-8	-2	-7

Career Reward Objects

Golden Skull of Jumbok IV

- ◆ **Career (Level):** Adventurer (5)
- ◆ **Skill:** None
- ◆ **Need Effects:** Fun 3 (View), Hunger 2 (Proximity), Comfort 2 (Proximity), Energy 1 (Proximity), Fun 2 (Proximity), Social 2 (Proximity), Hygiene 2 (Proximity)
- ◆ **Need Max:** Fun up to 95 (View)



Interactions:

- ◆ **View:** Sims can view the idol for Fun.



It's strange but I feel somehow... refreshed. And like I'm being watched.

This idol has a very curious effect on those who stand in its presence.

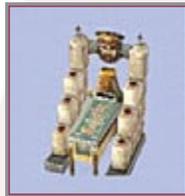
Periodically, Sims near the idol feel a surge in their Energy, Comfort, Fun, Social, Hygiene, and Social. These effects stack atop the effects of objects your Sim is actually using, so the skull can act as a booster. For example, you could put it next to a bed to shorten the time a Sim has to sleep to reach full Energy.

Tribal Flame a la Coconut Pinball

- ◆ **Career (Level):** Gamer (5)
- ◆ **Need Effects:** Fun 10 (Play), Fun 3 (Watch)

Interactions:

- ◆ **Play:** Satisfies Fun and earns money as you play (\$5 at a time).
- ◆ **Join:** Sims take turns. Both get Social. Winner is random but is usually the Sim with highest Body and/or Mechanical skill.



Generally, this pinball machine functions just like a regular pinball machine. This one, however, offers money for playing; every few seconds, the playing Sim adds \$5 to household funds. Work hard enough on it and your Sim can make a side living as a pinball hustler.



That Sim sure plays a mean pinball.

Whether Sims win or lose depends on Body and Mechanical skill.

Occasionally, there's lava. Just so you know. Lava.

"I Object" Litigator Podium

- ◆ **Career (Level):** Law (6)
- ◆ **Skill:** Charisma
- ◆ **Need Effects:** Fun 3 (Practice Case), Fun 5 (Play)
- ◆ **Need Max:** Fun up to 60 (Practice Case), 90 (Listen), or 75 (Play)



Why go out on the legal lecture circuit when you can earn the sumptuous Simoleons right at home while practicing Charisma?

Interactions:

- ◆ **Practice Case:** Satisfies Fun, increases Charisma skill, and earns money (\$5 every few Sim minutes).
- ◆ **Play:** Satisfies Fun. Child only.
- ◆ **Listen:** Satisfies Fun. The higher the speaker's Charisma, the more Fun this will advertise to autonomous Sims.

The Gootentaugen Award for Excellence in Journalism

- ◆ **Career (Level):** Journalism (6)
- ◆ **Need Effects:** Fun 3 (View), Hunger 2 (Proximity), Comfort 2 (Proximity), Energy 2 (Proximity), Fun 2 (Proximity), Social 2 (Proximity), Hygiene 2 (Proximity)
- ◆ **Need Max:** Fun up to 95 (View)



Interactions:

- ◆ **View:** Sims can view the award for Fun.

CHAPTER 5: NEW CAREERS



An award on your Sim's desk can be, well, inspiring.

This tabletop or floor statue has a very curious effect on those who stand in its presence. Periodically,

Sims near the award feel a surge in their Energy, Comfort, Fun, Social, Hygiene, and Social. These effects stack atop the effects of objects your Sim is actually using, so the award can act as a booster. For example, you could put it next to a desk to allow a Sim to study skills longer.

The Rock Hammer

- ◆ **Career (Level):** Music (6)
- ◆ **Skill:** Creativity (slower if Performing)
- ◆ **Need Effects:** Fun 10 (Perform/Practice), Fun 4 (Watch), Fun 8 (Dance), Energy -2 (Dance solo), Energy -5 (Dance together), Social (Watch, Dance, Perform), Environment 2.
- ◆ **Need Max:** Fun up to 75 (Dance solo) or 85 (Dance together)



note

If you don't have *The Sims™ 2 University*, only the Practice interaction will be available.



Rock out like the rock god you are with this rockin' rock guitar.

Interactions:

- ◆ **Practice:** Sim plays (Country, Rock, or Jazz), has Fun, and builds Creativity (faster than standard guitars). All practicing Sims play by themselves, not in unison. A Sim's Creativity skill determines how well that Sim plays and how watchers will react.
- ◆ **Perform:** Sim puts out a tip jar and plays (Country, Rock, or Jazz). If there are other instruments in the same room, other Sims can join in by clicking on the already-performing Sim. Sims get Creativity skill, Fun, and Social. If other Sims put tips in the tip jar, Sims earn money when they stop playing and empty

the jar. A Sim's Creativity skill determines how well that Sim plays and how watchers will react. Will be available on Community Lots in regular Neighborhoods but won't build Creativity.

- ◆ **Dance:** Click on instrument when another Sim is playing it and Sim will dance to the music. Gives Fun and, if other Sims couple dance, Social.
- ◆ **Watch:** Gives Fun and, if more than one Sim is watching, Social.

Books First for Learning: A Bookshelf of Education

- ◆ **Career (Level):** Education (5)
- ◆ **Skill:** Cooking (Study), Mechanical (Study), Cleaning (Study), Charisma (Study), Body (Study), Logic (Study), Creativity (Study)
- ◆ **Need Effects:** Fun 1 (Read or Read to), Fun (Be read to) Comfort 2 (Write in Diary), Fun 2 (Write in Diary), Social (Write in Diary)
- ◆ **Need Max:** Fun up to 75 (Read/Read to/Be Read to)



Interactions:

- ◆ **Read Book:** Satisfies Fun.
- ◆ **Read to...:** Satisfies Fun for reader and child or toddler being read to. Available to teen, adult, and elder if there's a toddler or child on the lot. Menu specifies who to read to.
- ◆ **Ask to be Read to:** Same as Read to except initiated by child or toddler (autonomously only).
- ◆ **Study...:** Unlike regular bookshelves, this bookcase lets Sims build *any* skill via reading.
- ◆ **Write in Diary:** Satisfies Fun and Comfort. Initiated on bookcase but Sims carry their own diaries.
- ◆ **Put Away All Books:** Sim find and return all books on the lot.



The golden book is a symbol of universal learning (just go with us on this), so it's only natural that this special bookcase teach *all* skills.

In addition to looking cool, this special educator's bookshelf offers faster skill development than normal bookshelves and lets Sims learn any skill from the comfort of their sofa. In addition to the usual bookcase-learned skills, Sims can now develop Body, Charisma, Creativity, and Logic.

Chapter 6

NEW OBJECTS

Seasons are a fundamental touchstone in everyone's life, so it's natural that we all have vivid associations between the various seasons and certain things in our lives. Now that they have seasons (and weather), Sims can also enrich their lives with a new slate of objects for their new, more cyclical and varied life.

This chapter describes several new object-based features and outlines all the new Buy and Build mode and non-catalog objects.

New Motif Collections



New motif collections can be found in the Collections panel in Buy or Build mode.

The Sims™ 2 Seasons brings you three new object motifs:

- ◆ Country Style
- ◆ Tiki
- ◆ Race Car

These packs contain Build and Buy mode objects and floor/wall coverings to expand your decorating palette. Consult the Collections panel to find these assets grouped in the following collections:

- ◆ Country Bedroom
- ◆ Tiki Style
- ◆ Country Kitchen
- ◆ Country Collection
- ◆ The Sims 2 Bonus

Pay All Bills

Has this ever happened to you? Your Sims stop briefly to pull household bills from the mailbox, then leave them on the floor of a cluttered room while you attend to other business. Three days later, more bills arrive and are similarly laid out of sight and out of mind. Until, that is, warnings about overdue bills start to flash before your eyes. Now, where the heck are those bills?



Instead of finding bills on your lot, pay them all in one fell swoop with the new mailbox-based "Pay All Bills" interaction.



tip

Pay All Bills is especially helpful when they're hidden under a blanket of snow.

It's a challenge that has bedeviled us for years, but now there's a solution: Pay All Bills. This interaction, available on residential lot mailboxes, pays all bills presently on the lot all at once. No more scanning around the lot and zooming in to find those hard-to-see piles of color-coded envelopes. In fact, you no longer need know where your Sims placed them at all.



note

The interaction is still called "Pay All Bills" even if there is only one set of bills on the lot.



Sims go to each bill in turn and decide if they have enough money to pay it with any they've already collected.

CHAPTER 6: NEW OBJECTS

While this method of bill paying is efficient, it may not work when money's tight. Sims pick up only bills they can currently afford to pay in addition to any bills already in hand, leaving behind any that put the cumulative amount above the current household funds. In other words, Pay All Bills may not, in fact, cause your Sim to pay *all* bills. For example, if your household has \$700 and contains three bill piles of \$300, \$500, and \$400, only two will be paid. If the Sim picks up the \$300 stack first and next finds the \$500 stack, he or she will leave the \$500 stack where it was found, because it would make the total amount more than \$700. Undaunted, however, the Sim will then go to check out the \$400 bill pile; since it can be paid out of the Sim's current funds, that bill will be added to the pile and both bills will be paid together. Remember, your Sims start with the physically closest bill pile and won't consider how overdue a bill is, only whether they can afford to pay it.

Set Hair per Outfit

Traditionally, no matter what outfit Sims wore, they were always stuck with the same hair and headgear you originally chose. With the mirror/vanity-based Change Appearance interaction, you could later alter the hair color, style, or the headgear, but the change applied to all outfits.



note

For more information on the new Outerwear clothing category, see the "Weather" chapter.

Thanks to a new feature in the Change Appearance tool, you can set a hair/hat for each category of clothing or pick a new head-style for all outfits.



note

Some outfit categories don't allow hats or will override the Everyday outfit hat. That's why your Sims will always remove their hats when they change into Formal, Undies, PJs, Athletic, or Swimwear. When setting hair per outfit, you won't be able to pick a hat for any of these categories (except Formal). Plus, if you elect to set a hat for all outfits, your Sims will remove it in these situations.



Begin by selecting the Hair Style and Color (formerly "Hair Color") panel in the Change Appearance tool.



Next, select the clothing category you want from the icon column on the panel's left side. The first time you view the tool with a new Sim, all but the bottom button ("Set Hair per Outfit") is grayed out. When only Set Hair per Outfit is green, it means that every outfit will use the same hair or hair-and-hat (where hats are allowed).



If you want to simply change the hat for all outfits, pick one from the list and you're done. Your Sim will wear that hat with either Everyday or Outerwear outfits.





If, however, you wish to customize your Sim's hair or hat per outfit, select each category and choose whichever hairstyle or hat you want.



Each outfit category has its own slate of options, and some have more than other. Some, such as PJs, have only hairstyles and no hats. You can even change your Sim's hair color to go with each outfit. You can give your Sim a jaunty cap for Everyday wear and a stocking cap for Outerwear. A Sim who wears a ponytail with Everyday outfit can be neatly pigtailed when working out, but have it elegantly swept up for a Formal outfit.



Now whenever your Sim changes into each outfit, your individually selected hair or hat will switch too.



Stackable Inventory

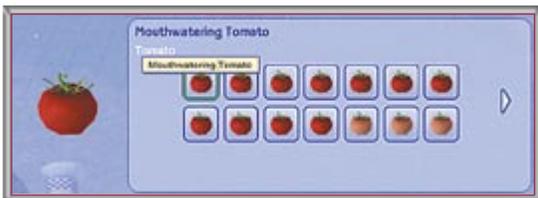
You can probably imagine—if you've thoroughly perused “The Sim's Guide to Gardening and Fishing”—that any time spent in these productive activities could thoroughly clutter your Sims' inventories with dozens of fruits, vegetables, and tasty fish. How, you may wonder, will you find anything amid the bushels of eggplants and oranges? Don't worry; it's been covered.

All Sim inventories now stack similar objects in single inventory slots. Thus, whether you have one pole bean or a hundred, they'll all be contained in a single inventory slot. And it's not just produce and *pescados*. Any object that can be placed in a Sim's inventory will be stacked if there is more than one. Chairs, hot tubs, dishes of food, whatever; if they're in your inventory and they're the same, they'll stack. Once more than one of an object is placed in inventory, the inventory slot's icon displays a number indicating how many of that object are in the stack.

Objects don't have to be identical to stack in inventory, they just need to be fundamentally the same object. A Bland tomato and a Mouthwatering tomato share the same slot, as will two of the same bed with different designs.



Three of the same chairs in different colors.



Click on the stack to see its contents. Mousing over each icon provides additional info on the object. Here the Mouthwatering and Bland tomatoes can be differentiated by both their color and their pop-up label.



note

The most recently added object in a stack appears in the icon for the stack. Likewise, dragging from the stacked inventory slot first pulls the most recently placed object of the type.



note

Objects stack in the same slot even if they're broken or dirty. Click on the stacked icon and point at the various icons or examine their pictures to find any dirty objects.



One toilet in this stack is clean and one... isn't. Can you tell which one?

Food Object Changes

Refrigerators

Refrigerators have changed a bit to accommodate the effects of fresh produce and fish.



note

Full details on using produce and fish can be found in the “The Sim's Guide to Gardening and Fishing” chapter.

Whenever your Sims has fruits, vegetables, or fish in their inventories, the new “Stock” interaction becomes available on any full-size refrigerator (the “MMM Mini-fridge” can't be stocked with produce or fish).

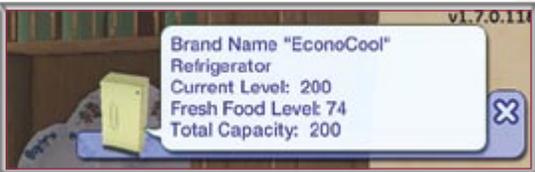


The Stock interaction brings up this panel, allowing you to handpick which and how many of your Sim's produce and fish will go into the refrigerator.



note

Refrigerators accept only fruits, vegetables, and fish. You can't add the boot your Sim caught while fishing, though it can be stocked in the juicer (described later in this chapter).



Checking your refrigerator stock is now a bit more complicated with the new "Fresh Food Level." Fortunately, this separate stock of food enables your Sims to turn homegrown ingredients into a life without grocery deliveries.

As more fully described in the "Sim's Guide to Gardening and Fishing" chapter, produce (on the one hand) and fish (on the other) are treated differently from groceries when added to the household's food stock. Both fruits and vegetables are added to a refrigerator's new "Fresh Food Level" counter and not the general food stores ("Current Level"). When a fridge is stocked with fresh food, any meal (except fish) will be made with fresh ingredients, drawing from fresh food points instead of normal food stock.

When fresh food points run out or aren't enough to cover the food "cost" of a meal, the meal is deducted from normal food points as usual. Thus, maintaining a large stock of fruits and vegetables makes grocery shopping completely unnecessary.



note

If a fridge has fresh food points, every cooked non-fish meal will be considered made from fresh food, even if the meal in question (such as hamburgers) contains no fruits or vegetables.



note

Fish can be stocked in the fridge, but it's not mandatory. Any fish in your Sims' inventories can be cooked by choosing a fish meal from any refrigerator, stove, or grill.

Fish stocked in the fridge don't add to fresh food or normal food points. They're instead tracked in an invisible count for each species of fish. This count actually has nothing to do with the refrigerator, because any fish in either your Sims' inventories or the refrigerators can be made into fish dishes. Adding each kind of fish to a fridge or having it in inventory makes available one serving of every meal based on that fish that your Sim's cooking skill permits. Drawing a fish meal from the fridge has no impact on either fresh food or normal food counts, though cooked fish dishes bear the visual effect for fresh food (because your Sims caught it themselves).



CHAPTER 6: NEW OBJECTS

Because neither produce nor fish are counted in refrigerators' food level, they aren't limited by the refrigerator's capacity. Any full-sized fridge can, therefore, hold an infinite supply of these homegrown and self-caught food sources.

Once produce or fish are stocked in a refrigerator, they *cannot* be removed. Once stocked, produce can't be moved to the juicer and none of it can be put out for sale (*The Sims 2™ Open for Business*), sold in Buy mode, or (for fish) mounted on the wall.



note

Though the juicer uses the same stocking panel as the refrigerators, it does allow stocked items to be returned to your Sim's inventory. Unlike the infinite produce-holding capacity of refrigerators, however, juicers can only hold so much.

Leftovers

Has it ever troubled you how much food your Sims waste? Or how much money they'd save if they didn't throw away uneaten or unfinished food? If so, you'll be pleased to know that just about any food your Sims can eat can be wrapped and stashed in the refrigerator to be eaten as leftovers.

Individual servings are saved as such, while platters are saved (and removed) as a tray of multiple servings. In other words, if you stash a serving platter of food, you can't direct your Sim to remove one serving and leave the rest in the fridge. To cherry-pick leftovers-for-one, first remove the platter, partake of a serving, and then direct the Sim to put the platter back in the refrigerator.



To save food as leftovers, click on the food object itself and select "Put Leftovers Away."

Once you direct Sims to save something as leftovers, they grab the item and stash it back in the fridge. There it'll stay, retaining its remaining Hunger satisfaction points and any other attributes (see "Benefits of High Quality Produce," in the "The Sim's Guide to Gardening and Fishing" chapter). It also retains its position on the road to spoilage.

In other words, if a serving platter of food has been out for a while and is saved as leftovers, any servings not immediately consumed will spoil shortly after leaving the chilly air of the fridge.



note

Even spoiled food can be saved as leftovers. It won't get any *more* spoiled in the fridge, but it'll still be spoiled when your Sim consumes it later.

Generally, any prepared food can be saved as leftovers, but there are a few special cases:

- ◆ **Birthday cake:** The unsliced cake can't be saved as leftovers, but individual slices can be.
- ◆ **Pizza:** Can't be saved.
- ◆ **Chinese Food:** Can't be saved.
- ◆ **Juice, lemonade, other drinks:** Can't be saved.

When your Sims need a meal, they can take leftovers directly from the fridge via the "Grab Leftovers" interaction. If your Sims have stashed both platters with multiple servings or individual plates, you can choose which to extract. You can tell which kind of food is which by their icons in the selection panel.



note

Sims only put away leftovers or grab them to eat when you direct them. They never do it autonomously.



When there are leftovers in the icebox, no cooking is necessary.



New Object Directory

Object	Price and Depreciation				Needs							Skills						Room Sort							Community Sort										
	Price	Initial Depreciation	Daily Depreciation	Depreciation Limit	Hunger	Comfort	Hygiene	Bladder	Energy	Fun	Environment	Cleaning	Study	Charisma	Creativity	Body	Logic	Mechanical	Cooking	Function	Kids	Study	Dining Room	Outside	Living Room	Bathroom	Bedroom	Kitchen	Miscellaneous	Street	Outdoor	Shopping	Food		
"A Home for All Seasons"	\$4,250	\$637	\$425	\$1,700	0	0	0	0	0	0	10								Decorative	X	X			X		X	X	X	X						
A Less Threatening Rack	\$220	\$33	\$22	\$88	0	0	0	0	0	0	2								Decorative	X	X			X		X	X	X	X						
A Little Patch of Country from Ruggers Unlimited	\$450	\$67	\$45	\$180	0	0	0	0	0	0	0								Decorative	X	X			X		X	X	X	X						
A Not-So Lonely Shelf	\$315	\$47	\$31	\$126	0	0	0	0	0	0	3								Decorative	X	X			X		X	X	X	X						
An Odd Foretelling	\$455	\$360	\$2740	\$960	0	0	0	0	0	0	4								Decorative		X			X		X	X	X	X						
Auntie May's Bar Stool	\$310	\$46	\$31	\$124	0	4	0	0	0	0	0								Comfort					X		X	X	X	X						
Backcountry Vanity	\$900	\$135	\$90	\$360	0	0	0	0	0	0	2								Surfaces					X		X	X	X	X						
Bamboo Chair by Island Lumberjacks	\$220	\$33	\$22	\$88	0	3	0	0	0	0	0								Comfort				X		X		X	X	X						
Banner for Four Seasons	\$65	\$9	\$6	\$26	0	0	0	0	0	0	1								Decorative				X		X		X	X	X						
Beach Party Bar	\$1,600	\$240	\$160	\$640	0	0	0	0	0	3	0								Miscellaneous				X		X		X	X	X						
Beach Party Barstool	\$295	\$44	\$29	\$118	0	3	0	0	0	0	0								Comfort					X		X	X	X	X						
Blue Ribbon Countertop	\$365	\$54	\$36	\$146	0	0	0	0	0	0	0								Surfaces					X		X	X	X	X						
Chickenteed Charlie Sculpture of Fun	\$98	\$10	\$6	\$27	0	0	0	0	0	4	1								Decorative					X		X	X	X	X						
Coat Rack de Lovely	\$335	\$50	\$33	\$134	0	0	0	0	0	0	3								Miscellaneous		X			X		X	X	X	X						
CocoCounter from Nothing Atoll	\$250	\$37	\$25	\$100	0	0	0	0	0	0	0								Surfaces					X		X	X	X	X						
Country Fried Island Counter from McKraken Industries	\$375	\$56	\$37	\$150	0	0	0	0	0	0	0								Surfaces					X		X	X	X	X						
Cowpoke Stove from Cowboy Cookin'	\$750	\$112	\$75	\$300	7	0	0	0	0	0	0								Appliances					X		X	X	X	X						
Deluxe Small Rack	\$80	\$12	\$8	\$32	0	0	0	0	0	0	1								Decorative				X		X		X	X	X						
Drag Strip Toy Bin	\$55	\$8	\$5	\$22	0	0	0	0	0	7	0								Miscellaneous	X															
Earthenware Trio by Pastoral Poultry Designs	\$200	\$30	\$20	\$80	0	0	0	0	0	0	2								Decorative		X			X		X	X	X	X						
EZ2Dv Lighting Finial	\$315	\$47	\$31	\$126	0	0	0	0	0	0	2								Decorative				X		X		X	X	X						
Final Moments Lounge from Nothing Atoll	\$280	\$42	\$28	\$112	0	5	0	0	1	0	0								Comfort					X		X	X	X	X						
Flags of Victory	\$280	\$42	\$28	\$112	0	0	0	0	0	0	2								Decorative					X		X	X	X	X						
Gram Gram's Needlework from McKraken Industries	\$297	\$44	\$29	\$118	0	0	0	0	0	0	2								Decorative		X			X		X	X	X	X						
Headhunter Battle Mask	\$825	\$123	\$82	\$330	0	0	0	0	0	0	6								Decorative		X			X		X	X	X	X						
Hole-y Pots Cascading Waterfall	\$460	\$69	\$46	\$184	0	0	0	0	0	0	4								Decorative					X		X	X	X	X						
Home Sweet Home from McKraken Industries	\$248	\$37	\$24	\$99	0	0	0	0	0	0	2								Decorative		X			X		X	X	X	X						

Object Catalog

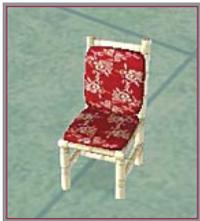
Comfort

Dining Chairs



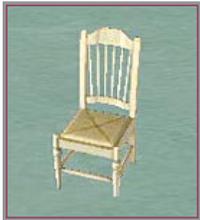
Vroom! Dining Chair

- ◆ Price: \$160
- ◆ Need Effects: Comfort 3



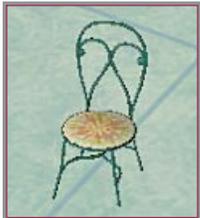
Bamboo Chair by Island Lumberjacks

- ◆ Price: \$220
- ◆ Need Effects: Comfort 3



The Cozinator 450

- ◆ Price: \$275
- ◆ Need Effects: Comfort 3



The Exquisite Bistro Chair by Bourgeois Design

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

Living Chairs



Tabu Living Chair from Nothing Atoll

- ◆ Price: \$275
- ◆ Need Effects: Comfort 5

Recliners



Final Moments Lounge from Nothing Atoll

- ◆ Price: \$280
- ◆ Need Effects: Comfort 5, Energy 1 (Nap)

Sofas and Loveseats



Stranded from Nothing Atoll

- ◆ Price: \$315
- ◆ Need Effects: Comfort 8 (Sit/Nap), Comfort 6 (Lounge), Energy 2 (Nap), Fun 4 (Play)
- ◆ Need Max: Energy up to 70 (Nap)



Park Parthenon

- ◆ Price: \$750
- ◆ Need Effects: Comfort 7 (Sit/Nap), Comfort 8 (Lounge), Energy 2 (Nap)
- ◆ Need Max: Energy up to 70 (Nap)



note

Unlike other benches, the Park Parthenon has no Play interaction. We don't want Sims banging their heads, now do we?

Beds



Vroom! Sleep System

- ◆ Price: \$460
- ◆ Need Effects: Comfort 3, Energy 3, Fun 4 (Jump)



The Single Bed a la Mode

- ◆ Price: \$600
- ◆ Need Effects: Comfort 3, Energy 3

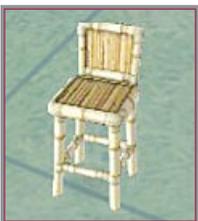
CHAPTER 6: NEW OBJECTS



The Four Post Bed

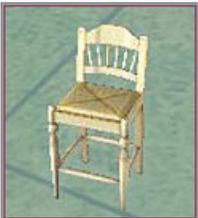
- ◆ Price: \$720
- ◆ Need Effects: Comfort 3, Energy 3, Environment 2

Miscellaneous



Beach Party Barstool

- ◆ Price: \$295
- ◆ Need Effects: Comfort 3



Auntie May's Bar Stool

- ◆ Price: \$310
- ◆ Need Effects: Comfort 4

Surfaces

Counters



CocoCounter from Nothing Atoll

- ◆ Price: \$250



Tiki Island Counter

- ◆ Price: \$260



Blue Ribbon Countertop

- ◆ Price: \$365



Country Fried Island Counter from McKraken Industries

- ◆ Price: \$375

Tables



Rancher's Round Table

- ◆ Price: \$240

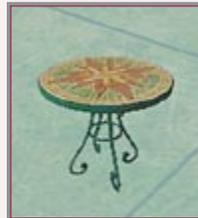


Table de Bistro by Bourgeois Design

- ◆ Price: \$258



Hula Feast Table

- ◆ Price: \$310

End Tables



Tire Stack by Autohaus Autobahn

- ◆ Price: \$95



Home-Style End Table

- ◆ Price: \$150

Coffee Tables



The Tiki Lifestyle from Nothing Atoll

◆ Price: \$170

Desks



Vroom! Desk

◆ Price: \$120



The Rollin' Secretary from McKraken Industries

◆ Price: \$600

Miscellaneous



Backcountry Vanity

◆ Price: \$900

◆ Need Effects: Fun 2 (Look at Self), Environment 2

Interactions:

- ◆ Change Appearance: Works just like standard mirror.
- ◆ Makeover: Allows you to Change Appearance of other Sims including NPCs and Townies.

Decorative

Plants



The "Naturally Stylish" Flower Barrel

◆ Price: \$250

◆ Need Effects: Environment 2



Layers of Loveliness

◆ Price: \$400

◆ Need Effects: Environment 2



The Decoy Trellis

◆ Price: \$450

◆ Need Effects: Environment 2



Synthetic Iron Trellis

◆ Price: \$550

◆ Need Effects: Environment 3

Sculptures



Chickenfeed Charlie Sculpture of Fun

◆ Price: \$68

◆ Need Effects: Fun 4 (Kick), Fun 2 (View), Fun 1 (Play with), Fun 5 (Steal), Fun 2 (Steal Back), Environment 1

◆ Need Max: Fun up to 60 (View)

Must be placed outdoors.

Interactions:

- ◆ Kick: Satisfies Fun, may cause Chickenfeed Charlie to fall over. Autonomous if Mood is low. Sims will kick over autonomously when viewing if they don't like Chickenfeed Charlie.

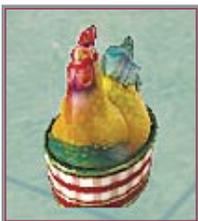
CHAPTER 6: NEW OBJECTS

- ◆ Stand up: Resets Chickenfeed Charlie upright.
- ◆ Play With: Satisfies Fun, Playful only.
- ◆ Chickenfeed Charlie Buddy: Outgoing Sims may autonomously talk to the Chickenfeed Charlie.
- ◆ Steal: Grouchy Neighbors (not Townies) walking by the house may autonomously steal Chickenfeed Charlie. If they leave the sidewalk and head toward Chickenfeed Charlie, they're going to try to steal it. If a member of the household is near Chickenfeed Charlie, the neighbor will give up or, if the neighbor's *really* Grouchy, he or she will steal it anyway. The thief gets Fun for a successful pilfering.
- ◆ Steal Back: If a member of a household whose Chickenfeed Charlie has been stolen appears on another lot as a walkby neighbor and is Playful and Grouchy, he or she will autonomously steal back Chickenfeed Charlie. Rescuer gets Fun.



Deluxe Small Rock

- ◆ Price: \$80
- ◆ Need Effects: Fun 4 (View), Environment 1



Major's Rooster by Franc-O-Phile Designs

- ◆ Price: \$170
- ◆ Need Effects: Fun 3 (View), Environment 1



Utensil Silo by Pastoral Poultry Designs

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



Little Tiki Idol

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



Earthenware Trio by Pastoral Poultry Designs

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



Unlikely Whale Sculpture

- ◆ Price: \$280
- ◆ Need Effects: Environment 2



The Daruma Wishing Doll by "Suki Desu"

- ◆ Price: \$280
- ◆ Need Effects: Environment 2



note

If you're not familiar with daruma dolls, this object's design mode variations may be a little puzzling. The doll can appear with two white eyes, one white/one black eye, or two black eyes. Traditionally, when you make a wish, you darken one of the doll's eyes. Then, if the wish comes true, you darken the other eye. A doll with all white eyes hasn't been wished upon.



The Little Jug of Wishes

- ◆ Price: \$285
- ◆ Need Effects: Environment 2



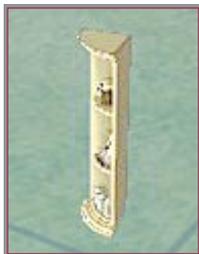
Premium Large Rock

- ◆ Price: \$300
- ◆ Need Effects: Environment 3



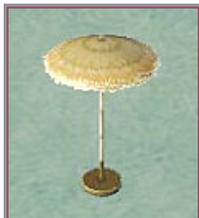
The Orneroy Rooster

- ◆ Price: \$300
- ◆ Need Effects: Environment 2



A Not-So Lonely Shelf

- ◆ Price: \$315
- ◆ Need Effects: Environment 3



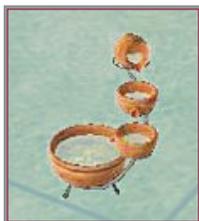
Pirate Herald's Tropical Umbrella

- ◆ Price: \$360
- ◆ Need Effects: Environment 3



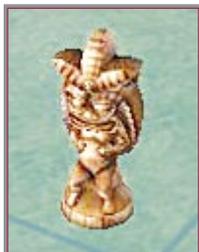
An Odd Foretelling

- ◆ Price: \$455
- ◆ Need Effects: Environment 4



Hole-y Pots Cascading Waterfall

- ◆ Price: \$460
- ◆ Need Effects: Environment 4



Tiki Idol

- ◆ Price: \$490
- ◆ Need Effects: Environment 4



The Flowy Floater

- ◆ Price: \$550
- ◆ Need Effects: Environment 4



"Stuff Me Silly" Scarecrow from McKraken Industries

- ◆ Price: \$850
- ◆ Need Effects: Environment 1



While Sims view this object, there's a chance it will briefly come to life and startle or delight the Sims.

"Boo! Sorry, thought you were a crow."



Qylaron Phase-Array Atmospheric Forecaster

- ◆ Price: \$900
- ◆ Need Effects: Environment 6

Wall Hangings



Nocturnal Imagination Receiver from Apparati Inc.

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



Wilted Love

- ◆ Price: \$65
- ◆ Need Effects: Environment 1



Sizzling Cuisine Mitts

- ◆ Price: \$70
- ◆ Need Effects: Environment 1

CHAPTER 6: NEW OBJECTS



Olde Tyme Skillets

- ◆ Price: \$85
- ◆ Need Effects: Environment 1



Rack-O-Plates

- ◆ Price: \$135
- ◆ Need Effects: Environment 1



La Cara del Sol

- ◆ Price: \$185
- ◆ Need Effects: Environment 2



Home Sweet Home from McKraken Industries

- ◆ Price: \$248
- ◆ Need Effects: Environment 2



Flags of Victory

- ◆ Price: \$280
- ◆ Need Effects: Environment 2



Gram Gram's Needlework from McKraken Industries

- ◆ Price: \$297
- ◆ Need Effects: Environment 2



"The Water's Flow" by Edgar Velveete

- ◆ Price: \$300
- ◆ Need Effects: Environment 2



note

This unusual painting is not only animated, but it's also a functioning light. Fancy!



Spice Trader Starter Kit

- ◆ Price: \$300
- ◆ Need Effects: Environment 2



Veronville Quilting Bee-Finalist

- ◆ Price: \$655
- ◆ Need Effects: Environment 5



Tiny Fake Room Wallscape

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



Headhunter Battle Mask

- ◆ Price: \$825
- ◆ Need Effects: Environment 6



The Benevolent Tengu

- ◆ Price: \$2,600
- ◆ Need Effects: Environment 10



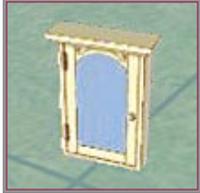
"A Home for all Seasons"

- ◆ Price: \$4,250
- ◆ Need Effects: Environment 10



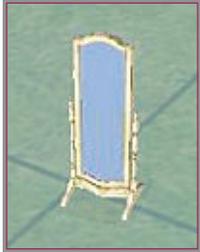
This sofa-length print has design mode variations for each season.

Mirrors



The CabiMirror

- ◆ Price: \$250
- ◆ Skill: Charisma (Practice Romance or Practice Speech)
- ◆ Need Effects: Hygiene 2 (Gussy Up), Environment 1



Rustic Glass

- ◆ Price: \$460
- ◆ Skill: Charisma (Practice Romance or Practice Speech)
- ◆ Need Effects: Hygiene 2 (Gussy Up), Environment 3

Curtains



Window Dressing

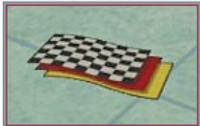
- ◆ Price: \$168
- ◆ Need Effects: Environment 2

Rugs



Seasonal Wishes Floor Mat

- ◆ Price: \$90



Pit Stop Rug

- ◆ Price: \$345



A Little Patch of Country From Ruggers Unlimited

- ◆ Price: \$450



Royal First Oval Rug

- ◆ Price: \$460

Miscellaneous



King Rainier's Sign

- ◆ Price: \$60
- ◆ Need Effects: Environment 1

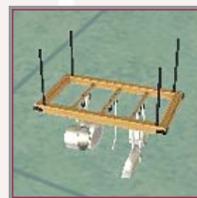


Banner for Four Seasons

- ◆ Price: \$65
- ◆ Need Effects: Environment 1



This porch banner features design mode variations for each season.



More O'This and That

- ◆ Price: \$80
- ◆ Need Effects: Environment 1



A Less Threatening Rack

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

CHAPTER 6: NEW OBJECTS



EZ120v Lighting Finial

- ◆ Price: \$315
- ◆ Need Effects: Environment 2



note

This object looks great attached to Sims' roofs (see the chapter "Build Mode Additions") and also attracts lightning. This reduces lightning strikes to trees and Sims.



Lanai Privacy Screen

- ◆ Price: \$700
- ◆ Need Effects: Environment 4

Plumbing

Toilets



Refreshing Commode from McKraken Industries

- ◆ Price: \$450
- ◆ Skill: Cleaning (Clean), Mechanical (Unclog)
- ◆ Need Effects: Bladder 10 (Use), Comfort 10 (Use), Fun 2 (Play), Hygiene -2 (Play), Hygiene -1 (Use, Clean, Unclog)
- ◆ Need Max: Fun up to 50

Showers and Tubs



Schmidt's Wunder Tub

- ◆ Price: \$825
- ◆ Skill: Cleaning (Clean), Mechanical (Repair)
- ◆ Need Max: Hygiene 8 (Take a Shower), Bladder 1 (Take a Shower, Sloppy only)

Sinks



The Simple Washer from Kountry Pipes

- ◆ Price: \$475
- ◆ Type: Countertop
- ◆ Skill: Cleaning (Clean), Mechanical (Repair)
- ◆ Need Effects: Hygiene 5 (Wash), Hygiene 6 (Sponge Bath), Hunger 1 (Drink)
- ◆ Need Max: Hygiene up to 90 (Wash), Hygiene up to 25 (Sponge Bath), Hygiene up to 70 (Bathe Baby)

Appliances

Stoves



Cowpoke Stove from Cowboy Cookin'

- ◆ Price: \$750
- ◆ Skill: Cleaning (Clean)
- ◆ Need Effects: Hunger 7



Rocket Heifer Barbeque

- ◆ Price: \$1,300
- ◆ Need Effects: Hunger 10

Small Appliances



Perfect Packets Hot Chocolate Maker

- ◆ Price: \$85
- ◆ Need Effects: Hunger 1, Bladder -1, Energy 3, Fun 1 (Juggle Mugs)
- ◆ Need Max: Fun up to 70 (Juggle Mugs)

Interactions:

- ◆ Make Hot Chocolate: Prepares eight servings. Instantaneous.
- ◆ Drink Chocolate: Unlike coffee, hot chocolate can be consumed by child Sims. Take and consume one cup. Satisfies Energy and Hunger and depletes Bladder. Must be made first. Each cup takes about 30–40 minutes to consume.
- ◆ Juggle Mugs: Satisfies Fun.



note

When a Sim is juggling hot chocolate mugs, other Sims can click on the juggling Sim and choose Join Juggling.

The hot chocolate machine increases a Sim's internal temperature, making it a great remedy for the chills after a romp in the snow. Thus, it advertises more powerfully to autonomous Sims when their internal temperature is Cold or Very Cold.



The Main Squeezer 235X

- ◆ Price: §800
- ◆ Need Effects: Hunger 4

Interactions:

- ◆ Stock: Produce can be added to the juicer by a child or older and by player-direction only. The juicer can hold up to 48 objects and can be stocked only with fruits, vegetables, and even a boot your Sim caught while fishing.
- ◆ Remove Produce: If you wish to remove items from the juicer, use the stock window to move each from the right panel to the left. Items are placed back in your Sim's inventory.
- ◆ Make Juice: Teen or older Sims can convert ingredients into juice. All recipes possible with the current stock will appear for selection. The machine automatically picks the highest quality possible produce for the juice and only picks a lower quality item if no higher quality is available. Each kind of juice satisfies Hunger but also gives a special benefit if ingredient quality is high enough. See "Juice" in the "The Sim's Guide to Gardening and Fishing" chapter.
- ◆ Serve Juice: Sim makes six servings of juice but uses *only three times* the basic ingredients. For example, a single glass of tomato juice "costs" three tomatoes while a six-glass service costs six.



note

Juice is always made from the highest quality fruit or vegetables currently stocked in the machine. If you desire a special effect juice, make sure the number and quality of ingredients are ready in the juicer's bin.

Lighting

Table Lamps



"Speedway" Table Lamp by Zoom Arts

- ◆ Price: §80
- ◆ Need Effects: Environment 1



Hula Dancer Lamp

- ◆ Price: §105
- ◆ Need Effects: Environment 1



Volcano Table Torch

- ◆ Price: §115
- ◆ Need Effects: Environment 1

Floor Lamps



The Bloomington Lamp

- ◆ Price: §195
- ◆ Need Effects: Environment 1

Floor Lamps



Pete's Postlight from Nothing Atoll

- ◆ Price: §120
- ◆ Need Effects: Environment 1

CHAPTER 6: NEW OBJECTS

Wall Lamps



Waffelhusen Sconce

- ◆ Price: §175
- ◆ Need Effects: Environment 1



String Lantini

- ◆ Price: §185
- ◆ Need Effects: Environment 1



tip

You may be tempted to cover a room's walls with several of these snazzy string lights, but be warned. Using more than seven light sources in a room will cause an annoying flickering effect.

Hanging Lamps



note

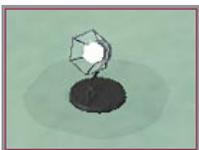
Any hanging lamp can be hung under a greenhouse roof.



The Swinging Light

- ◆ Price: §115
- ◆ Need Effects: Environment 1

Outdoor Lamps



Late Nite Garden Lite

- ◆ Price: §90
- ◆ Need Effects: Environment 1



Homespun Banner Streetlamp

- ◆ Price: §285
- ◆ Need Effects: Environment 1



Design mode variations for this light include themed banners for each of the four seasons.

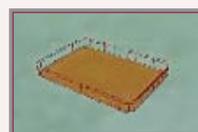
Hobbies

Recreation



note

All four rinks *can* be bought for residential lots, but even the small ones require a substantial amount of open space.



Small Roll-O-Rama Rink

- ◆ Price: §15,000
- ◆ Skill: Body (Skate)
- ◆ Need Effects: Fun 10, Energy -3, Comfort -3, Social



caution

Both roller and ice skating increase a Sim's body temperature.



note

The small roller rink has two lanes and a center area for twirling.



Highly skilled Sims can do fancy tricks.

Interactions:

- ◆ Skate: Child and older Sims put on skates and merge into the flow of skaters. Based on Body skill, Sims will put on either traditional four-wheeled skates or in-line skates.
- ◆ Join: Child or older can join a skating Sim. Sims will skate individually.
- ◆ Ask to Join: Invites another Sim to skate.
- ◆ Twirl: Sim performs a Twirl trick (in own lane), the grace of which is determined by the Sim's Body skill. May also be done autonomously.
- ◆ Jump: Sim performs a Jump (in own lane), the grace of which is determined by the Sim's Body skill. May also be done autonomously.
- ◆ Twirl With...: Available on either Sim when two are skating together. Sims move to the center of the rink, hold hands, and twirl. Success and grace is based on average Body skill of the two skaters. If the skaters have a Crush or Love relationship, there's a chance they'll share a kiss after the twirl.
- ◆ Switch Lanes: Moves to the next lane in toward the center.



Sims with low Body skill will fall on their keisters.



Two Sims can share a quiet twirl in the middle of the rink.



Small Ice Cap Skating Rink

- ◆ Price: \$16,800
- ◆ Skill: Body (Skate)

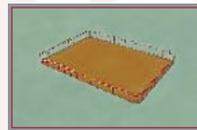
◆ Need Effects: Fun 10, Energy -3, Comfort -3, Social



note

The small ice rink has two lanes and a center area for twirling.

This object is functionally identical to the Small Roll-O-Rama Rink (above).



Large Roll-O-Rama Rink

- ◆ Price: \$25,000
- ◆ Skill: Body (Skate)

◆ Need Effects: Fun 10, Energy -3, Comfort -3, Social



note

The large roller rink has three lanes and a center area for twirling.

This object is functionally identical to the Small Roll-O-Rama Rink (above).



Large Ice Cap Skating Rink

- ◆ Price: \$28,100
- ◆ Skill: Body (Skate)

◆ Need Effects: Energy -3, Comfort -3, Fun 10, Social



note

The large ice rink has three lanes and a center area for twirling.

This object is identical in function to the Small Roll-O-Rama Rink (above).

Miscellaneous

Dressers



"Pit Stop" Dresser by Zoom Arts

- ◆ Price: \$175

CHAPTER 6: NEW OBJECTS



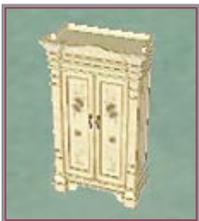
Vroom! Armoire

◆ Price: \$225



The Crustikus Dresser by Earl Crustikus IV

◆ Price: \$230



The Back Forty Armoire

◆ Price: \$240



Coat Rack de Lovely

◆ Price: \$335

◆ Need Effects: Environment 3

This is more than a decoration; it's an armoire in disguise. Well, not quite, since it only allows changes to and from outerwear.

Children



Drag Strip Toy Bin

◆ Price: \$55

◆ Need Effects: Fun 7

◆ Need Max: Fun up to 85

Interactions:

- ◆ Get Toys Out: Child/toddler/adult/elder. Take toy out of box and place on floor to make toy available to toddler.
- ◆ Join/Ask to Join: Child only. Click on other child playing with toys from box to join in play and group talk. Satisfies Fun and Social.
- ◆ Play with Toys: Child or walking toddler pulls toy from box and plays with it. Satisfies Fun.
- ◆ Play with: Toddler or child plays with toy already on the floor. Satisfies Fun.
- ◆ Put Away: Put individual toy away. Autonomous for Neat.
- ◆ Put Toys Away: Puts away all toys on lot. Autonomous for Neat.

Party



Beach Party Bar

◆ Price: \$1,600

◆ Need Effects: Fun 3

◆ Need Max: Fun up to 50 (Juggle) or 80 (Make Drinks) or 50 (Consume Drinks) or 70–90 (Drink from Bottle, depends on Playful/Serious)



note

If you place identical bars side by side, they'll connect, though this bar appears to have an intervening space.

Interactions:

- ◆ Order Drink: Community Lot only. Order a Blended (\$15) or Poured (\$10) drink from NPC Bartender. Drinking satisfies Fun.
- ◆ Tend Bar: Community Lot only. Young adult or older can replace the NPC Bartender at the machine and serve any Sims who order drinks. Earn Simoleons for time spent working job, awarded when you cancel interaction.
- ◆ Drink from Bottle: Home lot only. Satisfies Hunger and Fun. Playful Sims get a higher maximum Fun than Serious.
- ◆ Make a Drink: Home lot only. Satisfies Fun. Prepares single drink.
- ◆ Make Drinks: Home lot only. Prepares multiple drinks.
- ◆ Juggle Tumblers: Home lot only. Satisfies Fun.
- ◆ Join: Home lot only. Join Juggling. Satisfies Fun.

Community Lot-Only Objects

Electronics

Audio



Neukum Systems "Right On" Jam Band Wall Speaker

◆ Price: \$400

◆ Need Effects: Fun 2



Neukum Systems "Seasonal Solstice" New Age Wall Speaker

- ◆ Price: \$400
- ◆ Need Effects: Fun 2

Non-Catalog Objects

Some very complex and powerful objects aren't available from any catalog but arise naturally in the world. These objects don't cost anything, but they're just as powerful and just as much fun as any object your Sims can buy.

Snowman



- ◆ Need Effects: Fun 4, Comfort -5, Social
- ◆ Temperature Effect: Reduce Sim's body temperature



Sims with very Grouchy Personalities always make evil snowmen.

Interactions:

- ◆ **Make Snowman:** Available on the ground with heavy snow accumulation only. The area must be large enough to accommodate the snowman and the Sim or Sims building it. Children and older may build a snowman either autonomously or by user direction. Builder gains Fun but depletes Comfort. Building a snowman reduces a Sim's body temperatures even if they're wearing outerwear. Sims who are Grouchy/Nice 2 or less build evil snowmen.
- ◆ **Join:** Child or older can join the building of the snowman. The Sim who puts finishing touches on the snowman determines whether snowman is evil or normal, regardless of who began the project. Both Sims get extra Social during building.
- ◆ **Ask to Join:** Sim building a snowman can be directed to invite any other child or older Sim to join the building. Both Sims get extra Social during building.

- ◆ **Resume Building:** If building is interrupted, the building Sim can be directed to get back to it.
- ◆ **Knock Over Snowman:** Child or older Sims (may autonomously or by user direction) knock over or destroy a finished snowman. Nearby Sims, including builder(s), will react according to Personality. Deviant Sims (child Sims with low Aspiration score) autonomously do this more often.
- ◆ **Chew/Scratch:** Pets can chew or scratch snowmen.

Snowmen stay in finished state as long as heavy snow accumulation remains. Once accumulation level drops, snowman drops to partially melted state before disappearing completely.



Knocking over a snowman undoes someone's hard work in a cloud of snow and a hail of carrots.

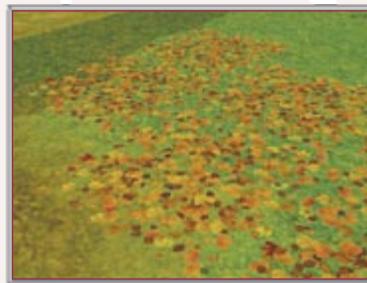


tip

Once finished, snowmen can be moved to any other outdoor space in Buy/Build mode.

Leaf Piles

- ◆ Need Effects: Fun 8 (Play In), Hygiene -2, Social
- ◆ Talent Badge Effects: Gardening



During fall, all non-evergreen trees drop their leaves, creating leaf piles that bring down outdoor Environment score.

Initially, leaves collect in a messy flat pile that detracts from the lot's beauty. Make sure these are cleaned up before the Garden Club comes to check out your Sim's lot.

CHAPTER 6: NEW OBJECTS



Raking leaves tidies the flat, messy piles into neat piles.



Any messy or neat leaf piles disappear if there's heavy snow accumulation. When the snow melts, the leaves will be gone.

Playing in leaf piles is good fun in the fall.

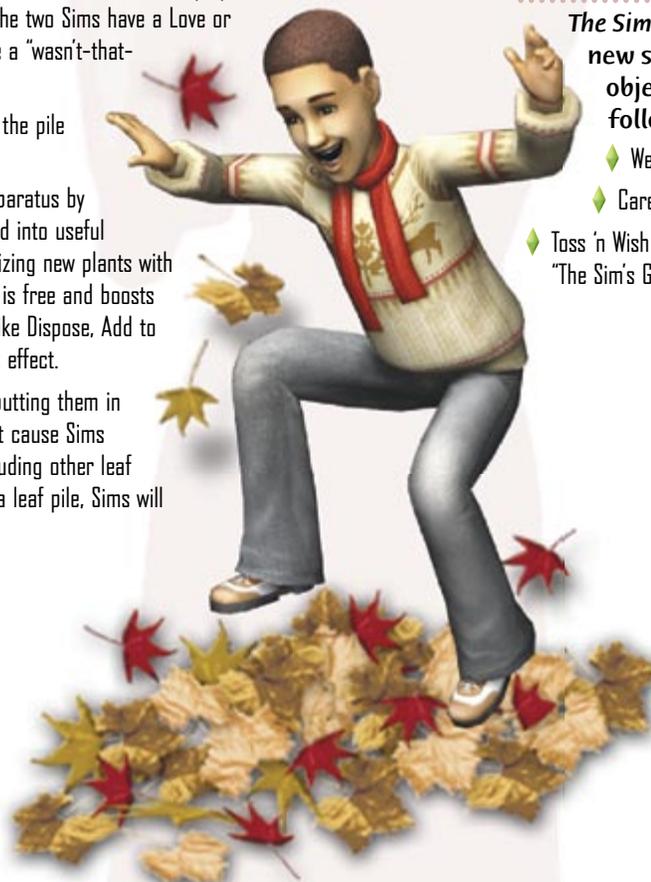


And it can even get a bit romantic.

Making neat leaf piles reduces (but doesn't eliminate) the negative Environment impact.

Interactions:

- ◆ **Rake:** Child or older Sims can rake messy (flat) leaf piles into neat leaf piles. Once Sims make a neat pile, they begin raking any other nearby piles even if not instructed to. Builds Gardening Talent Badge.
- ◆ **Play In:** Toddlers and older Sims can play in raked leaf piles for lots of Fun (with a loss of Hygiene). Any time a Sim plays in a leaf pile, there's a small chance the pile will return to its unraked, messy state.
- ◆ **Join:** Child or older Sims can join a child or older Sim (not a toddler) in leaf playing. If the two Sims have a Love or Crush relationship, there's a chance they'll share a "wasn't-that-fun?" smooch afterward.
- ◆ **Ask to Join:** Child or older Sims can invite other child or older Sims to play in the leaf pile for Fun and additional Social. If the two Sims have a Love or Crush relationship, there's a chance they'll share a "wasn't-that-fun?" smooch afterward.
- ◆ **Dispose:** Available on a raked leaf pile. Removes the pile and stops its negative Environment effect.
- ◆ **Add to Compost:** If the lot has a Composting Apparatus by Apparati Aplenty, leaves can be instead converted into useful fertilizer for your Sims' vegetable gardens. Fertilizing new plants with homemade compost instead of bagged fertilizer is free and boosts the plant's quality more than normal fertilizer. Like Dispose, Add to Compost negates the pile's negative Environment effect.
- ◆ **Burn:** Raked leaf piles can be burned in lieu of putting them in the trash or composting. Burning leaf piles won't cause Sims to panic. Fire can spread to nearby objects, including other leaf piles. If the fire spreads to anything other than a leaf pile, Sims will panic. Burning is unavailable during rainstorms.



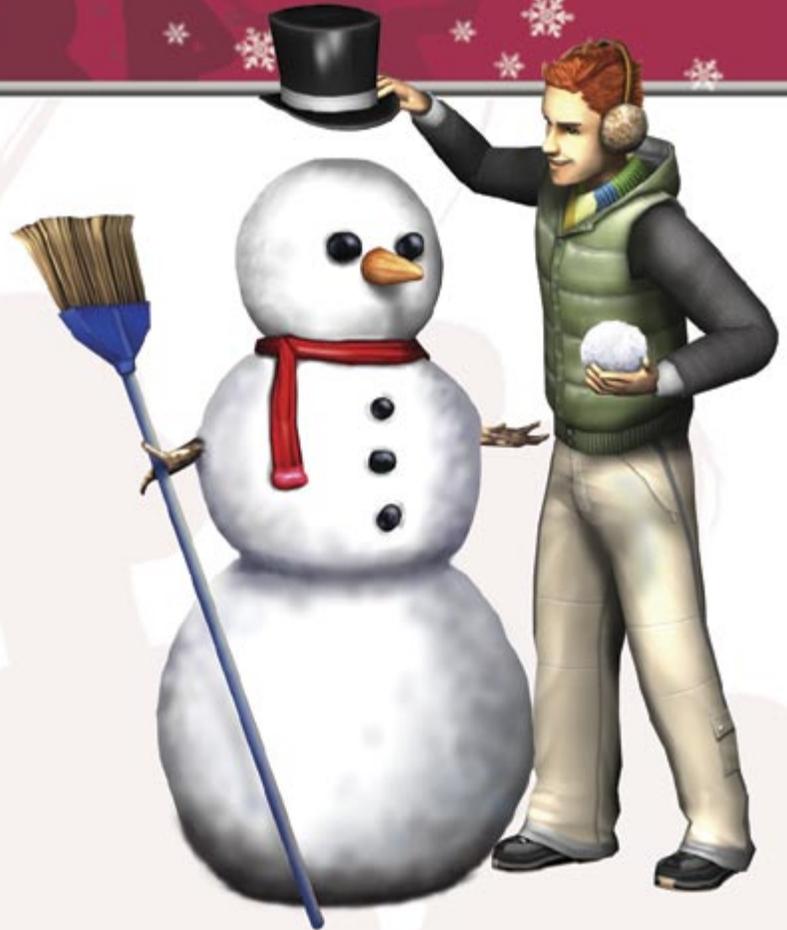
Reward Objects

The Sims™ 2 Seasons adds several new special reward objects. These objects are discussed in the following chapters:

- ◆ Weathernaught 57X: "Weather"
- ◆ Career Rewards: "New Careers"
- ◆ Toss 'n Wish Drinking Well by Gaelic Gardens: "The Sim's Guide to Gardening and Fishing"

Chapter 7

NEW SOCIALS



Much of what makes seasons memorable are the things you can do only during their narrow meteorological windows. This chapter introduces you to many of these activities, along with other new social interactions to use with some of your neighborhoods' new wildlife, one used by the supernatural PlantSims, and one that enables your Sims to transfer objects to each other and, if you like, to buy another Sim's affection.

Social Interactions Directory

Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/Go Steady or Pack	Personality (Pet)	User Directed
Build Snowman	Snow	—	—	—	—	—	—	—	Playful	Yes
Catch	Play	-20	100	Or	0	100	—	—	Not Autonomous	Yes
Chew/Scratch	Snowman	—	—	—	—	—	—	—	— (Doofus)	No
Eat	Snow	—	—	—	—	—	—	—	Sloppy (Pigpen)	Yes
Give Gift	Main	0	100	Or	0	100	—	—	Not Autonomous	Yes
Knock Down	Snowman	—	—	—	—	—	—	—	Grouchy	Yes
Make Snow Angel	Snow	—	—	—	—	—	—	—	Playful	Yes
Pet	Penguin	—	—	—	—	—	—	—	Not Autonomous	Yes
Play In	Snow	—	—	—	—	—	—	—	Playful	Yes
Pollen Cloud	Prank	-100	100	Or	-100	100	—	—	Grouchy	Yes
Shoo	Penguin	—	—	—	—	—	—	—	Not Autonomous	Yes
Snowball Fight	Play	0	-25	Or	-10	100	—	—	Not Autonomous	Yes
Timle Tourneau	Play	-100	100	Or	-100	100	—	—	Not Autonomous	Yes
Water Balloon Fight	Play	0	-25	Or	-10	100	—	—	Not Autonomous	Yes

Sim-to-Sim Interactions

Top Menu Interactions

Give Gift

◆ **Who:** Teen/young adult/adult/elder to teen/young adult/elder or child to child or child to teen/young adult/adult/elder (family or household only) or teen/young adult/adult/elder to child (family or household only)

The Give Gift interaction is flexible and powerful tool for building relationships and the easiest way ever to transfer objects from a controllable Sim to an autonomous Sim. For example, say you're controlling Sim A on Lot A and want to give a customized painting to Sim A's fiancé, Sim B, who lives on Lot B. Because you can't control both Sims on the same lot, how do you get an object from a controllable Sim to a non-controllable Sim? The answer: give it as a gift. Still, gifts are not a sure thing; whether a Sim accepts it depends on three things:

- ◆ Relationship to the giver
- ◆ Value of the gift
- ◆ Season



A gift can really change a relationship.



Select which item or items you want to transfer.

Autonomous	If Accept, A's Social	If Accept, A's Daily	If Accept, A's Lifetime	If Accept, B's Social	If Accept, B's Daily	If Accept, B's Lifetime	If Reject, A's Social	If Reject, A's Daily	If Reject, A's Lifetime	If Reject, B's Social	If Reject, B's Daily	If Reject, B's Lifetime
Yes	—	—	—	—	—	—	—	—	—	—	—	—
No	Variable	Variable	Variable	Variable	Variable	Variable	5	-7	-1	5	-5	-1
Yes	—	—	—	—	—	—	—	—	—	—	—	—
Yes	—	—	—	—	—	—	—	—	—	—	—	—
No	10	5	2	10	7	2	0	-5	-2	0	-5	-2
Yes	—	—	—	—	—	—	—	—	—	—	—	—
Yes	—	—	—	—	—	—	—	—	—	—	—	—
No	8	5	1	8	5	1	5	-5	-1	5	-5	-1
Yes	—	—	—	—	—	—	—	—	—	—	—	—
Yes	18	4	0	16	4	0	—	—	—	—	—	—
No	0	-7	-1	0	-7	-1	—	—	—	—	—	—
No	8	5	1	8	5	1	0	-5	-1	0	-5	-1
No	Variable	Variable	Variable	Variable	Variable	Variable	—	—	—	—	—	—
No	8	5	1	8	5	1	0	-5	-1	0	-5	-1



note

Gift giving requires a positive relationship from Sim A to Sim B. Remember that Sim B's relationship to Sim A—which could be significantly worse or better—has no effect on whether Sim A can do the interaction. Thus, it is possible to give a gift to someone who despises Sim A.

Also, Give Gift is available only if Sim A has at least one inventory object. If the inventory is empty, the interaction won't appear.



A gift can elicit many different reactions: Happy.



Neutral.



Hostile.

Generally, Sims have three reactions to a gift:

- ◆ **Happy:** Recipient is overjoyed with the gift and accepts it, with big gains to Daily and Lifetime Relationships and Social Need on both sides.
- ◆ **Neutral:** Recipient is pleased but unimpressed with the gift and accepts it, but with only small gains in Daily Relationship and Social Need and no gain in Lifetime Relationship.
- ◆ **Reject:** Recipient is displeased with the gift and rejects it, with decreases in both Daily and Lifetime Relationships.

What governs this reaction is a point system that assigns values to both the relationship and the value of the gift. Reaction is based on the total of these scores:

Score (Relationship + Value)	Reaction
-100 to 19	Reject
20 to 59	Neutral
More than 60	Happy

Relationship to Gift Giver

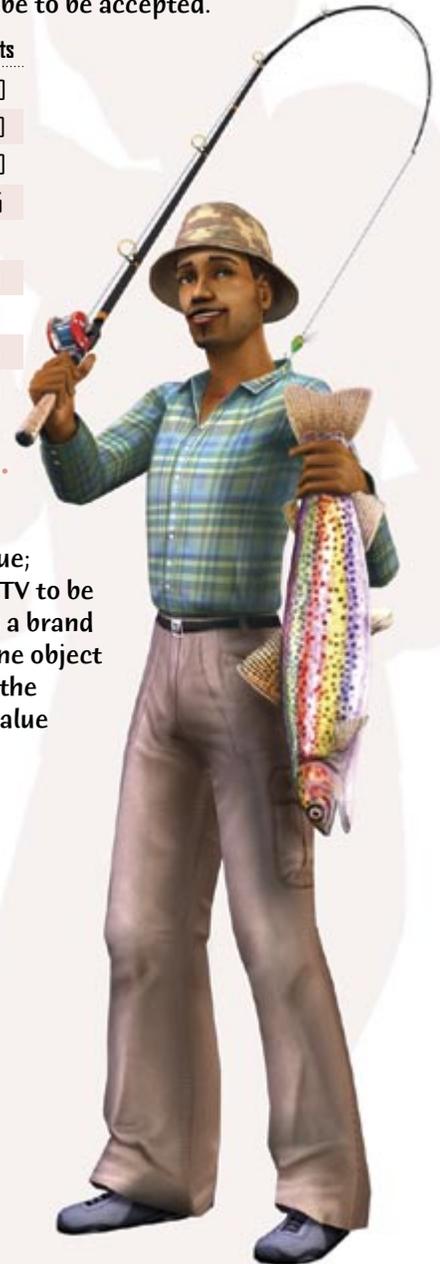
The higher the Daily Relationship of the recipient to the gift giver, the more likely it is that the recipient will accept a gift. Moreover, the higher the relationship, the less expensive the gift must be to be accepted.

Daily Relationship B to A	Points
-100 to -76	-50
-75 to -51	-40
-50 to -26	-30
-25 to -1	-15
0 to 20	15
21 to 40	30
41 to 60	40
61 to 80	50
81 to 100	60

Value

The value of the gift is based on the object's current depreciated value; you can't expect a used TV to be as gleefully accepted as a brand new one. If more than one object is included, the value is the collective depreciated value of the objects.

Gift Value	Points
\$0-\$10	-10
\$11-\$50	0
\$51-\$100	10
\$101-\$500	20
\$501-\$1,000	30
\$1,001-\$5,000	40
\$5,000+	60



CHAPTER 7: NEW SOCIALS

Season

Sims are in a more gift-centered mood in the winter, so gift acceptance scores are different during that season. For gifts given in winter, 20 points are added. Thus, most gifts will get one-higher-level reaction than during other seasons (that is, a neutral reaction will be a happy acceptance).

Notably, because of this bonus, Sims with very low relationships toward your Sim (-75 to -100)—who normally

won't ever accept a gift of any value—will neutrally react to a +\$5,000 gift. They're still pretty hard to please, but it's possible.

Scoring Matrix

The tables below show exactly the outcome at every combination of B's relationship to A and gift value. The second table adjusts for the more magnanimous effects of winter.

Gift Giving Results by Daily Relationship vs. Gift Value (Spring, Summer, Fall)

Daily Relationship B to A	Gift Value \$0-\$10	Gift Value \$11-\$50	Gift Value \$51-\$100	Gift Value \$101-\$500	Gift Value \$501-\$1,000	Gift Value \$1,001-\$5,000	Gift Value \$5,000+
-100 to -76 Daily	Reject	Reject	Reject	Reject	Reject	Reject	Reject
-75 to -51 Daily	Reject	Reject	Reject	Reject	Reject	Reject	Neutral
-50 to -26 Daily	Reject	Reject	Reject	Reject	Reject	Reject	Neutral
-25 to -1 Daily	Reject	Reject	Reject	Reject	Reject	Neutral	Neutral
0 to 20 Daily	Reject	Reject	Neutral	Neutral	Neutral	Neutral	Happy
21 to 40 Daily	Neutral	Neutral	Neutral	Neutral	Happy	Happy	Happy
41 to 60 Daily	Neutral	Neutral	Neutral	Happy	Happy	Happy	Happy
61 to 80 Daily	Neutral	Neutral	Happy	Happy	Happy	Happy	Happy
81 to 100 Daily	Neutral	Happy	Happy	Happy	Happy	Happy	Happy

Gift Giving Results by Daily Relationship vs. Gift Value (Winter)

Daily Relationship B to A	Gift Value \$0-\$10	Gift Value \$11-\$50	Gift Value \$51-\$100	Gift Value \$101-\$500	Gift Value \$501-\$1,000	Gift Value \$1,001-\$5,000	Gift Value \$5,000+
-100 to -76 Daily	Reject	Reject	Reject	Reject	Reject	Reject	Neutral
-75 to -51 Daily	Reject	Reject	Reject	Reject	Reject	Neutral	Neutral
-50 to -26 Daily	Reject	Reject	Reject	Reject	Neutral	Neutral	Neutral
-25 to -1 Daily	Reject	Reject	Reject	Neutral	Neutral	Neutral	Happy
0 to 20 Daily	Neutral	Neutral	Neutral	Neutral	Happy	Happy	Happy
21 to 40 Daily	Neutral	Neutral	Happy	Happy	Happy	Happy	Happy
41 to 60 Daily	Neutral	Happy	Happy	Happy	Happy	Happy	Happy
61 to 80 Daily	Happy	Happy	Happy	Happy	Happy	Happy	Happy
81 to 100 Daily	Happy	Happy	Happy	Happy	Happy	Happy	Happy

Outcomes

The results of a gift depend entirely on Sim B's reaction:

Give Gift Outcomes

Reaction	A's Social	A's Daily	A's Lifetime	B's Social	B's Daily	B's Lifetime
Reject	0	-5	-2	0	-5	-2
Neutral	5	3	0	5	3	0
Happy	10	5	2	10	7	2

Play Interactions

Timle Tourneau

◆ **Who:** Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder

Always accepted. To be available, Sim A must be in a pool.

Timle Tourneau (the Sims' version of Marco Polo) can be played by multiple Sims. In the game, one person is "it." The role changes if the Sim who's "it" can locate and tag—or, more accurately, splash—another Sim.



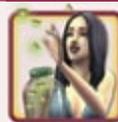
Sneak quietly, or this "fish out of water" will be "it."

Though much of the game consists of swimming-and-searching, players can get out of the pool to sneak to new locations. If, however, the Sim who's "it" calls "fish out of water" while another Sim is out of the pool, that Sim is "it." Sims can duck underwater to miss tags and even jump directly into the pool from the sides (a new ability available only when playing Timle Tourneau).



What lies beneath? A Sim avoiding a tag, of course.

Playing Timle Tourneau builds Body skill, satisfies Fun and Social, builds Daily Relationship, and depletes Hygiene.



tip

Timle Tourneau works best in rectangular pools.

Play Catch

◆ **Who:** Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder



A little father-daughter game of catch can be a great pastime on a warm spring day.



Unless, of course, the daughter has a Grouchy Personality. Grouchy Sims may randomly throw the ball very hard, but this doesn't damage either the beaned Sim's Needs or relationship to the mean-spirited thrower.

Accepted if Sim B's:

1. Daily is greater than -15, or
2. Daily is less than -15 and Playful/Serious is greater than 8, or
3. Daily is less than -15, Playful/Serious is less than 8, and Lifetime is greater than 10

CHAPTER 7: NEW SOCIALS

Sims with low Body skill may drop the ball. Satisfies Social and Fun and depletes Energy.

Snowball Fight

◆ Who: Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder



It's increased Relationship points for everyone in the family when a snowball fight breaks out.

Accepted if Sim B's:

1. Daily is greater than 40, or
2. Daily is less than 40 and Playful/Serious is greater than 8, or
3. Daily is less than 40, Playful/Serious is less than 8, and Lifetime is greater than -20

This multi-Sim, joinable Fun activity is available only with heavy snow accumulation. If B accepts, Sims head outside and find a nice big space to battle it out.

Sims' Body skill governs the accuracy of their throws and how well they can dodge.

Sims gain Fun and Social and drop internal temperature while playing.

Water Balloon Fight

◆ Who: Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder

Accepted if Sim B's:

1. Daily is greater than 40, or
2. Daily is less than 40 and Playful/Serious is greater than 8, or
3. Daily is less than 40, Playful/Serious is less than 8, and Lifetime is greater than -20



Good thing it's warm out, or that'd get chilly in a hurry.

This multi-Sim, joinable Fun activity is available any time except in light or heavy snow accumulation. If B accepts, Sims head outside and find a nice big space to battle it out.

Sims' Body skill governs the accuracy of their throws and how well they can dodge.

Sims gain Fun and Social and lower internal temperature while playing.

Prank Interactions

Pollen Cloud

◆ Who: Adult/elder PlantSim to teen/young adult/adult/elder



Only PlantSims can do this new Prank interaction. Hope he doesn't have hay fever!

Though only PlantSims can physically perform this prank, it works just like all the others. Pranks can't be rejected, but Sim B's reaction depends on Mood, Personality, and Lifetime Relationship with Sim A.

Sim B's Reaction to Pranks

Daily Relationship to A	Mood	Personality	Reaction
High	Bad	Grouchy	Shake Head
High	Bad	Nice	Smile
High	Good	Serious	Laugh Strong
High	Good	Playful	Prank Back
Low	Good	Mean	Poke
Low	Good	Nice	Light Cry
Low	Bad	Mean	Shove
Low	Bad	Nice	Heavy Cry

- ◆ **Shake Head if:** Lifetime is greater than 15, Mood is negative, and Nice/Grouchy is less than 6.
- ◆ **Smile if:** Lifetime is greater than 15, Mood is positive, Neat/Sloppy is less than 5 or Lifetime is greater than 15, Mood is negative, and Nice/Grouchy is greater than 6.
- ◆ **Laugh if:** Lifetime is greater than 15, Mood is positive, and Neat/Sloppy is less than 5.
- ◆ **Prank Back and Laugh if:** Lifetime is greater than 15, Mood is positive, and Neat/Sloppy is greater than 5.
- ◆ **Poke if:** Lifetime is less than 15, Mood is positive, and Nice/Grouchy is less than 4.
- ◆ **Light Cry if:** Lifetime is less than 15, Mood is positive, and Nice/Grouchy is greater than 4.
- ◆ **Shove if:** Lifetime is less than 15, Mood is negative, and Nice/Grouchy is less than 4.
- ◆ **Heavy Cry if:** Lifetime is less than 15, Mood is negative, and Nice/Grouchy is greater than 4.



How someone reacts to a Pollen Cloud depends on several factors.

PlantSims get a lot out of this prank, but even good-humored victims suffer a bit of Comfort:

- ◆ Prankster Love: +80
- ◆ Victim Comfort: -20



note

Instead of the usual Needs, PlantSims have three that are all their own. Still, each works similarly to one or more of the standard Needs.

For example, the kind of interactions that feed either Fun or Social satisfy PlantSims' Love Need. See the "New NPCs and PlantSims" chapter.



note

When a pranked Sim pranks back, the prank chosen is dictated by Personality, specifically levels in Nice/Grouchy, Playful/Serious, and Neat/Sloppy. The highest of the three controls the prank back:

- ◆ Grouchy: Joy Buzzer
- ◆ Playful: Water Balloon
- ◆ Sloppy: Ventrilo-Fart

If two or more of these traits are equal, the Sim chooses randomly. If the victim is another PlantSim who chooses to prank back, the response is another Pollen Cloud.

Snow Interactions

Eat

- ◆ Who: Toddler or adult/elder dog



Watch the snow fly when the toddlers get outside.

Heavily accumulated snow allows toddlers and dogs to eat snow for Hunger satisfaction. This depletes Bladder as well. Eating snow depletes Sims' internal temperature, but has no temperature effect on dogs.

Play In

- ◆ Toddler



Mmmmm...that's good snow!

When there's heavy snow accumulation, toddlers may play in the snow (like splashing in puddles) for Fun satisfaction.

This interaction is available on any snow-covered ground tile. If the toddler is a PlantSim, this satisfies Water Need. Playing in snow reduces a Sim's internal temperature.

Make Snow Angel

◆ Who: Child/teen/young adult/adult/elder



On a snowy day, there are few things more relaxing than a good, old-fashioned snow angel.

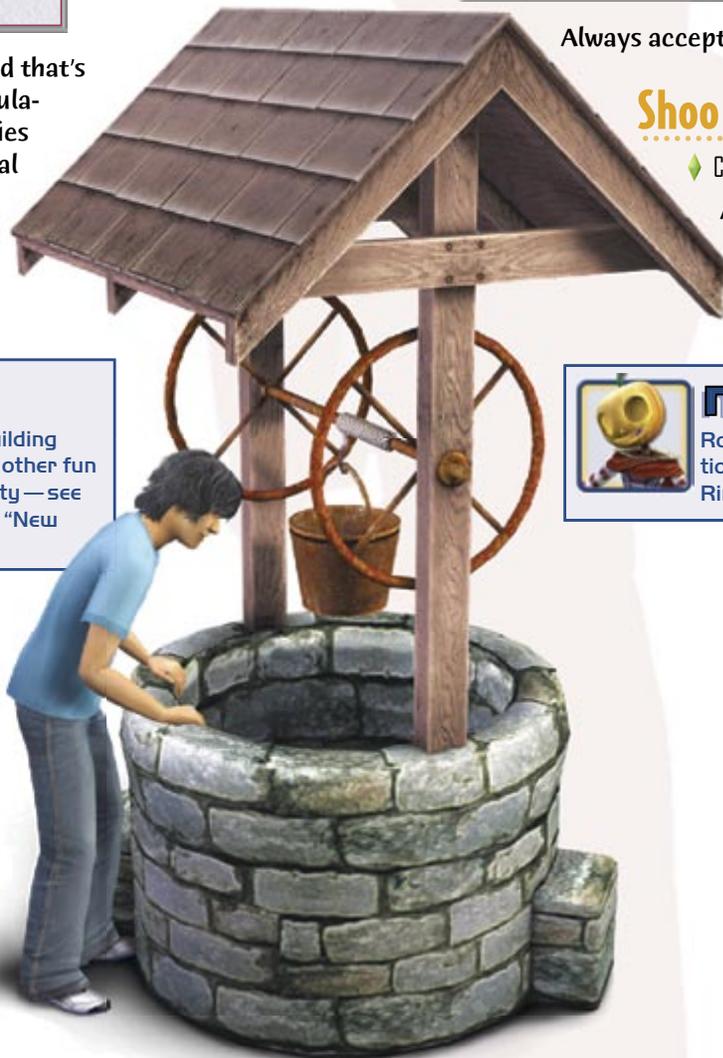
Available on outside ground that's covered with heavy accumulation, this interaction satisfies Fun and lower Sims' internal temperature.

A snow angel lasts a while or until heavy accumulation melts down to light accumulation.



note

For details on building snowmen — that other fun deep snow activity — see “Non-Catalog Objects” in the “New Objects” chapter.



Sim-to-Penguin Interactions

Pet

◆ Child/teen/young adult/adult/elder to penguin



Sure they may steal your fish or piddle on your rug, but penguins sure are fun to pet.

Always accepted. Sim gets Social satisfaction.

Shoo

◆ Child/teen/young adult/adult/elder to penguin

Always accepted. Forces penguin to leave the lot, but damages Daily and Lifetime Relationship with the penguin.



note

Roller and ice skating rink-based interactions are described in “Small Roll-O-Rama Rink” in the “New Objects” chapter.

Chapter 8

NEW NPCs AND PLANTSIMS

The sudden onset of seasons and weather has attracted and confused some of the fauna in distant weather-and-season-having lands, and now they've found their way to your Sims' neighborhoods. These new creatures—one larger and more significant, the others smaller and collectable—are worth getting to know. This chapter introduces you to the penguin, fireflies, and butterflies and lets you in on how to attract them—and what to do with them when they appear.

These changes have had other effects too. The meteorological shift has brought forth another new supernatural form of Sim life: the PlantSim. This part-Sim, part-plant being is both a consequence for environmentally foolhardy gardeners and a unique challenge in Sim life.

Wildlife

The wildlife in your Sims' neighborhoods just got a bit chillier with the latest bit of fauna: the penguin.

Penguin



The penguin

The penguin is a pleasing but elusive visitor to Sim lots, appearing in any season, but mostly in winter. The odds of him coming will be higher if:

- ◆ There are fish placed on the lot, either on the ground or mounted on the walls.
- ◆ A golden trout, either raw or mounted, is anywhere on the lot.
- ◆ It's snowing.
- ◆ It's snowing heavily.
- ◆ There is light or heavy snow accumulation.



He'll only eat two of these golden trout, but that can be a costly feast (for you, not the penguin). Just to add insult to injury, he may leave a puddle after he eats.

If your Sims are "lucky" enough to get a visit from this nattily dressed visitor, he can do several things:

- ◆ If there are any fish placed on the ground, he can eat up to two during one visit.
- ◆ He's attracted to wall-mounted fish, even attempting to overcome the bounds of evolution by flying up to them. Your mounted fish probably have nothing to fear.
- ◆ He chatters at any snowmen or scarecrows he encounters.
- ◆ If there's heavy snow accumulation, he'll belly slide around the lot.
- ◆ He may occasionally leave a bit of penguin puddle.



Petting the penguin isn't dangerous; he always accepts and seems to enjoy it quite a bit.

If Sims want to get really up close and personal with the penguin, they can pet him on his head.

To get rid of a penguin, do the Shoo interaction.

Butterflies and Fireflies

During the day, butterflies may convene anywhere on a lot, but they gravitate to traditional butterfly gathering spots (such as over flowerbeds). When the sun goes down, a different kind of bug may flit about your Sims lots: the firefly. But for their contrary times of day, however, both bugs function identically.

CHAPTER 8: NEW NPCs AND PLANTSIMS



note

Butterflies are more likely to appear during summer and fireflies in the fall.

What to do with butterflies/fireflies? Well, you could choose to do nothing, ignoring them and simply enjoying the sight of them flitting about your Sim's property. Or you could capture them for your Sims' amusement.

Catch (Butterflies/Fireflies)

Child or older Sims can be directed to catch butterflies or fireflies via the ground beneath the bugs. Chances of catching butterflies or fireflies increase with the Sim's Logic skill.



Fireflies can converge anywhere, but bushes seem to be a popular meeting place.

If a Sim catches butterflies or fireflies, they're automatically stored in a humane jar that can be placed in the Sim's home (and moved in Buy/Build mode). Firefly jars, once placed, act as working lights.

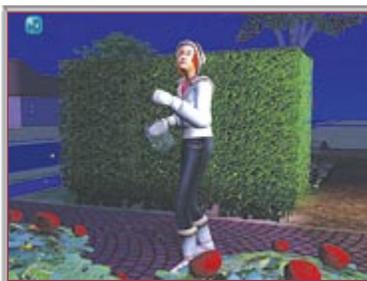


note

Fireflies can be kept alive eternally with a console cheat. To summon the Cheat window, press **Ctrl** + **Shift** + **C**.

Then, enter: "bugJarTimeDecay off" (without quotes).

To deactivate the cheat, type "on" instead of "off" in the same cheat.



Sims can catch these charming and evocative insects in their own bug jar.

Sims may View the jar for Fun as long as the bugs are alive. You can also direct your Sims to release the bugs.

If you don't free them, the jar's inhabitants eventually shuffle off to bug heaven. Sims react to this loss depending on age (children will sniffle) and Personality (Grouchy Sims may cheer). A jar of dead bugs brings down Environment score until you use the Clean interaction.



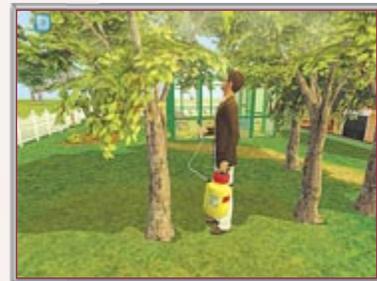
note

Cats will bat at butterflies and fireflies in the yard.

PlantSims

When most Sims talk of moving into a community and putting down roots, they don't mean it literally. Not so for PlantSims, the newest supernatural Sim looking to fit into neighborhood life. With a unique slate of Needs, an asexual mode of reproduction, and an array of new challenges, PlantSims make pesticide abuse an attractive option.

PlantSim Genesis



Spray, spray, spray! Wheee! What could possibly go wrong?

Perfectly normal Sims can be transformed into a PlantSims if they use too much pesticide on their garden plants and orchard trees. After adult or elder Sims have personally sprayed plants/trees on their lot 100 times, every subsequent spraying carries a 10 percent chance of turning them into PlantSims. In other words, extreme pesticide abuse is required to see this risk.





note

If you make your Sims spray often enough to become a PlantSim but you don't want them to undergo this transformation, there is a relatively easy way to set things right. (See the "Curing PlantSim-ism" section later in this chapter.)

PlantSim Lifecycle

PlantSims have only three ages: toddler, adult, elder. Newly transformed PlantSims begin in whatever their current, conventional age and days remaining; becoming a PlantSim won't shorten a Sim's time on earth. Newly born PlantSims, however, experience life quite differently than transformed PlantSims.

Though PlantSims' life spans are shorter than those of normal Sims (by 26 days), the special powers of PlantSim life help them make far more of their time than normal Sims. For example, PlantSims don't have to eat food or sleep, meaning that they can—with a few choice objects in their home—live life around the clock.

Toddlers



◆ Duration: 4 days

PlantSims emerge from the seed as fully formed toddlers, able to both walk and talk.

Spawned (see the "Spawning" section later in this chapter) PlantSims begin life as toddlers, but not toddlers as you know them. PlantSim toddlers are born able to walk and talk.

Unlike later ages of PlantSims, PlantSim toddlers can satisfy their Water Need with fewer objects (see the "PlantSim Needs" section later in this chapter). When they grow up, toddlers transition directly to the adult stage.

Toddlers can't be cured of PlantSim-ism; you must wait until they become adults to administer the curing potion.



note

Because PlantSims have no teen stage, they can't go to college.



When PlantSim toddlers grow up, you need to select their Aspirations and Turn Offs/Turn Ons.

Adults



◆ Duration: 29 days

Toddler PlantSims go straight into adulthood.



Adult PlantSims are fully functional Sims, with Aspirations, Needs, Wants, Fears, etc. They can reproduce both sexually and asexually.

Elders



◆ Duration: 9–31 days

Elder PlantSims can be hard to distinguish at first, but their white-haired eyebrows, slumped shoulders, and slightly sunken faces are telltale signs.

Elder PlantSims have all the same abilities as adult PlantSims and all the customary unique features common to all elder Sims. Like normal Sims, elder PlantSims have an indeterminate life span, based partially on random chance but mostly on Aspirational success during their adult phase.

CHAPTER 8: NEW NPCs AND PLANTSIMS



note

Because spawned (rather than transformed) elder PlantSims haven't had a teen or young adult phase, they have far fewer opportunities to build the kind of Aspiration score that'll extend life to the full 100 extra days possible.

PlantSim Needs

PlantSims have a unique triumvirate of Needs:

- ◆ Sunlight
- ◆ Water
- ◆ Love



note

Though the names and functionality differ, each PlantSim Need roughly equates to one or more of the normal Sim Needs. Sunlight plays a similar role in PlantSims' lives as Energy, except that they can be awake and doing other things while satisfying it. Water functions similarly to Hunger. Love is exactly like Social.

Sunlight



Just being outside feeds a PlantSim's Sunlight Need.

Sunlight Need is satisfied by being exposed to either real or artificial daylight. The primary source of Sunlight satisfaction is being outdoors during daylight hours (7 a.m.–7 p.m.). Natural sunlight satisfies the Sunlight Need faster than artificial, but that rate is slowed in cloudy or stormy weather.



note

Sunlight coming through windows does not satisfy a PlantSim's Sunlight Need. Sun coming through greenhouse walls and roofs, however, does.

Because winter temperatures can be problematic for PlantSims, and sunset deprives them of their primary means of satisfaction, your PlantSims' homes can be equipped with artificial sunlight. The Toasty Garden Lamp sans Toast (Build

Mode > Garden Center > Gardening, \$2,000) does what no other light can do: satisfy PlantSims' Sunlight Need, albeit more slowly than the real thing.



The only remedy for a Sunlight-deprived Sim is dawn. There's nothing to do but wait.

When PlantSims are low on Sunlight Need during the day, they autonomously rush outside to bask in the sunshine. At night, however, they won't autonomously seek out a garden lamp, so you must be mindful of getting them the light they need before they collapse. If the Sunlight Need does fail after sundown, the PlantSims will, with their last bit of stored energy, rush outside and collapse in the yard. This puts them in a position to be revived automatically at sunrise.

If PlantSims do collapse for lack of Sunlight, they'll revive only once the Need has been satisfied a bit. In most cases, this means waiting until sunrise; the PlantSim should revive by 7:30 a.m.



tip

In the rare (and probably player-induced) occasion when a PlantSim cannot get outside before collapsing, the only solution is to install a garden lamp on the ceiling above.

Water

PlantSims must have regular exposure to water or they'll wilt and die. It's similar to a normal Sim's Hunger Need, but the ways PlantSims can get water are much more varied. Identical would be if normal Sims could satisfy Hunger by rolling around in gravy.



note

Water Need is actually linked to the Hygiene Need, not Hunger. Thus, when PlantSims go to work, their Water Need changes by the amount dictated for the job's Hygiene change. Still, the analogy to Hunger is a bit more helpful given what water means to a plant.

PlantSims can satisfy their Water Need by doing anything that consumes or puts them in contact with liquid. These include:

- ◆ Drinking juice from a bar
- ◆ Drinking lemonade
- ◆ Drinking water
- ◆ Playing in rain puddles
- ◆ Playing in Wet n' Wild Water Wiggler
- ◆ Water balloon fight
- ◆ Rain
- ◆ Showering/bathing
- ◆ Soaking in hot tubs
- ◆ Swimming
- ◆ Water balloon prank



Water Need is satisfied in myriad ways.

Because toddlers can't do as much on their own, they have fewer ways to satisfy their Water Needs:

- ◆ Being bathed
- ◆ Drinking from bottle
- ◆ Eating flowers
- ◆ Playing in puddles
- ◆ Playing in toilet
- ◆ Sitting in puddles
- ◆ Sitting in rain

Several interactions hasten the decay of the Water Need:

- ◆ Being electrocuted
- ◆ Being on fire
- ◆ Being struck by lightning
- ◆ Dancing
- ◆ Exercising
- ◆ Going to work (following the job's Hygiene depletion)
- ◆ Panicking from fire
- ◆ Skating on either rink
- ◆ Throwing up
- ◆ Using the Eclectic and Enigmatic Energizer Aspiration reward
- ◆ Using toilet
- ◆ Warming self on fireplace
- ◆ Warming/roasting marshmallows by a bonfire



Parched PlantSims run out to the mailbox at the first drop of rain.

If PlantSims' Water Need drops too low, they visually changed to a more brownish "wilted state." Water is the only Need that can, by itself, cause a Sim to look wilted.



If Water Need runs totally dry, PlantSims can be revived with a light sprinkle from the watering can.

As with the Sunlight Need, a PlantSim who's about to bottom out in Water Need will hurry out to the sidewalk to be revived by the next rainstorm. Otherwise, PlantSims who live alone might never be able to wake up.



note
If a lot gets regular visits from a Gardener, she'll revive any passed out Water-depleted PlantSims she finds.

Love



Any kind of interaction feeds a PlantSim's Love Need.

Love is the PlantSim's Need for interaction with other Sims. If that sounds familiar, it's because Love works exactly the same as Social, with all the same interactions feeding Love as would feed its normal Sim analog.

CHAPTER 8: NEW NPCs AND PLANTSIMS

Wilting

A PlantSim's appearance (hair and skin) will turn from vibrant green to dried brown and wilted if either:

- ◆ Water Need drops critically low
- ◆ Overall Mood drops below zero



Unwilted



Wilted

This state is a warning sign that the Sim is having trouble satisfying Needs.



note

Sims who are also vampires, werewolves, and/or zombies can also become PlantSims. A Servo can't, however, become a PlantSim.

PlantSims and Temperature

PlantSims have a maximum internal temperature of +50, meaning they can't ever enter the Very Hot level. Thus, they can enjoy themselves outside all summer and never worry about suffering heatstroke or coping with a 50 percent Mood cap.

Gardening



Because they already have the green thumb, it's not surprising that PlantSims are all world-class gardeners, Gold Talent Badge and all.

The moment Sims transform into PlantSims, they immediately understand all there is to know about gardening, automatically receiving a Gold Gardening Talent Badge. They retain this badge even if they're cured of PlantSim-ism.



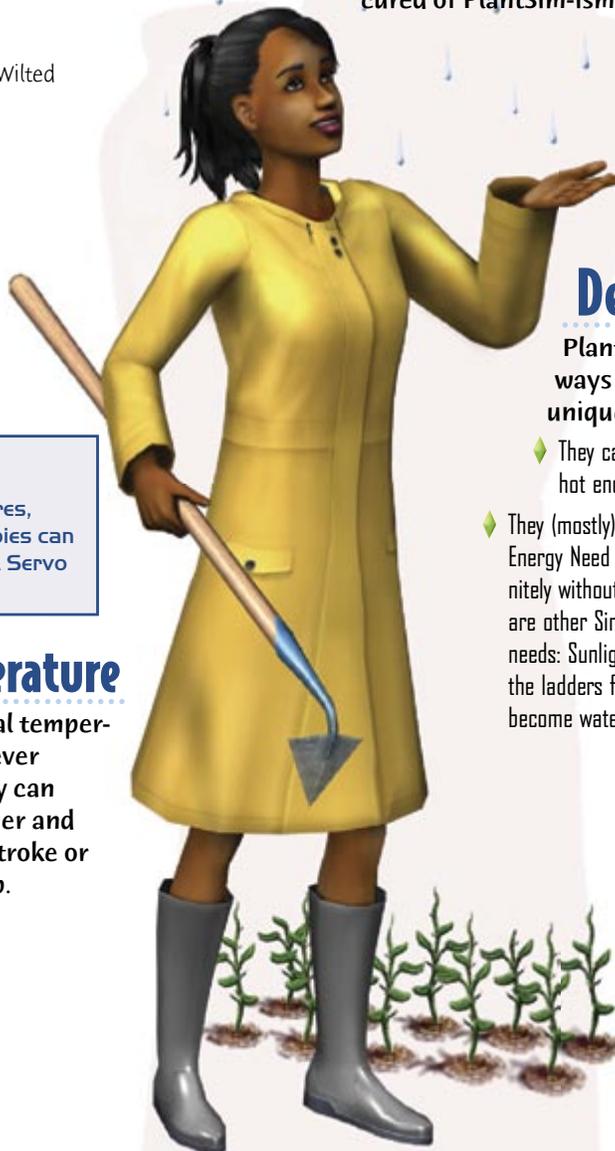
note

PlantSim toddlers are born with the Gold Gardening Talent Badge, but it doesn't show up until they age to adulthood.

Death

PlantSims can die in most of the same ways as normal Sims, but there are a few unique situations:

- ◆ They can't die of heatstroke because they can never get hot enough to reach that state.
- ◆ They (mostly) can't drown. Because PlantSims don't have an Energy Need and they love water, they can stay in a pool indefinitely without drowning. In fact, as long as it's daytime and there are other Sims swimming, a pool offers everything a PlantSim needs: Sunlight, Water, and Social. If, however, you remove all the ladders from a pool in which PlantSims are swimming, they'll become waterlogged and die.



Spores of Happiness

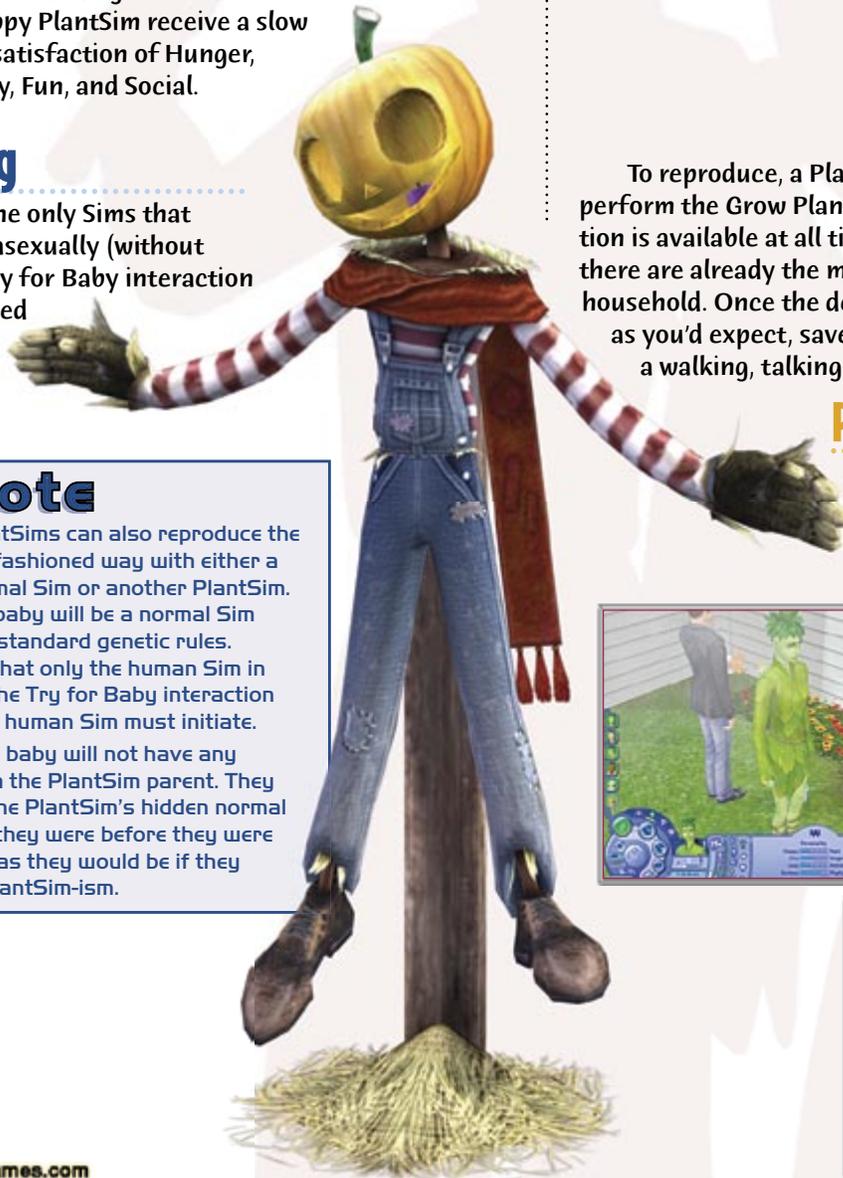


Really happy PlantSims make others around them happy too.

When PlantSims are in a very good Mood, they emit “spores of happiness” that share the feeling with anyone else nearby. Any Sims standing in the same room as the happy PlantSim receive a slow but noticeable satisfaction of Hunger, Comfort, Energy, Fun, and Social.

Spawning

PlantSims are the only Sims that can reproduce asexually (without performing a Try for Baby interaction or being abducted by aliens).



note

PlantSims can also reproduce the old-fashioned way with either a normal Sim or another PlantSim. Either way, the baby will be a normal Sim created with all standard genetic rules. Note, however, that only the human Sim in a coupling has the Try for Baby interaction available, so the human Sim must initiate.

The resulting baby will not have any plant traits from the PlantSim parent. They instead inherit the PlantSim’s hidden normal appearance, as they were before they were transformed or as they would be if they were cured of PlantSim-ism.



Just shake off some seeds and then...

Instant offspring.



To reproduce, a PlantSim of either gender can simply perform the Grow Plantbaby self-interaction. This interaction is available at all times, regardless of Mood, unless there are already the maximum number of Sims in the household. Once the deed is done, the process is exactly as you’d expect, save that the “baby” you get is actually a walking, talking toddler.

PlantSim Genetics

Plant genetics are far simpler than Sim genetics, tending more toward replication than diversity. Still, there some Sim in the genetic mix too, and that livens things up a bit.



PlantSims and their young always have identical Personalities.



CHAPTER 8: NEW NPCs AND PLANTSIMS

In many obvious ways, young PlantSims are copies of their parents. PlantSim parents and all of their offspring will be identical (or nearly so) in many ways:

- ◆ **Personality:** Identical to parent
- ◆ **Skills:** Identical to parent
- ◆ **Gardening Badge:** Gold when they become an adult
- ◆ **Other Talent Badges:** 50 percent chance of inheriting each of parent's badges



note

Interests are still assigned randomly.

With one parent, you might expect all PlantSim offspring to look just like that parent. Because a house full of clones might not be the best situation, there's a system in place to assure that a Sim's appearance will always be at least slightly different from its parent.

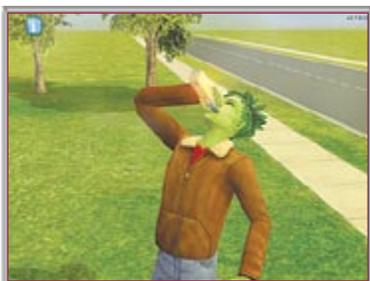
PlantSim's appearance genetics are actually done based on two parents: the actual spawning parent and an imaginary "perfect" PlantSim ideal that acts, for appearance purposes only, as the second parent. The result is the kind of complex genetic diversity you're accustomed to seeing but with a particularly botanical twist.

Curing PlantSim-ism



The Garden Club and the Gypsy Matchmaker can get rid of your little leaf problem.

There is a relatively easy cure for PlantSim-ism, and it's only a phone call away. If you want your adult or elder Sim returned to normal, use the telephone's Services menu to call the Garden Club.



Drink it down to put your PlantSim life behind you.

Don't need a Garden Club evaluation you say? Well, that's not all they do. There's a reason they frown upon pesticide use, you know, and it has nothing to do with the veggies. They are the keepers of antidote for PlantSim-ism: Plantophic-C (\$60 per dose). One swig of this and it's back to normalville.

Only adult or elder Sims can drink Plantophic-C—toddlers must wait until they grow up. Cured PlantSims get to keep their Gold Gardening Talent Badge.



note

Plantophic-C can also be bought from the Gypsy Matchmaker, who's also reachable via the phone's Services menu ("Matchmaking Service").

PlantSim Interactions



Kinda cannibalistic when you think about it, but she's enjoying it.

There are two new interactions that only PlantSims may perform:

- ◆ **Prank...Pollen Cloud:** A Prank interaction involving a cloud of green pollen.
- ◆ **Eat...Flowers:** A PlantSim toddler interaction that satisfies the toddler's Water Need. No damage befalls the flowers.

Clothing

Plant Sims can change clothing, but their Everyday outfit is always their leafy greens.



note

For an excellent example of a house built for life as a PlantSim, see the Greenman house in Riverblossom Hills.

Chapter 9

BUILD MODE ADDITIONS

Because gardening is about the nuts-and-bolts of your Sims' homes, the major tools are all found in Build, not Buy, mode. That's where to go for environmentally-sound bug countermeasures, garden plots, orchard trees, and more. Lots more in Build mode will enhance your Sims' gardens, adorn their roofs, and liven up their swimming pools. This chapter lays it all out for you.

Gardening

Gardeners know that they're only as good as the tools in their sheds. That's why there's a big slate of objects that make Sim gardening not only possible, but also powerful and fun. All gardening objects can be found in a new "Gardening" section of the Build mode's Garden Center catalog.

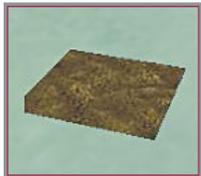


note

For the full rundown on gardening, see "The Sim's Guide to Gardening and Fishing" chapter.

Gardening Build Mode Objects

Pleasant Earth Dirt

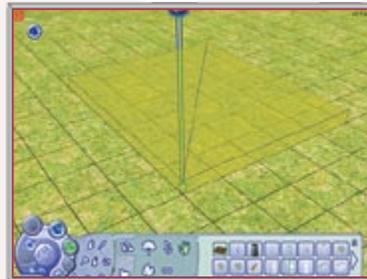


◆ Price: §10

This tool lays out a single tile of garden soil that enables Sims to grow garden plants. Soil tiles can be placed only on uncovered ground, never on covered floors, foundations, or decks.



Garden plots can be placed individually...



...or dragged out exactly like foundations/decks.



note

All interactions listed below, except Compost and Dispose, add to a Sim's Gardening Talent Badge.

Interactions:

- ◆ **Fertilize...**: Add fertilizer to the single plot. Fertilizer can be purchased with each use ("Bag") or taken for free from a charged Composting Apparatus by Apparati Aplenty on the lot. Fertilizing each plot costs §10 or one composting charge. Both methods increase plant quality—compost has a larger effect—and harvest yield.
- ◆ **Plant...**: Plant a seed of the chosen variety in the plot. Selection of seeds is based on the Sim's Gardening Talent Badge. Planting a variety in its chosen season increases its quality.

CHAPTER 9: BUILD MODE ADDITIONS

- ◆ **Fertilize Many...:** Applies chosen fertilizer to all unplanted garden plots nearby.
- ◆ **Plant Many...:** Plants chosen seed in all unplanted garden plots nearby.
- ◆ **Water:** Adds water to a sprouted plot. Always available even if plant has been recently watered or is overwatered.
- ◆ **Water Many:** Water all planted garden plots nearby regardless of their watering level or whether they're regularly watered by sprinklers. Use this interaction only when you can be certain the plants aren't getting water in other ways (such as if they're in a greenhouse with no sprinklers).
- ◆ **Tend:** Available when weeds sprout around a plant. Removes the weeds and resets the time until the next tending. Also adds to the plant's quality (in proportion to the Sim's Gardening Talent Badge).
- ◆ **Tend Many:** Available when weeds sprout on multiple plants. Removes the weeds on all planted plots with weeds nearby.
- ◆ **Talk to:** Available on planted plots if a Sim has a Gold Gardening Talent Badge. Increases plant quality over time. Sim stops talking to a plant when its quality reaches 80 (Thriving) or the Sim's Mood drops to negative (red).
- ◆ **Spray:** Available on adult-stage planted plots when they're infested with bugs. Eliminates all bugs, but reduces plant quality and may cause a Sim to transform into a PlantSim.
- ◆ **Spray Many:** Available when more than one adult-stage planted plot is infested with bugs. Sprays all nearby infested plots.
- ◆ **Harvest:** Available when planted plot shows finished fruits or vegetables. Removes the fruit and automatically removes the plant. Plot is reset to bare, unfertilized earth. Harvesting in the plant's preferred season increases its yield.
- ◆ **Harvest Many:** Available when more than one plant of the same variety is harvestable. Harvests all nearby plots with harvestable plants of the identical variety.
- ◆ **Compost:** Available on a sprouted plot. Remove a plant from the ground and add to composting bin (one charge per plant).
- ◆ **Dispose:** Available by default unless there's a compost bin with available space. If all compost bins are full, this interaction returns. Removes the plant and throws it in the trash, restoring the plot to bare, unfertilized earth.

Composting Apparatus by Apparati Aplenty



◆ Price: \$150



A compost bin with no finished compost looks like this.



When it's done composting, the look changes. Note the green light and overflowing compost from the bottom.

The compost bin is a device that receives certain kinds of waste (dead or unwanted plants or newspapers) and transforms them into high-potency fertilizer. Each bin can hold 30 charges of fertilizer at a time, enough to fertilize 30 garden plots.

Each item put into the compost bin adds one charge, but compost isn't available immediately. The bin has to work its organic alchemy first. When an item is added to the bin, it increases the "Amount Composting" counter, consuming one of the bin's 30 charges but not yet adding to its "Amount Composted." After six hours, the charge is moved from Amount Composting to Amount Composted and its ready to use. If there wasn't already compost available for use, this change is represented by a change in the bin's look. A green light illuminates and composted fertilizer spills out a bit.

A lot can have multiple compost bins, but each keeps track of its own stock rather than tracking all stock lot-wide (as refrigerators do).



Check the compost level to learn how much compost is, and will be, ready.

Interactions:

- ◆ **Check Compost Level:** Shows the bin's current status: amount of ready-to-use compost, amount processing, and amount of free space.

Garden Schpritzer 90



◆ Price: \$90



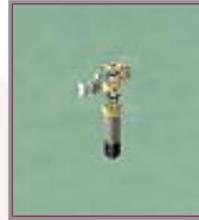
Proper facing and direction is critical. Sprinkling non-garden plots wastes money, so plan and place carefully.



Sprinklers can be situated at any corner of a tile, even if adjacent to another object (such as a fence).

This sprinkler automatically and simultaneously waters all plants in a 90-degree area (four tiles). All plants are watered to their ideal level, never overwatered.

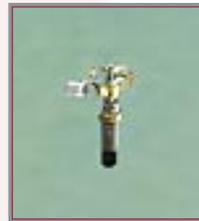
Garden Schpritzer 180



◆ Price: \$180

This sprinkler automatically and simultaneously waters all plants in an 180-degree area (eight tiles). All plants are watered to their ideal level, never overwatered.

Garden Schpritzer 360



◆ Price: \$360

This sprinkler automatically and simultaneously waters all plants in a 360-degree area (16 tiles). All plants are watered to their ideal level, never overwatered.

Lovely Ladybug Loft



◆ Price: \$400



Bad bugs beware, the ladybugs are in town. If the bad bugs persist, add another ladybug house to overcome their numbers.

CHAPTER 9: BUILD MODE ADDITIONS



This object counteracts infesting bugs in nearby orchard trees and garden plots. To fully eradicate and prevent infestation, however, you must place enough ladybug houses near the plants or trees to handle the bug load. The number of bad bugs changes with the number of infested plants or trees in the ladybug house's radius and the season (summer is the worst bug month).

If you see bug infestations in spite of a nearby ladybug house, it's a sure sign that you need more than one.

Ambrosial Apple Tree



◆ Price: \$1,200



note

All interactions listed below add to a Sim's Gardening Talent Badge.



Orchard trees can be placed only in outdoor spaces. That means no roofs and no floor coverings.

Interactions:

- ◆ **Tend:** Available when untidy branches sprout around an orchard tree. Removes the branches and resets the time until the next tending. Also adds to the tree's quality (in proportion to the Sim's Gardening Talent Badge).
- ◆ **Tend Many:** Available when stray branches sprout on multiple orchard trees. Removes the branches on all untended trees nearby.

- ◆ **Talk to:** Available on orchard trees when a Sim has a Gold Gardening Talent Badge. Increases plant quality over time. Sim stops talking to a tree when its quality reaches 80 (Thriving) or the Sim's Mood drops to negative (red).
- ◆ **Spray:** Available on an orchard tree when it's infested with bugs. Eliminates all bugs, but reduces tree quality and may cause a Sim to transform into a PlantSim.
- ◆ **Spray Many:** Available when more than one orchard tree is infested with bugs. Sprays all nearby infested trees.
- ◆ **Harvest:** Available when orchard tree fruits. Removes the fruit and restores the tree to its initial unflowered state.
- ◆ **Harvest Many:** Available when more than one orchard tree of the same variety is harvestable. Harvests all nearby trees of the identical variety.



If, however, you place the tree first and build the structure and place floor tiles around it, the tree will grow as long as the room it's in qualifies as a greenhouse (50 percent of wall segments must be greenhouse walls).

Ambrosial Lemon Tree



◆ Price: \$1,200



note

All interactions listed below add to a Sim's Gardening Talent Badge.

Interactions:

- ◆ **Tend:** Available when untidy branches sprout around an orchard tree. Removes the branches and resets the time until the next tending. Also adds to the tree's quality (in proportion to the Sim's Gardening Talent Badge).
- ◆ **Tend Many:** Available when stray branches sprout on multiple orchard trees. Removes the branches on all untended trees nearby.

- ◆ **Talk to:** Available on orchard trees when a Sim has a Gold Gardening Talent Badge. Increases plant quality over time. Sim stops talking to a tree when its quality reaches 80 (Thriving) or the Sim's Mood drops to negative (red).
- ◆ **Spray:** Available on an orchard tree when it's infested with bugs. Eliminates all bugs, but reduces tree quality and may cause a Sim to transform into a PlantSim.
- ◆ **Spray Many:** Available when more than one orchard tree is infested with bugs. Sprays all nearby infested trees.
- ◆ **Harvest:** Available when orchard tree fruits. Removes the fruit and restores the tree to its initial unflowered state.
- ◆ **Harvest Many:** Available when more than one orchard tree of the same variety is harvestable. Harvests all nearby trees of the identical variety.

Ambrosial Orange Tree



◆ Price: \$1,200



note

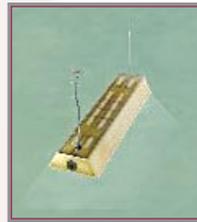
All interactions listed below add to a Sim's Gardening Talent Badge.

Interactions:

- ◆ **Tend:** Available when untidy branches sprout around an orchard tree. Removes the branches and resets the time until the next tending. Also adds to the tree's quality (in proportion to the Sim's Gardening Talent Badge).
- ◆ **Tend Many:** Available when stray branches sprout on multiple orchard trees. Removes the branches on all untended trees nearby.
- ◆ **Talk to:** Available on orchard trees when a Sim has a Gold Gardening Talent Badge. Increases plant quality over time. Sim stops talking to a tree when its quality reaches 80 (Thriving) or the Sim's Mood drops to negative (red).
- ◆ **Spray:** Available on an orchard tree when it's infested with bugs. Eliminates all bugs, but reduces tree quality and may cause a Sim to transform into a PlantSim.
- ◆ **Spray Many:** Available when more than one orchard tree is infested with bugs. Sprays all nearby infested trees.

- ◆ **Harvest:** Available when orchard tree fruits. Removes the fruit and restores the tree to its initial unflowered state.
- ◆ **Harvest Many:** Available when more than one orchard tree of the same variety is harvestable. Harvests all nearby trees of the identical variety.

The Toasty Garden Lamp sans Toast



◆ Price: \$2,000

This ceiling lamp is uniquely capable of mimicking the rays of the sun, and that's good news for indoor gardeners and PlantSims. This grow light allows Sims to have entirely indoor gardens (with no greenhouse walls). Normally, an indoor garden would require at least one greenhouse wall. If, however, you wanted the garden to be in the *middle* of the house with no greenhouse walls at all, simply install some of these garden lamps above it to coax your seeds to life. Each light covers a 3x3 area, so design your garden in those dimensions.



Normally, nothing would grow in a closed space like this, but those garden lamps hanging overhead make it all work.

PlantSims need sunlight too. Really need it! PlantSims' lives are much simpler if their homes have at least a few rooms with garden lamps over important objects or places. With an easily accessed indoor source of Sunlight Need satisfaction, a PlantSim can be on the go 24/7.

CHAPTER 9: BUILD MODE ADDITIONS

Greenhouses

Paradoxically, outside is the worst place to grow fruits and vegetables. Bugs and hail or snow accumulation can arrive without warning and spoil all your hard work, sapping precious quality from your garden plants and orchard trees.



note

Orchard trees are not affected by snow or hail accumulation.

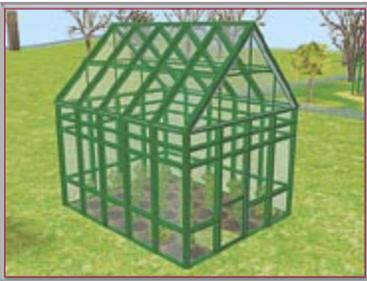
Why not just grow everything inside? Well, no sun, of course. Without the nurturing rays of the ball-o-fire, nothing will grow. That's why there are greenhouses: all the benefits of indoor gardening while still admitting critical sunlight.



tip

Other than the expense and the aesthetic appeal of open-air gardens, there's really no good reason not to greenhouse your gardens and orchard trees. The risk is less and the need for micromanagement is significantly reduced.

When you think of greenhouses, you probably think of this:



Greenhouses are, in fact, surprisingly flexible if you follow their two fundamental rules. To function as a greenhouse (an indoor space that still allows plants to grow):

1. At least one-half of the wall tiles (including the one used by the door) that define the room must be greenhouse walls.
2. It must have some kind of roof on it, though not necessarily a greenhouse roof.



note

Greenhouse roofs, in fact, don't have any particular role in making a space a greenhouse. They look great, but they don't have any distinctive effect on gardening.



Thus, this could be a greenhouse.



Or this





Or this



Or even this

Thus, as long as a space is not on a foundation—garden plots and orchard trees can be placed only on the ground—and it meets both greenhouse mandates, Sims can grow crops there. Likewise, PlantSims could occupy such a room and still satisfy their Sunlight Need. Now that you know the generalities, let's get into the parts: walls, roofs, and doors.



Place this garden light over an important skill object and a PlantSim can recharge Sunlight Need while building the skill.

Find glass walls, roofs, and doors in the Garden Center > Gardening catalog.

Greenhouse Walls

Greenhouse walls come in three colors.

- ◆ Green's Greenhouse Wall in Green: \$300
- ◆ Green's Greenhouse Wall in Wood: \$300
- ◆ Green's Greenhouse Wall in White: \$300
- ◆ Green's Greenhouse Roof in Green: \$0
- ◆ Green's Greenhouse Roof in Wood: \$0

- ◆ Green's Greenhouse Roof in White: \$0
- ◆ Green's Greenhouse Door (three design modes): \$200

They function mostly like regular walls with some limitations:

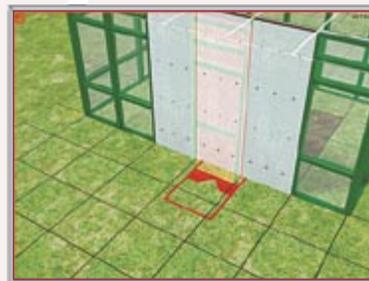
- ◆ They can't be built diagonally.
- ◆ They can't support wall hangings.
- ◆ They can't be covered.
- ◆ They don't visually cut away when you zoom in close.
- ◆ Only a greenhouse door can be placed on them.



You can **(Shift)**-drag greenhouse walls to create a square room in one step.

Greenhouse Doors

Unlike the walls and roofs, the greenhouse door (Green's Greenhouse Door, \$200) is sold as a single item in the Gardening catalog. It can be colored to match your chosen walls/roof via the usual design variations.



This door is very limited. It can be placed only on a greenhouse wall.

Greenhouse Roofs

Greenhouse roofs are applied just like standard roofs. In fact, you can use them on greenhouses or on any roof-able space you like. Note, however, that putting a greenhouse roof on PlantSims' homes *does not*—unlike greenhouse walls—allow them to satisfy their Sunshine Need while indoors.

CHAPTER 9: BUILD MODE ADDITIONS

Because, however, they are standard roofs, you can do some interesting things with them that have nothing to do with greenhouses:



Roof an entire house with glass.



Add a skylight to any flat roof.

Roof Sculptures

Wondering how you're going to get that EZ120v Lightning Finial lighting rod or the Orneroy Rooster weather vane onto your Sims' roofs? It's no problem, because you can now place single-tile sculptures—or any single-tile object—onto any part of any roof. This power offers no guarantee that what you choose to affix to your Sims' roofs will look right, but that's really your call.



Lightning rods...



...and weather vanes are the traditional choices, but...



You can place anything you want—as long as it has a 1x1 footprint...at the intersection of any two roof tiles.



Objects can go on roof peaks...



...on a roof edge...



...at a roof corner...



...or just smack dab in the middle of the roof.



tip

To properly align objects, rotate them by pressing **[←]** or **[→]**.

Swimming Pools

All Sims know that pools are cool, but they've never been cooler thanks to new rounded corners, paintable pool walls and floors, and a pool slide.

Rounded Pool Corners

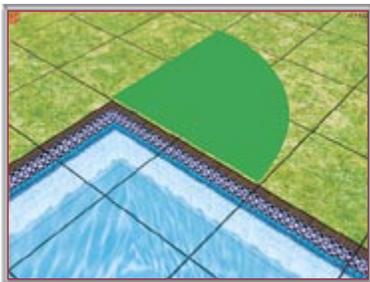
Squared pool corners are just soooooo last expansion pack! OMG! Now, every happenin' Sim's going to want rounded pool corners.

Rounded pool corners are 2x2 pieces that can be used to build extremely intricate pool shapes or placed alongside existing pools.

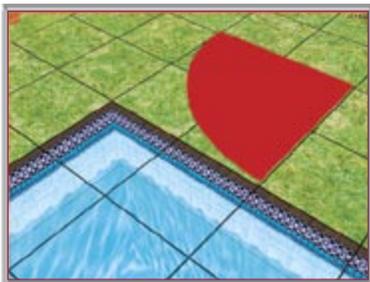


note

Curved corners cannot be placed on top of other pool pieces. Delete the old pool sections before adding the rounded pieces.



If the outline is green, you can place the piece exactly as it appears.



If the shadow is red, try rotating the piece by pressing **[←]** or **[→]**.



With rounded pool corners, you can create all sorts of intricate pool shapes. Like this.



Or this.



Gobble, gobble.



note

You'll also see several new pool animations. Sims can plunge underwater and hold their breath. When they get out of the pool, they may shake water out of their ears. And they can, at long last, doggie paddle.



CHAPTER 9: BUILD MODE ADDITIONS

Be aware of a few limitations:

- ◆ Neither ladders nor slides can be built on curved pool corners.
- ◆ All four panels of a curved pool corner must be decorated in the same wall covering; you can't cover them individually.

Pool Slide

This snazzy pool slide satisfies Fun, but depletes Energy.



How Sims slide—on their belly or the normal way—depends on Playful/Serious personality.



Low Body skill Sims may suffer embarrassing mishaps.



The slide can be placed only along straight lengths of the pool edge.

Paintable Pool Walls and Floors

Under the surface, pools have always lacked a certain style, but no longer, thanks to paintable pool walls and floors. Now, the underwater surfaces of these can be as lively as the walls and floors in your Sims' homes.

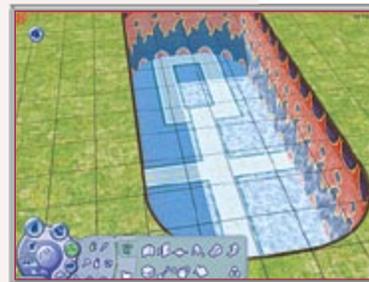


This is the pool you get when you first lay it out. Not bad.

 **note**
Find the pool-specific wall and floor coverings in the miscellaneous section of their respective catalogs.



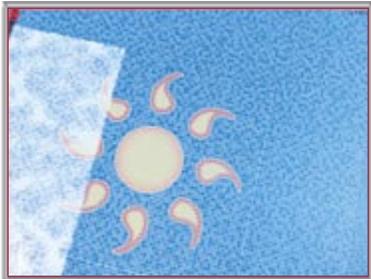
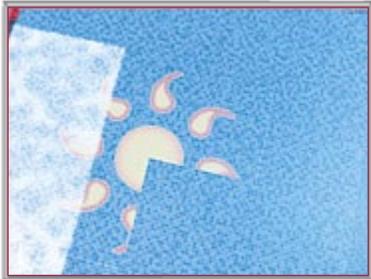
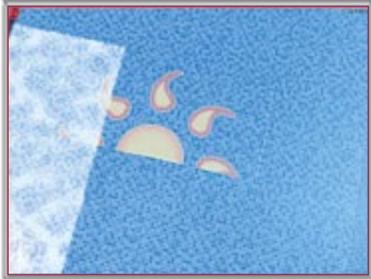
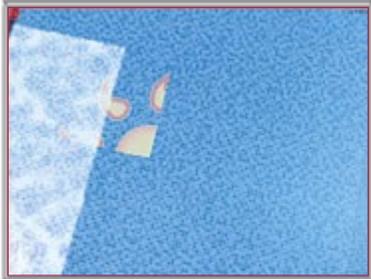
With a bit of floor and wall decoration, however, it's a much more striking sight.



Don't limit yourself to the traditional pool designs; any wall and floor covering can be applied to a pool. This pool makes Sims feel like swimming very, very fast.



Pool corners, though they're four tiles wide, are automatically painted as a group.



The Sun Tile Flooring design must be carefully placed and rotated (by pushing \leftarrow and \rightarrow) to form the full pattern.



Build Mode Object Catalog

Build Mode Object Catalog

Object	Price	Catalog
Ambrosial Apple Tree	\$1,200	Gardening
Ambrosial Lemon Tree	\$1,200	Gardening
Ambrosial Orange Tree	\$1,200	Gardening
Composting Apparatus by Apparati Aplenty	\$150	Gardening
Fragrancer 8000	\$105	Archways
Garden Schpritzer 90	\$90	Gardening
Garden Schpritzer 180	\$180	Gardening
Garden Schpritzer 360	\$360	Gardening
Green's Greenhouse Door	\$200	Gardening
Just Visiting Flower Box	\$102	Windows
Lovely Ladybug Loft	\$400	Gardening
Pleasant Earth Dirt	\$10	Gardening
Storm-Proof Hatch	\$170	Doors
The Emperor's Gate	\$170	Gates
The Kronklehorn	\$800	Swimming Pools
The Toasty Garden Lamp sans Toast	\$2,000	Gardening
The Truth Divider	\$92	Windows
The Wooden Curve	\$100	Doors
Umbrellas of the Water	\$25	Flowers

Chapter 10

A TOUR OF RIVERBLOSSOM HILLS

For the first time since the original *The Sims™ 2*, you have an entirely new base neighborhood full of new families, intricate and beautiful homes and Community Lots, and an entirely fresh cast of townies and service Sims.

There's plenty to explore, so this chapter will get you started and help you know what's inside each lot and family before you open them.



note

When you first open Riverblossom Hills, it's winter with light snow accumulation on the ground. Every lot, except the Greenman household, begins with two days to go in winter. The Greenman family, however, begins on the first day of spring. Of course, the season and weather on the Neighborhood View will change every time you save one of your lots.

Occupied Residential Lots

Greenman (110 Old Farm Road)

◆ Family Funds: \$131,054

◆ Season (Days Remaining)/Weather: Spring (5)/Clear



Name	Aspiration	Age	Age Days Left	Gender	Neat	Outgoing	Active	Playful	Nice	Cooking	Mechanical	Charisma	Body	Logic	Creativity	Cleaning	Career Track	Job Name	Job Level
Jason Greenman	Knowledge	Adult	20	M	5	4	5	5	6	4	1	2	4	2	1	0	Adventurer	Multiregional Sim of Some Question	3
Rose Greenman	Family	Adult	22	F	3	5	4	7	6	1	0	4	1	2	5	4	—	—	—
Daisy Greenman	Grow Up	Toddler	3	F	3	5	5	7	5	0	0	1	0	0	0	0	—	—	—

McGreggor (115 Old Farm Road)

◆ Family Funds: \$64,825

◆ Season (Days Remaining)/Weather: Winter (2)/Snow, Heavy Accumulation



Name	Aspiration	Age	Age Days Left	Gender	Neat	Outgoing	Active	Playful	Nice	Cooking	Mechanical	Charisma	Body	Logic	Creativity	Cleaning	Career Track	Job Name	Job Level
Lead McGregor	Fortune	Adult	15	M	3	4	7	6	5	5	2	0	1	2	0	1	—	—	—

O'Mackey (211 Huckleberry Lane)

- ◆ Family Funds: \$67,141
- ◆ Season (Days Remaining)/Weather: Winter (2)/Snow, Heavy Accumulation



Name	Aspiration	Age	Age Days		Neat	Outgoing	Active	Playful	Nice	Cooking	Mechanical	Charisma	Body	Logic	Creativity	Cleaning	Career Track	Job Name	Job Level
			Left	Gender															
Gabe O'Mackey	Knowledge	Adult	24	M	8	2	4	5	6	5	1	3	0	4	1	3	Education	High School Teacher	5
Jules O'Mackey	Popularity	Teen	12	F	6	6	5	4	4	4	0	2	1	0	1	2	—	—	—

Roth (208 Welsh Lane)

- ◆ Family Funds: \$169,960
- ◆ Season (Days Remaining)/Weather: Winter (2)/Snow, Heavy Accumulation



Name	Aspiration	Age	Age Days		Neat	Outgoing	Active	Playful	Nice	Cooking	Mechanical	Charisma	Body	Logic	Creativity	Cleaning	Career Track	Job Name	Job Level
			Left	Gender															
Morty Roth	Knowledge	Adult	10	M	4	6	4	7	4	3	2	3	6	2	2	1	Adventurer	Relic Liberator	5
Sandra Roth	Family	Teen	10	F	4	7	5	5	4	3	1	4	2	0	1	2	Law	File Clerk	1
Xander Roth	Grow Up	Child	7	M	4	6	4	7	4	2	1	3	0	0	3	1	—	—	—
Stella Roth	Popularity	Adult	12	F	3	6	6	5	5	5	0	8	2	0	3	3	Journalism	Yearbook Club Supervisor	1

CHAPTER 10: A TOUR OF RIVERBLOSSOM HILLS

Viejo (204 Old Farm Road)

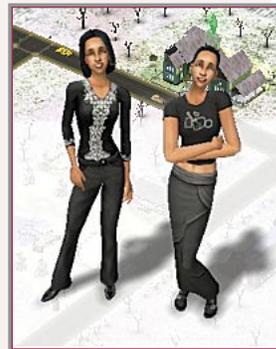
- ◆ Family Funds: \$132,905
- ◆ Season (Days Remaining)/Weather: Winter (2)/Snow, Heavy Accumulation



Name	Aspiration	Age	Age Days		Gender	Neat	Outgoing	Active	Playful	Nice	Cooking	Mechanical	Charisma	Body	Logic	Creativity	Cleaning	Career Track	Job Name	Job Level
			Left	Right																
Catherine Viejo	Romance	Elder	10		F	5	6	4	4	6	10	6	7	4	6	7	9	Education	Teacher's Aide	2
Betty Goldstein	Fortune	Elder	9		F	6	5	5	5	4	7	2	5	5	9	6	9	Law	Legal Secretary	3
Andrew Martin	Fortune	Adult	26		M	4	4	4	8	5	3	2	0	1	1	1	0	Gamer	Gold Farmer	4
Jacob Martin	Popularity	Teen	10		M	3	4	5	7	6	1	1	0	1	3	4	0	Gamer	Trash Talker	3

Wan (202 Welsh Lane)

- ◆ Family Funds: \$91,604
- ◆ Season (Days Remaining)/Weather: Winter (2)/Snow, Heavy Accumulation



Name	Aspiration	Age	Age Days		Gender	Neat	Outgoing	Active	Playful	Nice	Cooking	Mechanical	Charisma	Body	Logic	Creativity	Cleaning	Career Track	Job Name	Job Level
			Left	Right																
Patricia Wan	Popularity	Adult	25		F	6	7	5	3	4	1	1	3	3	1	1	2	Journalism	Internet Movie Critic	3
Cleo Shikibu	Fortune	Adult	28		F	5	4	4	6	6	1	6	5	0	1	6	1	Music	Studio Musician	7

Community Lots

The Hills Community Center



◆ Attractions: Ice skating rink

Town Center Grocery



◆ Attractions: Grocery store

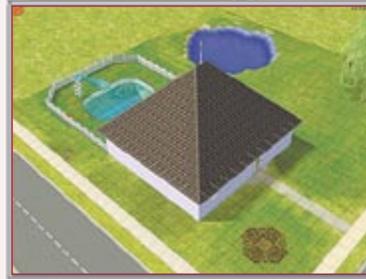
Belle's Boutique and Tailoring



◆ Attractions: Clothing store

Houses for Sale

100 Old Farm Road



◆ Price: \$19,908
◆ Small house

101 Huckleberry Lane



◆ Price: \$3,000
◆ Small empty lot

102 Firefly Pass



◆ Price: \$32,684
◆ Large farm house

CHAPTER 10: A TOUR OF RIVERBLOSSOM HILLS

104 Riverbend Road



- ◆ Price: \$18,121
- ◆ Tiny tiki getaway

125 Huckleberry Lane



- ◆ Price: \$19,884
- ◆ Victorian-style house, medium residential

111 Vine Street



- ◆ Price: \$149,458
- ◆ Grand orchard villa

147 Huckleberry Lane



- ◆ Price: \$18,020
- ◆ Small house

112 Riverbend Road



- ◆ Price: \$18,239
- ◆ Small quaint farm house

200 Strawberry Hill



- ◆ Price: \$17,382
- ◆ Tiny mountain home

115 Riverbend Road



- ◆ Price: \$13,553
- ◆ Small house

202 Town Center Road



- ◆ Price: \$16,526
- ◆ Small house

22 W 175 Mountain Pass Road



- ◆ Price: \$17,657
- ◆ Small house

23 W 182 Mountain Pass Road



- ◆ Price: \$18,555
- ◆ Ranch-style house

226 Strawberry Hill



- ◆ Price: \$59,176
- ◆ Large modern home



Families Bin

Ramaswami

◆ Family Funds: \$35,000



Name	Aspiration	Age	Age Days		Neat	Outgoing	Active	Playful	Nice	Cooking	Mechanical	Charisma	Body	Logic	Creativity	Cleaning	Career Track	Job Name	Job Level
			Left	Gender															
Sanjay Ramaswami	Popularity	Adult	23	M	5	6	5	5	4	1	2	0	1	1	1	1	Music	Coffee Shop Sound Engineer	3
Priya Ramaswami	Family	Adult	23	F	6	4	4	5	6	2	0	2	0	1	2	2	Journalism	Fact Checker	4

CHAPTER 10: A TOUR OF RIVERBLOSSOM HILLS

Ottomas

◆ Family Funds: \$35,642



Name	Aspiration	Age	Age Days		Gender	Neat	Outgoing	Active	Playful	Nice	Cooking	Mechanical	Charisma	Body	Logic	Creativity	Cleaning	Career Track	Job Name	Job Level
			Left	Right																
Dora Ottomas	Family	Elder	5		F	6	4	7	4	4	8	5	7	5	6	7	7	Education	Substitute Teacher	—
Samantha Ottomas	Family	Adult	21		F	4	5	6	5	5	3	0	3	0	2	1	2	Education	Elementary School Teacher	4
Peter Ottomas	Romance	Adult	20		M	3	5	6	6	5	4	1	7	1	0	5	0	Journalism	Sports Columnist	7
David Ottomas	Popularity	Teen	7		M	4	5	4	6	6	1	0	0	0	0	2	1	Music	Record Store Clerk	1
Sherla Ottomas	Grow Up	Child	5		F	4	6	6	5	4	1	0	0	0	1	0	1	—	—	—
Tommy Ottomas	Grow Up	Toddler	3		M	6	4	6	4	5	0	0	0	0	0	0	0	—	—	—

O'Mackey

◆ Family Funds: \$21,600



Name	Aspiration	Age	Age Days		Gender	Neat	Outgoing	Active	Playful	Nice	Cooking	Mechanical	Charisma	Body	Logic	Creativity	Cleaning	Career Track	Job Name	Job Level
			Left	Right																
Alexandra O'Mackey	Popularity	Adult	24		F	4	7	7	3	4	2	5	3	6	1	3	2	Adventurer	Dread Pirate	6

Lots & Houses Bin

Unoccupied—Residential

Harmonious Haven



- ◆ Price: \$34,905
- ◆ Small luxury home

Hearty Home



- ◆ Price: \$29,819
- ◆ Medium sized house for a large family

Unoccupied—Community

Rapid Racers Roller Rink



- ◆ Attractions: Roller skating rink

Easter (Island) Egg



Switch into Cameraman mode (press **Tab**) and look out to sea. Zoom in to see one of Riverblossom Hill's most noteworthy archaeological relics.



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 five of the other discs.



Chapter 11

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

CHAPTER 11: 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	<i>University</i>
Mon & Thu	5	\$154	\$770	-48	-48	-60	0	-60	18	-60	<i>The Sims™ 2</i>
Sun & Fri	5	\$168	\$840	-48	-48	-18	24	-24	-18	-48	<i>The Sims™ 2</i>
Mon & Thu	5	\$196	\$980	-48	0	-60	-30	-60	30	-30	<i>The Sims™ 2</i>
Mon & Fri	5	\$126	\$630	-64	-40	-80	-32	-80	-24	-24	<i>The Sims™ 2</i>
Mon & Fri	5	\$336	\$1,680	-48	-60	-6	-30	-12	-6	-6	<i>The Sims™ 2</i>
Mon & Sat	5	\$280	\$1,400	-48	-48	-18	24	-24	-18	-48	<i>The Sims™ 2</i>
Mon & Wed	5	\$350	\$1,750	-60	-30	-60	0	-60	-30	-30	<i>The Sims™ 2</i>
Sun & Fri	5	\$325	\$1,625	-8	-8	-10	-3	-4	-10	-3	<i>University</i>
Sun & Wed	5	\$252	\$1,260	-8	-8	-10	-3	4	-10	-3	<i>University</i>
Mon & Wed	5	\$308	\$1,540	-72	-72	-27	36	-36	-27	-72	<i>The Sims™ 2</i>
Sun & Fri	5	\$217	\$1,085	-48	-30	-60	-24	-60	-12	-42	<i>The Sims™ 2</i>
Mon & Sat	5	\$420	\$2,100	-8	-8	-10	-3	4	-10	3	<i>University</i>
Mon & Sat	5	\$126	\$630	-40	-40	-15	20	-20	-15	-40	<i>The Sims™ 2</i>



Level 2 Careers

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
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

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

CHAPTER 11: 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 & 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

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

Level 3 Careers continued

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
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

CHAPTER 11: JOBS BY CAREER LEVEL

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT	GAME
Wed & Fri	5	\$552	\$2,760	-64	0	-64	80	-48	8	-64	<i>The Sims™ 2</i>
Mon & Thu	5	\$476	\$2,380	-56	-56	-21	28	-28	-21	-56	<i>The Sims™ 2</i>
Mon & Tue	5	\$560	\$2,800	-48	-30	-24	0	-36	30	-18	<i>The Sims™ 2</i>
Sun & Fri	5	\$325	\$1,625	-8	-8	-10	-3	-4	-10	-3	<i>University</i>
Sun & Wed	5	\$252	\$1,260	-8	-8	-10	-3	4	-10	-3	<i>University</i>
Sun & Sat	5	\$504	\$2,520	-48	-48	-18	24	-24	-18	-48	<i>The Sims™ 2</i>
Wed & Fri	5	\$448	\$2,240	-48	-36	-48	-18	-36	18	-24	<i>The Sims™ 2</i>
Mon & Sat	5	\$420	\$2,100	-8	-8	-10	-3	4	-10	3	<i>University</i>
Mon & Tue	5	\$210	\$1,050	-48	-48	-18	24	-24	-18	-48	<i>The Sims™ 2</i>

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	<i>University</i>
Tue & Thu	5	\$420	\$2,100	-48	-48	-18	0	-24	30	-24	<i>The Sims™ 2</i>
Wed & Sun	5	\$448	\$2,240	-56	-56	-21	35	-28	-21	-28	<i>The Sims™ 2</i>
Sun & Sat	5	\$490	\$2,450	-36	-18	-6	60	-24	30	36	<i>The Sims™ 2</i>
Mon & Tue	5	\$242	\$1,210	-48	-30	-12	30	-24	18	-12	<i>The Sims™ 2</i>
Sun & Sat	5	\$616	\$3,080	-30	-36	-18	30	-24	30	-18	<i>The Sims™ 2</i>
Tue & Fri	5	\$574	\$2,870	-81	-72	-27	45	-36	-27	-45	<i>The Sims™ 2</i>
Sun & Sat	5	\$630	\$3,150	-48	-36	-18	0	-24	18	18	<i>The Sims™ 2</i>
Sun & Sat	5	\$787	\$3,935	-8	-8	-10	-3	-5	-4	-5	<i>University</i>
Sun & Wed	5	\$672	\$3,360	-8	-8	-3	-3	-5	-4	5	<i>University</i>
Tue & Wed	5	\$602	\$3,010	-64	-64	-24	40	-32	-24	-32	<i>The Sims™ 2</i>

Level 4 Careers continued

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
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

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

CHAPTER 11: JOBS BY CAREER LEVEL

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT	GAME
Sun & Sat	5	\$525	\$2,625	-56	-42	-14	35	-28	35	42	<i>The Sims™ 2</i>
Sun & Mon	5	\$861	\$4,305	-8	-8	-3	-3	5	-4	5	<i>University</i>
Tue & Thu	5	\$252	\$1,260	-40	-40	-15	25	-20	-15	-20	<i>The Sims™ 2</i>

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	<i>University</i>
Tue & Wed	5	\$539	\$2,695	-36	-48	-48	0	-24	36	-12	<i>The Sims™ 2</i>
Sun & Sat	5	\$560	\$2,800	-42	-56	-14	35	-28	-14	-14	<i>The Sims™ 2</i>
Sun & Sat	5	\$595	\$2,975	-48	-40	-64	-24	-32	16	64	<i>The Sims™ 2</i>
Tue & Wed	5	\$308	\$1,540	-45	-25	-25	35	-25	30	-40	<i>The Sims™ 2</i>
Tue & Wed	5	\$686	\$3,430	-36	-30	-30	30	-24	36	-30	<i>The Sims™ 2</i>
Wed & Thu	5	\$672	\$3,360	-42	-56	-14	35	-28	-14	-35	<i>The Sims™ 2</i>
Wed & Thu	5	\$700	\$3,500	-36	-36	-12	0	-24	48	-12	<i>The Sims™ 2</i>
Mon & Thu	5	\$945	\$4,725	-6	-8	-10	-2	-5	-4	-6	<i>University</i>
Sun & Wed	5	\$672	\$3,360	-8	-8	-3	-3	-5	-4	5	<i>University</i>
Sun & Sat	5	\$679	\$3,395	-36	-48	-12	30	-24	-12	-12	<i>The Sims™ 2</i>
Tue & Thu	5	\$756	\$3,780	-36	-36	-9	-27	-45	99	54	<i>The Sims™ 2</i>
Sun & Sat	5	\$1,008	\$5,040	-6	-8	-8	-2	5	-4	6	<i>University</i>
Wed & Thu	5	\$392	\$1,960	-42	-56	-14	35	-28	-14	-14	<i>The Sims™ 2</i>



Level 6 Careers

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
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

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

CHAPTER 11: JOBS BY CAREER LEVEL

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

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

Level 7 Careers continued

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
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

CHAPTER 11: JOBS BY CAREER LEVEL

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT	GAME
Sun & Sat	5	\$826	\$4,130	-30	-30	-24	36	-24	24	-24	<i>The Sims™ 2</i>
Sun & Sat	5	\$875	\$4,375	-30	-48	-12	36	-24	-6	-6	<i>The Sims™ 2</i>
Sun & Sat	5	\$812	\$4,060	-30	-18	-24	0	-24	24	18	<i>The Sims™ 2</i>
Sun & Sat	4	\$1,344	\$5,376	-5	-8	-4	-2	6	-4	4	<i>University</i>
Sun & Sat	5	\$1,386	\$6,930	-5	-8	-4	-2	-6	-4	-4	<i>University</i>
Sun & Sat	5	\$840	\$4,200	-30	-48	-12	36	-24	-6	-6	<i>The Sims™ 2</i>
Sun & Sat	5	\$896	\$4,480	-25	-20	-10	30	-20	20	20	<i>The Sims™ 2</i>
Mon, Wed, Fri	4	\$1,312	\$5,248	-5	-8	-4	-2	6	-4	4	<i>University</i>
Tue, Wed, Thu	4	\$613	\$2,452	-30	-48	-12	36	-24	-6	-6	<i>The Sims™ 2</i>

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	<i>University</i>
Tue, Wed, Thu	4	\$1,488	\$5,952	-25	-40	-35	0	-35	5	-15	<i>The Sims™ 2</i>
Tue, Sat, Sun	4	\$1,400	\$5,600	-40	-64	-16	48	-32	8	0	<i>The Sims™ 2</i>
Sun & Sat	5	\$1,064	\$5,320	-30	-36	-42	-36	-42	18	48	<i>The Sims™ 2</i>
Tue, Wed, Thu	4	\$1,208	\$4,832	-30	-36	-24	36	3	42	-12	<i>The Sims™ 2</i>
Sun & Sat	5	\$875	\$4,375	-35	-28	-49	42	-49	42	-49	<i>The Sims™ 2</i>
Sun & Sat	5	\$980	\$4,900	-30	-48	-12	36	-24	6	-6	<i>The Sims™ 2</i>
Sun & Sat	5	\$840	\$4,200	-30	0	-18	0	-42	6	42	<i>The Sims™ 2</i>
Tue & Thu	4	\$1,554	\$6,216	-5	-8	-7	-2	6	-7	1	<i>University</i>
Sun, Tue, Sat	4	\$2,100	\$8,400	-5	-8	-7	-2	6	-7	1	<i>University</i>

Level 8 Careers continued

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
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

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

CHAPTER 11: JOBS BY CAREER LEVEL

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT	GAME
Sat, Sun, Wed	4	\$1,138	\$4,552	-20	-32	-8	0	-16	4	20	<i>The Sims™ 2</i>
Tue & Thu	5	\$1,036	\$5,180	-25	-20	-10	-15	-35	40	35	<i>The Sims™ 2</i>
Sun, Wed, Fri, Sat	3	\$2,205	\$6,615	-5	-8	-7	-2	6	-7	5	<i>University</i>
Tue, Wed, Thu	4	\$788	\$3,152	-25	-40	-10	30	-20	5	0	<i>The Sims™ 2</i>

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	<i>University</i>
Tue, Wed, Thu	4	\$1,750	\$7,000	-24	-48	-12	0	-24	18	12	<i>The Sims™ 2</i>
Wed, Sat, Sun	4	\$1,663	\$6,652	-28	-56	-14	42	-28	7	7	<i>The Sims™ 2</i>
Mon, Tue, Wed	4	\$1,575	\$6,300	-60	-48	-12	36	-24	18	42	<i>The Sims™ 2</i>
Mon, Tue, Wed	4	\$1,330	\$5,320	-40	-32	-16	64	3	40	-8	<i>The Sims™ 2</i>
Sun & Mon	5	\$910	\$4,550	-32	-56	-16	56	-32	56	-16	<i>The Sims™ 2</i>
Fri, Sat, Sun	4	\$1,356	\$5,424	-28	-56	-14	-7	-28	7	21	<i>The Sims™ 2</i>
Sat, Sun, Mon	4	\$1,094	\$4,376	-24	-6	-12	0	-24	60	-30	<i>The Sims™ 2</i>
Sun, Mon, Sat	4	\$2,283	\$9,132	-4	-8	-2	-2	-6	-4	3	<i>University</i>
Mon, Tue, Thu, Sat	3	\$2,494	\$7,482	-4	-8	-2	-2	6	-4	-3	<i>University</i>
Sat, Sun, Mon	4	\$1,225	\$4,900	-36	-72	-18	54	-36	27	27	<i>The Sims™ 2</i>
Sun, Mon, Sat	4	\$1,522	\$6,088	-16	-24	-8	24	-16	12	24	<i>The Sims™ 2</i>
Sun, Wed, Fri, Sat	3	\$3,051	\$9,153	-4	-8	-2	-2	6	-4	3	<i>University</i>
Fri, Sat, Sun, Mon	3	\$933	\$2,799	-20	-40	-10	30	-20	5	5	<i>The Sims™ 2</i>

Level 10 Careers

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
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

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

CHAPTER 11: JOBS BY CAREER LEVEL

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

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



Level 1 Careers continued

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
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

CHAPTER 11: JOBS BY CAREER LEVEL

DAYS OFF	# WORK DAYS	DAILY SALARY	WEEKLY AVERAGE	ENERGY	BLADDER	HYGIENE	SOCIAL	HUNGER	FUN	COMFORT	GAME
Mon & Fri	5	\$63	\$315	-31	-25	-9	13	-16	-13	-31	<i>The Sims™ 2</i>
Sun & Sat	5	\$45	\$225	-31	-25	-9	13	-16	-13	-31	<i>The Sims™ 2</i>
Mon & Wed	5	\$65	\$325	-31	-25	-9	13	-16	-13	-31	<i>The Sims™ 2</i>
Mon & Sat	5	\$57	\$285	-31	-25	-9	13	-16	-13	-31	<i>The Sims™ 2</i>
Mon & Thu	5	\$53	\$265	-42	-33	-13	17	-21	-17	-42	<i>The Sims™ 2</i>
Sun & Fri	5	\$64	\$320	-31	-25	-9	13	-16	-13	-31	<i>The Sims™ 2</i>
Mon & Sat	5	\$45	\$225	-31	-25	-9	13	-16	-13	-31	<i>The Sims™ 2</i>

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	<i>The Sims™ 2</i>
Mon & Sat	5	\$76	\$380	-24	-24	-9	12	-12	-9	-24	<i>The Sims™ 2</i>
Mon & Wed	5	\$62	\$310	-15	-18	-12	12	-18	9	-6	<i>The Sims™ 2</i>
Mon & Wed	5	\$84	\$420	-32	-20	-40	-16	-40	-12	-12	<i>The Sims™ 2</i>
Tue & Thu	5	\$75	\$375	-15	-15	-15	-15	-15	-15	-15	<i>The Sims™ 2</i>
Sun & Wed	5	\$87	\$435	-24	-24	-21	12	-12	-9	-24	<i>The Sims™ 2</i>
Mon & Wed	5	\$77	\$385	-24	-24	-60	12	-20	-20	-28	<i>The Sims™ 2</i>
Wed & Sun	5	\$72	\$360	-27	-18	-18	15	-18	-12	-24	<i>The Sims™ 2</i>
Mon & Sat	5	\$105	\$525	-21	-21	-6	-9	-21	-21	-18	<i>The Sims™ 2</i>
Mon & Thu	5	\$71	\$355	-24	-24	-9	12	-12	-9	-24	<i>The Sims™ 2</i>

Level 3 Careers

CAREER	JOB NAME	LOGIC	BODY	CREATIVITY	MECHANICAL	CHARISMA	COOKING	CLEANING	FRIENDS	HOURS
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 11: JOBS BY CAREER LEVEL

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	<i>The Sims™ 2</i>
Sun & Sat	5	\$98	\$490	-32	-32	-12	16	-16	-12	-32	<i>The Sims™ 2</i>
Wed & Thu	5	\$105	\$525	-36	-15	-24	-24	-27	-18	-21	<i>The Sims™ 2</i>
Wed & Thu	5	\$91	\$455	-40	-20	-50	5	-29	-5	-25	<i>The Sims™ 2</i>
Mon & Tue	5	\$125	\$625	-24	-28	-16	-16	-20	-12	-24	<i>The Sims™ 2</i>
Tue & Thu	5	\$125	\$625	-24	-24	-24	12	-12	-27	-24	<i>The Sims™ 2</i>
Sun & Wed	5	\$100	\$500	-30	-15	-30	3	-30	-15	-15	<i>The Sims™ 2</i>
Sun & Sat	5	\$112	\$560	-24	-24	-9	12	-12	-9	-24	<i>The Sims™ 2</i>
Sun & Sat	5	\$115	\$575	-24	-15	-30	-12	-30	-6	-21	<i>The Sims™ 2</i>
Mon & Tue	5	\$96	\$480	-32	-32	-12	16	-16	-12	-32	<i>The Sims™ 2</i>



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	
"52 Pickup" Card Table	\$630	\$95	\$63	\$252	0	0	0	0	0	9	0																								Nightlife
"A Stroke" by Alfred D'Simvo	\$1,700	\$0	\$0	\$0	0	0	0	0	0	0	10																								Nightlife
"B Stroke" by Alfred D'Simvo	\$1,700	\$0	\$0	\$0	0	0	0	0	0	0	10																								Nightlife
"Belle Epoque" Tiffany Wall Lamp by Fritzu Lighting Design	\$300	\$45	\$30	\$120	0	0	0	0	0	0	2																								Nightlife
"Bigger is Better" Wall Mirror by Ekland	\$450	\$87	\$58	\$232	0	0	0	0	0	0	3																								Nightlife
"C Stroke" by Alfred D'Simvo	\$1,700	\$0	\$0	\$0	0	0	0	0	0	0	10																								Nightlife
"Castanaga" Gounter by Wood You Believe Furnishings	\$680	\$102	\$68	\$272	0	0	0	0	0	0	0																								Nightlife
"Compulsion" Fragrance Display	\$3,500	\$525	\$350	\$1,400	0	0	0	0	0	4	9																								Nightlife
"Contorio" Dining Chair by Ernesto Dolanoso	\$850	\$128	\$85	\$340	0	7	0	0	0	0	2																								Nightlife
"Diamonds Forever" Wall Light	\$500	\$75	\$50	\$200	0	0	0	0	0	0	2																								Nightlife
"Five Diamonds" Wall Light	\$130	\$20	\$13	\$52	0	0	0	0	0	0	1																								Nightlife
"Gastronomie" Restaurant Podium	\$200	\$30	\$20	\$80	0	0	0	0	0	0	0																								Nightlife
"Grilled Cheese" by Renu Tumush	\$850	\$0	\$0	\$0	0	0	0	0	0	0	6																								Nightlife
"La Table" Long Dining Table	\$876	\$131	\$88	\$350	0	0	0	0	0	0	2																								Nightlife
"La Table" Square Dining Table	\$710	\$107	\$71	\$284	0	0	0	0	0	0	1																								Nightlife
"Lily Pads" by Myo Pia	\$625	\$0	\$0	\$0	0	0	0	0	0	0	5																								Nightlife
"More Sleeka" Dining Chair by Simplonics	\$650	\$98	\$65	\$260	0	6	0	0	0	0	1																								Nightlife
"Mr. Section with Arms" by Comfortude	\$280	\$39	\$26	\$104	0	8	0	0	2	0	0																								Nightlife
"Mr. Section" by Comfortude	\$255	\$38	\$26	\$102	0	8	0	0	2	0	0																								Nightlife
"Nature's Perfection" by E.Z. Phun	\$299	\$0	\$0	\$0	0	0	0	0	0	0	2																								Nightlife
"NeonBar" by Neatrix	\$2,100	\$277	\$185	\$740	0	0	0	0	0	3	0																								Nightlife
"NeonServe" by Neatrix	\$590	\$89	\$59	\$236	0	0	0	0	0	0	0																								Nightlife

CHAPTER 12: 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
A Luxurious Night's Sleep	\$3,200	\$480	\$320	\$1,280	0	8	0	0	7	0	6																							Blamour Stuff
A Portrait of Fuzzy Babies	\$415	\$62	\$41	\$166	0	0	0	0	0	0	3																							Pets
A Portrait of My First Holiday Memory	\$900	\$135	\$90	\$360	0	0	0	0	0	0	6																							Holiday
A Sim Noir Print	\$3,000	\$450	\$300	\$1,200	0	0	0	0	0	0	10																							Blamour Stuff
A Touch of Autumn Cornucopia	\$73	\$10	\$7	\$29	0	0	0	0	0	0	1																							Holiday
Absolutely Nothing Special	\$85	\$12	\$8	\$34	0	0	0	0	0	0	1																							The Sims™ 2
Astrusismism by Gordon Fletcher	\$5,000	\$750	\$500	\$2,000	0	0	0	0	0	0	10																							Blamour Stuff
Ad-a-Quaint Barstool	\$285	\$42	\$28	\$114	0	3	0	0	0	0	0																							The Sims™ 2
Ad-a-Quaint Coffee Table	\$140	\$21	\$14	\$56	0	0	0	0	0	0	0																							The Sims™ 2
Adorable Ocean Liner	\$275	\$42	\$28	\$110	0	0	0	0	0	0	2																							Family Fun Stuff
Affluent Animal Dinner Dish	\$125	\$18	\$12	\$50	8	0	0	0	0	0	0																							Pets
Affluent Armoire by Well Bred and Co.	\$925	\$139	\$93	\$370	0	0	0	0	0	0	3																							Blamour Stuff
Also, a Lamp	\$340	\$51	\$34	\$136	0	0	0	0	0	0	2																							Open for Business
Almost Deco Wall Sconce	\$184	\$27	\$18	\$73	0	0	0	0	0	0	1																							The Sims™ 2
Aluminum Privacy Blinds by P. King Tom Trading Co.	\$80	\$12	\$8	\$32	0	0	0	0	0	0	1																							The Sims™ 2
A-maz-ing Matey!	\$1,050	\$157	\$105	\$420	0	0	0	0	0	6	0																							University
American Tableau Table	\$425	\$64	\$43	\$170	0	0	0	0	0	0	0																							Nightlife
An Anonymous Masterpiece	\$110	\$0	\$0	\$0	0	0	0	0	0	0	1																							Nightlife
Ancient Transport Urn Sculpture	\$500	\$0	\$0	\$0	0	0	0	0	0	0	4																							The Sims™ 2
Andromeda Far-Out Dresser	\$485	\$72	\$48	\$194	0	0	0	0	0	0	10																							Pets
Andromeda L11 Astronaut Desk	\$550	\$82	\$55	\$220	0	0	0	0	0	0	0																							Pets

CHAPTER 12: 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
Atomoybot by Galactico	\$55	\$8	\$5	\$22	0	0	0	0	0	7	0								Miscellaneous	X							X				X		Pets	
Aunt Juliana's Old Money-maker	\$225	\$34	\$23	\$90	0	0	0	0	0	0	0								Electronics							X				X		Open for Business		
Average Paws Bedding	\$550	\$82	\$55	\$220	0	5	0	0	7	0	0								Miscellaneous			X				X				X		Pets		
Bachman Busher	\$600	\$90	\$60	\$240	0	0	0	0	0	3	0								Miscellaneous		X					X						The Sims™ 2		
Bangpae Yeon from Simpsters, Ltd.	\$700	\$0	\$0	\$0	0	0	0	0	0	0	5								Decorative		X					X						The Sims™ 2		
Banquet Chair by Well Bred and Co.	\$1,200	\$180	\$120	\$480	0	7	0	0	0	0	2								Comfort		X					X						Glamour Stuff		
Banquet of Six by Well Bred and Co.	\$1,050	\$158	\$105	\$420	0	0	0	0	0	0	2								Surfaces			X											Glamour Stuff	
Barracoco Loveseat by MIRE	\$1,250	\$187	\$125	\$500	0	8	0	0	2	0	0								Comfort				X			X							The Sims™ 2	
Barracoco Sofa by MIRE	\$1,500	\$225	\$150	\$600	0	9	0	0	2	0	2								Comfort				X			X							The Sims™ 2	
Barstool by Simulated Comfort	\$690	\$103	\$69	\$276	0	7	0	0	0	0	2								Comfort				X			X							Pets	
Basically Bare Bulb from Electric Lighting	\$25	\$3	\$2	\$10	0	0	0	0	0	0	1								Lighting				X			X							The Sims™ 2	
Be There Designs "Bazaar Sofa" by Ray Diant	\$800	\$120	\$80	\$320	0	8	0	0	2	0	0								Comfort				X			X							The Sims™ 2	
BeamLite Compact Wall Lamp	\$210	\$32	\$21	\$84	0	0	0	0	0	0	1								Lighting				X			X								Nightlife
BeamLite Extendo Wall Lamp by Ray Diant	\$225	\$34	\$23	\$90	0	0	0	0	0	0	1								Lighting				X			X							Nightlife	
Beary Cute Pedestal	\$600	\$0	\$0	\$0	0	0	0	0	0	0	6								Decorative		X					X							Open for Business	
Bed by St. Ayoque Reproductions	\$1,200	\$180	\$120	\$480	0	5	0	0	6	0	2								Comfort				X			X							The Sims™ 2	
Bella Squared	\$1,000	\$0	\$0	\$0	0	0	0	0	0	0	7								Decorative		X			X		X							The Sims™ 2	
Berge the Proliferating Reindeer	\$300	\$45	\$30	\$120	0	0	0	0	0	0	3								Decorative		X					X							Holiday	
Beta Fomicron Dining Table	\$280	\$39	\$26	\$104	0	0	0	0	0	0	0								Surfaces			X				X							Pets	
Beware of Pet Sign	\$70	\$10	\$7	\$28	0	0	0	0	0	0	1								Decorative				X			X							Pets	
BiblioFile Bookcase	\$400	\$60	\$40	\$160	0	0	0	0	0	1	0								Hobbies		X					X							The Sims™ 2	

CHAPTER 12: 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	
Cat-Crazy Pet Display	\$222	\$150	\$100	\$400	0	0	0	0	0	4	3																							Pets	
Centerpieces Coffee Table	\$370	\$55	\$37	\$148	0	0	0	0	0	0	0																							The Sims™ 2	
Chabadif "Yet Another" Coffee Table	\$290	\$43	\$29	\$116	0	0	0	0	0	0	0																							The Sims™ 2	
Chabadif Chabadifly	\$265	\$39	\$26	\$106	0	0	0	0	0	0	0																							The Sims™ 2	
Chair de la Mer	\$170	\$26	\$17	\$68	0	3	0	0	0	0	0																							Family Fun Stuff	
Chanukah Menorah	\$91	\$13	\$9	\$36	0	0	0	0	0	0	1																							Holiday	
Charming Reflections Mirror	\$690	\$104	\$69	\$276	0	0	0	0	0	0	3																							Blamur Stuff	
Chazz Bessed Incandescent Floor Tile	\$30	\$5	\$3	\$12	0	0	0	0	0	0	0																							Nightlife	
Cheap Fazzzze Morrissey Double Bed	\$450	\$67	\$45	\$180	0	1	0	0	0	2	0																								The Sims™ 2
Cheap Fazzzze Puffy Recliner	\$515	\$77	\$51	\$206	0	7	0	0	0	0	0																								The Sims™ 2
Cheerstrick Cherry Dresser	\$2,125	\$318	\$212	\$850	0	0	0	0	0	0	6																								The Sims™ 2
Chez Chaise	\$900	\$135	\$90	\$272	0	8	0	0	0	0	2																								The Sims™ 2
Chez Moi French Country Counters	\$800	\$120	\$80	\$320	0	0	0	0	0	0	2																								The Sims™ 2
Chez Moi French Country Counters	\$800	\$120	\$80	\$320	0	0	0	0	0	0	2																								The Sims™ 2
Chicletina "Ford" All purpose Counter	\$1,000	\$150	\$100	\$400	0	0	0	0	0	0	2																								The Sims™ 2
Chicletina "Archipelago" Kitchen Island	\$500	\$75	\$50	\$200	0	0	0	0	0	0	0																								The Sims™ 2
Chicletina "Ford" Kitchen Counter	\$490	\$73	\$49	\$166	0	0	0	0	0	0	0																								The Sims™ 2
Chicletina "Ford" Kitchen Counter	\$490	\$73	\$49	\$166	0	0	0	0	0	0	0																								The Sims™ 2
Chicletina "Sardina" Kitchen Counter	\$750	\$113	\$75	\$300	0	0	0	0	0	0	2																								Nightlife
Chicletina "Sardina" Kitchen Island	\$780	\$117	\$78	\$312	0	0	0	0	0	0	2																								The Sims™ 2
Chicletina Execudrone Desk	\$790	\$118	\$79	\$316	0	0	0	0	0	0	2																								The Sims™ 2

CHAPTER 12: 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	
Caller Connection Display	\$1,500	\$225	\$150	\$600	0	0	0	0	0	4	6																							Pets	
Collectible Franky Bear	\$250	\$0	\$0	\$0	0	0	0	0	0	0	4																							Open for Business	
College Public Phone	\$550	\$92	\$55	\$220	0	0	0	0	0	0	0																							University	
Colonial Bathtub by Imperial Plumbing Works	\$1,800	\$270	\$180	\$720	0	8	8	0	0	0	3																							The Sims™ 2	
Colonial Gumball Machine by Imperial Plumbing Works	\$2,200	\$330	\$220	\$880	0	8	10	0	0	0	4																							The Sims™ 2	
Colonial Ironwood Bed	\$3,000	\$450	\$300	\$1,200	0	7	0	0	6	0	5																							The Sims™ 2	
Colorature by Chrome Concepts	\$1,500	\$225	\$150	\$600	0	0	10	0	0	0	3																							The Sims™ 2	
Comfy Pet Pillow	\$160	\$24	\$16	\$64	0	4	0	0	6	0	0																							Pets	
Coming Up Roses Loveseat by OakTone	\$220	\$33	\$22	\$96	0	6	0	0	2	0	0																							The Sims™ 2	
Compact Stereo by Lo-Fi Audio	\$99	\$14	\$9	\$39	0	0	0	0	0	7	0																							The Sims™ 2	
Contempto Adirondack Chair	\$400	\$60	\$40	\$160	0	6	0	0	0	0	0																							The Sims™ 2	
Contempto Adirondack End Table	\$450	\$67	\$45	\$180	0	7	0	0	2	0	0																							The Sims™ 2	
Contempto Adirondack Loveseat	\$90	\$13	\$9	\$36	0	0	0	0	0	0	0																							The Sims™ 2	
Contempto Good Livin' Chair	\$80	\$12	\$8	\$32	0	4	0	0	0	0	0																							The Sims™ 2	
Contempto Outdoor Living Lounge	\$420	\$63	\$42	\$168	0	6	0	0	0	0	0																								The Sims™ 2
Contempto Penn Station Side Chair	\$310	\$46	\$31	\$124	0	4	0	0	0	0	0																							The Sims™ 2	
Convek Stoneware by Smaporters Inc.	\$375	\$0	\$0	\$0	0	0	0	0	0	0	3																							Blamur Stuff	
Cool Shades	\$10	\$0	\$0	\$0	0	0	0	0	0	0	5																							The Sims™ 2	
COP3 Garland	\$8	\$1	\$0	\$3	0	0	0	0	0	0	1																								Holiday
Corner Pocket Pool Table	\$1,800	\$270	\$180	\$720	0	0	0	0	0	10	0																								University
Cornerstone "Sentinel" End Table	\$1,200	\$180	\$120	\$480	0	0	0	0	0	0	0																								University
Cornerstone Veritable Vanity	\$250	\$37	\$25	\$100	0	0	0	0	0	0	0																								The Sims™ 2

CHAPTER 12: 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	
Deep Sleeper by Igor and Sons	\$1,500	\$225	\$150	\$600	0	1	0	0	7	0	0								Comfort														Nightlife		
Deluxe Magazine Rack	\$27,500	\$375	\$250	\$1,000	0	0	0	0	0	4	7								Miscellaneous														The Sims™ 2		
Deluxe Veil of Dreams	\$150	\$22	\$15	\$60	0	0	0	0	0	0	2								Decorative	X		X		X		X							The Sims™ 2		
Dielectric ReadyPrep Range	\$400	\$60	\$40	\$160	1	0	0	0	0	0	0								Appliances							X							The Sims™ 2		
Diamondback by Desert Designs	\$900	\$135	\$90	\$360	0	7	0	0	0	0	2								Comfort			X											The Sims™ 2		
Dingo "Box A Noise"	\$99	\$15	\$10	\$40	0	0	0	0	0	1	0								Miscellaneous														Holiday		
Dingo "Box O' Blasts"	\$150	\$23	\$15	\$60	0	0	0	0	0	2	0								Miscellaneous														Holiday		
Dingo "Sparks N' Stuff"	\$199	\$30	\$20	\$80	0	0	0	0	0	3	0								Miscellaneous														Holiday		
Dingo's Crackers	\$50	\$8	\$5	\$20	0	0	0	0	0	5	0								Miscellaneous			X											Holiday		
Dingo's Fountain of Fervid Jubilations	\$75	\$11	\$8	\$0	0	0	0	0	0	5	0								Miscellaneous				X										Holiday		
Discombobulated Mirrortron from Galactica	\$525	\$75	\$50	\$200	0	0	0	0	0	0	3			X					Decorative		X		X										Pets		
Discourse Dining Table	\$1,200	\$180	\$120	\$480	0	0	0	0	0	0	2								Surfaces			X												The Sims™ 2	
Doggoni Pet Display	\$222	\$150	\$100	\$400	0	0	0	0	0	4	3								Miscellaneous														Pets		
Don Meswittis Bunny Pennant	\$65	\$0	\$0	\$0	0	0	0	0	0	0	1								Decorative	X					X									University	
Double-Helix Designer Bookshelf	\$650	\$97	\$65	\$260	0	0	0	0	0	1	0								Hobbies		X		X		X									The Sims™ 2	
Doublewide Tieback Curtains	\$400	\$60	\$40	\$160	0	0	0	0	0	0	4								Decorative	X		X		X		X								The Sims™ 2	
Downbeat Kit	\$3,100	\$585	\$390	\$1,560	0	0	0	0	0	10	3			X					Hobbies				X											University	
Downhill Snowmanning	\$130	\$19	\$13	\$52	0	0	0	0	0	0	1								Decorative			X		X		X								Holiday	
Dr. Vi's Automated Cosmetic Surgeon	\$0	\$0	\$0	\$0	0	0	0	0	0	0	0								Career															University	
Dreams Alight by Guildsmen Industries	\$125	\$19	\$13	\$50	0	0	0	0	0	0	1								Lighting	X	X	X		X		X									Family Fun Stuff
Dreams of a Gifted Mind	\$35	\$0	\$0	\$0	0	0	0	0	0	0	1								Decorative	X						X								The Sims™ 2	
Dry Land Flotation Device	\$250	\$38	\$25	\$100	0	0	0	0	0	0	2								Decorative	X		X		X		X								Family Fun Stuff	
Durable Value Sofa	\$250	\$37	\$25	\$100	0	6	0	0	2	0	0								Comfort				X												The Sims™ 2

CHAPTER 12: 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	
E-to-the-Z Chair	\$875	\$131	\$87	\$350	0	8	0	0	0	0	2																							Pets	
Euro-Torchiere Floor Lamp	\$400	\$60	\$40	\$160	0	0	0	0	0	0	2																							Open for Business	
Everblow Plutonium Rod	\$175	\$26	\$18	\$70	0	0	0	0	0	0	1																							Nightlife	
Everblow Uranium Rod	\$170	\$26	\$17	\$68	0	0	0	0	0	0	1																							Nightlife	
Exceptionally Expensive Clothing Calculator	\$5,000	\$750	\$500	\$2,000	0	0	0	0	0	4	10																							The Sims™ 2	
Exclaim! Sign	\$71	\$0	\$0	\$0	0	0	0	0	0	0	1																							Nightlife	
Execuputer	\$0	\$0	\$0	\$0	0	0	0	0	0	4	0																							The Sims™ 2	
Exerto 5000 Multipress Exercise Machine	\$1,400	\$210	\$140	\$560	0	0	0	0	0	3	2																							The Sims™ 2	
Exerto Butterfly Exercise Machine	\$900	\$135	\$90	\$360	0	0	0	0	0	1	2																								University
Exerto Free Press Exercise Machine	\$900	\$135	\$90	\$360	0	0	0	0	0	1	2																								University
Exerto Leg Extension Exercise Machine	\$900	\$135	\$90	\$360	0	0	0	0	0	1	2																								University
Exerto Punching Bag	\$0	\$0	\$0	\$0	0	0	0	0	0	6	0																							The Sims™ 2	
Exerto Selfing Obstacle Course	\$0	\$0	\$0	\$0	0	0	0	0	0	0	0																								The Sims™ 2
Exotic (Non)Screen from Simpsons, Ltd.	\$900	\$135	\$90	\$360	0	0	0	0	0	0	6																								The Sims™ 2
Exotic Reflections Mirror	\$340	\$51	\$34	\$136	0	0	0	0	0	0	2																								The Sims™ 2
Exploding Dragon Dining Table	\$755	\$113	\$75	\$302	0	0	0	0	0	0	2																								The Sims™ 2
Extra Pep Coffeemaker	\$85	\$12	\$8	\$34	0	0	0	-1	3	1	0																								The Sims™ 2
Falling Fern	\$111	\$16	\$11	\$44	0	0	0	0	0	0	1																								The Sims™ 2
Falloyayne Fountain	\$625	\$0	\$0	\$0	0	0	0	0	0	0	10																								University
Fancifully Fuzzy Fern	\$170	\$25	\$17	\$68	0	0	0	0	0	0	1																								The Sims™ 2
Fancy Fairy by Dye&Dye	\$190	\$29	\$19	\$76	0	0	0	0	0	0	2																								Family Fun Stuff
Fancy Sycophancy Mirror	\$1,400	\$210	\$140	\$560	0	0	0	0	0	0	7																								Glamour Stuff

CHAPTER 12: 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
Flouin' Protozoan Double Bed	\$520	\$78	\$52	\$208	0	3	0	0	3	0	0								Comfort						X							University	
Flouin' Protozoan Single Bed	\$620	\$93	\$62	\$248	0	3	0	0	3	0	1								Comfort						X						University		
FMCU 3000	\$250	\$37	\$25	\$100	0	0	0	0	0	7	0								Miscellaneous							X					Pets		
Food Shrine Commercial Display Freezer	\$5000	\$750	\$500	\$2,000	0	0	0	0	0	4	5								Appliances								X					The Sims™ 2	
Food Temple Commercial Display Freezer	\$5,000	\$750	\$500	\$2,000	0	0	0	0	0	4	5								Appliances								X					The Sims™ 2	
Formium Counter by Astro-Tops Design	\$770	\$115	\$77	\$308	0	0	0	0	0	0	2								Surfaces							X						Pets	
Foulbreath's Mat	\$225	\$34	\$23	\$90	0	0	0	0	0	0	0								Decorative	X	X	X				X						Family Fun Stuff	
Founding Fathers Electric Lamp	\$235	\$35	\$23	\$94	0	0	0	0	0	0	1								Lighting		X	X				X						The Sims™ 2	
Fountain of Opulence	\$1,000	\$150	\$100	\$400	0	0	0	0	0	0	7								Decorative			X				X						Blamour Stuff	
Four Dead Guys Luminous Lawn Ornament	\$99	\$14	\$10	\$21	0	0	0	0	0	1	1								Decorative			X				X						Holiday	
Four Vegetables in repose	\$325	\$0	\$0	\$0	0	0	0	0	0	0	3								Decorative		X	X				X						Nightlife	
Frost de Fleur Bud Vase	\$30	\$4	\$3	\$12	0	0	0	0	0	0	1								Decorative		X	X				X						The Sims™ 2	
Fruitless Fig Tree	\$333	\$49	\$33	\$133	0	0	0	0	0	0	2								Decorative		X	X				X						The Sims™ 2	
Functional Eloquence Mirror	\$600	\$90	\$60	\$240	0	0	0	0	0	0	4			X					Decorative				X	X		X						Open for Business	
Fun-Kadelic Frequency Stereo System from Kaiker Inc.	\$375	\$56	\$37	\$150	0	0	0	0	0	9	0								Electronics		X					X							The Sims™ 2
Funky the Snowman	\$99	\$14	\$9	\$39	0	0	0	0	0	0	0								Electronics		X					X							Holiday
Fusty Hors D'oeuvres Gym Lockers	\$700	\$105	\$70	\$280	0	0	0	0	0	0	4								Miscellaneous							X							University
Futonesque Fantasy Sofa	\$180	\$27	\$18	\$72	0	5	0	0	2	0	0								Comfort				X										The Sims™ 2
Futu-Vu by Vidioblast	\$800	\$120	\$80	\$320	0	0	0	0	0	7	3								Electronics				X			X							Pets
Gargnia Simore "RefuseNik" Trash Compactor	\$375	\$56	\$37	\$150	0	0	0	0	0	0	0								Appliances							X							The Sims™ 2

CHAPTER 12: 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		
Lunatech Spare Fixture in "Crimson Light"	\$45	\$6	\$4	\$18	0	0	0	0	0	0	1																								The Sims™ 2	
Lunatech Spare Fixture in "Grass"	\$45	\$6	\$4	\$18	0	0	0	0	0	0	1																								The Sims™ 2	
Lunatech Spare Fixture in "Ocean"	\$45	\$6	\$4	\$18	0	0	0	0	0	0	1																								The Sims™ 2	
Lushcroft Antique Loveseat	\$1,140	\$171	\$114	\$456	0	8	0	0	2	0	0																								Open for Business	
Luxury "Ample King" Dining Table	\$850	\$127	\$85	\$340	0	0	0	0	0	0	2																								The Sims™ 2	
Luxury King Armchair	\$1,200	\$180	\$120	\$480	0	9	0	0	0	0	2																								The Sims™ 2	
Luxuriere Loveseat	\$900	\$135	\$90	\$360	0	9	0	0	2	0	0																								The Sims™ 2	
Lying in Wait Screen	\$945	\$135	\$90	\$360	0	0	0	0	0	0	8																								Open for Business	
Magic Mistletoe	\$80	\$12	\$8	\$32	0	0	0	0	0	0	1																								Holiday	
Magical Mystery's "Shape, Rattle & Roll"	\$30	\$4	\$3	\$12	0	0	0	0	0	6	0																								The Sims™ 2	
Magisplay Tray	\$50	\$7	\$5	\$20	0	0	0	0	0	0	1																								Open for Business	
Magnificently Medieval Armchair	\$1,000	\$150	\$100	\$400	0	9	0	0	0	0	2																									University
Majestically Medieval Double Bed	\$3,400	\$510	\$340	\$1,360	0	8	0	0	8	0	6																									University
Manor House Multi-Mirror	\$160	\$24	\$16	\$64	0	0	0	0	0	0	1																								The Sims™ 2	
Manor House Parer Dining Table	\$1,080	\$162	\$108	\$432	0	0	0	0	0	0	0																									The Sims™ 2
Marbleplex Island Counter by Astru-Tags Design	\$770	\$115	\$77	\$308	0	0	0	0	0	0	2																									Pets
Marketing Print by Seph Epia	\$330	\$0	\$0	\$0	0	0	0	0	0	0	3																									Nightlife
Masterfully Medieval Sofa	\$840	\$126	\$84	\$336	0	8	0	0	2	0	0																									University
Maturely Medieval Single Bed	\$1,100	\$165	\$110	\$440	0	5	0	0	6	0	2																									University
Maxis™ Game Simulator	\$560	\$84	\$56	\$224	0	0	0	0	0	9	0																									The Sims™ 2
Mediocre Medieval Loveseat	\$1,350	\$202	\$135	\$540	0	8	0	0	2	0	0																									University
Medium Decorative House Armoire	\$525	\$78	\$52	\$210	0	0	0	0	0	0	2																									Open for Business

CHAPTER 12: 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	
Mr. Generic's Sign — The Ceiling Model	\$150	\$0	\$0	\$0	0	0	0	0	0	0	1																							Open for Business	
Mr. Generic's Sign — The Floor Model	\$175	\$0	\$0	\$0	0	0	0	0	0	0	1											X					X	X	X					Open for Business	
Mr. Lumpy McFourlegs	\$150	\$23	\$15	\$50	0	0	0	0	0	0	1												X				X							Nightlife	
Mr. Maritime	\$3,000	\$450	\$300	\$1,200	0	0	0	0	0	8	6											X												Pets	
Mr. Sanblavian	\$50	\$7	\$5	\$20	0	0	0	0	0	0	2																X							Holiday	
Mr. Shuffles	\$95	\$14	\$10	\$38	0	0	0	0	0	0	1												X											Family Fun Stuff	
Musee Public "Collection Sculpture"	\$200	\$0	\$0	\$0	0	0	0	0	0	0	2																							The Sims™ 2	
My Impregnable Fortress Bed by Mystical Furnishings	\$570	\$86	\$57	\$228	0	3	0	0	3	0	0															X	X							Family Fun Stuff	
My Valiant Steed Dining Chair by Mystical Furnishings	\$240	\$36	\$14	\$96	0	3	0	0	0	0	0																X							Family Fun Stuff	
My Very First Castle Desk by Mystical Furnishings	\$180	\$27	\$18	\$72	0	0	0	0	0	0	0											X												Family Fun Stuff	
Mine Cafeteria Table	\$380	\$57	\$38	\$152	0	0	0	0	0	0	0												X											University	
Mysteriously Medieval Dining Chair	\$950	\$142	\$95	\$380	0	7	0	0	0	0	2															X								University	
Mystery Presents	\$275	\$41	\$27	\$110	0	0	0	0	0	0	3																X							Holiday	
Mystic Life "Flower Vase"	\$150	\$22	\$15	\$60	0	0	0	0	0	0	1																X							The Sims™ 2	
Narcisco Rubbish Bin	\$45	\$6	\$4	\$18	0	0	0	0	0	0	0																X							The Sims™ 2	
Neo Lighta by Eucalux	\$200	\$30	\$20	\$80	0	0	0	0	0	0	3																							Pets	
Neon Flamingo	\$225	\$34	\$23	\$90	0	0	0	0	0	0	1																							Nightlife	
Neo-Quartzo by Astro-Tops	\$770	\$115	\$77	\$308	0	0	0	0	0	0	2																								Pets
Neukum Systems "Bubblegum Sugar" Pop Wall Speaker	\$400	\$60	\$40	\$160	0	0	0	0	0	2	0																								The Sims™ 2
Neukum Systems "Happy Shopping" Stone Soundscape Wall Speaker	\$400	\$60	\$40	\$160	0	0	0	0	0	2	0																								Open for Business

Party Juice Barrel	\$145	\$21	\$14	\$58	1	0	0	0	0	0	6	0								Miscellaneous	X	X	X	X	X	X	X	X	University
Passable Mission Chair	\$790	\$18	\$79	\$316	0	8	0	0	0	0	0	2								Comfort		X							Open for Business
Pasteur's Homogenius Smart Milk	\$0	\$0	\$0	\$0	0	0	0	0	0	0	0	0								Aspiration			X						The Sims™ 2
PatioPlastics Dining Chair	\$80	\$12	\$8	\$32	0	2	0	0	0	0	0	0								Comfort				X					The Sims™ 2
Paws-A-Plenty Rug by Bonafide Luxury	\$360	\$54	\$36	\$144	0	0	0	0	0	0	0	0								Decorative	X	X	X	X	X	X	X	X	Pets
Peace of Garbage Can	\$30	\$4	\$3	\$12	0	0	0	0	0	0	0	0								Miscellaneous		X			X	X			The Sims™ 2
Perfect Parquet	\$150	\$22	\$15	\$60	0	0	0	0	0	0	0	1													X	X			Nightlife
Pet Pillow Fantastic	\$625	\$93	\$62	\$250	0	7	0	0	0	0	9	0	1							Miscellaneous			X			X			Pets
Pet Sculpture Solution	\$100	\$15	\$10	\$40	0	0	0	0	0	0	0	1								Decorative		X			X	X	X	X	Pets
Pet Store Sign by Super SignGuys	\$99	\$14	\$9	\$39	0	0	0	0	0	0	0	1								Decorative		X	X	X	X	X	X	X	Pets
Pets Desires House	\$300	\$45	\$30	\$120	0	4	0	0	6	0	0	0								Miscellaneous		X			X	X	X	X	Pets
Piece of Quiet Park Bench	\$500	\$75	\$50	\$200	0	8	0	0	2	0	0	0								Comfort		X			X	X	X	X	The Sims™ 2
Pimp Viking 3D Arcade Game	\$1,050	\$157	\$105	\$420	0	0	0	0	0	6	0	0								Electronics			X		X	X			University
PINEGLITCHER Outdoor Minitrable	\$220	\$33	\$22	\$88	0	0	0	0	0	0	0	0								Surfaces			X			X			The Sims™ 2
Pix-Arm Drafting Lamp	\$30	\$4	\$3	\$12	0	0	0	0	0	0	1	0								Lighting	X								The Sims™ 2
Planetoid Explorer Rug	\$200	\$30	\$20	\$80	0	0	0	0	0	0	0	0								Decorative	X	X	X	X	X	X	X	X	Pets
Plasticity NodePod by Yoko Onasis	\$500	\$75	\$50	\$200	0	6	0	0	0	0	0	0								Comfort		X			X	X	X	X	The Sims™ 2
Podium of Bonnapitizon	\$200	\$30	\$20	\$80	0	0	0	0	0	0	0	10								Miscellaneous			X			X	X	X	Open for Business
Poetic Justice Wall Sconce	\$270	\$40	\$27	\$108	0	0	0	0	0	0	0	1								Lighting		X		X	X	X	X	X	Open for Business
Poinsettia Gift Pack from the All Seasons Nursery and Logging Camp	\$95	\$14	\$9	\$38	0	0	0	0	0	0	0	1								Decorative		X	X	X	X	X	X	X	Holiday
Poisonous Forest (In Love with a Curse)	\$5,500	\$0	\$0	\$0	0	0	0	0	0	0	0	10								Decorative	X	X	X	X	X	X	X	X	The Sims™ 2
Polychromed Seating Surface With Cushion	\$375	\$56	\$37	\$150	0	5	0	0	0	0	0	0								Comfort		X							The Sims™ 2
Popcorn Party Balloon Centerpiece	\$7	\$5	\$20	\$0	0	0	0	0	0	0	0	0								Miscellaneous	X	X			X	X			The Sims™ 2
Porcelain Oval Mirror	\$200	\$30	\$20	\$80	0	0	0	0	0	0	0	1								Decorative		X							The Sims™ 2

CHAPTER 12: 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
Pot of Roses by Pot-a-Ree	\$120	\$18	\$12	\$48	0	0	0	0	0	0	2											X	X	X			X	X	X	X	X	Pets	
Potted Ficus by Nature's Garden	\$320	\$48	\$32	\$128	0	0	0	0	0	0	2											X	X	X			X	X	X	X	X	Nightlife	
Potted Palm	\$600	\$90	\$60	\$240	0	0	0	0	0	0	3												X	X			X	X	X	X	X	Nightlife	
Potted Potential	\$300	\$0	\$0	\$0	0	0	0	0	0	0	2											X	X	X			X	X	X	X	X	Nightlife	
Power Mirror	\$625	\$94	\$63	\$250	0	0	0	0	0	0	3			X										X						X	X	Family Fun Stuff	
Pretty Pot 'O' Pansies	\$180	\$27	\$18	\$72	0	0	0	0	0	0	1											X	X	X			X	X	X	X	X	X	Open for Business
Preventek Luminlight Streetlamp	\$439	\$65	\$43	\$175	0	0	0	0	0	0	2												X	X			X	X	X	X	X	X	The Sims™ 2
Preventek Tri-Luminlight Streetlamp	\$600	\$90	\$60	\$240	0	0	0	0	0	0	3												X	X			X	X	X	X	X	X	The Sims™ 2
Prints Charming Fingerprinting Scanner	\$0	\$0	\$0	\$0	0	0	0	0	0	4	0	X																					The Sims™ 2
Prisoner of Azkalemp	\$35	\$5	\$3	\$14	0	0	0	0	0	0	1											X	X	X			X	X	X	X	X	X	The Sims™ 2
Produce Market Shingle	\$99	\$14	\$9	\$39	0	0	0	0	0	0	0												X	X			X	X	X	X	X	X	The Sims™ 2
Prosperous Perch Sofa by Well Bred and Co.	\$490	\$74	\$50	\$198	0	9	0	0	0	2	0	2											X	X			X	X	X	X	X	X	Blamour Stuff
Psychadelic SimAtrr Coffee Table	\$145	\$0	\$0	\$0	0	0	0	0	0	0	0												X	X			X	X	X	X	X	X	University
Quadim Bauble Lamp	\$150	\$22	\$15	\$60	0	0	0	0	0	0	1												X	X			X	X	X	X	X	X	The Sims™ 2
Queen Anne Coffee Table	\$470	\$70	\$47	\$180	0	0	0	0	0	0	0												X	X			X	X	X	X	X	X	The Sims™ 2
Quick Display by Sims Club Merchandise	\$200	\$30	\$20	\$80	0	0	0	0	0	0	2												X	X			X	X	X	X	X	X	Open for Business
R.O.L. Lighting	\$500	\$75	\$50	\$200	0	0	0	0	0	0	3												X	X			X	X	X	X	X	X	Blamour Stuff
Rackmaster 850 Bowling Ball Rack by Hurling Matters	\$2,000	\$0	\$0	\$0	0	0	0	0	0	0	10																X						Nightlife
Rainy Day Main Street	\$350	\$0	\$0	\$0	0	0	0	0	0	0	3											X	X	X			X	X	X	X	X	X	The Sims™ 2
Rave Against the Machine Nightclub Lamp	\$350	\$52	\$35	\$140	0	0	0	0	0	0	2												X	X			X	X	X	X	X	X	The Sims™ 2

CHAPTER 12: 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
'Right Away' Community Trash-Dan	\$75	\$11	\$7	\$30	0	0	0	0	0	0	0								Miscellaneous								X	X					The Sims™ 2	
Ring a Ding Earthquake Detection System Holiday Special!	\$40	\$6	\$4	\$16	0	0	0	0	0	0	1								Decorative	X	X												Holiday	
Ring a Ding Earthquake Detection System	\$30	\$4	\$3	\$12	0	0	0	0	0	0	1								Decorative		X	X				X	X						Holiday	
Ring-U-Posies Commercial Planter	\$175	\$26	\$17	\$70	0	0	0	0	0	0	3								Decorative		X	X				X	X						Pets	
Rings of Saturn Light by Balactica	\$250	\$37	\$25	\$100	0	0	0	0	0	0	2								Lighting	X	X					X	X						Pets	
Rip Co. Little Baker Oven	\$100	\$15	\$10	\$40	0	0	0	0	0	1	0								Miscellaneous	X													The Sims™ 2	
Rip Co. Toy Bin	\$55	\$8	\$5	\$22	0	0	0	0	0	7	0								Miscellaneous	X													The Sims™ 2	
Rip Co. Wobbly Rabbit Head	\$35	\$5	\$3	\$14	0	0	0	0	0	10	0			X					Miscellaneous	X	X												The Sims™ 2	
Rip Co. Xylophone	\$40	\$6	\$4	\$16	0	0	0	0	0	4	0			X					Miscellaneous		X												The Sims™ 2	
Rob R. Barron "Nouveau" Medium Wardrobe	\$950	\$142	\$95	\$380	0	0	0	0	0	0	3								Miscellaneous						X	X							Open for Business	
Rob R. Barron "Nouveau" Wardrobe	\$1,000	\$150	\$100	\$400	0	0	0	0	0	0	3								Miscellaneous						X								The Sims™ 2	
Roadisplay by Grant Industries	\$500	\$75	\$50	\$200	0	0	0	0	0	0	4								Surfaces				X											Open for Business
Roadisplay Concave Corner by Grant Industries	\$250	\$37	\$25	\$100	0	0	0	0	0	0	3								Surfaces				X											Open for Business
Roadisplay Convex Corner by Grant Industries	\$250	\$37	\$25	\$100	0	0	0	0	0	0	3								Surfaces				X											Open for Business
Rolling Hills by H. Sean	\$400	\$0	\$0	\$0	0	0	0	0	0	0	3								Decorative	X	X					X	X							The Sims™ 2
Romantic Romance by Elle and Fey	\$100	\$15	\$10	\$40	0	0	0	0	0	0	1								Lighting	X	X					X	X							Nightlife
Rose Bouquet	\$120	\$18	\$12	\$48	0	0	0	0	0	0	2										X	X				X							Open for Business	
Route 66	\$200	\$0	\$0	\$0	0	0	0	0	0	0	2								Decorative	X	X				X	X								Nightlife
Rubber Tree Plant	\$165	\$24	\$16	\$56	0	0	0	0	0	0	1								Decorative		X	X				X	X							The Sims™ 2
Rug de Exuberance	\$1,100	\$150	\$100	\$400	0	0	0	0	0	0	0								Decorative	X	X					X	X							Blamur Stuff

CHAPTER 12: 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				
Sheer Radiance Vanity Light	\$90	\$13	\$9	\$36	0	0	0	0	0	0	1																						Open for Business			
Shimmering Light of Elegance	\$320	\$48	\$32	\$128	0	0	0	0	0	0	2																						Blamour Stuff			
Shining Knight Standing Lamp	\$315	\$47	\$31	\$126	0	0	0	0	0	0	2																						University			
Shiny Things Inc. Whisp-Are Dishwasher	\$950	\$142	\$95	\$380	0	0	0	0	0	0	0																						The Sims™ 2			
Shiny Things, Inc. Grandiose Grill	\$1,100	\$165	\$110	\$440	10	0	0	0	0	0	0																						The Sims™ 2			
Shinyyme Cooktop	\$900	\$135	\$90	\$360	10	0	0	0	0	0	0																						University			
Shinyyme Kitchen Sink by Gurglomics	\$300	\$45	\$30	\$120	0	0	5	0	0	0	0																						Nightlife			
Ship Rotation Device	\$250	\$38	\$25	\$100	0	0	0	0	0	0	2																						Family Fun Stuff			
Shocking Pink Flamingo	\$12	\$1	\$1	\$4	0	0	0	0	0	4	0																						The Sims™ 2			
Shoji Table Lantern	\$175	\$26	\$17	\$70	0	0	0	0	0	0	1																						The Sims™ 2			
Show My Ride display by Xtremzo Cars	\$500	\$75	\$50	\$200	0	0	0	0	0	0	3																						Open for Business			
Signs of Elliptical Joy by Alexandra Workman	\$100	\$15	\$10	\$40	0	0	0	0	0	0	1																						Nightlife			
Sil-L-length Tieback Curtains	\$300	\$45	\$30	\$120	0	0	0	0	0	0	3																						The Sims™ 2			
Simbic Bisectaur Bass	\$1,800	\$525	\$350	\$1,400	0	0	0	0	0	10	2			X																			University			
SimCity at Night	\$425	\$0	\$0	\$0	0	0	0	0	0	0	3																						The Sims™ 2			
SimCity Championship Roster 1984-85 Season Poster	\$55	\$0	\$0	\$0	0	0	0	0	0	0	1																						University			
SimCity SynapseSnapper Industrial Sign	\$99	\$14	\$9	\$39	0	0	0	0	0	0	0																						The Sims™ 2			
Simgreek Letter Sign—Annya	\$100	\$14	\$9	\$39	0	0	0	0	0	0	0																						University			
Simgreek Letter Sign—Cham	\$100	\$14	\$9	\$39	0	0	0	0	0	0	0																						University			
Simgreek Letter Sign—Fruhm	\$100	\$14	\$9	\$39	0	0	0	0	0	0	0																						University			

CHAPTER 12: 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
Snardragon Bouquet	\$300	\$45	\$30	\$120	0	0	0	0	0	0	3										X	X	X	X	X	X							Open for Business
Snoozing Enemies Comic	\$950	\$142	\$95	\$380	0	0	0	0	0	0	7										X	X	X	X	X	X							Pets
Snowman Construction Set—Base	\$10	\$1	\$1	\$5	0	0	0	0	0	0	0																						Holiday
Snowman Construction Set—Hat	\$10	\$1	\$1	\$5	0	0	0	0	0	0	0																						Holiday
Snowman Construction Set—Head	\$15	\$1	\$1	\$5	0	0	0	0	0	0	0																						Holiday
Snowman Construction Set—Middle	\$15	\$1	\$1	\$5	0	0	0	0	0	0	0																						Holiday
Social Climbing by Floor Lamp	\$105	\$15	\$10	\$42	0	0	0	0	0	0	1										X	X	X	X	X	X							The Sims™ 2
Social Climbing by Table Lamp	\$79	\$11	\$7	\$31	0	0	0	0	0	0	1										X	X	X	X	X	X							The Sims™ 2
Sofa by Club Distress	\$1,450	\$217	\$145	\$580	0	8	0	0	2	0	2										X	X	X	X	X	X							The Sims™ 2
Sofa of Substance	\$1,925	\$243	\$192	\$650	0	10	0	0	2	0	2																						The Sims™ 2
Soldier's Quarter Recliner	\$810	\$121	\$81	\$324	0	7	0	0	2	0	2																						Open for Business
Solo Neutrino by Astro-Tops Design	\$1,800	\$270	\$180	\$720	0	0	0	0	0	3	0										X	X	X	X	X	X							Pets
Soma "Wall-Eye" Large Screen Flat-Panel Television	\$8,000	\$1,200	\$800	\$3,200	0	0	0	0	0	10	7										X	X	X	X	X	X							The Sims™ 2
Soma 44" PancakeTek Television	\$3,500	\$525	\$350	\$1,400	0	0	0	0	0	8	3										X	X	X	X	X	X							The Sims™ 2
Soma AudioBeak TK421 Tower System	\$2,550	\$382	\$255	\$1,020	0	0	0	0	0	10	2										X	X	X	X	X	X							The Sims™ 2
Space Oddy	\$50	\$0	\$0	\$0	0	0	0	0	0	0	1																						University
SpaceKid Sim's Atomic Armoire	\$850	\$127	\$85	\$340	0	0	0	0	0	0	4										X	X	X	X	X	X							Pets
SpaceKid Sims Sonic Sleeper	\$500	\$75	\$50	\$200	0	3	0	0	3	0	0												X	X	X	X							Pets
Spaceship Spacious Fountain	\$6,250	\$0	\$0	\$0	0	0	0	0	0	0	10											X											University
Spacious Spaces	\$2,95	\$44	\$29	\$18	0	0	0	0	0	0	2																						Pets
Spherical Splendor	\$225	\$0	\$0	\$0	0	0	0	0	0	0	2										X	X	X	X	X	X							The Sims™ 2
Spring Majesty	\$291	\$0	\$0	\$0	0	0	0	0	0	0	2											X	X	X	X	X							Nightlife
Squat Pedestal by Selfless Salesman	\$220	\$33	\$22	\$88	0	0	0	0	0	0	2																						Open for Business

CHAPTER 12: 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
Therian Desk	\$670	\$100	\$67	\$268	0	0	0	0	0	0	0								Surfaces		X													<i>The Sims™ 2</i>
Tinkle Trainer 6000 Poty Chair	\$70	\$10	\$7	\$28	0	0	0	10	0	0	0								Miscellaneous					X										<i>The Sims™ 2</i>
Tiramia Vineyards 1914 Toasting Set	\$350	\$52	\$35	\$140	0	0	0	0	0	0	0								Miscellaneous		X					X								<i>The Sims™ 2</i>
Torchier "Luminescence" Sconce	\$202	\$30	\$20	\$80	0	0	0	0	0	0	1								Lighting		X			X	X	X	X							<i>The Sims™ 2</i>
Torchier Diamond Wall Sconce	\$75	\$11	\$7	\$30	0	0	0	0	0	0	1								Lighting			X		X	X	X	X							<i>The Sims™ 2</i>
Tornado Torch Floor Lamp	\$330	\$49	\$33	\$132	0	0	0	0	0	0	2								Lighting		X	X		X	X	X	X							<i>The Sims™ 2</i>
Total Mirror	\$303	\$45	\$30	\$121	0	0	0	0	0	0	2			X					Decorative					X	X	X	X							<i>The Sims™ 2</i>
Touch of Teak Bed	\$1,800	\$270	\$180	\$720	0	4	0	0	4	0	3								Comfort					X	X	X	X							<i>The Sims™ 2</i>
Touch of Teak Plymouth Armoire	\$812	\$121	\$81	\$324	0	0	0	0	0	0	2								Miscellaneous					X	X	X	X							<i>The Sims™ 2</i>
Touch of Teak Tensu Medium Dresser	\$1,450	\$217	\$145	\$580	0	0	0	0	0	0	4								Miscellaneous						X	X	X							<i>Open for Business</i>
Toyboxtopus	\$55	\$8	\$5	\$22	0	0	0	0	0	7	0								Miscellaneous						X	X	X							<i>Family Fun Stuff</i>
Transcendence by Joan Schmitzel	\$800	\$0	\$0	\$0	0	0	0	0	0	0	6								Decorative			X		X	X	X	X							<i>The Sims™ 2</i>
Trash Trapper 910i	\$40	\$6	\$4	\$16	0	0	0	0	0	0	0								Miscellaneous							X	X							<i>Open for Business</i>
TraumaTime "Incision Precision" Surgical Training Station	\$0	\$0	\$0	\$0	0	0	0	0	0	4	0						X		Career														<i>The Sims™ 2</i>	
Trellisor Wedding Arch	\$900	\$135	\$90	\$360	0	0	0	0	0	1	0								Miscellaneous				X											<i>The Sims™ 2</i>
Tri-Tip Table	\$155	\$23	\$15	\$62	0	0	0	0	0	0	0								Surfaces					X	X	X	X							<i>The Sims™ 2</i>
Tropical Avian Sanctuary	\$500	\$75	\$50	\$200	0	0	0	0	0	8	0			X					Miscellaneous							X	X							<i>Pets</i>
Tropica Birds in the Wild	\$325	\$48	\$32	\$130	0	0	0	0	0	0	3								Decorative		X	X		X	X	X	X							<i>Pets</i>
Trotton 27" Multiview TV Television	\$500	\$75	\$50	\$200	0	0	0	0	0	6	0						X		Electronics					X	X	X	X							<i>The Sims™ 2</i>
Tulip Bouquet	\$70	\$10	\$7	\$28	0	0	0	0	0	0	1										X	X		X	X	X								<i>Open for Business</i>

CHAPTER 12: 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
Way Fluid Island Bar	\$810	\$121	\$81	\$324	0	0	0	0	0	0	2																							University
Way-Back Recliner	\$149	\$22	\$14	\$59	0	5	0	0	0	0	0																							The Sims™ 2
We Call It Football Limited Edition Prints	\$75	\$0	\$0	\$0	0	0	0	0	0	0	1																							University
Wear's the Sale? Shop Sign	\$99	\$14	\$9	\$39	0	0	0	0	0	0	0																							The Sims™ 2
Weirdness is the Art Rug	\$700	\$150	\$100	\$400	0	0	0	0	0	0	0																							Glamour Stuff
Well Rounded by Circulator	\$3,100	\$465	\$310	\$1,240	0	0	0	0	0	0	10																							Family Fun Stuff
Werkbunst Medium Stonewood Dresser	\$490	\$73	\$49	\$196	0	0	0	0	0	0	2																							Open for Business
Werkbunst Stonewood Dresser	\$510	\$76	\$51	\$204	0	0	0	0	0	0	2																							The Sims™ 2
Werkbunst/Shutlcraft Recliner	\$790	\$118	\$79	\$340	0	7	0	0	0	0	2																							The Sims™ 2
Whatey Buffet	\$300	\$45	\$30	\$120	8	0	0	0	0	0	0																							The Sims™ 2
White Rabbit Nirvana Blower	\$1,720	\$258	\$172	\$688	0	6	0	0	0	0	8																							University
Whodunnit? Table Lamp	\$300	\$45	\$30	\$120	0	0	0	0	0	0	2																							The Sims™ 2
Whitflower Bouquet	\$55	\$8	\$5	\$22	0	0	0	0	0	0	1																							Open for Business
Will Lloyd Wright Dollhouse	\$180	\$27	\$18	\$72	0	0	0	0	0	10	0																							The Sims™ 2
Winter Blossoms	\$650	\$0	\$0	\$0	0	0	0	0	0	0	5																							The Sims™ 2
Wishy-Washer from Brandname LX	\$550	\$82	\$55	\$220	0	0	0	0	0	0	0																							The Sims™ 2
Wooden Post r Lamp	\$200	\$30	\$20	\$76	0	0	0	0	0	0	1																							The Sims™ 2
Worldly Hue Streetlamp	\$485	\$72	\$48	\$194	0	0	0	0	0	0	2																							Open for Business
Wornable Easy Chair	\$180	\$27	\$18	\$72	0	7	0	0	0	0	0																							University

Chapter 13

SOCIALS



note

When an availability condition includes a number in parenthesis, this indicates differing availability for members of the same household or blood relatives (outside parenthesis) on one side and everyone else (in the parenthesis) on the other side.

Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/Go Steady or Pack	Personality (Pet)	User Directed	Autonomous
About Grilled Cheese	Talk	-100	100	And	-100	100	—	—	—	Yes	Yes
About Interests	Ask	-10	100	And	0	100	Not allowed	Not allowed	—	Yes	Yes
Admire	Appreciate	0	100	And	0	100	—	—	Outgoing	Yes	Yes
Adopt a Stray	Main	60	100	Or	60	100	—	—	—	Yes	No
Annoy	Irritate	-45	-1	Or	-30	-1	—	—	Grouchy	Yes	Yes
Apologize	Appreciate	-100	-20	And	-100	100	—	—	Nice	Yes	Yes
Apologize	Appreciate	-100	100	And	-100	100	—	—	—	Yes	Yes
Argue	Irritate	-100	100	Or	-100 (15)	100	—	—	Grouchy	Yes	Yes
Ask for Help	Sales	—	—	—	—	—	—	—	Outgoing	No	Yes
Ask to Be Fed	Pet	-100	100	And	-100	100	—	—	— (Finicky)	No	Yes
Ask to Go Out	Teen	-100	100	Or	-100	100	—	—	Not Autonomous	Yes	No
Ask to Leave	Ask to Leave	-100	100	Or	-100	100	—	—	Not Autonomous	Yes	No
Ask to Teach/be Taught	Ask to Teach	-100	-100	Or	-100	100	—	—	Not Autonomous	Yes	No
Assign	Management	—	—	—	—	—	—	—	Not Autonomous	Yes	No
Attack	Fight	-100	-65	Or	-100	-65	—	—	Active	Yes	Yes
Attention	Ask For	-100 (0)	100	And	-100 (0)	100	—	—	Active	Yes	Yes
Back to My Place?	Ask	55	100	And	30	100	Not allowed	Not allowed	—	Yes	Yes
Backrub	Appreciate	40	100	And	15	100	—	—	Playful	Yes	Yes
Bad Mouth	Talk	0	100	And	0	100	—	—	—	Yes	No
Bark/Growl Hiss (to Pet)	Pet	-100	10	And	-100	5	—	—	Aggressive	No	Yes
Bark/Growl Hiss (to Sim)-Cower	Pet	-100	10	And	-100	5	—	—	Aggressive	No	Yes
Bark/Growl Hiss (to Sim)-Ignore	Pet	-100	10	And	-100	5	—	—	Aggressive	No	Yes
Bark/Growl Hiss (to Sim)-Yell At	Pet	-100	10	And	-100	5	—	—	Aggressive	No	Yes
Basic Sell	Sales	—	—	—	—	—	—	—	—	Yes	Yes
Beg for Food	Pet	0	100	And	0	100	—	—	— (Finicky)	No	Yes
Bite Neck	Vampire	40	100	And	30	100	—	—	—	Yes	Yes
Blow Bubbles	Self	—	—	—	—	—	—	—	Nice	Yes	Yes
Blow Kiss	Dining	25	100	And	15	100	Sets	Sets	—	Yes	Yes
Bonfire Dance	Bonfire	-30	100	Or	-20	100	—	—	—	Yes	Yes
Brag	Talk	0	50	Or	10	50	—	—	Outgoing	Yes	Yes
Break Up	Break Up	-100	45	And	-100	45	—	—	Not Autonomous	Yes	No
Bust-A-Move!	Entertain	15	100	And	5	100	—	—	Active	Yes	Yes
Buy Lemonade	Lemonade Stand	—	—	—	—	—	—	—	—	Yes	Yes

CHAPTER 13: SOCIALS

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
10	5	1	22	4	2	0	-10	-1	0	-7	-2	Nightlife
6	1	0	6	1	0	-3	-2	0	-3	-2	0	Nightlife
10	5	1	22	4	2	0	-10	-1	0	-7	-2	The Sims™ 2
10	5	1	10	5	1	0	-5	-1	0	-5	-1	Pets
0	0	0	0	0	0	4	-4	-1	-3	-10	-1	The Sims™ 2
16	10	0	16	10	0	0	0	0	0	0	0	The Sims™ 2
10	5	1	22	4	2	0	-10	-1	0	-7	-2	Nightlife
16	-7	-2	0	-9	-2	4	-6	-1	-2	-4	-1	The Sims™ 2
16	6	0	16	6	0	-5	-3	0	-5	-3	0	Open for Business
8	4	1	8	4	1	0	-5	-1	0	-5	-1	Pets
10	8	0	16	10	0	0	-8	-1	0	-2	0	The Sims™ 2
0	0	0	0	0	0	0	0	0	0	0	0	The Sims™ 2
14	6	0	20	13	0	-4	-4	0	-4	-4	0	The Sims™ 2
0	3	0	0	1	0	—	—	—	—	—	—	Open for Business
24	-7	-10	-8	-11	-10	-8	-11	-10	24	-7	-10	The Sims™ 2
14	5	0	20	13	0	-4	-4	0	-4	-4	0	The Sims™ 2
30	14	2	24	10	1	-10	-8	-1	-15	-10	-2	Nightlife
14	4	2	20	6	3	0	-7	-2	0	-10	-3	The Sims™ 2
24	5	0	24	5	0	10	-3	0	10	-6	0	Nightlife
10	-7	-2	10	-7	-2	—	—	—	—	—	—	Pets
10	-5	-1	0	-5	-1	—	—	—	—	—	—	Pets
0	-3	0	0	-3	0	—	—	—	—	—	—	Pets
10	-7	-1	10	-7	-1	—	—	—	—	—	—	Pets
8	3	0	8	3	0	-4	-2	0	-4	-3	0	Open for Business
4	4	0	3	2	0	4	-3	0	0	-4	0	Pets
14	6	2	20	13	2	-4	-4	-2	-4	-4	-2	Nightlife
—	—	—	—	—	—	—	—	—	—	—	—	Open for Business
14	8	1	14	8	1	8	-6	-1	0	-6	-1	Nightlife
20	5	1	20	5	1	-10	-4	-1	-10	-4	-1	University
14	6	0	20	4	0	0	-5	0	0	-5	0	The Sims™ 2
0	-20	-20	0	-50	-30	0	0	0	0	0	0	The Sims™ 2
18	9	2	18	9	2	-5	-5	-2	-5	-5	-2	University
—	—	—	—	—	—	—	—	—	—	—	—	Open for Business



Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/Go Steady or Pack	Personality (Pet)	User Directed	Autonomous
Call Over	Call Over	-100	100	Or	-100	100	—	—	Not Autonomous	Yes	No
Can't Afford	Sales	—	—	—	—	—	—	—	—	No	Yes
Caress	Flirt	65	100	And	40	100	Sets	Sets	Playful	Yes	Yes
Caress Hands	Dining	55	100	And	30	100	Sets	Sets	Nice	Yes	Yes
Cat Teaser	Play	-100	100	Or	-100	100	—	—	Playful (Hyper)	Yes	Yes
Change Diaper	Ask For	-100 (0)	100	Or	-100 (0)	100	—	—	Nice	Yes	Yes
Change Diaper	Social baby	-100 (20)	100	And	-100 (10)	100	—	—	Active	Yes	Yes
Change Diaper	Social toddler	-100 (20)	100	And	-100 (10)	100	—	—	Neat	Yes	Yes
Change Wage (Angry)	Management	—	—	—	—	—	—	—	Not Autonomous	Yes	No
Change Wage (Appreciative)	Management	—	—	—	—	—	—	—	Not Autonomous	Yes	No
Change Wage (Disappointed Neg)	Management	—	—	—	—	—	—	—	Not Autonomous	Yes	No
Change Wage (Disappointed Pos)	Management	—	—	—	—	—	—	—	Not Autonomous	Yes	No
Change Wage (Elated)	Management	—	—	—	—	—	—	—	Not Autonomous	Yes	No
Charm	Flirt	15	70	And	5	70	Sets	Sets	Nice	Yes	Yes
Chase	Pet	-100	-5	And	-100	0	—	—	Aggressive	No	Yes
Chase Off	Main	-100	100	And	-100	100	—	—	—	Yes	No
Chat	Talk	-100	100	Or	-100	100	—	—	None	Yes	Yes
Check Collar	Main	-100	100	And	-100	100	—	—	—	Yes	No
Cheer Up	Appreciate	20	100	And	20	100	—	—	Nice	Yes	Yes
Complain About	Sales	—	—	—	—	—	—	—	Grouchy	No	Yes
Congratulate About	Memory	25	100	Or	25	100	—	—	Serious	No	Yes
Console	Memory	50	100	And	35	100	—	—	Nice	No	Yes
Cops and Robbers	Play	0	100	Or	10	100	—	—	Playful	Yes	Yes
Cuddle	Bed	35	100	And	25	100	Sets	Sets	Not Autonomous	Yes	No
Cuddle	Hot Tub	35	100	And	25	100	Sets	Sets	Not Autonomous	Yes	No
Cuddle	Love Tub	-5	100	And	-15	100	Sets	Sets	Not Autonomous	Yes	No
Cuddle	Sofa	35	100	And	25	100	Sets	Sets	Not Autonomous	Yes	No
Cuddle	Booth	35	100	And	25	100	Sets	Sets	—	Yes	Yes
Cuddle	Give Love	-100	100	Or	-100	100	—	—	Nice	Yes	Yes
Cuddle Baby	Social baby	-100 (0)	100	And	-100 (0)	100	—	—	Nice	Yes	Yes
Dance Close	Slow Dance	20	100	And	20	100	—	—	—	Yes	Yes
Dance Together	Dance	-10	100	Or	-10	100	—	—	Outgoing	Yes	Yes
Dance Together (on Shoes)	Dance	30	100	and	15	100	—	—	Nice	Yes	Yes
Dare to Peek	Coffin	-100	100	And	-100	100	—	—	Outgoing	Yes	Yes
Dazzle	Sales	—	—	—	—	—	—	—	Not Autonomous	Yes	No
Demote Manager	Management	—	—	—	—	—	—	—	Not Autonomous	Yes	No

CHAPTER 13: SOCIALS

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
0	0	0	0	0	0	0	0	0	0	0	0	<i>The Sims™ 2</i>
22	5	0	24	3	0	-5	9	-3	-3	-4	-2	<i>Open for Business</i>
22	10	2	24	11	2	-5	-10	-3	-3	-10	-2	<i>The Sims™ 2</i>
20	9	1	20	10	1	-4	-9	-2	-3	-8	-2	<i>Nightlife</i>
5	4	1	5	5	1	0	-5	-1	0	-5	-1	<i>Pets</i>
14	6	0	20	13	0	-4	-4	0	-4	-4	0	<i>The Sims™ 2</i>
14	6	0	20	13	0	0	0	0	0	0	0	<i>The Sims™ 2</i>
14	6	0	20	13	0	-4	-4	0	-4	-4	0	<i>The Sims™ 2</i>
-15	-10	-4	-15	-12	-6	—	—	—	—	—	—	<i>Open for Business</i>
20	10	1	20	13	2	—	—	—	—	—	—	<i>Open for Business</i>
-10	-3	-2	-10	-4	-1	—	—	—	—	—	—	<i>Open for Business</i>
-10	-5	-2	-10	-7	-3	—	—	—	—	—	—	<i>Open for Business</i>
30	13	2	40	15	3	—	—	—	—	—	—	<i>Open for Business</i>
14	4	1	16	5	1	0	-4	-1	0	-6	0	<i>The Sims™ 2</i>
10	-5	-1	10	-5	-1	—	—	—	—	—	—	<i>Pets</i>
10	-5	-1	10	-5	-1	0	0	0	0	0	0	<i>Pets</i>
Variable	Variable	Variable	<i>The Sims™ 2</i>									
10	3	0	10	3	0	0	-2	0	0	-2	0	<i>Pets</i>
16	6	1	30	8	2	0	-10	-1	0	-5	-1	<i>The Sims™ 2</i>
4	5	0	4	5	0	-2	-4	0	-2	-4	0	<i>Open for Business</i>
8	5	1	8	5	1	0	0	0	0	0	0	<i>The Sims™ 2</i>
8	5	1	8	5	1	0	0	0	0	0	0	<i>The Sims™ 2</i>
24	6	0	24	6	0	0	-5	0	0	-5	0	<i>The Sims™ 2</i>
20	6	2	20	10	2	0	-10	-3	0	-10	-2	<i>The Sims™ 2</i>
20	6	2	20	10	2	0	-10	-3	0	-10	-2	<i>The Sims™ 2</i>
20	6	2	20	10	2	0	-10	-3	0	-10	-2	<i>The Sims™ 2</i>
20	6	2	20	10	2	0	-10	-3	0	-10	-2	<i>The Sims™ 2</i>
20	6	2	20	10	2	0	-10	-3	0	-10	-2	<i>Nightlife</i>
5	7	2	5	6	1	0	-5	-1	0	-5	-1	<i>Pets</i>
20	4	1	40	4	1	0	0	0	0	0	0	<i>The Sims™ 2</i>
18	8	0	18	8	0	-5	-4	0	-2	-1	0	<i>Nightlife</i>
10	6	0	10	8	0	-2	-3	0	-2	-2	0	<i>The Sims™ 2</i>
16	5	2	16	6	2	0	-6	-2	0	-6	-2	<i>Open for Business</i>
22	9	1	6	4	0	-10	-10	-3	0	-7	-2	<i>Nightlife</i>
20	6	2	20	6	2	-10	-5	-3	-10	-6	-4	<i>Open for Business</i>
20	-8	-2	-5	-9	-2	—	—	—	—	—	—	<i>Open for Business</i>

Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/Go Steady or Pack	Personality (Pet)	User Directed	Autonomous
Desire	Assess	—	—	—	—	—	—	—	Not Autonomous	Yes	No
Dirty Joke	Entertain	55	100	And	35	100	—	—	Playful	Yes	Yes
Do You Like What You See?	Ask	-100	100	And	-100	100	Not allowed	Not allowed	—	Yes	Yes
Encourage	Encourage	-100	100	Or	-100	100	—	—	Not Autonomous	Yes	No
Engagement	Propose	75	100	And	70	100	—	Required	Not Autonomous	Yes	No
Family Kiss	Kiss	-100	100	And	0	100	Not allowed	Not allowed	Nice	Yes	Yes
Family Kiss	Social toddler	-50 (-)	100	And	0 (-)	100	Not allowed	Not allowed	Nice	Yes	Yes
Feed a Bite	Dining	35	100	Or	25	100	Sets	Sets	—	Yes	Yes
Feed Treat	Give Love	-100	100	Or	-100	100	—	—	Nice (Pigpen)	Yes	Yes
Fetch	Play	-100	100	Or	-100	100	—	—	Lazy (Hyper)	Yes	Yes
Fetch (Wolf)	Play	20	100	Or	20	100	—	—	Lazy (Hyper)	Yes	Yes
Fight	Main	-100	-30	Or	-100	-30	—	—	Aggressive	No	Yes
Finger Wiggle	Play	-100	100	Or	-100	100	—	—	Playful (Hyper)	Yes	Yes
First Kiss	Kiss	50	100	And	25	100	Sets	Sets	Not Autonomous	Yes	No
Food	Ask For	-100 (0)	100	Or	-100 (0)	100	—	—	Active	Yes	Yes
Freestyle Join	Entertain	25	100	Or	15	100	—	—	Outgoing	Yes	Yes
Friendly Hug	Hug	10	100	Or	10	100	—	—	Serious	Yes	Yes
Get Back to Work as...	Management	—	—	—	—	—	—	—	—	Yes	Yes
Give Pet to...	Propose	-100	100	Or	-100	100	—	—	—	Yes	No
Go Steady	Propose	70	100	And	25	100	Required	—	Not Autonomous	Yes	No
Go to Work	Main	-100	-30	Or	-100	-30	—	—	—	Yes	No
Goose	Flirt	75	100	And	55	100	Required	Sets	Playful	Yes	Yes
Gossip	Talk	30	100	Or	35	100	—	—	Grouchy	Yes	Yes
Groom	Appreciate	50	100	And	25	100	—	—	Neat	Yes	Yes
Gross Out	Irritate	-100	-5	Or	-100	-5	—	—	Sloppy	Yes	Yes
Grr!	Irritate	-100	100	Or	-100	100	—	—	Grouchy	Yes	Yes
Hand	Kiss	30	100	And	15	100	Sets	Sets	Playful	Yes	Yes
Handheld	Play	20	100	Or	10	100	—	—	—	Yes	No
Hang Out	Talk	10	100	Or	5	100	—	—	Outgoing	Yes	Yes
Hard-Sell	Sales	—	—	—	—	—	—	—	—	Yes	Yes
Head On Shoulders	Slow Dance	30	100	And	20	100	Sets	Sets	—	Yes	Yes
Hire	Management	—	—	—	—	—	—	—	Not Autonomous	Yes	No
Hit On	Flirt	45	80	And	25	80	Sets	Sets	Grouchy	Yes	Yes
Hold Hands	Flirt	55	100	And	30	100	Sets	Sets	Nice	Yes	Yes
Hot Smooch	Booth	60	100	And	45	100	Required	Sets	—	Yes	Yes
How Much Money Do You Have?	Ask	25	100	And	15	100	Not allowed	Not allowed	—	Yes	Yes
Hug	Give Love	20	100	And	20	100	—	—	Nice (Friendly)	Yes	Yes
I Quit	Management	—	—	—	—	—	—	—	—	No	Yes
Insult	Irritate	-60	-5	Or	-45	-5	—	—	Grouchy	Yes	Yes
Introduce	Talk	35	100	And	20	100	—	—	Not Autonomous	Yes	No

CHAPTER 13: SOCIALS

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
—	—	—	—	—	—	—	—	—	—	—	—	<i>Open for Business</i>
18	6	1	20	6	1	4	-8	-2	0	-12	-1	<i>The Sims™ 2</i>
0	0	0	0	0	0	0	0	0	0	0	0	<i>Nightlife</i>
14	6	0	20	13	0	-4	-4	0	-4	-4	0	<i>The Sims™ 2</i>
100	6	3	100	9	3	-30	-15	-5	-4	-8	-4	<i>The Sims™ 2</i>
18	5	1	20	6	1	0	-4	0	0	-5	0	<i>The Sims™ 2</i>
18	5	1	20	6	1	0	-4	0	0	-5	0	<i>The Sims™ 2</i>
20	10	1	16	9	1	-6	-8	-1	0	-6	-1	<i>Nightlife</i>
8	4	0	8	4	0	0	-3	0	0	-3	0	<i>Pets</i>
5	5	1	5	5	1	0	-5	-1	0	-5	-1	<i>Pets</i>
5	5	1	5	5	1	0	-5	-1	0	-5	-1	<i>Pets</i>
15	-10	-4	15	-12	-6	15	-12	-6	15	-10	-4	<i>Pets</i>
8	4	1	8	4	1	0	-4	-1	0	-4	-1	<i>Pets</i>
70	15	3	70	13	2	0	-15	-5	0	-10	-3	<i>The Sims™ 2</i>
14	6	0	20	13	0	-4	-4	0	-4	-4	0	<i>The Sims™ 2</i>
Variable	Variable	Variable	<i>University</i>									
16	5	1	16	6	1	0	-5	-1	0	-5	-1	<i>The Sims™ 2</i>
4	-2	-1	4	-2	-1	-4	-4	-1	-4	-4	-1	<i>Open for Business</i>
8	5	1	8	5	1	0	-5	-1	0	-3	-1	<i>Pets</i>
30	6	3	30	9	3	-4	-10	-5	-4	-4	-4	<i>The Sims™ 2</i>
8	4	0	8	4	0	0	-3	0	0	-3	0	<i>Pets</i>
20	11	1	14	10	1	-2	-9	-2	-6	-11	-3	<i>The Sims™ 2</i>
24	9	0	24	9	0	0	-7	0	0	-6	0	<i>The Sims™ 2</i>
4	3	0	4	0	3	0	0	0	0	0	0	<i>The Sims™ 2</i>
24	6	0	24	6	0	6	-5	0	-4	-5	0	<i>The Sims™ 2</i>
0	0	0	0	0	0	0	0	0	0	0	0	<i>Pets</i>
16	9	1	16	9	1	8	-6	-1	0	-6	-1	<i>Nightlife</i>
0	4	0	0	4	0	-5	-2	0	-5	-2	0	<i>University</i>
Variable	Variable	Variable	<i>University</i>									
12	4	0	12	4	0	-6	-3	0	-6	-4	0	<i>Open for Business</i>
16	5	1	16	6	1	0	-5	-1	0	-7	-1	<i>Nightlife</i>
20	6	0	20	10	0	-4	-8	0	-4	-5	0	<i>Open for Business</i>
18	8	1	14	9	1	4	-8	-1	0	-10	-2	<i>The Sims™ 2</i>
20	9	1	20	10	1	-4	-9	-2	-3	-8	-2	<i>The Sims™ 2</i>
22	13	2	20	11	2	0	-11	-2	0	-12	-3	<i>Nightlife</i>
30	13	1	30	6	1	-10	-7	-1	-15	-10	-1	<i>Nightlife</i>
12	5	1	12	5	1	0	-5	-1	0	-5	-1	<i>Pets</i>
24	-7	-5	-8	-13	-10	16	-10	-10	-10	-18	-10	<i>Open for Business</i>
16	-8	-1	-7	-14	-2	10	-10	-1	-7	-14	-2	<i>The Sims™ 2</i>
16	13	5	16	13	5	-5	-3	-1	-5	-3	-1	<i>University</i>



Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/ Go Steady or Pack	Personality (Pet)	User Directed	Autonomous
Joke	Entertain	-10	100	Or	-5	100	—	—	Playful	Yes	Yes
Joy Buzzer	Prank	-100	100	And	-100	100	—	—	Grouchy	Yes	Yes
Kicky Bag	Play	15	100	Or	5	100	—	—	—	Yes	Yes
Kiss	Car	45	100	And	15	100	Required	Sets	Outgoing	Yes	No
Lay Off	Management	—	—	—	—	—	—	—	Not Autonomous	Yes	No
Leap into Arms	Hug	55	100	And	35	100	Required	Sets	Active	Yes	Yes
Lick Toddler	Pet	-100	100	Or	-100	100	—	—	— (Friendly)	No	Yes
Look-for Mark	Self	—	—	—	—	—	—	—	—	Yes	No
Love Talk	Booth	40	100	And	25	100	Sets	Sets	—	Yes	Yes
Lower Hands	Slow Dance	45	100	And	35	100	Sets	Sets	—	Yes	Yes
Make Out	Bed	80	100	And	50	100	Required	Sets	Not Autonomous	Yes	No
Make Out	Hot Tub	80	100	And	50	100	Required	Sets	Not Autonomous	Yes	No
Make Out	Love Tub	40	100	And	20	100	Required	Sets	Not Autonomous	Yes	No
Make Out	Sofa	80	100	And	50	100	Required	Sets	Not Autonomous	Yes	No
Make Out	Kiss	80	100	And	50	100	Required	Sets	Outgoing	Yes	Yes
Make Out	Car	80	100	And	50	100	Required	Sets	Outgoing	Yes	Yes
Manipulation	Sales	—	—	—	—	—	—	—	Not Autonomous	Yes	No
Marriage (Join)	Propose	75	100	And	70	100	—	Required	Not Autonomous	Yes	No
Mary Mack	Play	15	100	Or	15	100	—	—	Lazy	Yes	Yes
Massage	Hot Tub	55	100	And	30	100	—	—	Not Autonomous	Yes	No
Massage	Love Tub	15	100	And	0	100	—	—	Not Autonomous	Yes	No
May I Help You?	Sales	—	—	—	—	—	—	—	—	Yes	Yes
Mood	Assess	—	—	—	—	—	—	—	Not Autonomous	Yes	No
Motivational Speech	Talk	—	—	—	—	—	—	—	Not Autonomous	Yes	No
Move In	Propose	60	100	And	45	100	—	—	Not Autonomous	Yes	No
Nag	Irritate	-100	100	And	25	100	—	—	Outgoing	Yes	Yes
Network	Talk	—	—	—	—	—	—	—	Not Autonomous	Yes	No
Nibble	Wolf	50	100	And	50	100	—	—	—	No	Yes
Noogie	Irritate	-25	50	And	-10	50	—	—	Playful	Yes	Yes
Nuzzle	Pet	-100	100	And	-100	100	—	—	— (Friendly)	No	Yes
Offer At...	Sales	—	—	—	—	—	—	—	—	No	Yes
On Date	Ask	0	100	And	0	100	Not allowed	Not allowed	—	Yes	No
On Outing	Ask	0	100	And	0	100	Not allowed	Not allowed	—	Yes	No
Ownership Challenge	Pet	-100	100	Or	-100	100	—	—	Active (Hyper)	No	Yes
Pass On	Management	—	—	—	—	—	—	—	Not Autonomous	Yes	No
Peck	Hot Tub	40	100	And	20	100	Sets	Sets	Not Autonomous	Yes	No
Peck	Love Tub	0	100	And	-15	100	Sets	Sets	Not Autonomous	Yes	No



CHAPTER 13: SOCIALS

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
14	4	0	14	4	0	0	-4	0	0	-4	0	<i>The Sims™ 2</i>
18	4	0	16	4	0	—	—	—	—	—	—	<i>University</i>
10	1	0	10	1	0	0	-4	0	0	-4	0	<i>University</i>
18	10	2	16	10	2	8	-8	-2	0	-10	-2	<i>Nightlife</i>
24	6	0	20	6	0	20	-7	-5	-8	-13	-10	<i>Open for Business</i>
20	11	2	16	13	2	0	-15	-4	0	-10	-2	<i>The Sims™ 2</i>
10	5	2	10	7	2	0	-6	-1	0	-5	-1	<i>Pets</i>
—	—	—	—	—	—	—	—	—	—	—	—	<i>Open for Business</i>
18	6	1	18	8	1	0	-7	-1	0	-8	-1	<i>Nightlife</i>
18	10	2	16	10	2	8	-8	-2	0	-8	-3	<i>Nightlife</i>
30	19	4	30	19	4	8	-15	-4	0	-15	-4	<i>The Sims™ 2</i>
30	19	4	30	19	4	8	-15	-4	0	-15	-4	<i>The Sims™ 2</i>
30	19	4	30	19	4	8	-15	-4	0	-15	-4	<i>The Sims™ 2</i>
30	19	4	30	19	4	8	-15	-4	0	-15	-4	<i>The Sims™ 2</i>
30	19	4	30	19	4	8	-15	-4	0	-15	-4	<i>The Sims™ 2</i>
30	19	4	30	19	4	8	-15	-4	0	-15	-4	<i>The Sims™ 2</i>
30	19	5	30	19	5	8	-15	-4	0	-15	-4	<i>Nightlife</i>
16	6	1	30	8	2	0	-10	-1	0	-5	-1	<i>Open for Business</i>
100	6	3	100	6	3	-100	-100	-85	-50	-50	-20	<i>The Sims™ 2</i>
30	8	0	30	8	0	0	-6	0	0	-7	0	<i>The Sims™ 2</i>
14	4	2	20	6	3	0	-7	-2	0	-10	-3	<i>The Sims™ 2</i>
14	4	2	20	6	3	0	-7	-2	0	-10	-3	<i>The Sims™ 2</i>
16	6	0	16	6	0	-5	-3	0	-5	-3	0	<i>Open for Business</i>
—	—	—	—	—	—	—	—	—	—	—	—	<i>Open for Business</i>
0	3	0	5	0	1	0	-5	0	-3	-1	0	<i>Open for Business</i>
40	6	3	40	6	3	-4	-10	-5	-4	-4	-4	<i>The Sims™ 2</i>
0	0	0	0	0	0	6	-4	0	-8	-8	-1	<i>The Sims™ 2</i>
40	6	1	40	6	1	-10	-7	-1	-10	-7	-1	<i>Open for Business</i>
0	-4	-1	-10	-4	-1	0	-2	0	0	-2	0	<i>Pets</i>
14	6	1	6	-5	0	0	0	0	0	0	0	<i>The Sims™ 2</i>
10	5	1	10	5	1	0	0	0	0	0	0	<i>Pets</i>
16	5	0	16	5	0	-8	-4	-8	-8	-5	0	<i>Open for Business</i>
14	6	0	20	4	0	0	-5	0	0	-5	0	<i>Nightlife</i>
10	1	1	22	4	2	0	-10	-1	0	-7	-2	<i>Nightlife</i>
—	—	—	—	—	—	—	—	—	—	—	—	<i>Pets</i>
30	6	1	30	9	2	0	-7	0	0	-5	-1	<i>Open for Business</i>
14	8	1	14	8	1	8	-6	-1	0	-6	-1	<i>The Sims™ 2</i>
14	8	1	14	8	1	8	-6	-1	0	-6	-1	<i>The Sims™ 2</i>



Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/ Go Steady or Pack	Personality (Pet)	User Directed	Autonomous
Peck	Sofa	40	100	And	20	100	Sets	Sets	Not Autonomous	Yes	No
Peck	Kiss	40	100	And	20	100	Sets	Sets	Nice	Yes	Yes
Perform Command	Main	-100	100	And	-100	100	—	—	—	Yes	No
Perk Up	Talk	—	—	—	—	—	—	—	Not Autonomous	Yes	No
Pet	Sales	-100	100	Or	-100	100	—	—	—	Yes	No
Pet	Skunk	-50	100	And	-50	100	—	—	Playful	Yes	Yes
Pick Up	Main	-100	100	And	-100	100	—	—	—	Yes	Yes
Pillow Fight	Play	40	100	Or	25	100	—	—	Playful	Yes	Yes
Play	Pet	-100	100	Or	-100	100	—	—	— (Hyper)	No	Yes
Play With	Social baby	-100 (0)	100	And	-100 (0)	100	—	—	Playful	Yes	Yes
Play with	Play	-100	100	And	-100	100	—	—	Playful	Yes	Yes
Poke	Fight	-100	-15	Or	-100	-20	—	—	Grouchy	Yes	Yes
Pounce	Pet	-100	100	Or	-100	100	—	—	— (Hyper)	No	Yes
Power Network	Talk	—	—	—	—	—	—	—	Not Autonomous	Yes	No
Praise for...	Main	-100	100	Or	-100	100	—	—	—	Yes	No
Promote to Manager	Management	—	—	—	—	—	—	—	Not Autonomous	Yes	No
Punch U Punch Me	Play	45	100	Or	35	100	—	—	Grouchy	Yes	Yes
Rally Forth!	Self	—	—	—	—	—	—	—	Not Autonomous	Yes	No
Razzle	Play	-100	100	Or	-100	100	—	—	Active (Hyper)	Yes	Yes
Razzle (Wolf)	Play	25	100	Or	25	100	—	—	Active (Hyper)	Yes	Yes
Read To	Ask For	-50 (25)	100	And	-50 (15)	100	—	—	Serious	No	No
Read To	Social toddler	-50 (25)	100	And	-50 (15)	100	—	—	Outgoing	Yes	Yes
Red Hands	Play	35	100	Or	25	100	—	—	Active	Yes	Yes
Ride Home	Ask	-100	100	Or	-100	100	—	—	—	—	—
Rock Paper Scissors	Play	-10	100	and	5	100	—	—	Playful	Yes	Yes
Romantic Hug	Hug	35	100	And	25	100	Sets	Sets	Outgoing	Yes	Yes
Romantic Kiss	Sofa	60	100	And	35	100	Sets	Sets	Not Autonomous	Yes	No
Romantic Kiss	Kiss	60	100	And	35	100	Sets	Sets	Outgoing	Yes	Yes
Rub Belly	Baby	60	100	Or	50	100	—	—	Serious	Yes	Yes
Rub Belly	Give Love	20	100	Or	20	100	—	—	Nice (Friendly)	Yes	Yes
Savage	Werewolf	-100	100	Or	-100	100	—	—	—	Yes	No
School Cheer	Entertain	5	100	Or	5	100	—	—	Outgoing	Yes	Yes
Scold for...	Main	-100	100	Or	-100	100	—	—	—	Yes	No
Secret Handshake	Entertain	-100	100	Or	-100	100	—	—	Outgoing	Yes	Yes
Send Home for the Day	Management	—	—	—	—	—	—	—	Not Autonomous	Yes	No
Serenade	Flirt	70	100	And	60	100	Required	Required	Outgoing	Yes	Yes
Set Down	Main	-100	100	Or	-100	100	—	—	—	Yes	Yes
Set Uniform	Management	—	—	—	—	—	—	—	Not Autonomous	Yes	No
Share Interests	Talk	35	100	Or	20	100	—	—	Not Autonomous	Yes	No

CHAPTER 13: SOCIALS

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
14	8	1	14	8	1	8	-6	-1	0	-6	-1	<i>The Sims™ 2</i>
14	8	1	14	8	1	8	-6	-1	0	-6	-1	<i>The Sims™ 2</i>
8	5	1	8	5	1	0	-4	0	0	-4	0	<i>Pets</i>
0	4	0	0	6	1	0	-5	-1	0	-3	0	<i>Open for Business</i>
8	5	1	8	5	1	0	-3	-1	0	-3	-1	<i>Pets</i>
8	8	2	8	8	2	0	-5	-1	0	-5	-1	<i>Pets</i>
—	—	—	—	—	—	—	—	—	—	—	—	<i>Pets</i>
Variable	Variable	Variable	Variable	Variable	Variable	-8	-5	-1	-2	-5	-2	<i>University</i>
0	10	2	0	10	2	0	-5	-1	0	-5	-4	<i>Pets</i>
20	4	3	2	25	1	0	0	0	0	0	0	<i>The Sims™ 2</i>
10	5	2	10	5	2	—	—	—	—	—	—	<i>Pets</i>
6	0	0	-6	-8	-2	10	-8	-2	10	-7	-2	<i>The Sims™ 2</i>
—	—	—	—	—	—	—	—	—	—	—	—	<i>Pets</i>
40	6	1	40	6	1	-10	-7	-10	-10	-7	-1	<i>Open for Business</i>
0	1	0	0	1	0	—	—	—	—	—	—	<i>Pets</i>
22	10	2	24	11	2	—	—	—	—	—	—	<i>Open for Business</i>
28	8	0	28	8	0	0	-5	0	0	-5	0	<i>The Sims™ 2</i>
0	0	0	0	0	0	0	0	0	0	0	0	<i>Open for Business</i>
8	5	2	8	4	2	0	-5	-1	0	-4	-1	<i>Pets</i>
8	5	2	8	4	2	0	-5	-1	0	-4	-1	<i>Pets</i>
14	6	0	20	13	0	-4	-4	0	-4	-4	0	<i>The Sims™ 2</i>
14	6	2	20	6	3	-4	-4	0	-4	-4	0	<i>The Sims™ 2</i>
24	6	0	24	6	0	0	-7	0	0	-5	0	<i>The Sims™ 2</i>
—	—	—	—	—	—	—	—	—	—	—	—	<i>Nightlife</i>
16	6	0	16	6	0	0	-5	0	0	-5	0	<i>Open for Business</i>
20	6	2	20	10	2	0	-10	-3	0	-10	-2	<i>The Sims™ 2</i>
24	16	3	26	16	3	8	-13	-3	0	-13	-4	<i>The Sims™ 2</i>
24	16	3	26	16	3	8	-13	-3	0	-13	-4	<i>The Sims™ 2</i>
20	11	3	32	13	3	-10	-12	-3	0	-10	-3	<i>The Sims™ 2</i>
12	6	1	12	7	1	0	-4	-1	0	-5	-1	<i>Pets</i>
15	4	1	15	-6	-2	—	—	—	—	—	—	<i>Pets</i>
12	4	0	12	4	0	-3	-2	0	-3	-2	0	<i>University</i>
0	-1	0	0	-1	0	—	—	—	—	—	—	<i>Pets</i>
20	5	1	20	5	1	-10	-4	-2	-10	-4	-2	<i>University</i>
—	—	—	—	—	—	—	—	—	—	—	—	<i>Open for Business</i>
28	13	2	30	15	2	-6	-12	-3	0	-10	-3	<i>The Sims™ 2</i>
0	0	0	0	0	0	0	0	0	0	0	0	<i>Pets</i>
—	—	—	—	—	—	—	—	—	—	—	—	<i>Open for Business</i>
6	0	0	6	0	0	-3	-3	0	-3	-3	0	<i>The Sims™ 2</i>



Interaction	Menu	Availability	Availability	And/Or	Availability	Availability	Crush or Master/Mine	Love/ Go Steady or Pack	Personality (Pet)	User Directed	Autonomous
		Daily A to B Above	Daily A to B Below		Lifetime A to B Above	Lifetime A to B Below		—	—		
Shoo from Room	Shoo	-100	100	Or	-100	100	—	—	Not Autonomous	Yes	No
Shove	Fight	-100	-25	Or	-100	-30	—	—	Outgoing	Yes	Yes
Show Item	Sales	—	—	—	—	—	—	—	—	Yes	Yes
Show Off	Play	15	100	or	10	100	—	—	Active	Yes	Yes
Slap	Fight	-100	-40	Or	-100	-40	—	—	Serious	Yes	Yes
Slow Dance	Slow Dance	30	100	And	15	100	—	—	—	Yes	Yes
Smooch	Kiss	70	100	And	40	100	Required	Sets	Playful	Yes	Yes
Smooch	Slow Dance	65	100	And	45	100	Required	Sets	—	Yes	Yes
Sniff	Pet	-100	100	And	-100	100	—	—	— (Genius)	No	Yes
Snuggle	Social toddler	-50 (-)	100	And	0 (-)	100	—	—	Nice	Yes	Yes
Snuggle	Sofa	35	100	Or	30	100	Required	Required	Not Autonomous	Yes	No
Snuggle	Give Love	-100	100	Or	-100	100	—	—	Nice	Yes	Yes
Splash	Hot Tub	20	100	Or	15	100	—	—	Not Autonomous	Yes	No
Splash	Love Tub	-20	100	Or	-25	100	—	—	Not Autonomous	Yes	No
Spray	Skunk	-100	100	Or	-100	100	—	—	—	No	Yes
Squeeze	Hug	70	100	And	55	100	Required	Sets	Playful	Yes	Yes
Stay the Night	Propose	55	100	And	40	100	—	—	Not Autonomous	Yes	No
Steal a Bite	Dining	-100	100	Or	-100	100	—	—	—	Yes	Yes
Stroke	Give Love	-50	100	And	-50	100	—	—	Nice (Friendly)	Yes	Yes
Suggestion	Flirt	25	70	And	15	70	Sets	Sets	Playful	Yes	Yes
Surprise Engagement	Dining	75	100	And	70	100	Required	Required	—	Yes	No
Sweet Talk	Flirt	35	80	And	20	80	Sets	Sets	Outgoing	Yes	Yes
Tag	Play	-25	100	Or	5	100	—	—	Active	Yes	Yes
Take a Break	Management	—	—	—	—	—	—	—	Not Autonomous	Yes	No
Take for a Walk	Main	-100	100	And	-100	100	—	—	—	Yes	No
Talk To	Social baby	-100 (-100)	100	And	-100 (-100)	100	—	—	Playful	Yes	Yes
Talk To	Social toddler	-50 (-50)	100	And	-50 (-50)	100	—	—	Outgoing	Yes	Yes
Talk to Belly	Baby	15	100	Or	25	100	—	—	Playful	Yes	Yes
Teach Command	Main	-100	100	And	-100	100	—	—	—	Yes	No
Teach to Talk	Social toddler	25 (-)	100	And	15 (-)	100	—	—	Not Autonomous	Yes	No
Teach to Use Potty	Social toddler	-100 (-)	100	And	-100 (-)	100	—	—	Not Autonomous	Yes	No
Teach to Walk	Social toddler	25 (-)	100	And	15 (-)	100	—	—	Not Autonomous	Yes	No
Tease	Memory	-100	10	Or	-100	10	—	—	Grouchy	No	Yes
Tease	Play	—	—	—	—	—	—	—	Grouchy	Yes	Yes
Tell Secret	Talk	60	100	Or	60	100	—	—	Grouchy	Yes	Yes
Tender Kiss	Bed	50	100	And	25	100	Sets	Sets	Not Autonomous	Yes	No
Tender Kiss	Hot Tub	50	100	And	25	100	Sets	Sets	Not Autonomous	Yes	No
Tender Kiss	Love Tub	10	100	And	-10	100	Sets	Sets	Not Autonomous	Yes	No
Tender Kiss	Kiss	50	100	And	25	100	Sets	Sets	Nice	Yes	Yes
Throw Drink	Irritate	15	15	And	10	10	—	—	—	Yes	Yes
Throw Drink	Dining	15	15	And	10	10	—	—	—	Yes	Yes

CHAPTER 13: SOCIALS

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
14	6	0	20	13	0	-4	-4	0	-4	-4	0	<i>The Sims™ 2</i>
8	0	0	-8	-9	-3	10	-7	-1	14	-8	-3	<i>The Sims™ 2</i>
20	4	0	20	4	0	10	-5	0	10	-5	0	<i>Open for Business</i>
14	6	0	20	13	0	-4	-4	0	-4	-4	0	<i>Open for Business</i>
10	0	0	-15	-10	-5	14	-5	-3	30	-7	-3	<i>The Sims™ 2</i>
18	8	0	18	8	0	-5	-4	0	-5	-3	0	<i>Nightlife</i>
22	13	2	20	11	2	0	-11	-2	0	-12	-3	<i>The Sims™ 2</i>
22	13	2	20	11	2	0	-11	-2	0	-12	-3	<i>Nightlife</i>
10	5	1	10	5	1	0	-3	0	0	-3	0	<i>Pets</i>
20	6	2	20	10	2	0	-10	-3	0	-10	-2	<i>The Sims™ 2</i>
24	8	2	24	10	2	0	-10	-2	0	-10	-2	<i>The Sims™ 2</i>
10	5	2	10	5	2	—	—	—	—	—	—	<i>Pets</i>
12	5	0	14	8	0	0	-4	0	0	-8	-1	<i>The Sims™ 2</i>
12	5	0	14	5	0	0	-5	0	0	-5	0	<i>The Sims™ 2</i>
12	0	0	12	0	0	0	-5	-1	0	-5	-1	<i>Pets</i>
20	6	2	20	10	2	0	-10	-2	0	-10	-2	<i>The Sims™ 2</i>
14	6	0	20	13	0	-4	-4	0	-4	-4	0	<i>The Sims™ 2</i>
8	5	0	6	3	0	8	-3	0	0	-4	0	<i>Nightlife</i>
8	4	1	8	5	1	0	-4	-1	0	-5	-1	<i>Pets</i>
16	5	1	16	6	1	0	-5	-1	0	-7	-1	<i>The Sims™ 2</i>
100	6	3	100	9	3	-30	-15	-5	-4	-8	-4	<i>Nightlife</i>
18	6	1	18	8	1	0	-7	-1	0	-8	-1	<i>The Sims™ 2</i>
20	6	0	20	6	0	0	-5	0	0	-5	0	<i>The Sims™ 2</i>
10	1	0	10	3	0	—	—	—	—	—	—	<i>Open for Business</i>
5	1	0	5	1	0	0	-4	0	0	-4	0	<i>Pets</i>
16	5	2	16	10	2	-5	-2	-1	5	1	2	<i>The Sims™ 2</i>
14	6	2	20	6	3	-4	-4	0	-4	-4	0	<i>The Sims™ 2</i>
20	6	2	28	8	2	-10	-8	-2	0	-10	-3	<i>The Sims™ 2</i>
8	5	1	8	5	1	0	-4	0	0	-4	0	<i>Pets</i>
14	6	0	20	13	0	-4	-4	0	-4	-4	0	<i>The Sims™ 2</i>
0	6	0	0	13	0	0	-4	0	0	-4	0	<i>The Sims™ 2</i>
14	6	0	20	13	0	-4	-4	0	-4	-4	0	<i>The Sims™ 2</i>
14	6	1	10	6	1	-5	-4	-1	4	-10	-1	<i>The Sims™ 2</i>
—	—	—	—	—	—	-10	0	0	-10	-10	-3	<i>Open for Business</i>
24	9	0	24	9	0	0	-7	0	0	-6	0	<i>The Sims™ 2</i>
18	10	2	16	10	2	8	-8	-2	0	-8	-2	<i>The Sims™ 2</i>
18	10	2	16	10	2	8	-8	-2	0	-8	-2	<i>The Sims™ 2</i>
18	10	2	16	10	2	8	-8	-2	0	-8	-2	<i>The Sims™ 2</i>
18	10	2	16	10	2	8	-8	-2	0	-8	-2	<i>The Sims™ 2</i>
8	-7	-3	-10	-13	-4	—	—	—	—	—	—	<i>Nightlife</i>
8	-7	-3	-10	-13	-4	—	—	—	—	—	—	<i>Nightlife</i>



Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/Go Steady or Pack	Personality (Pet)	User Directed	Autonomous
Throw Food	Dining	-100	100	And	-100	100	—	—	Playful	Yes	Yes
Tickle	Play	20	100	Or	15	100	—	—	Playful	Yes	Yes
Tickle	Social toddler	20 (10)	100	And	15 (0)	100	—	—	Playful	Yes	Yes
Toast	Dining	20	100	And	10	100	—	—	—	Yes	Yes
Toss in Air	Social toddler	-50 (25)	100	And	-50 (10)	100	—	—	Active	Yes	Yes
Toss in Air	Play	-100	100	And	-100	100	—	—	Active (Hyper)	Yes	Yes
Try for Puppy/Kitten (Pet to Pet)	Pet	N/A	N/A	N/A	N/A	N/A	—	—	—	No	Yes
Try for Puppy/Kitten with... (Sim to Pet)	Main	-100	100	Or	-100	100	—	—	—	Yes	No
Tune Up	Flirt	—	—	—	—	—	Sets	Sets	Not Autonomous	Yes	Yes
Unassign	Management	—	—	—	—	—	—	—	Not Autonomous	Yes	No
Up Arm Kiss	Kiss	55	100	And	30	100	Sets	Sets	Playful	Yes	Yes
Ventrilo-Fart	Prank	-100	100	And	-100	100	—	—	Sloppy	Yes	Yes
Water Balloon	Prank	-100	100	And	-100	100	—	—	Playful	Yes	Yes
What Are Your Skills?	Ask	-20	100	And	-10	100	Not allowed	Not allowed	—	Yes	Yes
What Do You Want/Fear?	Ask	15	100	And	5	100	Not allowed	Not allowed	—	Yes	Yes
What Is Your Job?	Ask	7	100	And	0	100	Not allowed	Not allowed	—	Yes	Yes
What Turns You On/Off?	Ask	5	100	And	0	100	Not allowed	Not allowed	—	Yes	Yes
What's Your Sign?	Ask	-100	100	And	-100	100	Not allowed	Not allowed	—	Yes	Yes
Wolf Whistle	Flirt	-15	50	And	-15	40	Sets	Sets	Sloppy	Yes	Yes
WooHoo	Car	85	100	And	65	100	Required	Required	Outgoing	Yes	No
WooHoo	Photo Booth	85	100	And	65	100	Required	Required	Outgoing	Yes	No
WooHoo/Try for Baby	Bed	85	100	And	65	100	Required	Required	Not Autonomous	Yes	No
WooHoo/Try for Baby	Hot Tub	85	100	And	65	100	Required	Required	Not Autonomous	Yes	No
WooHoo/Try for Baby	Love Tub	45	100	And	25	100	Required	Required	Not Autonomous	Yes	No
WooHoo/Try for Baby	Booth	-100	100	Or	-100	100	Required	Required	Not Autonomous	Yes	No
Yell At	Main	-100	100	And	-100	100	—	—	—	Yes	No
You're Fired	Management	—	—	—	—	—	—	—	Not Autonomous	Yes	No

CHAPTER 13: SOCIALS

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
10	8	1	8	8	1	8	-6	-1	0	-6	-1	Nightlife
16	5	0	16	5	0	0	-5	-1	0	-6	-1	The Sims™ 2
16	5	0	16	5	0	0	-5	-1	0	-8	-2	The Sims™ 2
14	6	0	14	10	0	—	—	—	—	—	—	Nightlife
14	6	2	20	13	2	0	-10	-3	0	-10	-2	The Sims™ 2
12	5	0	12	5	0	0	-4	0	0	-4	0	Pets
25	8	2	25	8	2	0	-5	-1	0	-5	-1	Pets
8	5	0	8	5	0	0	-5	0	0	-5	0	Pets
14	5	1	14	8	1	-4	-6	-2	-4	-4	-1	Open for Business
0	1	0	0	1	0	—	—	—	—	—	—	Open for Business
20	11	1	24	11	2	8	-10	-1	0	-10	-1	The Sims™ 2
18	4	0	16	4	0	—	—	—	—	—	—	University
18	4	0	16	4	0	—	—	—	—	—	—	University
10	1	0	10	1	0	-4	-1	0	-4	-1	0	Nightlife
14	9	0	20	13	0	-4	-4	0	-4	-4	0	Nightlife
10	5	0	10	5	0	-4	-3	0	-4	-3	0	Nightlife
14	4	0	14	4	0	-4	-2	0	-4	-1	0	Nightlife
10	1	0	10	1	0	-4	-1	0	-4	-1	0	Nightlife
14	4	1	14	4	1	-8	-3	-1	0	-6	-2	University
50	13	8	50	13	8	0	-12	-5	0	-15	-5	Nightlife
50	13	8	50	13	8	0	-12	-5	0	-15	-5	Nightlife
50	9	1	30	9	1	-5	-6	-1	-45	-6	-1	The Sims™ 2
50	13	8	50	13	8	0	-12	-5	0	-15	-5	The Sims™ 2
50	13	8	50	13	8	0	-12	-5	0	-15	-5	The Sims™ 2
50	13	8	50	13	8	0	-12	-5	0	-15	-5	The Sims™ 2
8	-4	-1	-8	-5	-1	8	-4	-1	-8	-5	-1	Pets
24	-7	-5	-8	-13	-10	16	-10	-10	-10	-18	-10	Open for Business

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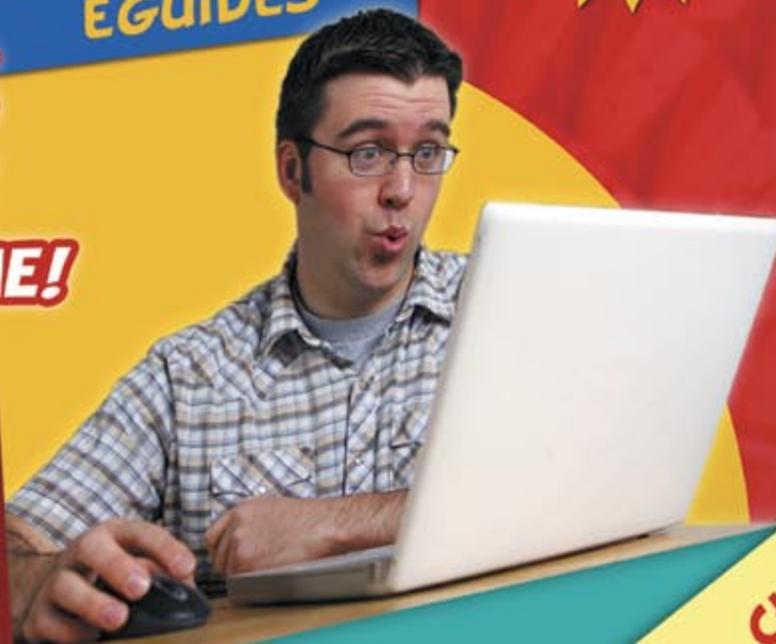
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