

The logo for 'The Sims 2 Body Shop' is centered on a dark blue background. 'The' is in a small, light blue font. 'SIMS' is in large, white, stylized letters with a blue outline and a green diamond on the top of the 'I'. '2' is in large, green, stylized letters with a blue outline. 'Body Shop' is in a smaller, light blue font below the main title.

The **SIMS** 2
Body Shop

Manual

TABLE OF CONTENTS

INTRODUCTION.....	1
INSTALLATION	1
BUILD SIMS.....	2
CREATE PARTS MODE	9
QUITTING <i>THE SIMS™ 2 BODY SHOP</i>	13

SYSTEM REQUIREMENTS FOR *THE SIMS™ 2 BODY SHOP*

- Windows XP, Windows Me, Windows 2000, Windows 98 (Windows 95 and Windows NT are not supported)
- 600 MHz Intel Pentium III or AMD K6 processor
- 256 MB RAM
- 8x CD-ROM/DVD-ROM drive
- 450 MB free hard disk space
- 32 MB Direct3D capable video card with DirectX 9.0b compatible driver capable of T&L
- DirectX 9.0b compatible sound card
- Keyboard
- Mouse

NOTE: Since *The Sims 2 Body Shop* and *The Sims™ 2* share resources, the two applications cannot run at the same time.

INTRODUCTION

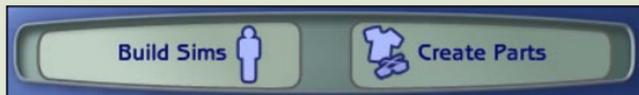
What would it be like to play with Sims that look just like you? Your best friend? The alien next door? With *The Sims 2 Body Shop*, you can create Sims that resemble anyone you like—or even someone you've never set eyes on.

The Sims 2 Body Shop is a stand-alone version of the **Create A Sim** feature that will be part of *The Sims 2*. With *The Sims 2 Body Shop*, you can create custom Sims and modify their appearances as you wish. When you place your creation in the game, watch how nature and nurture interact. See how genetic traits like noses and eye shapes that you have assigned are passed on to sons and daughters, grandsons and granddaughters.

Have you developed a Sim worth cloning? Save your creation for you and your friends to use, or package the DNA matter to *TheSims2.com* so all can admire your finesse in tinkering with the processes of natural selection and accessory design. Then watch what happens when you bring your masterpiece to life in *The Sims 2*.

OVERVIEW

The Sims 2 Body Shop is divided into two main modes: **Build Sims** and **Create Parts**.



Build Sims allows you to unleash your appearance-altering powers. Build Sims mode also lets you package your Sims to share with your pals or even the whole world of *TheSims2.com*.

Create Parts mode is where you can really tap into your inner Dr. Frankenstein. Use the Create Parts mode to modify existing Sim parts. Create custom hair shades, skin tones, eye color, clothing, and more. The parts you painstakingly alter and develop will come to life in *The Sims 2!*

INSTALLATION

FROM CD

If you are installing from a CD, insert the disk into your CD-ROM or DVD-ROM drive and follow the on-screen instructions to install *The Sims 2 Body Shop*.

FROM DOWNLOAD

If you downloaded the self-executable installer, simply double-click the file and follow the on-screen instructions.

INSTALLING NEW CONTENT

You can download extra content (clothes, hair, makeup, etc.) to use in *The Sims 2 Body Shop*. To install the content you've downloaded, make sure that you have *The Sims 2 Body Shop* installed on your computer and **not** currently running. Double-click the file and follow the on-screen instructions. The next time you launch the tool, the new content will be there!

BUILD SIMS

In **Build Sims** mode, you can build your own Sims, clone existing Sims, and package 'em up to send into the world to live lives you never imagined.

Click the **Build Sims** button at the top of the screen, then choose **Build or Clone Sims**. You've now entered the world of the **Sim Bin**. Any Sim you create in *The Sims 2 Body Shop* is saved to the **Sim Bin**. This is also where you can delete Sims you no longer want, or clone Sims you've already made to use as a starting point for a new one.



BUILD A NEW SIM

- Click the big **+** sign in the **Sim Bin** to build a new Sim. A randomly generated Sim appears in the preview area, ready for your changes.
- Choose your Sim's gender, age, and body type. If you want a grandmother (with a nice comfy lap for the grandkids), set your Sim to Female, Elder, and the larger Body Type. If young and fit is what you're looking for, you may want to choose Teen, Male, and the smaller Body Type.
- The changes you make appear immediately on your Sim in the preview area.

CLONE SELECTED SIM

- If there is a Sim you want to use as the starting point for a brand new Sim, go to the **Sim Bin** and click your chosen subject. Then, click the **Clone Selected Sim** button at the bottom-right of the screen. 
- Now you can make any changes you want to the cloned Sim and, when you're done, they will be saved as a whole new Sim in your **Sim Bin**.

ROTATING YOUR SIMS

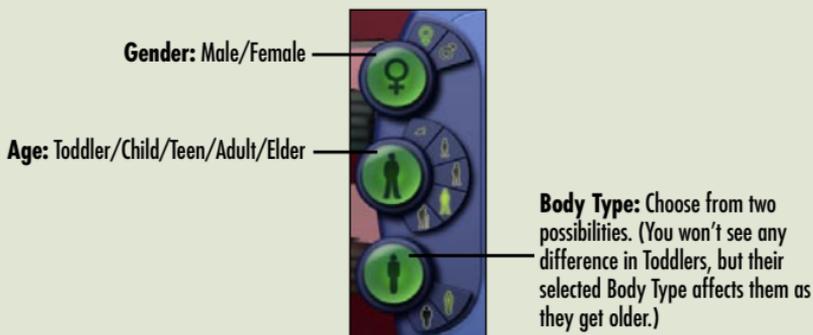
Whether you are creating a new Sim or just looking at an existing one, you can see what they look like on all sides, by rotating them freely.

- To rotate the Sim on the platform, click the Rotate buttons under the Sim or click the left mouse button on the preview Sim and drag your mouse left and right.

Ready to create a unique Sim? Read below for an overview of all the possibilities, then check out the **Building a Sim** tutorial to see how it can all come together.

GENDER/AGE/BODY

When creating life anew you need to decide on your Sim's gender, age, and body type. If you are cloning a Sim, you may want to check out how Great Uncle Zebediah looked as a child, or you may want to see what Michael would look like as a Michelle. *The Sims 2* adds a whole new dimension to the game. Your Sims actually mature—from Toddler to Child, Teen to Elder—as time passes in the game, and you can even decide whether or not they are athletes or couch potatoes. Your choices here are:



GENETICS

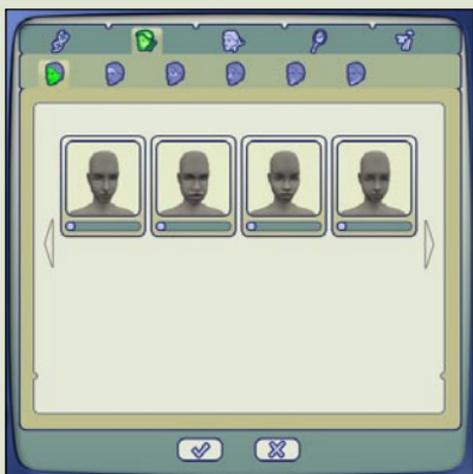
Click Watson and Crick's old helix (the symbol for DNA—where our genetic coding exists), and choose or change these traits:



- Skin Tone
- Eye Color
- Hair (color and style)

FACES

Classic oval or angular blockhead? Choose the shape of your Sim's face here.



In **Faces**, you can change your Sim's whole face, or just a portion of it. Choose from one of these tabs:

- **Face:** Why dawdle, right? Changes in the Face tab affect your Sim's whole face all at once.

If you want to focus on just one part of your Sim's lovable mug, you can choose one of the region tabs. Changes here affect just that area of their face:

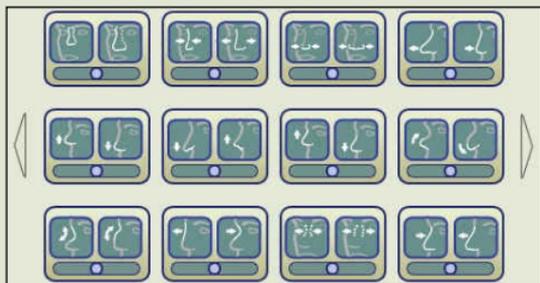
- **Brow**
- **Eyes**
- **Nose**
- **Mouth**
- **Jaw**

In the preview area (left) you see your Sim's current face. On the right side, you see the thumbnails of faces you can change to.

- **Choosing a pre-set Face:** See a profile that appeals? Click directly on the thumbnail of the desired face. Presto change-o, your Sim now has that face!
- **Blending to a facial archetype:** Not a presto change-o kind of Simster? Use the sliders below any of the thumbnails to slowly morph your Sim's face into the contours displayed. You can stop anywhere along the slider when you like what you see.

MODIFIERS

What on Earth do we mean by modifiers? The **Faces** tab allows you to choose from basic facial and head shapes, but with **Modifiers** you can tweak specific parts of the face to get exactly the look you want. This is where you can make your Sim look just like your brother (with really, *really* big ears!) or try to recreate the features of that alien child you saw on the supermarket tabloids.



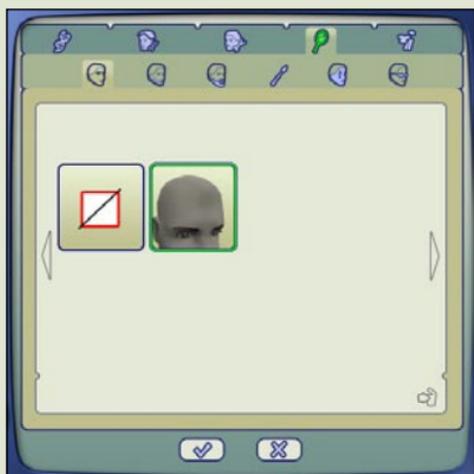
- Click the area of the face you'd like to work with (e.g., the **Nose Region**).
- Click one of the buttons to adjust the exact component of that region that you wish to modify—say nose width. The left button pushes it toward one extreme; the right button changes it the other way.
- You can also adjust your Sim's features quickly or gradually by clicking and dragging the sliders under each modifier.

So what can you tinker with here, Herr Doktor?

- **Face:** Here's the place to make your Sims super cheeky, long in the face, or have elephantine ears.
- **Brow Region:** Eyebrows with delicate arches? A high, distinguished forehead?
- **Eye Region:** Does your Sim have squinty eyes or huge pools of blue?
- **Nose Region:** A pert and delicate schnozz or freakishly low and small? Ewww.
- **Mouth Region:** Cupid's bow or sparse, thin lips? Add the collagen here.
- **Jaw Region:** A hero's champion-sized chin or is there not much to speak of between your Sim's mouth and neck?

MAKEUP, FACIAL HAIR, AND GLASSES

This is where you can add all the finishing touches to the face you spent so much time sculpting.



You can mix and match from the choices here:

- **Eyebrows**
- **Stubble**
- **Beards & Mustaches**
- **Makeup**
- **Costume Makeup**
- **Glasses**

Click the choices you like to add them to your Sim. If you decide against a particular choice (yeah, that purple and orange eye shadow was a *little* extreme), you can take it off by clicking the button with the slash through it.

CLOTHES

You're not going to spend so much energy lovingly creating your Sim and then not give them a sense of style, right? Clothes make the Sim, and this is where you put it all together. Play around and see what best suits your custom creation. Only one ensemble can be saved—which is how your Sim will be attired in the **Sim Bin**. (So if you save Billy Bob in his trunks, he appears in the Sim Bin in those very same trunks. Hope it's warm in there.)



The Clothing categories are:

- **Everyday**
- **Formal**
- **Undies**
- **PJs**
- **Swimwear**
- **Athletic**

Once you are in *The Sims 2*, you can use **Create A Family** to choose all the other outfits for your Sim to fully round out their wardrobe.

SAVING YOUR WORK



Done? Auntie Iphigenia couldn't possibly be improved upon? Click the checkmark at the bottom of the screen. Auntie I. is now saved and awaits your pleasure in the **Sim Bin**, where she'll wait patiently to be brought to "real" life in *The Sims 2*.

PACKAGE SIMS

Ready to send Auntie I. and other beings out into the wider world? First you have to package her up.

PACKAGE TO FILE



- From the **Build Sims** menu, click **Package Sims**. (If you are in the **Sim Bin**, just click the Cancel button to get to the menu.)
- Select Auntie I. from the **Sim Bin**.
- Click the **Package Sim to File** button.
- Follow the onscreen prompts to save that package full of Auntie.
- The packaged file is saved to your computer's desktop.

Packaged files can be sent to anyone with a copy of *The Sims 2 Body Shop* or *The Sims 2*. When you double-click a packaged Sim, it is automatically installed, and you can find that Sim by going to the **Sim Bin** in *The Sims 2 Body Shop* or *The Sims 2*.

PACKAGE TO THESIMS2.COM

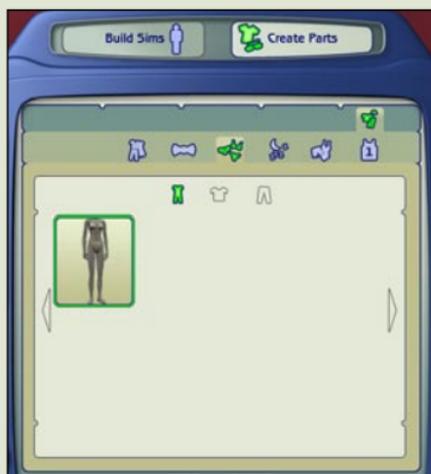
To send Auntie to *TheSims2.com*:

- Click the **Package Sim to TheSims2.com** button.
- Follow prompts to login, name your download, and enter descriptive text for your Sim.
- Click the ✓. Voilà! Auntie's in cyberspace!

NOTE: You must be a registered member of *TheSims2.com* to upload Sims. Oh, and don't worry if you click the **Package to TheSims2.com** button and get a message that the function isn't available. This just means you are a Simster before your time, and you've been playing with *The Sims 2 Body Shop* before *TheSims2.com* is ready to accept your Sims. It won't be long. Check out *TheSims2.com* for information on exchanging Sims and for updated versions of *The Sims 2 Body Shop*.

CREATE PARTS MODE

Not satisfied with the multitude of choices available to you? You have the soul of an artiste and need to calibrate the colors for each strand of hair? Or do you wish to create your own palette of eye shadows based on the paintings of Picasso? **Create Parts** mode is for you.



In **Create Parts**, you can export texture sets (files that *The Sims 2* uses to display how each part looks) to modify **Sim Genetics**, **Makeup**, **Facial Hair**, **Glasses**, and **Clothes**. To do this, you use your own paint program to change the files, then see how your changes look on a Sim in *The Sims 2 Body Shop*.

Read here for an overview on using **Create Parts**, then go through the **Create Parts Tutorial** for more detailed information on the process.

Ready? At the top of the screen, select **Create Parts**, then click **Start New Project**. A "Project" is any specific piece of custom content you are working on. Making your own custom surf shirt is one Project, while making horror movie-style bloodshot eyes would be a different Project.

Just like in **Build Sims** mode, creating new custom content parts is broken into categories: **Genetics**, **Facial Hair**, **Makeup**, and **Glasses**, and **Clothing**.

THE CUSTOM CONTENT PROCESS

Creating new custom content for *The Sims 2* may look difficult at first, but with a little practice, you're going to be a celebrated fashion designer or accomplished mad scientist in no time.

Here are the basic steps for picking a project to start:

- Select **Create Parts** mode.
- Select **Start New Project**.
- Choose a project type (**Genetics**, **Facial Hair**, **Makeup** and **Glasses**, or **Clothing**).
- Click the tab of the custom content you want to make (e.g., **Makeup**).
- The same list of thumbnails that you remember from **Build Sims** mode appears. Click the specific feature you want to modify. A preview appears on the mannequin on the left.
- Having trouble imagining your vision on the plain gray mannequin? Click the **Change Mannequin** button. This lets you choose a different Skin Tone for your mannequin.

EXPORT SELECTED TEXTURES



So you've decided you want to dabble in underwear design. Interesting choice. You would like a sporty Dalmatian-print brassiere? You got it. Select **Undies** from **Clothing**, and then select a nicely styled brassiere as a starting point.

- When you choose a thumbnail, the **Export Selected Textures** button now is enabled. Click it.
- A window appears where you can choose a name for this project. Type a name for your project (such as "DalmatianUndies").
- Click the ✓ to accept the name.
- *The Sims 2 Body Shop* finds all the texture files that you need to create custom content based on that part. The files are saved to your computer's "My Documents" folder. The exact location is displayed onscreen.

MAKING MODIFICATIONS

Have the perfect print for that bra in mind? It's time to modify!

- Find the texture files on your computer's hard drive and open them in your favorite graphics editor. Paint on the texture files to your artistic heart's content. (Don't worry, this won't damage the original files ... these are just copies.)
- To see how your custom content will look in the game, save the texture files and click the **Refresh Preview Sim** button in *The Sims 2 Body Shop*. You can do this as many times as you want, and you don't even have to close your paint program to do it. Just save the files, switch to *The Sims 2 Body Shop*, click Refresh, and see how it all looks on the preview mannequin. 

Some parts (eye color, skin color, and makeup) show up in *The Sims 2 Body Shop* and *The Sims 2* as "swatches." This is what you see when trying to decide between, say, red and redder lipstick. You can make your own swatches for these types of custom content—just look for a file named "swatch.bmp" and paint whatever you like on it.

WRITING TOOL TIPS

A "Tool Tip" is a piece of text that shows up when you hold your mouse cursor over custom content in *The Sims 2 Create A Family*. You can write your own tool tip for custom content by entering text in the box that says "Enter Tool Tip Here."

IMPORTING TEXTURES



When you are satisfied with all your changes, click the **Import to Game** button. This packages the lovely work you so painstakingly created. Be aware that clicking the **Import to Game** button *finalizes* your project and makes it a custom-made part that *The Sims 2 Body Shop* and *The Sims 2* can use to make Sims.

NOTE: *Never rename, delete, or move the files in the Projects folder. When you Import your project, The Sims 2 Body Shop expects to find the file names and locations exactly as they were when the project was exported. Renaming, deleting, or moving these files may cause The Sims 2 Body Shop to fail to Import your project.*

SAVING PROJECTS

You've sweated for a while, but you are not quite ready to **Import** your project (you haven't found just the right placement of Dalmatian spots). So now what?

- Click the **Cancel** button at the bottom of the screen (right next to the **Import to Game** button). Your project is saved and you can work on it later.

LOADING SAVED PROJECTS

You've had a snack or a snooze and now you're ready to get back to your custom content project. Here's how to get back to where you once belonged:

- Select **Create Parts** mode.
- Select **Load Saved Project** from the menu options. A project browser appears, listing all the projects you have worked on.
- Select the project that you want to load. A preview of the project appears on the mannequin to the left.
- Click the **Load Selected Project** button.



To permanently delete the project files you don't want to keep around, select the project to delete and click **Delete Selected Project**.

We've talked about how to create new custom content "Projects" in general, but there are some specifics you should know about each type...

GENETICS

This is where you can modify and create custom **Skin Tones**, **Eye Colors**, and **Hair**.

SKIN TONE

Skin Tones come in sets. Each *set* includes textures for all the Ages, Genders, and Body Types. So there are files for the normal Male Adult skin tone and different files for the normal Female Adult and normal Female Elder skin tones (get the gist?).

All the combinations of age, gender, and body type are covered (ha ha!). *Babies*, *Toddlers*, and *Children* use the same skin tone file regardless of gender. Needless to say, there are a lot of skin tone textures that you have to wade through when working on a **Skin Tone** project.

Why do we go through so much trouble? Well, you wouldn't want your gorgeously green Adult Sims to suddenly return back to a boring "regular" skin color when they become an Elder, would you? Or if your blue-spotted Sim had a baby, you'd at least want that baby to have a chance to look like Mommy, right?

You can preview all these combinations by selecting the different combinations of age, gender, and body type in the project screen. Click **Refresh Preview Sim** and the Sim updates to display the custom **Skin Tones** you're working on.

NOTE: *The Sims 2 Body Shop* can't preview Babies. You'll just have to trust us that your custom content will show up on Babies in *The Sims 2*.

EYE COLOR

Remember, custom content **Eye Color** is genetic, so make sure the crazy **Eye Color** you create is something you'd be OK seeing on your Sim's Babies!

HAIR

Titian red, Sugar spun blonde... with *The Sims 2 Body Shop* you don't need to settle for the same old same old. You can modify existing hair color sets to reflect your Sim's true individuality. A complete **Hair** set contains five sets of texture files, one per age group (Toddler, Child, Teen, Adult, and Elder). This way you can control what a Sim's custom content hair looks like as they age in the game—and also have the chance to see that hair get passed to the next generation.

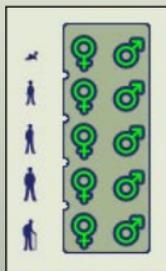


Preview any of the ages by clicking its thumbnail in the project screen then clicking **Refresh Preview Sim**. **Hair** sets are either all male or all female.

FACIAL HAIR, MAKEUP, AND GLASSES

For many of your **Facial Hair, Makeup, and Glasses** projects, you can choose what gender and age groups your new custom content appear in. That way you can decide whether you really want Elder Males to be able to wear your designer Eye Shadow (then again, why not?).

- **Assign Gender/Age Combination:** Click the gender icon for the target age group(s) to signify male, female, or both. The button lights up. Buttons that are not selected mean that your custom content will not show up for those ages and genders.



CLOTHING

Feeling retro? Inspired by French couture? Creating new clothing custom content is made for you.

You know the clothing types. They are:

- **Everyday**
- **Formal**
- **Undies**
- **PJs**
- **Swimwear**
- **Athletic**



In *The Sims 2 Body Shop*, you can choose to make your new custom content clothing appear in as many of these categories as you want. Those silky pink boxers you created? Maybe those aren't limited to the underwear category. Perhaps you are so proud of your design that you'd like to see a Sim go to a black tie affair wearing this masterpiece. Assign those boxers to Formal!

QUITTING THE SIMS™ 2 BODY SHOP



Now why would you want to quit *The Sims 2 Body Shop*, for heaven's sake? Perhaps because you want to play *The Sims 2*? Okay, good reason.

- To quit *The Sims 2 Body Shop*, simply click the Quit icon.
- You are taken back to your Windows desktop.

EA TOOLS & MATERIALS END USER LICENSE

Electronic Arts Inc., and its subsidiaries, affiliates and licensors (collectively, "EA") grants you a non-transferable non-exclusive license to download and/or install and use one copy of the software tool ("Tool") and/or materials ("Materials") (collectively the "Tools & Materials") solely for your personal noncommercial use in connection with EA's products, in accordance with the terms below.

EA owns all of the rights, title and interest in the Tools & Materials. You may not alter any of EA's trademarks or logos, or alter or remove any of EA's trademark or copyright notices included in or with the Tools & Materials or EA's products. Your right to use Tools & Materials is limited to the license grant above, and you may not otherwise copy, display, distribute, perform, publish, modify, create works from, or use any of the Tools & Materials. Without limiting the preceding sentence, you may not modify, reverse engineer, disassemble, license, transfer, distribute, create works from, or sell the Tool, or use the Tools & Materials to further any commercial purpose. Without limiting the foregoing, you may not use the Tools & Materials to promote another product or business, or on any site that operates or promotes a server emulator.

You may include materials created with the Tools & Materials on your personal noncommercial website for the noncommercial benefit of the fan community for EA's products and provided that if you do so, you must also post the following notice on your site on the same web page(s) where those materials are located:

"This site is not endorsed by or affiliated with Electronic Arts, or its licensors. Trademarks are the property of their respective owners. Game content and materials copyright Electronic Arts Inc. and its licensors. All Rights Reserved." You will not represent that your site is endorsed or approved by or affiliated with EA or our licensors or that any other content on your site is endorsed or approved by or affiliated with EA or our licensors.

THESE TOOLS & MATERIALS ARE PROVIDED "AS IS" WITHOUT ANY WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED. EA SPECIFICALLY DISCLAIMS ANY WARRANTIES OF FITNESS FOR A PARTICULAR PURPOSE, MERCHANTABILITY AND NONINFRINGEMENT.

ANY USE YOU CHOOSE TO MAKE OF THESE TOOLS & MATERIALS IS UNDERTAKEN BY YOU ENTIRELY AT YOUR OWN RISK. EA DOES NOT WARRANT THAT THESE TOOLS & MATERIALS WILL NOT CAUSE DAMAGE TO YOUR COMPUTER SYSTEM, NETWORK, SOFTWARE OR OTHER TECHNOLOGY.

EA WILL NOT PROVIDE SUPPORT FOR THESE TOOLS & MATERIALS. PLEASE DO NOT CALL OR SEND EMAIL TO EA CUSTOMER SUPPORT REGARDING THESE TOOLS & MATERIALS, AS EA WILL NOT BE ABLE TO ANSWER THESE INQUIRIES.

IN NO EVENT SHALL EA BE LIABLE FOR ANY DIRECT, CONSEQUENTIAL, INCIDENTAL, SPECIAL, PUNITIVE OR OTHER DAMAGES WHATSOEVER, ARISING OUT OF OR RELATED TO THIS LICENSE EVEN IF EA HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

EA RESERVES THE RIGHT TO DISCONTINUE THE AVAILABILITY OF THESE TOOLS & MATERIALS, OR MODIFY THEM, AT ANY TIME, WITHOUT OBLIGATION TO ANYONE.

At EA's request, you agree to defend, indemnify and hold harmless EA from all liabilities, claims and expenses, including attorneys' fees, arising from any breach of this License by you and/or your use or misuse of the Tools & Materials.

EA may make the Tools & Materials available at its site(s) located in the United States and/or Canada and/or the European Union. You are solely responsible for knowing and complying with all federal, state, and local laws that may apply to your use of Tools & Materials in your own locale. By downloading any Tools & Materials, you warrant that you are not located in any country, or exporting the Tools & Materials to any person or place, to which the United States and/or Canada and/or European Union or its member countries has embargoed goods.

EA may revoke or terminate this license at any time, for any reason or no reason, in its sole discretion. Upon termination, you must destroy or return to EA all Tools & Materials. This License is governed by United States Copyright and California law (without regard to conflicts of law), and is the entire agreement between EA and you regarding the Tools & Materials.

By using the Tools & Materials you accept the terms of this license. If you do not wish to accept this license, do not use the Tools & Materials. You may only use the Tools & Materials pursuant to the terms and conditions of this license.

© 2004 Electronic Arts Inc. Electronic Arts, EA, EA GAMES, the EA GAMES logo and The Sims are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. All other trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts™ brand.