The Sims Pet Stories

Quick Reference Guide

Sims have minds of their own and they are greatly affected by their moods. Try to keep them happy by making sure their needs are met and remember that their unique personalities also impact how they respond to different activities. These shortcuts will help you direct your Sims.

Needs

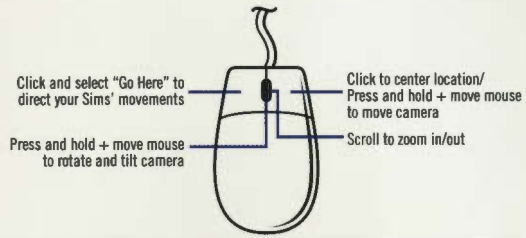
Prepare meal	H
Shower	Y
Use toilet	B
Clean	K
Go to bed	R
Relax	M
Fun	F
Chat with another Sim	L
Telephone and Personal Menu	T

Game Controls

Game speed (normal/high/ultra)	1/2/3
Pause game	P
Quit	ALT-Q
Cycle through family members	SPACEBAR
Center on Sim	ENTER
Access Help menu/Skip intro	F5
Options Panel	ESC

Camera Movement

Move forward/backward	W/S
Move left/right	A/D
Rotate left/right	SHIFT-A/SHIFT-D
Rotate up/down	SHIFT-W/SHIFT-S
Zoom in/out	Z/X



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Installing the Game

To install *The Sims™ Pet Stories*:

1. Insert the *The Sims Pet Stories* DVD into your DVD-ROM drive.
2. Double-click the DVD icon that appears on your desktop.
3. Drag the *The Sims Pet Stories* folder from the DVD to the location on your hard drive you would like to install the game.
4. To start the game, double-click the The Sims Pet Stories application on your hard drive.

Starting the Game

To start *The Sims Pet Stories* (with disc already in drive):

1. To start *The Sims Pet Stories*, double-click the "The Sims Pet Stories" icon in the "The Sims Pet Stories" folder on your hard drive.

The Sims Stories

It's their lives, but it's your stories.

The Sims Pet Stories is the latest release in *The Sims Stories* line of games. Experience the highs and lows of owning a pet in this easy-to-play, laptop-friendly version of *The Sims*. In Story Mode, you take Sims and their pet through two different storylines full of dramatic twists. You even unlock cool rewards along the way as you achieve set goals. In open-ended Free Play, you create Sims and their pets and then choose how they live their lives. And while you play, you can stay connected by using your own IM and email.

Coming Next: *The Sims Castaway Stories*!

In *The Sims Castaway Stories* you help your Sims make a new life in an unexplored island paradise. Play through an amusing plotline full of twists and turns in directed Story mode or create your own story in open-ended Free Play mode. With laptop-friendly controls that let you play even when you're on the go, *The Sims Castaway Stories* lets you and your Sims escape to the tropics!

EACH GAME IN *THE SIMS* STORIES PRODUCT LINE IS A STANDALONE PRODUCT AND DOES NOT SUPPORT EXPANSION PACKS OR STUFF PACKS FROM *THE SIMS* OR *THE SIMS 2* GAME COLLECTIONS.

Main Menu

From the Main menu, you can get up to speed on the game in Learn to Play, jump right into Story Mode by choosing either Best in Show or Midnight Masquerade or explore the open-ended fun of Free Play in the Arbor Falls neighborhood.

Learn to Play

Whether you're new to *The Sims* or a veteran player, you can get a spot of training here. The

tutorials are split into two parts: The Basics and Beyond the Basics. If you are new to *The Sims*, check out The Basics, which introduces you to essential skills and concepts needed to play the game. For an overview of new features and advanced strategies, try Beyond the Basics, which covers Sim interactions, aspirations, and aging, and takes you through the intricacies of architectural design.

Note: At any time during gameplay, if you want to return to the Tutorials, click the Main Menu icon in the Options panel.

Note: To exit a tutorial before you finish it, click the Options icon in the Universal Control Panel then click the Exit Tutorial button.

Story Mode

There is initially one story to play in Story Mode—Best in Show. Once you've played Best in Show through Chapter 3, you unlock Midnight Masquerade. Each story takes you through the joy and surprises of life with pets. These stories are made up of chapters which contain set Goals. You can help Alice and Stephen accomplish their Goals and achieve their Wants. Maybe, with a little patience and some hard work, you can help them achieve their Life Aspirations (see p. 10 for more on Life Aspirations).

Goals

Each chapter has Goals that your Sim must accomplish. When they fulfill a Goal, a new one appears. Sometimes there may be a short time lapse before the new one appears. In these cases, an hourglass icon appears with a tooltip that says "Please wait."

When Alice and Sam or Stephen and Diva accomplish all of the Goals in a chapter, they earn a reward. These rewards appear in the Rewards Panel (see p. 15). To place these objects, go to the Story Rewards section of the Rewards Panel, click the reward, and then place it on the lot. You can also buy those rewards in Free Play once you've earned them in Story Mode.

Best in Show

When Alice learns that she has a limited time to come up with the cash to keep her home from the clutches of the money-grubbing Diana DeBore, her only hope is to win the regional dog show and snag the prize money. Help Alice and her loveable but rambunctious dog Sam prepare for the show. Can Alice turn the unruly Sam into a well-mannered show dog in just two weeks?

Midnight Masquerade

When Stephen's cousin gets married, two things happen: he decides that it's also time he found someone to share his life with and he agrees to watch his cousin's cat, Diva, while she's on her honeymoon. What Stephen doesn't realize is that these seemingly separate goals would impact each other so much!

- Read more about Alice and Stephen in the introductions on the loading pages of their stories.

Note: To reset either story, after installing the game:

1. Move (don't just copy) The Sims Pet Stories folder from Home Folder/Documents/Electronic Arts/The Sims Pet Stories to another location on your Mac.
2. Rename the folder SimsPetStories_Original.
3. Start the game (the system will create a new folder for *The Sims Pet Stories*).
4. Play the game and save.
5. Delete (or, if you want to use it later, rename) the current The Sims Pet Stories folder and replace it with SimsPetStories_Original folder. Change the folder name back to The Sims Pet Stories.

Free Play Mode

Free Play is classic, open-ended Sims gameplay at its best. Make your Sims happy by helping them meet their Needs and fulfill their Aspirations or make them miserable by keeping their Wants just out of reach and barely meeting (or ignoring!) their Needs. Their lives are in your hands.

- To jump right into the neighborhood, click one of the homes with a green diamond over it. Those homes are already occupied and you can enter the lot and start playing the resident family straightaway.

Construction Zone

In Free Play, you have complete access to Build Mode. From the foundation up, creating exquisite estates or ramshackle cottages is all within your grasp. For more information see *Build Mode* on p. 20.

Populating the Neighborhood

Free Play is also the place where you can create Sims. From choosing their hair and eye color to tweaking their personality traits, you design your created Sim from head to toe. You can even create parent Sims and control how they pass on their genes to their offspring! For more information on creating a Sim, see p. 4.

You can move any of the Sims in the Sims Bin into a lot, whether pre-made or custom-created. Just click the family (or individual) you want and then click the house or lot you want to move them into. They must have the required funds to purchase the house you select for them, so make sure their new digs are within their means.

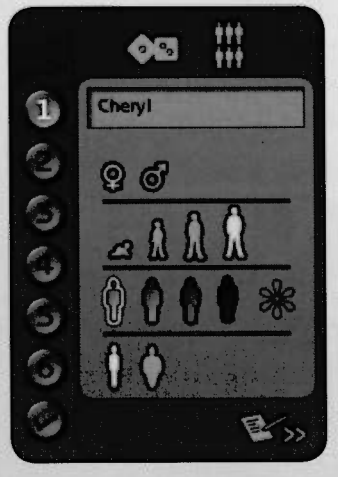
Creating Sims

Whether you want to make look-alikes for your friends and family or let your imagination run wild, Create A Sim is where you try your hand at populating the neighborhood. You can create individual Sims or entire families.

From the Free Play Neighborhood screen, click the Families icon, then click the Create New Family button. This takes you to the Create A Sim screen where the first thing to do is decide on a family name and type it into the box. Now you're ready to create your first Sim.

Click the Create A Sim icon. This brings up four choices, you can create a Sim or, if you have already created two adult Sims of opposite sexes, you can create a child by combining their DNA. If this is your first Sim, you won't be able to access the Create A Child option yet. But with up to four Sims per family, there's still plenty of time for that!

The screen below shows you which buttons to click to design different parts of your Sim.



1. **General Characteristics**—Enter your Sim's first name, write a biography, and choose gender, age, skin tone, and body shape. You also choose to start with a randomly generated Sim or an existing Sim at this menu.
2. **Heads**—Choose a pre-made head.
3. **Hair and Face**—Determine hair color and style, and facial characteristics (brows, nose, eyes, and more). Click a face region to access the sliders that let you adjust how that particular feature looks.
4. **Makeup, Facial Hair, and Glasses**—Customize your Sim with regular and costume makeup, glasses, eyebrows and facial hair options.
5. **Clothing**—Choose your Sim's attire including everyday, formal, undies, PJs, swimsuit, and workout wear.
6. **Personality and Aspiration**—Set your Sim's personality, choose an aspiration, and select their Turn-Ons and Turn-Offs.

Making Babies!

If you have two adult Sims of opposite sexes, you can choose to Make A Child. When you make a child, you get a combination of both parents' DNA—she's got daddy's nose and mommy's smile. You can alter these genetics later if you like, choose their age, and adjust their personality. To roll the genetic dice again, re-click the Make A Child button (it looks like a pacifier) and see what you get.

After you've created the Sims in your family, click the Family Relationship icon to set their relationships. At the Family Tree pop-up, drag a Sim portrait onto another and then choose the desired relationship. Children must have at least one parent.

When you're finished, click the check mark. Your family is added to the Sim Bin, but is already selected and ready to move into the neighborhood. Click a lot or house to move your created family into it. If you want, you can also leave the family in the Sim Bin until you're ready to move them into a house.

Creating Pets

From wet kitty noses all the way to wagging dog tails—create a little furry someone for your Sims to play with, train, and love.

Using Create A Pet

From the Create A Family screen, click the Create A Sim icon and then either the Create A Dog or Create A Cat icon. The Create A Pet panel appears with the six steps listed below. These steps are explained in more detail in the sections following this one.

Step 1: Name, Gender, Size, and Age—Enter a name for the pet, pick its gender, age (adult or elder), and write a bio for it if you want. If you're creating a dog, you also decide whether it's a large or small dog.

Step 2: Choose a Breed—Choose one of dozens of pedigreed breeds as a starting point.

Step 3: Coat Colors and Markings—Select the pet's coat color, fur type, markings like spots and stripes.

Step 4: Archetypes and Modifiers—Make adjustments to its face and body parts. Floppy or pointy ears, a thin or chubby body, a long snout or stubby nose—the possibilities are almost endless.

Step 5: Collars—Make sure your Sims' pets look their best too! Pets with collars can be returned to their Sims if they run away, so this is one step you don't want to neglect.

Step 6: Personality—Just like Sims, pets' personalities affect how they get along with others, how they amuse themselves, and how much they want to interact with others.

Note: If you create a really cool breed that you want to save so you can use it again, click the Save Breed icon to add it to the Breed Bin. To remove a breed, click the Remove Breed icon.

Coat Colors and Markings Unraveled

At first glance, adding layers to and designing your pet's coat seems complicated. This section sheds a little light on what is actually a pretty easy process.

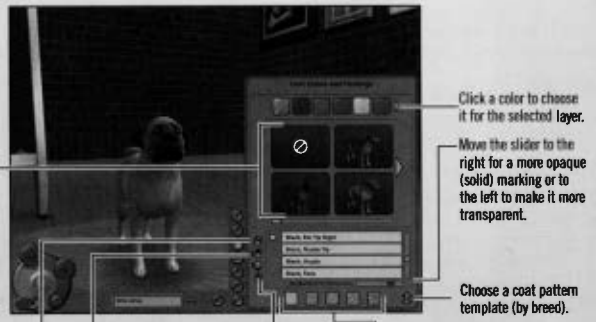
Pets have unlimited layers that make up their coat. The base layer is the primary coat, upon which all other layers are built. To add a layer, click the Add Layer button. Then select the new layer from the center of the window and choose a marking for this layer. Making a Dalmatian? Add spots! Want your pooch to have a rakish look? Give him an eye patch. Once you've selected a marking, pick a color from the top of the window.

Look at the preview of your new pet on the left side of the screen to see how your changes affect it. If you don't like the color or marking you picked, simply select another until you're satisfied.

Layers stack on top of each other, so that the markings on lower layers are covered by the markings above them. You can move a layer by selecting it and clicking the Move Layer Up and Move Layer Down buttons.

The Opacity Bar lets you modify how see-through a layer is. For example, move the bar completely to the right, to make a black layer completely dark. Move the Opacity bar to the left side to make the layer more transparent.

With a little experimentation, you'll soon be making a huge variety of coat types for both dogs and cats.



Note: If you added a new layer and you can't see it, make sure that it isn't buried beneath another layer. Also, if the layer's color isn't different from the color of the layers beneath it, you might have a hard time seeing it.

Body and Face Modifiers

Make adjustments to almost every part of the pet's body to create the perfect pet.

Fur Accessories	Why limit beards to your Sims? If you want to give your dog a canine beard, this is the place! You can also add other Fur Accessories, like a layer of fluff for a sublimely soft cat or bushy eyebrows for a scruffy old dog.
Coat Shape	Some breeds have fur that is thick and sticks out from their bodies while others are smooth and sleek. This is where you determine what your created pet's coat is like. Markings you selected in the previous step are not affected by changing the coat shapes.
Full Pet	Change the body and face shape together.
Body	Quickly turn Tiger into a chubby cat or Scruffy into a scrawny dog by selecting a body archetype, then adjusting the legs, belly, and chest portions as you like.
Face	Choose one of the generic pet faces, then use the sliders to change the shape of the face and make specific adjustments to facial features.
Brow and Eyes	Select an eye color and adjust the shape and position of the eyes and brows. You can give a pet two different colored eyes by selecting the eyes individually and assigning each a color.
Snout and Jaw	Pick from an assortment of snouts, then make adjustments to the shape and size of the jowls, snout, nose, and jaw.
Ears	Change the shape, size, and position of ears.
Tails	Pick a tail and then adjust the size.

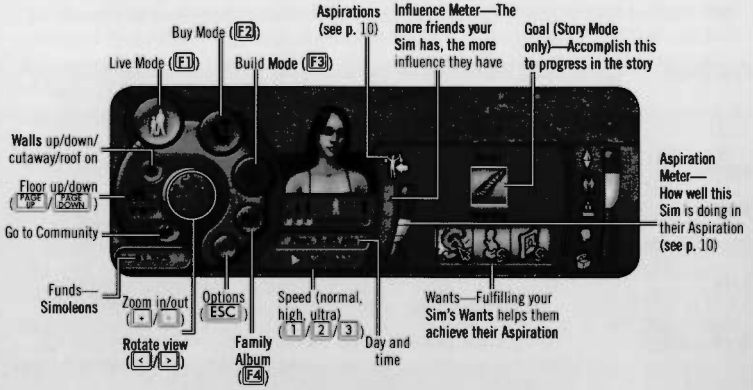
Pets with Personality

Pet personalities are less complicated than Sims' personalities. You can adjust a pet's personality to reflect an extreme or leave it in the center for a more neutral outcome.

Genius ... Doofus	Set your cat's smarts at amazingly intelligent, run-of-the-mill average, or stupidly silly.
Hyper ... Lazy	Will your pooch run circles around its Sims, amble along at a normal pace, or be hard-pressed to raise its head from an unending nap.
Independent ... Friendly	Some animals can't be bothered with the world around them, whereas others want to get to know everyone who comes into the yard. Determine if your Sim's pet is a hermit, social butterfly, or somewhere in between.
Aggressive ... Cowardly	Choose a pet's fighting instincts from bullying bulldog to cowardly kitten.
Pigpen ... Finicky	Does this pet not care how dirty its bed is, or does it turn up its nose to anything but the finest pet cuisine?

The Basics

Universal Control Panel (UCP)



General Tools

These General Tools are available in both Build and Buy Modes (see p. 20).

Hand Tool (H) Pick up objects and move, rotate, or delete them. Press < and > to rotate items, DELETE to get rid of them, or reposition your cursor and click to put it somewhere else.

Eyedropper Tool (E) Use this tool to clone an item. Select the tool and then click the item you want to clone. It appears attached to your cursor. When you click to place it, the cost is deducted from your Sims' funds.

Design Tool (R) This tool is great for giving certain items a facelift. Use it to choose new fabric or finishes for furniture and more.

Day/Night Toggle (L) View your creation by the light of day or see how your lighting fixtures set the mood at night.

Top Down View (T) Set your camera in the skies and look down on your creation. To bring your camera back to earth, click the Top-Down View icon again.

Undo/Redo (CTRL-Z / CTRL-Y) Oops! Eradicate a mistake with a click of the Undo icon. If you decide it wasn't sooo bad, you can click Redo.

Navigation

Changing Your View

You can alter the way you view the in-game actions with the camera controls. You can zoom in or out, rotate or reposition the camera, go up and down floors (in multistory houses), and view a building with walls in several different positions (up/down/cutaway/roof on). Press ESC and choose the Movement tab to see all the different ways you can watch your Sims or view the Quick Reference Guide card enclosed in your pack.

Moving a Sim

To move a Sim, click a spot on the ground or floor where you want them to go and then choose GO HERE.

Live Mode

In Live Mode, your Sims age, form relationships, fulfill their Aspirations, experience heartbreak, and eventually die. Sims are complex creatures. Read on to understand their Needs, Wants, and Aspirations.

Controlling a Sim

Select a Sim

There are several ways to select a Sim. Press SPACEBAR or N to activate and center the next Sim in the family thumbnails, or click a thumbnail to activate that Sim without changing your camera view. Lastly, you can also right-click a Sim to select them.

Actions and Interactions

To direct a Sim to interact or use an object, click the object and then choose an action from the pie menu. You can schedule more actions by clicking different objects and choosing actions. Those actions appear in the Sim's action queue, which is at the top left of the screen.

To interact with another Sim, click the second Sim and choose one of the available interactions. The interactions that are available depend on the relationship between those two Sims.

To cancel an action (or interaction) in a Sim's action queue, click the thumbnail for that action, and it disappears.

Autonomous Actions

Sometimes Sims have their own ideas about what to do and how to behave and these ideas are not always the most productive or socially acceptable. However, it can be useful too because Sims will usually make sure their basic Needs (Bladder, Hunger, etc.) are met on their own. You can revoke this option by turning off Free Will in the Options menu.

Aspirations, Wants, and Goals

Aspirations

What does your Sim most value? All Sims have an Aspiration. It is the driving force in their life and what matters the most to them. When they do things that support or further their Aspiration, they feel generally happier about their lives. If Sims don't make progress with their Aspirations, they get anxious and worry.

Your Sim's Aspiration can be Family, Romance, Knowledge, Fortune, or Popularity. To view their Aspiration and progress, hover your mouse cursor over the Aspiration meter on the Wants & Aspirations panel of the UCP.

Aspiration Meter

The Aspiration Meter reflects your Sim's level of life satisfaction. This level is affected by fulfilling Wants.

Green	A green Aspiration Meter means your Sim is feeling pretty good about life.
Platinum	Sims who achieve the platinum level are ecstatic about their lives and are extremely productive.
Red	A Sim with a red Aspiration meter is a depressed Sim. Take extra care to help them overcome this unhappy state.

- Your Sim's Aspiration Level resets when they enter a new developmental stage (teen to adult, for instance). Their new level is determined by how your Sim did on their Aspirations in the previous developmental stage.

Wants

Sims also have Wants which are smaller accomplishments that help them progress toward their life Aspiration. Every time your Sim fulfills a Want, they earn Aspiration Points which you can use to purchase Aspiration Rewards. Monitoring your Sim's Wants is a good way to make sure that you're helping them spend their energy and time on things that really matter to them.

In Free Play, Sims have four Wants. In Story Mode, they have three Wants and a Goal. (For more on Goals, see below.)

- To see what your Sim needs to do to fulfill a Want, click its icon. You can also see how many Reward Points your Sim receives for fulfilling it.
- Click the Aspiration icon to open or close the Wants panel.
- To lock a Want, so that it doesn't change until your Sim accomplishes it, right-click the icon. To unlock it, just right-click it again.

Goals

In Story Mode, Sims also have Goals to help guide them through the story. In many cases, they need to fulfill Wants as they work to accomplish a Goal, which can take a bit more effort and time. When your Sim completes all of the Goals for a Mission, they earn a Story Reward.

Needs

Your Sims have Needs. It's up to you to help them meet these Needs. If a Sim's basic Needs aren't fulfilled, their Mood suffers. A Sim in a bad mood may not be willing to perform less pleasant tasks like cleaning, looking for work, doing homework, or studying. For a quick read on your selected Sim's overall mood, check out their diamond, their thumbnail background in the Sim Chooser, or the Mood Meter in the Needs panel. When these are highlighted in green, your Sim is feeling good. Red indicates that your Sim has had better days.

If your Sims' Needs are severely neglected, they may experience needs failure. Needs failure occurs when the Energy, Bladder, or Hunger Need plummets to the bottom. Your Sim may end up passed out or standing in a malodorous puddle on the floor. If your Sims experience Hunger failure, they die.

Hunger	Sims can cook, order food to be delivered, or eat meals that other Sims prepare. Click the fridge or stove to make a meal or, for simplified hunger sating, choose the Have a Snack option.

Restocking the Refrigerator

As Sims consume the food in their fridge, their stocks run low. They can have groceries delivered by ordering either on the phone or online, or they can visit a community lot with a grocery stand to get more provisions.

Tips Sims with higher cooking skills prepare better meals more easily. Sims improve this skill by watching cooking shows on TV, studying cookbooks, and with practice preparing meals. But beware, Sims with little or no cooking skills may be hazardous in the kitchen!

Comfort	Take it easy! Sims unwind by relaxing on a bed, taking a soothing bath, or simply sitting in a comfy chair.
Bladder	Sims should have a toilet to relieve this need. If they don't have one, they'll relieve it anyway, but with much more mess and mortification. Toddler Sims should be taught to use a potty chair.
Energy	Rejuvenate your Sims with an energizing snooze. A full night's sleep in a cozy bed is best, but a power nap on the sofa can perk them up in a pinch. If they don't have time for a nap, grab a cup of coffee or, for even more kick, an espresso.
Fun	Sims enjoy different pursuits depending on their personality. They may enjoy reading, watching TV, playing video games, and more.
Social	Even the shyest of Sims needs to interact with other Sims or pets to stay in the green. They can call a friend, chat online, or spend some time with other Sims or pets. But just being in the same place isn't enough. Sims must interact to reap social benefits.
Hygiene	Dirty Sims are at a social disadvantage. Stench-o-riffic Sims can tidy up by taking a shower or bath or washing their hands. Toddlers need time in the tub, while babies can be bathed in the sink.
Environment	Sims are happier (and healthier) in clean surroundings that are furnished with nice objects. A few decorative objects can go a long way towards improving this need.

Pet Needs

Pets have similar needs to Sims, with one major difference. Instead of the Environment Need, pets have a special need, depending on whether they're dogs or cats.

Chew	Dogs need to exercise their chompers and one way or another, they're going to fulfill it. Provide pups with appropriate chew toys to keep them from crunching the couch.
Scratch	Kitties like to sharpen their claws. Purchase a scratching post to save your sofa from becoming modern art *à la chat*.

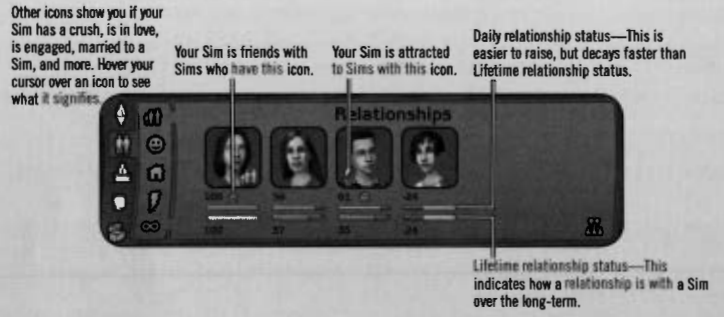
Ah-Choo!

Sims can get sick and pass their illnesses on to other Sims. As you might expect, being under the weather is not good for Mood, Hygiene, or Environment. But with extra rest, your Sims should soon be right as rain.

Relationships

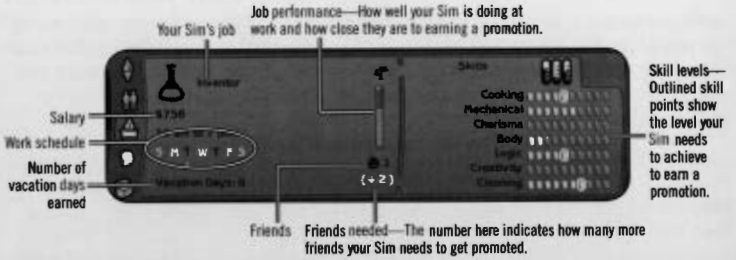
Relationships determine how Sims interact with each other. Building relationships takes time. As relationships develop between Sims, their options for social interaction change. See where your Sims stand with other Sims in their neighborhood by viewing the Relationship panel.

As Sim's make new friends, their Influence also increases. Sims with more influence can more easily get other Sims to do their bidding. If your Sim has enough influence, click another Sim and choose INFLUENCE TO... then pick one of the available actions. A couple of other things also affect whether the other Sim will perform the requested action: their relationship with the first Sim and their mood.



Skills and Career

Unless your Sims inherit a huge fortune, they will need to work to earn money. To progress in their chosen career, Sims need to acquire social networks and Skills. Higher skill levels enable them to earn promotions—and larger salaries. Sims can develop their abilities at any age, so making sure young Sims do well in school and learn skills while playing for a payoff later in their life.



Making the Grade

Young Sims don't have jobs, but they do need to go to school and hit the books. Their Job Performance meter shows how well they're doing in school. Make sure they do their homework and head off to school in a good Mood.

Skills

Cooking	Sims with high cooking skills make better meals. Earn cooking skills by studying cookbooks, practicing cooking, and watching cooking shows on TV. Children can also gain cooking skills by playing with the Little Baker Oven.
Mechanical	Sims with high skills in this area can repair household objects, but take care when attempting to fix electrical goods—the outcome could be shocking.
Charisma	Highly charismatic Sims can easily please and persuade others. Plus they tell better jokes. Gain charisma by practicing speaking in front of a mirror.
Body	If your Sim has built up body skills, they are less prone to get ill, and they are better primed to win fights. Swim, work out on a machine, or exercise in front of the TV or to music to up your Sim's body skills and fitness level.
Logic	Put your Sim's thinking cap on and puzzle over the crossword in a newspaper, play a game of chess, or gaze through a telescope to increase their mental skill.
Creativity	Sims can increase their creativity by playing musical instruments, painting on an easel, or writing a novel on a computer.
Cleaning	Keeping their home spic-and-span naturally increases this skill, but if a Sim is hard pressed to gain points in a spotless house, studying a cleaning book helps them shine.

Tips: Many skills can be learned by toddlers and children when they play with different toys. Check the toy descriptions in the Buy mode catalog to see how they can help young Sims develop and provide your younglings with these fun skill builders.

Simology

The Simology panel gives you a glimpse at your Sim's life story, memories, personality, and more.

Bio

If you created this Sim, the Bio is where the background story that you wrote in Create A Sim (see p. 4) appears. If you didn't create this Sim (if it was one of the ready-made Sims), there is a pre-existing bio. Either way, you can always update a bio by clicking in the Bio box and adding new details or editing old ones.

Personality and Fitness

Sloppy Sim or a neat freak? Fit or fat? This panel displays your Sim's personality and fitness level.

Personality affects the way Sims react to the world and other Sims around them, how their needs decay over time, what they like to do, and more. You can assign Personality Traits when you use the Create A New Family tools (see p. 4). Otherwise, Personality Traits are inherited from a Sim's parents.

There are ten Personality Traits that affect a Sim's behavior. Personality Traits are grouped in pairs and represent opposite ends of a scale. Hover your cursor over a trait to see its description and how it might affect your Sim's behavior and relationships.

The Fitness Meter gives you a quick read on your Sim's fitness. If Fitness Levels get too low, your Sim will probably put on weight. To keep them slim, make sure they engage in fitness building activities like swimming or using exercise equipment.

Interests

Sims all have a unique combination of Interests that they can talk about. Sims who share similar Interests are more likely to have positive interactions. Sims can buy and read magazines to increase particular Interests. However, once a Sim has maxed out their Interest Levels, building more interest in one area results in a decrease in another Interest.

- Hover over an Interest to review information about it, including ways to build that Interest.

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

Memories

When significant life events occur, your Sims keep them as Memories. You can access your Sim's memories with the Memory panel. Memories are stored chronologically.

- Hover your cursor over a Memory icon to view the name of the Memory. Click a Memory icon to view information about that Memory.
- When a Sim experiences a memorable moment, a Memory icon appears and spins above their head. The moment is then stored in the Memory panel.

Chemistry

Sims are attracted to some Sims more than others. When two Sims have good chemistry, they build relationships more quickly and easily. You'll know your Sim has good chemistry with another Sim when lightning bolts appear by their thumbnail in your Sim's Relationships panel. When your Sim thinks about a Sim they're attracted to, a cloud of hearts appears around their thought bubble.

Turn-Ons and Turn-Offs

Your Sim's Turn-Ons and Turn-Offs help determine what they're attracted to in another Sim. When you create a Sim, set their Turn-Ons and Turn-Offs on the Aspirations screen.

Rewards Panel

Inventory

Keep your Sim's stuff—wherever they go. To put something in their Inventory, select the Rewards panel and click the Inventory button. Then drag an item, as long as it's allowed and not currently in use, into the panel.

Rewards come in three types: Story, Aspiration, and Career. Purchase rewards from one of the three catalogs to give your Sims a helping hand on life's path.

Story Rewards

As you progress through Story Mode, your Sim is awarded with certain items for accomplishing different goals. Once you earn these in Story Mode, you can use them in Free Play too.

Aspiration Rewards

Your Sim earns Aspiration Points for achieving Wants. When they have earned enough, you can use them to purchase Aspiration Rewards. But choose wisely, as Aspiration Rewards are not refundable.

Tips: Be careful when your Sim uses an Aspiration Reward. If a Sim has a low Aspiration Score while using it, the results may not actually be rewarding!

Career Rewards

Career Rewards help Sims boost Skill Levels so they can advance in their professions. Sims unlock certain Career Rewards when they reach different job levels within a career. The Reward can be used by other Sims in the household, improving their abilities as well.

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

Aging

A Sim's lifespan has five distinct stages, each with its own unique challenges and opportunities.

Babies — You can tell when a baby Sim is unhappy by their yellowed thumbnail—and their angry wail. But it's hard for a baby to express exactly what they're unhappy about and there are no Need meters to check.

Toddlers — Toddlers learn as they play and need to be taught some fundamental skills by their family—how to walk, speak, and use a potty. But they grow up fast, so make the most of this time.

Children — Then it's off to school. Children must attend school and study to get passing grades. Ensure that they also have fun and make friends to keep their young lives balanced.

Teen — The teenage years are important for Sims. This is when they establish their life Aspiration. They can also get an after-school job and help around the house with younger siblings or even cook family meals.

Adults — Once a Sim becomes an adult, all of the options of a grown up are available—working full time, starting a family, and even woohooing. Sims who have led happier lives tend to live longer, but all Sims die eventually. When they do, the Sims who enjoyed good relationships with them receive a life insurance payment. How much an heir receives is determined by their Lifetime Relationship and the Aspiration score of the deceased Sim.

Happy Birthday!

When a Sim is about to transition into another life phase, a notice appears in the upper right hand corner of the game screen. Any time after seeing this notice, you can use the phone to throw a birthday party. If you skip the festivities, your Sim matures into the next stage anyway, but with slightly less fanfare.

Moving Out

When a Sim reaches adulthood, they can choose to MOVE OUT by using the newspaper or computer. However, they don't have to go alone; they can take other family members with them. These new families are transferred to the Families Bin, where you can move them to a new lot. Adult Sims can also be invited to join an existing family.

A Guide for Sim Pet Owners

The joys of owning a pet are endless, but the puppy (or kitty) love also comes with many unique challenges. Check out this section to see what your Sims are in for when they bring home a furry friend.

Training Pets

Both praising and scolding help Sim pets learn different behaviors, but they have different impacts on their relationship with the educating Sim. Scolding tends to decrease a pet's regard for a Sim, while praise builds a stronger bond between Sim and pet. If your Sim has a great relationship with their pet, they can probably afford a few stern words to lecture their misbehaving pet. However, new relationships may fare better if Sims focus on encouraging good behavior instead of scolding for bad.

Learned Behaviors

There are several behaviors that your Sims should teach their pets early on to keep harmony in the household. If your Sims prefer rebellious pets and a more volatile environment, they can also train them to misbehave by encouraging behaviors that aren't typically prized. The descriptions below outline how to encourage the behaviors that are usually valued in pets. To teach pets otherwise, reinforce the opposite actions.

Housebroken/ Yardbroken — Reinforce a Sim pet to relieve itself in an appropriate spot, either using a litterbox (cat) or going outside (dog).

Eat Pet/Sim Food — Pets can learn to eat their own pet food or to scarf up any Sim food left unattended.

Playful/Hostile — Wish that your Sims' pets were more fun? Reinforce frisky behavior by praising them for playing.

Clean/Filthy — Some pets (cats!) are tidier than others, but you can encourage all pets to keep clean—or create a stinky-poo by praising dirty deeds.

Respectful/Destructive — Reprimand pets for chewing up or sharpening their claws on furniture and praise them for using scratching posts and chew toys.

Stays Off/Goes On Furniture — Train pets to keep off the couch or encourage them to make themselves at home on all of the furniture. You can also train pets specifically to stay off or go on beds.

Calm/Disruptive — This behavior influences whether a pet gets along with the other animals in the house or creates chaos all around it.

Good Breeding

Sims can breed their dogs and cats to produce squirming litters of adorable and oh-so-tiny offspring. Just like Sims, pets have genetics, so puppies and kittens will inherit the appearance of their parents, as well as their personality traits. With a little patience your Sims can raise generations of feisty pups and sweet kitties.

To breed, there must be a male and female of the species (dog or cat) on a lot, and a pet house. Choose a Sim and then click the pet you want to breed and select TRY FOR OFFSPRING WITH... and then choose the name of the second pet. There must be a high relationship between the first pet and the Sim, as well as between the two pets selected to breed. If the relationships are high and they are in a good mood, they will retire to the pet house and, if successful, the female will eventually give birth to a litter of little ones.

Pet Services

There are a number of services available to help your Sims and their pets get off on the right paw. Help is just a phone call away!

Pet Adoption Service Looking for a new four-footed friend for your Sims? Call to find out about the animals available at the local adoption center. You can view available large dogs, small dogs, or cats and review their personalities and see which behaviors and commands they know.

Give up Pet for Adoption Did your pets give birth to more puppies or kittens than your home can handle? Maybe you have two pets who can't get along? No worries! Call the Adoption Service to find homes for every pet you can't keep. Note: This option is only available in Free Play.

Obedience Trainer Some Sims and pets need help. In those cases, call in a training professional to help teach a stubborn pup or snarly puss some manners. The Obedience Trainer can also help Sims who have unusual nighttime appetites.

Pet Registry Have you created the perfect breed? Call to register the pet so that it appears in the Breed section of Create A Family. You can also choose this option to rename a cat or dog.

Report Pet Lost Nothing is more traumatic than a missing pet. If your Sim's forgot to buy a collar for their beloved pet, they can use this option and hope for the best. Note: This option is only available in Free Play.

Working Like a Dog... or a Cat

That's right! Your Sims can send their pets out to earn their keep. Sims can set up their über-poodle as a rescue dog or their slinky Siamese as a showbiz star. Just like with Sims' jobs, pets must perform well to earn promotions. Review the a pet's Skills and Careers panel to see its job title, job performance level, and the commands it must learn before it can be promoted. You can also see a pet's current salary, working hours, and vacation days here.

To find a job your Sims' pets, use a newspaper or a computer and choose FIND PET JOB FOR... and then pick the career-bound pet.

Pet Career Paths

Your Sims' pets can choose one of three career paths and, by working like a dog—or cat—they can climb to the top of their chosen field.

Security This is a career path for courageous critters who are committed to making Sim cities safer places.

Showbiz Pets who enjoy being the center of attention thrive in this career path that gives them a shot at the spotlight.

Service This field is perfect for pets who want to give something back to the community.

Tricks on Command

Sims can teach their pets a myriad of tricks to perform on command, and they'll need to if they want their little creature to get ahead in their pet career. To direct a Sim to teach a pet a trick, click the pet you want them to teach (with the desired Sim active) and choose TEACH COMMAND. When the pie menu appears, click the trick that you want the pet to learn.

Your Sims can also reward their pets with a treat. Click the pet, choose GIVE LOVE... and then choose the FEED TREAT option.

Contained Critters

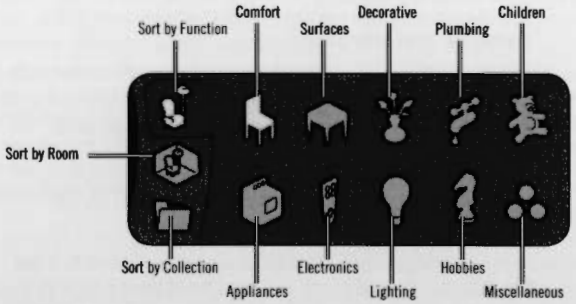
If owning a dog or a cat is too big of a commitment for your Sims, they can still add a lower-maintenance pet to their lives.

- To purchase a Womrat, choose an FMCU 3000 from the Miscellaneous > Pets category of the Buy Mode catalog. Place the cage in your Sim's house and then have your Sim STOCK the cage with the small fuzzy mammal of their choice.
- For an aquatic addition, choose Decorative > Miscellaneous from the Buy Mode catalog. Then purchase either an Aquabox Five Gallon Aquarium or, for a few more Simoleons, a Mr. Maritime saltwater aquarium. Once your Sim stocks it, they'll be swimming in fishy friends!

Sims Gift Codes

As your pets get promoted, they not only earn Simoleons, but they unlock customizable Sims Gift Codes that you can share with your friends who play *The Sims 2 Pets*, regardless of what platform they play on! To see what your pets have unlocked, go to the Options menu, click the Game Options icon, and then click the Sims Gift Code icon

Buy Mode



There are several ways to sort through the catalog items. The View by Function sorts items into these categories: Comfort, Surfaces (like tables and countertops), Decorative, Plumbing, Appliances, Electronics, Lighting, Hobbies, and Miscellaneous. You can also sort by room (such as bathroom or kitchen) or by Collection.

Collections are groups of items that share a similar design, such as the Central Asian collection. You can also create new custom collections to group favorite items together for easy access.

- Hold [SHIFT] to buy multiples of the same item.

Build Mode

Create anything from an impressive mansion to a tiny cottage, then construct functional and inviting community lots for your Sims to enjoy. It all happens in Build Mode.

To enter Build Mode, click the Build Mode button. The game pauses but resumes at the previously set speed when you return to Live Mode.

- Each Lot has a designated area within which you can build and landscape. For some construction elements (e.g., flooring), a global grid shows where you can build or place objects. For other elements (e.g., stairs), a grid displays under your cursor as you roll over the area showing where you can build or place objects.
- Houses can have a maximum of three floors, plus a foundation and a roof.

The Perfect Spot

The first thing to do when you want to build is find the right place in the neighborhood—something by the water, a little place near the shops, or a hillside retreat that overlooks the town.

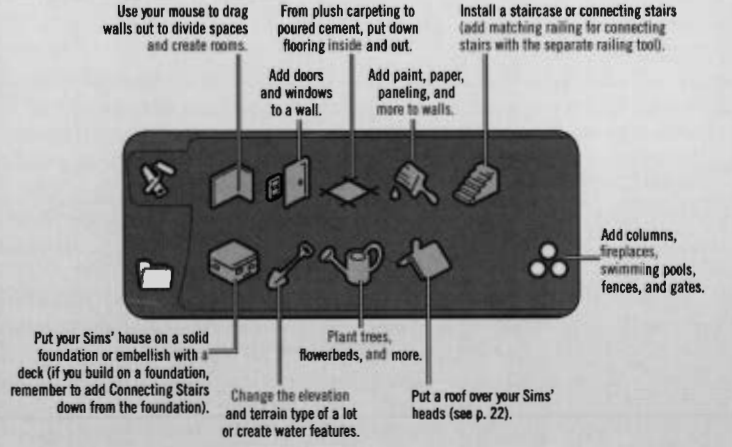
You can choose a lot that already has structures built on it then go in and rebuild, or you can add a new, vacant lot and start from the foundation up.

From the Neighborhood view in Free Play, click the Empty Lots icon and then click the size of lot you want to place. Position your cursor where you want to locate your lot and click. Your lot needs to be positioned so that the arrow is pointing toward and touching the road. To rotate it, hold the left-mouse button and move your mouse. If you cannot place a lot in your desired location, the footprint turns red. If it's a good spot for your lot, the footprint turns green. Click the lot again to enter it and start construction.

- You can also choose a pre-made house from the Houses Bin and place it in the same way that you would place a lot. These pre-fab homes come with their own lot, so you don't need to place a lot first.

The Build Mode Catalog

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



Ready, Set, Build!

Some of the items in Build Mode function as objects, for example, a fireplace—use the cursor to place these items in the house. Others are tools that allow you to build various elements, like walls or floors.

There are costs associated with both objects and tools. For tools, the more you use them, the greater the cost (for example, more flooring tiles = more Simoleons). If the cost displays in red when you're using a tool, your Sims don't have the funds for the desired project.

Building Shortcuts

Click + drag mouse	Apply the selected tool's action to a larger surface area
SHIFT-click	Apply the selected tool's action to an entire room
CONTROL + build tool	'Un-build' certain constructions

Deleting Items

To remove objects, select them using the Hand tool and press DELETE. For objects, you get a refund depending on the depreciated value of the object. For architectural elements, the full purchase price is refunded. To delete most architectural elements, press CONTROL in combination with the selected Build Tool.

Topping it Off

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

- To create a roof, first select a Roof Type. Your cursor changes to the Roof Types Tool cursor.
- Click the top of existing walls and drag out your roof. Start by clicking where you want one corner of the roof, then hold and drag the cursor to the opposite corner. A preview of the roof appears as you drag the cursor. If you are having trouble drawing the roof where you want it, use the Floor Up and Floor Down buttons to make sure you're building on the correct level.

Note: The space directly under a roof is probably too tight to use unless you put in a dormer (see below).

Roof Types — There are six different roof types to choose from: Long Gable, Short Gable, Hipped, Mansard, Shed Gable, and Shed Hipped.

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

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

Auto Roof Tool — Add an automatic roof for all indoor (enclosed) rooms on the lot at once, in a chosen style. You can edit an auto roof using any of the Roof Tools.

Get More!

You can get more stuff by downloading custom content from *The Sims Stories* community. Click the Update Browser button to access TheSimsStories.com. Enter your username and password when prompted. (You set these during installation by using Electronic Registration. If you did not create a user name or password during installation, you can do so at any time.)

If you check Auto Login, you are automatically logged in next time you access TheSimsStories.com from within the game.

After you log in, you have access to *The Sims Pet Stories* content from TheSimsStories.com. Follow the instructions on the website to download Additional Content. Your game must be closed before downloading any additional content. After you have downloaded all of the new content double-click on the newly downloaded objects to install them into your game through the package installer. When you start your game all new objects will be within your buy mode catalog. (All downloaded content will be marked with a custom content icon.)

- To delete content that you downloaded, click its thumbnail and then click the trash bin icon.

Options

From adjusting volume levels to giving your Sims free will, the Options panel lets you decide how you play.

Graphics/Performance Options

The Sims Pet Stories automatically sets the Graphics/Performance Options to ensure the best performance based on your computer specifications. If you make changes, you can click the Default Settings button to return to these auto-detected settings. You can experiment with the quality settings to see how it affects your system and gameplay.

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

A Bigger Picture

The default mode for gameplay is Windowed Mode, which let's you easily access other applications and keep in touch with friends via email or instant messaging. If you want to play with a full-screen view, turn Windowed Mode OFF in the Graphics/Performance Options careen.

Audio Options

You can adjust the volume for all of the audio in the game (voices, effects, music, etc.). To mute something, click the X next to the volume slider. You can also set which songs are played for each category of music and set the playlists of different game modes.

Note: If you want to listen to your own songs, place your music files (MP3s) in the pre-made folder - Home Folder/Documents/Electronic Arts/The Sims Pet Stories/Music. The songs are then available in the Audio Options panel. The Music folder is generated after you have played the game once, so don't look for it right after you install the game.

Game Options

These options control various game-wide settings.

Note: Some settings are not available in Story Mode.

Edge Scrolling	When ON, your Sim world automatically scrolls when you move your cursor to the edge of the screen. Note: This option only functions in full screen mode.
Catalogs Display Custom Content	Get all of the goodies you downloaded from the Community in your Buy and Build catalogs.
Display Custom Content	Dialog at Startup If custom or modified content is detected on your computer, it notifies you when you start the game.
Auto Login	When OFF, the game always asks for a user name and password for Internet access from the game.
Sim While Minimized	When ON, the game runs even when you switch to a different application. When OFF, the game pauses if you ALT-TAB to a different program.
Camera Rotation	Choose DEFAULT or SIMS 1 STYLE to suit your taste. This toggles the direction that the game rotates.
Lot View Options	Adjust various settings that determine how you view different aspects of the game from within a lot and how you can interact with Sims outside of the selected lot.
Free Will	When ON your Sims have the free will to make autonomous decisions. If OFF, you control every moment of their lives. Free will applies only to the household you are currently playing.

Camera Options

Camera Options let you adjust settings for the Game Camera and Camera Snapshot.

Hints and Tips

- All items are not created equal. In general, more expensive items fulfill Sims' Needs better and more quickly than less expensive items. Check the Buy Mode catalog to see how well an item serves its function.
- If your Sims can't perform an action that you've assigned, they let you know by demonstrating their frustration (usually by stomping, pointing, and shrugging) and their thought bubbles provide another clue. You might need to reposition the item you wanted them to use, or make sure they have a clear path to get to it.
- Sims' personalities can have an effect on how well they do in their chosen profession. If your Sim is not an active sort, but is working in a field that requires higher body skills, they are at a disadvantage compared to more active Sims in that same field. Keep that in mind when your Sim decides which job to take.
- When building a first house, moderate your spending. Build to match the needs and number of Sims in the family.

Performance Tips

System Requirements

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

Aspyr Technical Support

To register your copy of this game please go to:

http://www.aspyr.com/register

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

- Complete product title
- Exact error message reported (if any)
- A brief description of the problem
- Your computer's processor type and speed (PowerBook 1.5 GHz, Power Macintosh G5 1.8 GHz etc.)
- Amount of RAM (MB, GB)
- Make and model of your video card (ATI, Nvidia)
- Speed of your CD-ROM or DVD-ROM drive(16x, 4x, etc.)
- Operating System (Mac OS 10.3.8, Mac OS 10.4 etc)

Contact us over the Internet:

If, after reviewing all the known issues in this Readme file, you are still having difficulties, please visit our online technical support page at

http://support.aspyr.com/, and click on the "Browse Knowledgebase" link. If your problem is not currently listed under "Game Issues", then please gather all information regarding the problem, including attempts to resolve the problem, error messages, and computer specifications and open a support ticket located at http://support.aspyr.com. This form will then be sent to Aspyr Media Technical Support.

Contact us by Phone:

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

You can also contact Aspyr Technical Support by mail:

Aspyr Media, Inc.

P.O. Box 5861

Austin, TX 78763-5861

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