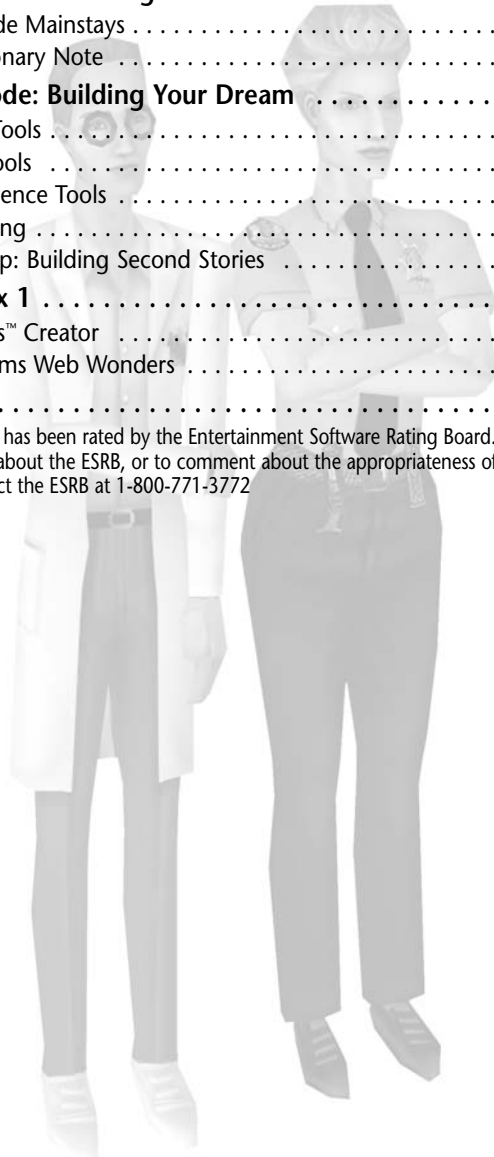




THE SIMS™ DELUXE EDITION MANUAL

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772

TUTORIAL: THE NEWBIES STRETCH THEIR LEGS

The tutorial introduces you to all of the basics of Sims management, and gives you a sense of the game's potentials and perils. There is an almost infinite variety of ways you can get into—and out of—tantalizing trouble in *The Sims*, but the tutorial just shows you some samples.

When you first load the game, you enter the Neighborhood, a scenic place with a variety of homes and home sites. Move your cursor over the homes to get an information box detailing facts about the homes, including their purchase prices. Single-click on the Newbie Family home at 7 Sim Lane to jump into the wonderfully rich realm of *The Sims*.



THE TUTORIAL HOUSE

The Tutorial game is self-directed. Simply follow the onscreen window prompts guiding you on how to direct the Sims in action, and how to interpret their moods and behaviors. You can hit the **[ESC]** key to cancel the tutorial.



You can play on your own in the Sim world by clicking on the little line in the upper right-hand corner of the prompt window, which shrinks the onscreen tutorial window to a question-mark symbol at the upper right hand corner of the screen. Clicking on the question mark brings up the next prompt window, though the window also returns on its own depending on your game decisions.



You can repeat the tutorial at any time by clicking on the Options button in the Control Panel, clicking on the Play Options button and then clicking on the Reset Tutorial button. The tutorial game resets back to its original conditions.



The Newbies are one of the local neighborhood families; you can go back and play their house as a game, or select another. The Newbie family can interact with your other game families as well.

WELCOME TO THE NEIGHBORHOOD!

The Neighborhood is where you go directly after the game loads. Play the tutorial game there to get a feel for gameplay basics. Check the manual's tutorial section (page 2) for details.

GETTING ACQUAINTED



Let's start by looking at the lay of the land. If you move your mouse around to any of the houses you can play, you see their roofline disappear to grant you a view of the house's contents. There is also a pop-up window listing information about that house. If the house is empty, you see its asking price and the house address.



If the house is occupied, you see that family's last name, their total household assets, how many friends the occupants have, and the house address. The faces of the occupants are also displayed.

Clicking on an occupied house swoops you right into the ongoing drama of that family's life. You have to quickly assess their situations and move right into household management, or mismanagement, if that's what you're good at. You might want to check out the Control Panel sections (page 7) before you set anything on fire or cause any family fights.



Clicking on an unoccupied house only gets you a dialog box telling you nobody lives there and you need to pick a family to move in. That's where those buttons at the top of the Neighborhood come in. The left-most button is the Select or Create Family button; clicking it takes you to the Select A Family window.



You can choose one of the families here to fill your house, or you can create your own.

EVICT, DESTROY AND BUILD ANEW

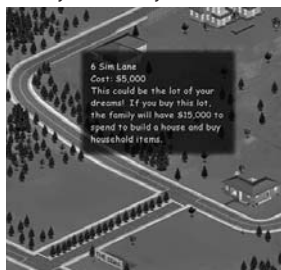
Back in the Neighborhood, what if you see a home you truly cherish, but it's occupied by a bunch of loutish oafs far from the splendid Sim specimens you design? Click on the Evict or Bulldoze button and click on the house in question with your Bulldozer cursor.



You get a dialog (which you can back out of) telling you that family's net worth and asking if you want to evict them. You can press the **[ESC]** key if you decide you don't want to bulldoze anything or click on the toggling Bulldoze button to get back to where you began. Click on YES with the bulldoze cursor active. Everyone in that house is sent to the Select A Family window, where they are then available to place in a house when you're feeling more favorably disposed toward them. (They keep any relationships they had, and the money from the sale of their house and belongings will increase their net worth accordingly).

If you've emptied the house of occupants, you see a dialog chance to bulldoze that empty house. Click on No and those dream digs are yours for occupation—if your Sims can afford it. If you really don't care for the looks of any Neighborhood house, occupied or not, you can reduce it to rubble and build anew.

Once destroyed, move the cursor back into the area once occupied by the house and a pop-up window will display telling you that you can demolish no more. However, if you want to buy and rebuild the lot, then go to the Select A Family screen and choose a family, or create your own.



Once you get your family under your cursor's belt, you can buy a lot. You are automatically zoomed into a close view of your new property. Click on the Build button in the Control Panel to select the tools to begin erecting your mansion.

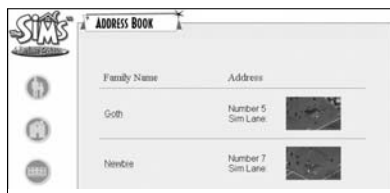
QUITTING

If you're really not happy with the Neighborhood, just click on the Quit button to depart the Sims' world of dynamic fascination and return to your own.



VIEW WEB PAGES BUTTON

Click on the View Web Pages button to bring up a browser to view neighborhood families web pages. At the start of the game, you see the Goth and the Tutorial houses displayed, but as you Export HTML pages of families you create, the list expands. You can upload your family to The Sims Exchange on www.thesims.com.



THE CONTROL PANEL

The Control Panel is the launching board for all of your endeavors in *The Sims*. The Live Mode icon or the **[F1]** key will toggle between the full display of the Control Panel or just its tools.



The Control Panel has a number of different modes, views, information readouts and options, which we discuss here. Most of the gameplay activities are discharged by using the controls on the panel's left side; the right side is mainly for readouts on current Sim states. Most of the Control Panel tools have a "rollover" tooltip that will appear if you hover the cursor over the tool or button in question.



THE MODES

In *The Sims*, modes are game states where you can accomplish certain types of game tasks, whether related to Sim management or file management. You enter the various modes by clicking on the mode icons, located in the arc on the left side of the Control Panel. Active mode choices are highlighted.

LIVE MODE

The Live mode icon rests at the top of the mode selections because it's the big daddy of all modes. The Sims will carry out their lives in this mode only. To speed up or pause the game in this mode, you can click the speed or pause buttons below the game clock. You can also pause the game by pressing the pause-toggling **[P]** key on your keyboard.

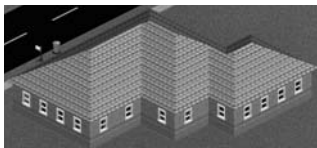
Scrolling – Moving your View

If you bring the cursor to any of the screen edges, the game terrain moves in the direction of that edge. You may notice you can scroll off into the void at magnified zoom. Just reverse the scrolling direction to the opposite edge. If you don't like the movement of this type of scrolling, you can turn edge scrolling off in the Options panel under Play Options.

You can also skate across the grounds by pressing your right mouse button and dragging in the direction you want to move; naturally, you cover more ground more quickly by being at a farther zoom level. Clicking and releasing your right mouse button centers the screen on the spot where you clicked. Scrolling is still active in Buy and Build modes. Just to make sure you don't have too few scrolling options, holding down the **[ALT]** key brings up a four-arrow headed cursor: move that cursor in any arrow's direction, and the game terrain follows. Cursor keys scroll the screen as well.

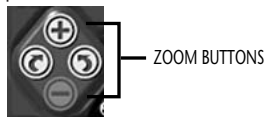
The First and Second Floors

Sim houses can be one or two stories tall. Clicking on either Story icon takes you to the depicted floor.

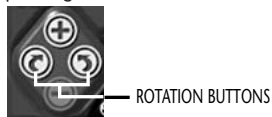


ZOOMING AND ROTATING

The diamond-shaped box on the left of the Control Panel has a plus button at its top and a minus button at its bottom. There are three levels of zoom: Zoom in with the plus button, and zoom out with the minus.



Also within the Zoom diamond are the Rotation buttons, giving you a different perspective on the action, or a different angle for better object placement. Clicking on the right-pointing arrow rotates the view 90 degrees to the right; clicking on the left-pointing arrow rotates the house 90 degrees to the left.



To the right of the Story icons is the Roof icon. Clicking on it will display the roof of your Sim's house. Remove it by selecting Walls Up, Cutaway, or Walls Down mode.



WALLS

You have a few options when it comes to how much of your Sims' situation you want to see. Above and to the right of the Zoom diamond are the Walls icons. Click on the "open box" icon next to the roof icon if you want to give your Sims some privacy.



Click on the middle Wall icon to get a more dynamic walling effect. Walls drop to floor level when you pass your cursor through them, and they return to their height when your cursor exits the area. Click on the bottom Wall icon to keep your walls down.

Game Speeds and Clock

Again, you can pause the game by hitting the **[P]** key on your keyboard, or by clicking on the Pause button next to the Zoom diamond. When paused, a large red "Paused" on your screen appears, and the Pause button blinks in red.



GAME SPEED BUTTONS

While paused you can click on any of your Sim's faces on the panel, and you can read their current Needs state and any of the other situational readouts. You can also set up any Sim activities in the interaction queue (page 26) while the game is paused.

The three game speeds are Normal, High and Ultra. Normal is just that: The day passes at its regular pace, with the game clock (and the associated daylight/evening lighting states) moving at a steady pace. Sims' lives move briskly: You see that the game clock speeds up when everyone's asleep or out of the house.

The keyboard comes in handy here to jolt or stun the game speeds. Press **[1]** for Normal, **[2]** for High, **[3]** for Ultra and **[~]** (the tilde mark) to Pause.

Budget

Your household's total funds in Simoleans are displayed below the Speed buttons.

Click on the Simoleans figure to bring up the Budget window. It will show household income and expense totals for the current and past three days.

Budget			
	3 Days	Today	
Income:			
Job	\$1,470	\$490	
Miscellaneous	\$0	\$0	
Expenses:			
Bills Paid:	-\$355	\$0	
Food:	-\$50	-\$20	
Repair/Cleaning/Gardening:	-\$10	\$0	
New Purchases			
Household Items	-\$2,840	-\$2,840	
Architecture/Landscaping	-\$400	-\$400	
Miscellaneous Expenses	\$0	\$0	
Cash Flow	-\$2,185	-\$2,770	
Household Account Total: \$326			
Household Net Worth: \$28,729			
Days Since Move-In: 45			
OK			

Family Friends

To the right of the glowing smiley face is the total number of friends that the family has – these are the collective number of friends the entire family has made and maintains. Click on the Family Friends number for a pop-up description.

BUY MODE

Clicking on the Buy mode icon reveals a subpanel of category icons. Click on a category icon, and the objects you can buy in that category appear in separate sub-categories to the right.



BUILD MODE

Once you're in Build mode, there are several building tool categories. Clicking on each of these tools reveals their specific items that can transform a Sim hovel into a Sim mansion.

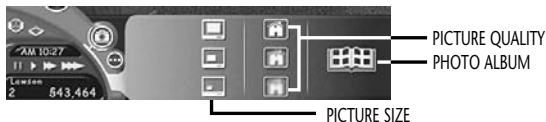


CAMERA MODE

When you enter Camera mode, the game pauses. You will see an onscreen frame indicating the picture area. You can move that frame around with your cursor for the best angle.



The left-hand set of tools on the Camera mode sub-panel adjust the size of the frame for smaller or larger pictures; the right-hand set of tools set the picture's quality. The lower the quality or picture size, the less disk space will be used to save these pictures. If you hold down the Control key, you can use your keyboard's arrow keys to resize your frame vertically and horizontally, and see a pixel count of the resized frame to the left of the icons. All shots taken after you've resized any frame are taken at the new size, until you resize it again or select one of the standard sizes.



To take a shot, select picture size and quality, position your frame, and click the left mouse button. The picture then appears in a photo album, which is also accessed by clicking the Photo Album button in the sub-panel. There is a blinking cursor below your new picture prompting you to enter a title or caption for the picture; you can change the caption any time by clicking in the text box.



If you aren't the most energetic photojournalist around, the game takes up your slack. Significant events in the game are immortalized by Auto Snapshots, which capture those moments into the Photo Album folder for you. You can review and caption these pictures in the photo album, or delete them if you don't want to relive the past. You can turn off the Auto Snapshots feature in the Play Options control panel.

You can use the arrow buttons at each side of the Photo Album to page through your photo collection, and the inner arrows for the next and previous photos. If a photo doesn't measure up, just click the Delete button while the offending picture is active. Deleting a shot returns you to active Camera mode to take another. You can also click the Done button to move back to active Camera mode.

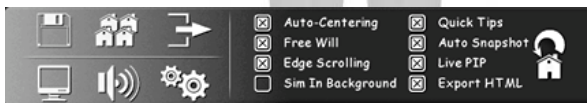
All of the View and Rotate tools work in Camera mode, so you can get the best angle for your snapshots. Images are saved as JPEGs in the PhotoAlbum folder in the UserData folder within *The Sims* directory.

OPTIONS MODE

Click on the Options mode icon to open the Options panel. Here you can set some gameplay and file management options.



THE OPTIONS BUTTON



Save

Clicking on the Save icon saves your current game to your hard disk. You return to that game by clicking on that household within the Neighborhood.

Neighborhood

Clicking on the Neighborhood icon takes you from your current game back to the Neighborhood view. You are asked if you want to save the game, if you haven't already saved. You can use the Cancel button to opt out of the Neighborhood visit and stay in the house.

Quit

Clicking on Quit brings up a Save Game dialog if you haven't saved, or an "Are You Sure?" dialog if you have.

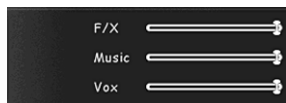
Graphics Options

Clicking on the Graphics Options icon opens a sub-panel of game-graphics choices. Placing Xs in any of the boxes turns that option on; choosing higher values places more of a processing demand on your CPU, which can consequently slow down gameplay or screen redraws on a less-powerful computer.

- ◆ **Shadows** – Enhances the realism of some objects by placing shadows.
- ◆ **Lighting** – Enables light cast by objects, such as lamps. (The game still has ambient lighting with this option off).
- ◆ **Interface Effects** – Enables slick interface dissolves.
- ◆ **Terrain Detail** – Enables progressively higher detail level for your Sim lawns.
- ◆ **Character Detail** – Enables higher degrees of light shading and filtering on your Sims.

Sound Options

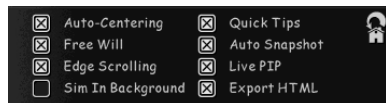
Clicking on the Sound Options button brings up a three-choice panel controlled by dragging the box on each slider bar. You can also click in the bar at the setting you want to establish and the box follows.



- ◆ **F/X** controls the game's sound effects.
- ◆ **Music** controls the dulcet tunes that put some melody into those Sim moods.
- ◆ **Vox** lets you hear all of those conversational sound bytes your Sims so animatedly engage in.

Play Options

Use these choices for some gameplay automation.



- ◆ **Auto-Centering** – Checked causes any special events, such as a house fire or a baby's birth, to be immediately displayed onscreen for a brief period, and then your screen returns to its original position.

- ◆ **Free Will** – Checked gives your Sims the ability to make autonomous decisions. If you uncheck Free Will, and don't direct your Sims to sustaining activity, they can suffer Needs failures, and can even die.
- ◆ **Edge Scrolling** – Checked makes your Sim world terrain automatically scroll in the direction of the screen edge where you moved your cursor.
- ◆ **Sim in Background** – Checked lets your Sims' lives carry on if you've ALT-Tabbed out of the game.
- ◆ **Quick Tips** – Checked displays tooltips and information panels for all of the relevant game areas just upon mouse rollover (no clicking needed). This automatically provides help for all areas of the game. After the first few times of play, a dialog will display asking if you want to turn the Quick Tips option off.
- ◆ **Auto Snapshot** – Checked takes screenshots of significant moments in your Sims' lives and automatically puts them in the photo album. If Autocenter is on, an autocentered event is shot. If Autocenter is off, no picture is taken. If there is a picture-in-picture (PIP) event in progress, that PIP event is captured.
- ◆ **Live PIP (picture-in-picture)** – Checked causes the screen to bring up a smaller window within your standard screen for events that are important.
Unchecked (and less of a drain on your processor), the PIP effect still occurs on a small screen within your game-world screen, but it is a static image. Essentially you get a screenshot of the beginning of the event: i.e., the burglar entering the house. You can close out of the PIP window by clicking on its close box, or else it disappears after a brief period.
- ◆ **Export HTML** – Checked puts JPEG screenshot files of a household's family members (with statistics), houses and house information (by address) into an HTML template we've created. Templates are saved in the Web Pages folder of *The Sims* directory on your hard drive. The HTML pages are generated when the game is saved, which may take time. Turn off Export HTML for faster game saves.
- ◆ **Reset Tutorial** – Clicking on the Reset Tutorial button restores the tutorial game to its original state. You can use it to replay the tutorial from the beginning to refresh your skills.



RESET TUTORIAL BUTTON

CHARACTER SUBPANELS

In Live mode, just to the right of the main Control Panel, you can see the family gallery, the faces of the Sims in that household. The currently selected Sim's icon is highlighted.



Mood

The default selection is the Mood panel, viewed by clicking on the theatre masks icon. When the Mood button is chosen, the Needs panel is visible, displaying your Sim's present mental and physical states. Clicking on any of the Needs bars brings up an information panel about what that clicked state represents.



Dynamic red and green triangles to the left or right of the bars indicate current negative or positive changes to those emotional states, with subsequent changes in the bar's coloring.

Personality

Selecting the Personality icon displays the chosen Sim's personality composite, those characteristics either assigned by you in the Create A Sim screen, or defaults for already-created characters. Clicking on any of the individual personality traits brings up an information window about how the selected Sim's particular trait is evidenced in his or her behavior.



Relationships

Selecting the Relationships icon displays the face icons of any Sims with whom your chosen Sim has a relationship, with that relationship's score rendered in the bar below the face icon. In addition to the green or red colors on the bars, the displayed point total has positive or negative values that match the bar's colorings. These values fluctuate with every interaction occurring between your Sims.



Special icons (such as a heart or smiley face) can sometimes be seen below the face, representing the selected Sim's partner(s) with whom there is a significant relationship. Clicking on the faces in the Relationships panel brings up an information box revealing the gritty details of what's going on between the Sims in question.

Each individual Sim has his or her own set of friends, and they are displayed in the Relationships panel, along with the current state of the friendship as tallied by Relationship points.



Friends, who are neighbors who have established positive relationships with your Sims' household, are tallied next to the household's funds account in the Control Panel. If your household has any friends, the total number of friends can be seen to the left of the household asset figure, along with a little smiley face.

Jobs

When the Job button is chosen, the Job panel appears, registering the selected Sim's employment status, salary and current performance rating. The Skills subpanel displays what your Sim has learned, either from curling up with a good book or performing a skill-building action. Skills relevant to the current job are underlined, with the vertical line indicating the number of skill points needed for a promotion to the next level in that career track.

Clicking on any of the skill rating categories brings up an information panel about that skill.

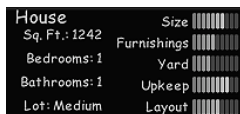


There are a host of career tracks your adult Sims can pursue. It's critical to bring in needed cash to a household's coffers with a good job. Your Sims need better household objects to move along more efficiently in the game. So, pay attention to the basics: Get your Sims to work on time, keep them practicing and studying in their chosen profession, work on making friends and they'll move up the ladder.



House

Clicking on the House icon brings up a panel with statistical information about the house size, layout, and what's inside. Your Sims are quite concerned with their house's structure and condition; they like open spaces, comfortable rooms, lots of windows and nice furnishings.



Layout is a telling factor here, for the efficient movement of your Sims around their household directly relates to their peace of mind. If you design or furnish their house in such a way that it makes the Sims take long, cumbersome trips to accomplish a task, or if objects block the clear pathway to items they're interested in, they won't hesitate to complain.

FAMILIES, FROM START TO FINISH

BIRTH OF A HOUSEHOLD

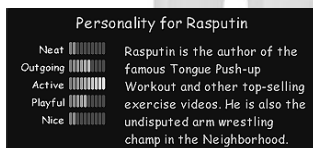
The Neighborhood is where it all begins. Once in the Neighborhood, click on the Select or Create Family button. This brings you to the Select A Family window.

Here you see existing family members that have been evicted from homes, where they wait, patient in their holding pen, for you to house them again. This window is also a “limbo” for individuals or families you created, or those provided in the game, not yet placed in homes.



When you first enter the Select a Family screen, a dialog pops up to move you right into family creation. You are instructed to click on the Create New Family button. And if you happen to click on any of the empty slots where the existing families are housed, you go right to the Create a Family window also.

Each family slot on the window lists the family surname, family pictures, net worth and the number of friends that household has. Clicking on an individual in a slot brings up a small window listing their personality traits and biography, if one has been written. Double-clicking anywhere on the slot takes you to the Neighborhood, with that family loaded into your cursor.



Hitting the **[ESC]** key while this family cursor is on returns you to the Select A Family window. Hitting the **[ESC]** or Cancel button from the Select A Family window returns you to the Neighborhood.

Clicking on any family-occupied slot highlights the family and activates the Delete button at the window's bottom. Clicking on the Delete button sends all the selected family's members into the ether, never to return, though you do get a chance to cancel that brutal choice in a dialog box. The Move In Family button is also activated with a family slot selected, and clicking on it takes you to the Neighborhood to allow you to buy a house for your selected family.



STARTING FROM SCRATCH

Click on the Create New Family button at the bottom of the window to bring up the Create A Family window. The blinking text box at the window's top is where you enter your family's last name, which is seen in the Select a Family window.



You need to enter a family name to begin your Sim design – then click on the Add a New Sim button to begin creating family members.



CREATING A SIM

The Create A Sim window is a busy place, with your proto-Sim at the ready in its appearance window on the right side. One way to begin putting things in order is by selecting a sex for your Sim-to-be.

There is a pad of character tool buttons to the left of the appearance window; the male gender symbol at the pad's bottom-right is selected by default. Clicking on the female symbol button replaces that jaunty male with an equally jaunty female.



Above the gender buttons are the buttons to adjust skin tone: three hands that, from left to right, signify Light, Medium and Dark. The default is Light; click on either of the other shades to paint your Sims' skin in increasingly rich shades of color.



Above the buttons to adjust skin tone are buttons to choose whether your Sim is an adult or child. When you click on the Child button, your adult Sim shrinks into the body of an active adolescent. You can choose to populate your household with children, but you might want to start out with just one or two adults, since they can generate income.



The appearance window itself has some nice tricks for transforming your Sims. Clicking on the top directional arrows cycles through a set of heads to adorn your selected Sim body. The bottom directional arrows cycle through a number of outfits to make your Sim the fashion plate you want them to be.



After you put together the designer Sim of your dreams, give him or her a first name by typing it in the blinking text box at the top of the screen.

PERSONALITY: SAINTS AND MONSTERS

On the window's left side is the Personality box, and its simple tools have a wealth of implications for how your Sims behave in the game.



These traits induce your Sim into a wide range of actions and reactions in their households. For example, Sims blessed with neatness are appalled to see the kitchen piled with dirty dishes; Sims slanted toward disorderliness blithely stroll around such blights, and happily make more.

There are 5 Personality traits: Neat, Outgoing, Active, Playful and Nice. You can begin tampering with your Sim's nature by bringing the cursor into the box on the left side of the screen. Below that box is a "points bin" with 25 points that can be assigned to whatever trait combination you choose to compose your Sim's character.

The points are measured increments that increase the degree or "personality influence" of the selected trait. Decreasing the number of these points naturally decreases the power of that trait in your Sim's character.

Bring your cursor into the 10 bars next to a trait; the cursor changes to a plus sign next to trait designations that can have points added. Click your mouse to add single points to the bar total. If you bring the cursor into the filled bar area, the cursor changes to a minus sign, indicating that clicking subtracts those points and returns them to the hopper for use in other traits. You can even create a character and leave some points in the hopper, but you are warned that they are still available for use.



You can skew the traits so you make a very messy grouch, or a very playful neat-freak, or some such woebegone combination. As you might assume, the trait designations are balanced by their opposites: Less Neat, more Sloppy; less Outgoing, more Shy; less Active, more Lazy; less Playful, more Serious; less Nice, more Grouchy.

If you click on the astrological sign name under the Personality points, the traits for that sign are automatically filled in. Or, you can always do it yourself and see what sign shakes out of your Personality points assignment.

It is essential that you realize these choices can affect gameplay drastically: For instance, a character skewed toward very Grouchy is more difficult to socially engage with other Sims, and may make relationships challenging.

BIOGRAPHY

Once you come up with all those curious components that make up the measure of a Sim, you can add a little biographical note for posterity. Click in the area under the word "Bio" and set your character's history in stone – well, maybe in bytes. This can be seen later when you click on the noted head in the Select A Family window, and also when you click on the head in the Relationship panel, if this Sim's lucky enough to have any relationships.

Once you put together the angel or demon of your desire, click on the Done button to return to the Create A Family window, where you can consider designing a counterpart for the original householder you created. While there, you can also click on the icon for the character you just created, and delete him or her by clicking on the Delete Selected Sim button. You can also re-edit your selected Sim's characteristics by clicking on the Edit Selected Sim button, which returns you to the Create A Sim window. You can create a maximum of eight characters per family.



Clicking Done in the Create A Family screen is really the done deal: You will not be able to go back and edit your creation, period. If you just made the Slop Monster, you are (well, probably another Sim will) just going to have to live with him.

If you click the Cancel button in this window, all of your choices are deleted and you return to the Select A Family window to begin again. Once you click Done, you return to the Select A Family window, where you can use the Move In Family button to send your charges into the world.

LIVE MODE: THE SOUL OF A SIM

What makes a Sim tick? Sims are creatures of many moods, of many appetites. Those moods are a result of situations occurring in their lives, filtered through the composite of their personalities.



MOTIVES, NEEDS AND PERSONALITIES

Sims are motivated by needs: A hungry Sim needs to eat, a tired Sim needs to sleep, and on down the line, as represented by the Needs seen in the Control Panel. (You can toggle displays of the Control Panel by pressing the **[F1]** key). One of your chief concerns in Sim management is to make them happy through Mood management. Their happiness is the key to moving them forward in life, expanding their opportunities and chances for new experiences and relationships.



The Mood bars above and below the mood button reflect an average of all the other Needs. Actually, those bars reflect an increasingly happy (green bars) or unhappy (red bars) Sim.



NEEDS

Here is a list of Sim needs, and some of the means to fulfill them. You can get basic information on fulfillment by clicking on each need's category text (as well as text and bars in all of these Control Panel subpanels) to see an information box.

Hunger

The Hunger motive is fulfilled by preparing food or snacks (or calling for pizza), and then eating. Sims can also satisfy their Hunger motive by eating food prepared by another Sim.

Comfort

The Comfort motive is fulfilled by sitting, sleeping, taking a bath, or napping.

Hygiene

The Hygiene motive is fulfilled by bathing (in either a shower or a tub), or washing hands in a sink.

Bladder

The Bladder motive is fulfilled by using the toilet.

Energy

The Energy motive is fulfilled by sleeping or by drinking coffee. Your Sims get a little more kick from drinking espresso.

Fun

The Fun motive is fulfilled when a character is entertained by something: TV, stereo, a pinball machine, a pool table, etc.

Social

The Social motive is fulfilled by interacting with other Sims.

Room

Sims like big rooms with lots of light. Windows help during the day and lamps are good at night. Decorations and landscaping bring this score up, but broken items, dirty dishes, or trash bring it down.

DO YOUR SIMS GET WHAT THEY NEED? DO THEY NEED WHAT THEY GET?

Satisfying basic needs is elementary in some ways, more complex in others. It is easy to understand that when a Sim's Bladder need is glaring red, it's best to send them to the bathroom, not the bar. You can take a simply mechanical route to Sim satisfaction by trying to keep a good, green-tending Mood balance among all the needs, never letting any of them get to desperate levels. Of course, that's easier said than done, particularly when dealing with bigger households and sparring social interactions between Sims of variant personalities.



Personality is an influential component of needs fulfillment. For instance, a Playful Sim might have more fun playing a game on the computer than reading a book.

Personality	Neat	
	Outgoing	
	Active	
	Playful	
	Nice	
Aquarius		

Sims get the most gain from “high-quality” objects: That is, a small TV is less efficient at entertaining than a large TV. To put it in more analytical terms, in order to maximize the efficiency of each Sim, it's necessary to find out how to make them happiest in the least amount of time. Sims with different personalities can receive different results when interacting with the same object. The lesson here is: you must know your Sims in order to direct their actions to best meet their particular Needs.

Part of knowing your Sims well is in directing them toward obtaining and using these high-quality objects. Your motivation for buying better things is strategic: You want your Sims to make more money so they can get more objects that more easily or efficiently fulfill their needs. Those better household objects make better (or perhaps more content) household Sims – get them working and get them shopping.

Objectively Speaking

Let's look at a few object interactions and the variant Sim reactions to them. Say you're that modern type that thinks a Sim should be wired, so you buy them a nice computer. Sims can use the computer for playing games or looking for jobs, though they only look for jobs if you instruct them to do so – and they have to be in a good mood to job-hunt. They play on their own – whether they play more or less is dependent on their personality type and mood.

Playful Sims play longer at the computer game than a serious Sim. A grouchy Sim might throw a temper tantrum if the computer crashes. Some objects are much more attractive to certain Sims (such as the TV to a lazy Sim), and in some instances they derive more motive (Needs) points from interaction with it.

However, at another time your ever-mood-dependent Sim would only get the same amount of motive points as another Sim with a different personality. Keep in mind your Sims are individuals, with specific interests and motivations weighted differently at specific times. Personalities affect the choices they make as to which objects to use and how long to keep using them.

These kinds of object interactions and the Sims' personality variances tell you that you must know your Sims in order to keep them mentally and emotionally fit (and to jump forward into the deeper complexities of the game).

AUTONOMY

The characters in the household do have their own ideas on how to conduct their lives, and do act on them, if you don't tell them what to do. The autonomous action appears as an icon in the interaction queue of a selected character, just as a user-directed one would. Those autonomous actions can be interrupted and superseded by yours.

The autonomous character follows personality traits to the extreme. So, a Sim with a leaning toward lazy demonstrates some pretty obvious expressions of that trait: They will do a lot of the couch-potato boogie, and get into some heavy sessions with the boob tube – even at the expense of their hunger or their hygiene. If their personality centers on one trait, all the other motives bow to it.



It is those finely tuned Personality settings that you choose for your Sims, moderated by the objects with which you surround them, that determines what they do on their own. In other words, if you bought them a bed, they might lie in it on their own (but you have to tell lazy Sims to make it).

SKILLS

Sims need enhanced skills in order to qualify for career promotions, and to avoid embarrassing things like setting the kitchen on fire while cooking dinner. You can see their current skill levels by clicking on the Job button in the Control Panel. (Children display a report card rather than a skills list). There are a number of means to augment your Sims' skills; the chart here lists skills and improvement methods. Remember, they can't read those skill-enhancing books unless you buy them bookcases. An added benefit: Some of the skills-enhancement means are also fun for the Sims, and can boost their moods.



SKILL	METHOD OF ENHANCEMENT
Cooking	Read a cookbook from bookcase
Mechanical	Read a mechanical book from bookcase, or work at the workbench
Charisma	Practice your public speaking at a mirror
Body	Swim or work out on an exercise machine
Logic	Play chess or make a potion at the chemistry set
Creativity	Paint, or play the piano or guitar

ENGAGING A SIM IN ACTIVITY

Objects are the items that move a Sim along: from the bathroom to the boardroom. Send your selected Sim to the refrigerator object to eat by clicking on the refrigerator in question and picking an eating action from the pie menu. Send your Sim to the bookcase to read (and further their Sim career skills) by clicking on that bookcase and choosing a study selection.

So, your moves within your household are predicated on you choosing an object for Sim attention. Once clicked, the object displays the pie menu of possibilities for the Sim in question to perform upon it. Remember, even if there is only a single choice in the pie menu, you have to select that choice with your mouse to make it happen. Some of those pie options might not be the sensible choice, if you're looking for your Sims to make sense.



The active Sim in any scenario is the one with the spinning selection indicator, the diamond-shaped arrow above his or her head. We call this the plumb-bob. All objects selected for action have the actions performed by that Sim. In second-story homes, you can even see that moving arrow through the second-story floor as the selected Sim moves on the floor below. That arrow's color is also indicative of the Sim's mood: It changes from gentle green to bruised red as their temperament moves from contented to cranky.



The chosen Sim is also highlighted in the face gallery in the Live Mode Control Panel. To select a different Sim (and to see their information in all the subpanels), you just click on their face in the gallery, or right-click directly on the Sim in question. You can also toggle between Sim selections in a household by hitting the spacebar. If you have a pie menu of choices open on an object, but the wrong Sim is selected to deal with that object, you can just use this spacebar toggle to get the correct Sim moving.

If you want to track a Sim, right-click on that Control Panel gallery face. A red cross-hair appears on the face icon. Until you click on another, there is a moving camera on that cross-hair Sim as he or she travels through the house. (Note: this doesn't mean that it's your selected Sim to perform an action – you can track a Sim without that Sim being selected). You can review any of the subpanel information readouts for other Sims by clicking on their faces in the gallery, and your tracked Sim remains tracked.



If you click and hold on a character, the character's bio, which you composed in the Create A Sim window, will be displayed. If you think the bio needs a little refreshing, just Control-click on the character in question, and the bio will appear in an editable dialog box for updating.

QUEUEING UP

When you assign an action to a Sim, you can see an icon for that action appear at the top-left of the screen. If you roll your mouse over the queue icon, you get a tooltip on what that action is. You can command your Sim to perform up to eight consecutive actions in a queue.



You can delete actions in the queue, if you change your mind. Just left-click on the action and it disappears; if there are subsequently queued actions, they move up a space in the action queue. You can delete commands that are actively being performed, designated by the yellow highlight around their icon. The action stop doesn't happen immediately, but deleting an active action shortens the length of time the action is performed (though if you are late with your deletion clicking on a short-timed action, that action might be completed anyway).

Autonomous actions also appear in the icon queue, and even if active, they can be superseded by your commands. (There is only one autonomous action in the queue at any time).

If your Sims can't complete the action you decree – say a newly bought but poorly placed chair blocks the path to the bathtub for their ordered bath – the queue icon, and its control over your Sims, soon disappear. If you send them to take a shower while another Sim is showering, the command might “time out” – and you might see a discomfited unshowered Sim as a result. Besides the Sim grumbling, the offended Sim often displays a little “alert” balloon that pictorially describes the problem.

SIMTHINK

Thought balloons show what the Sim is interested in doing next, and also what need of theirs is truly pressing upon them. A Sim thought balloon has a scalloped edge, like a “funny papers” cartoon balloon.

When Sims are conversing, the topics trafficked are displayed with a smooth-edged conversation balloon (and when topics get run over by the receiver, the universal “No” symbol through the subject appears).



Needs Arrows

You can see a real-time tracking of how your selected Sim is feeling in regards to current activities. The best interactions or actions display five green right-facing arrows on the affected motive, the worst, five red left-facing arrows. The arrows remain onscreen for a delayed amount of time after the end of the interaction so you can go to the Needs subpanels to see the results. Lesser degrees of Needs reactions to the objects have fewer arrows – your Sim receives some Energy from napping on the couch, but much more from sleeping in the bed.

CHARACTER CONVERSATIONS

Conversations allow Sims to modify their relationships with each other and to satisfy their social need. It's a good thing to send your Sims into conversation with their fellows, though the results aren't always positive. Conversations work something like this: Smoothie Sim proposes a topic (seen as a topic conversation balloon) to Slippery Sim. Slippery needs at least some interest in the topic in order for the conversation to proceed. If it proceeds, Slippery responds with either the same topic or a different one. Each Sim has unique interests: Chemistry happens in part because talking Sims happen to have the same interests. You can learn more about your Sims by observing what they like to talk about with each other. Sims who don't share any interests have a hard time keeping a friendship going.



You are not going to get a chance to control what they talk about. They might talk about sailing, they might talk about socks, or they might discuss things of which you have never heard.

Both Slippery and Smoothie can gain relationship points from their conversations, depending on how they're received and then received in turn by the other party. Conversations can continue for several rounds of speaking and listening, until some other Sim need takes precedence, or you decide to intervene.

(You see these exchanges noted as positive or negative: The talking Sims also display some positive green plus signs when the conversation is looking up, and some negative red minus signs when they are getting nothing but the nasties from the discussion).

The Telephone: a Conversational Power Object

The telephone can play a pivotal part in social progress for your Sims. They can use it to call friends and invite them over, order pizza, and call for household help if they are too busy for such mundane tasks.

When you send a Sim to make a call by clicking on the phone, the pie menu displays the last names of family friends and a Services choice. Clicking on a family's name displays all the names of that household that the caller knows. Move your cursor over the name to get a "Call XXX" command. If the callee answers the phone, an onscreen dialog appears giving your calling Sim the chance to Invite the callee over.

A Sim's friends in the Relationship panel are organized by their Relationship points. Other characters in the game that your phoning Sim has met appear on the calling friend's list. Friends without phones can't be called, so when you play those households, buy them one.



Invitees can decline the invitation if they have something better to do, or if they are not interested in socializing with your Sim. Phone invitations have these similarities to face-to-face conversations: If the invitees are feeling favorably disposed toward the caller, they briskly make their way over. If either of the conversing Sims is sour toward the other, the invitation is declined. If your Sim thinks 3A.M. is a good time for a chat, a hung-up phone might inform him otherwise.

Don't just let a ringing phone ring – your Sims can get all kind of special offers if their feet are fast and their ear willing. Sims do not have an answering machine – tell them to answer that ringing phone.

Service Calls

You can direct your Sims to use the phone to call maids, gardeners, and repair people, through the Service pie menu choices.



You can even get your uniformed authorities to come, but you get a reprimand if you are just crying wolf: You are charged a fine for a false-alarm fire. Police come on the double if a Sim spots a burglar and gives the cops a call. Calling them without any burglar to pinch gets your Sim a scolding.

Most of the Service calls are followed by dialogs giving the particulars of the arrangement, and allowing you to cancel out if desired. Sims can fire the maid (through the pie menu), if they suspect she's reading their mail. The charges for the rendered service are deducted when the serviceperson leaves after the task is finished. If you evict Sims and move them to another house, they have to reestablish services there.

FRIENDS AND LOVERS

Sims, just like their human counterparts, relate to each other on many levels; two of those significant levels are attained through friends' relationships or lovers' relationships. Your Sims get Social Needs points from many types of encounters with other Sims, whether between household members or householders and neighbors. But romantic interactions add more Social fulfillment points than other interactions.

The relationships between friends differs from those of lovers in that one Sim can have fully romantic inclinations toward another without reciprocation. With friends, both parties must be agreeably slanted toward one another. Friendships can slowly decay over time – you have to work to maintain your Sim friendships. If a Sim is getting close to losing another Sim as a friend, you get a message that your Sim is going to lose that friend if some serious socializing isn't done.

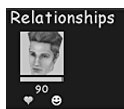
Romance between Sims can occur if they are feeling of like mind. (Check out the Relationships subpanel in the Live Mode Control Panel.) When things are heating up a bit between Sims, the pie menu choices begin to include a few opportunities for courtship.

Of course, as in the real world, relationships can be romantic one-way, where one Sim is a mite more eager than the other. You might send a Sim to initiate a romantic interaction without the object of the attention being up to the "ready level."

Relationship scores can go to the max with or without a romance between characters, thereby reflecting the difference between best friends and lovers. (The Relationships panel always reflects the "point state" of the relationship, with heart and smiley face icons for romantic involvement and friendships). Romance does not affect relationship points; however, relationship points *do* affect romance, by making interactions possible or not.



Once a romantic relationship occurs, regardless of reciprocation, a heart appears under the love object's face in the initiator's relationship panel. A romantic relationship decays over time just like all other relationships. Romantic relationships require romantic interactions to keep them going.



Privacy

Sims do not like to share their bathroom time with others and will shoo out other Sims. However, a romantic couple will happily share bathroom space. If a Sim wants to sleep in a bed occupied by someone with whom they have a lousy relationship, the bed occupant issues a "get out" voiceover, and the sleep-seeker is sent packing. Sims with higher Relationships levels do sleep together.



These partner/sleep relationships don't apply to children. Children can sleep with an adult regardless of their relationship, and vice versa.

MARRIAGE

Your Sims do have some traditional romantic leanings: They can propose to one another, and if the mood is right, they can get married. In fact, if they like it enough, they can get married to more than one Sim!

Someone who is married or living with someone can go to a neighbor's house as a guest and accept a proposal from that neighbor. Marriage is a bit hazy in the Sims' world, and rather informal. It's an event, not a state. Cranky Sims can't request a divorce – they can just try another marriage. Anyway, you won't see any special symbols for married couples in the Relationship panel, just the standard Relationships rating between household individuals.

Characters who move into another household lose their last name and take on the names of the new household, whether that household is named for the lad or the lassie.

PROPOSING

Naturally, we aren't going to join together any old Sims who might be thrown asunder – they've got to care for one another. The Propose option is only seen in the pie menu under conditions of keen attraction: The proposer has to be feeling rather thermal towards the proposee – those heady high-relationship points of love.

Accepting a Proposal

To accept a proposal, the proposee has to be very well disposed, relationship-wise, to the proposer. Of course, the proposee has to be in a good mood, and everybody has to be feeling sociable.

For those of you more slanted to the practical than the romantic, you'll be happy to know that the bank account in proposer's house is increased through the addition of the proposee's worth.

Rejecting a Proposal

If a proposal is rejected because those blissful pre-conditions are not met, you can delight in some lovely rejection dramatics between the Sims with a consequent decrease in relationship and mood.

POLYGAMY

An already hitched Sim may propose marriage to an opposite-sex guest who is in the house. (Maybe the proposer forgot he or she was already married). Married Sims from certain houses can visit an active house and get married again.

MOVING IN

The Move In proposition is very similar to the marriage proposal, except that the preconditions are less restrictive, and it's available only for same-sex friends. Opposite-sex friends never have Move In available as a pie menu choice. Characters who move in to another household lose their last name and take on the names of the new household.

Here are the basics for mixing the Neighborhood Sims together. First of all, a neighbor has to be in a Sim's house for it to happen. Both Sims must be the same sex, and they both have to be in good moods. Once that happens, the household Sim finds "Move

In" is a pie menu choice when you click on the visiting Sim. If the Sim refuses the invitation, they tell you why: "Your place isn't big enough," or "We don't know each other well enough," or "I'm in a bad mood today."

What About the Rest of the Family?

As indicated above, the newcomer Sim can have a variety of prior home situations that determines what happens when he or she moves in: Household Simoleans assets are merged, a job (with carpool) is carried over to new home, and school bus pickup is carried over. To clarify other conditions and results: If new household member Sammy was the only adult in his previous home, any kids in that house come with him. The same goes for any household funds. Sammy's money comes with him if he's the only adult in his house. Otherwise, both children and funds stay with the old household, which still has at least one adult to manage them.

In those instances of single-adult houses now vacated, the house is emptied and is on the market for you real-estate speculators.

BABIES AND SUCH

If you give your Sims' batteries enough charge on the romance scale (think passionate kisses), a dialog box may appear letting you choose for them to have a baby. If you do, the resulting baby needs to be taken care of for three Sim days in order for it to mature into a child. That means some Sim in the house must put the baby to sleep and feed it in a regular fashion.

Remember, choosing not to have the baby can hinder household growth possibilities, and growth is a means of game progression. However, turning down the baby once doesn't mean it won't happen again. If your Sims do get the baby bundle, another small stretch of time must go by before the situation has a chance of coming up again.

Your Sims cannot move the baby's bassinet, but you can, using the Hand Tool in Buy mode. Unlike most "good children", the baby can be both seen and heard. You cannot check on their Hunger or Energy needs like other Sims – you have to rely on their cries to alert you to their needs. Babies will not appear in the family gallery, subpanels, etc. until they become kids.

The baby's sex and personality is set at birth, and you cannot edit it, but you get a chance to name the baby when it is born. The apple of their parents' eye indeed does grow to be a kid (and perhaps a rotten apple), but kids never become adults. In addition, your Sim adults never get old.

INTERACTIONS WITH BABY

You are notified when that baby wants some attention – when you hear its cry, which increases with the degree of attention needed. Sims can autonomously play with the baby, but they cannot autonomously feed or sing to the baby – that's it is up to you to direct them. Family members can interact with the baby in the following ways:

Feed

Feeding the baby reduces its hunger. The length of its feeding depends on its appetite. Feeding a baby that is crying because it is tired does not help get the baby to sleep.

Play

Playing with the baby can give your Sim a little boost on their Fun meter and the Social motive as well. The baby doesn't get any hungrier if Sims play with it. Household visitors can play with the baby as well.

Sing

If the baby is tired, Sim singing puts the baby to sleep, but it has to have had a bite or two, so it's not too hungry to listen. Singing to a hungry baby does nothing for its empty stomach.

BABY BEHAVIOR

Sleeping and Crying

Once asleep, the baby sleeps for a few hours, and it can't be woken. The baby's cry wakes up adults sleeping in the same room. If you want to make sure every Sim's sleep is disturbed, have them all sleep where the baby does – they all wake up, except for kids.

LOSING THE BABY

If a baby gets extremely hungry, this is a failure state. If the baby's hunger reaches this state, a social worker comes into the house and takes the swaddled baby away. This situation can happen anytime (day or night) during the three-day babyhood period.

KIDS

After three blissful days of babyhood, a healthy baby becomes a kid. The parents of any baby are implied by whom the child lives with. Since it is possible to move various adults around in households by marriage or changing roommates, children can end up living with adults different than those with whom they started.

ADOPTING A KID

Single adults and same-sex couples have the opportunity to adopt kids through an occasional onscreen dialog, but it's nothing you can plan on.

KIDS AND GAMEPLAY

Kids are very social, and their interaction with other neighborhood kids often leads to household interaction with those neighbor kids' parents. The social exchanges taking place between neighbors can spark new relationships and career movements.

Kids are like adults in their behaviors (dependent on their personality points, of course), though they tend to get hungrier faster. They do not acquire skills like their Sim parents, but they can clean. Even though they do not gain skills from something like reading, they do enjoy it. You must direct them to study for good school performance, either by reading from the bookcase selections or studying at the computer. Also, if you send them to school in a bad mood, their school performance suffers. Things can get so bad that they might get sent away for good.

Kids do not have romantic relationships or interactions; believe us, you'll have enough on your hands with romantic adults.

NEIGHBORS

As you create new families and put them in houses, the characters in those families are available for relationships with characters in other houses. You can only play one household at once, but this is how the connections can be made. Once neighbors drop by and get acquainted, they may bring other family members with them on subsequent visits.

JEALOUSY

Jealousy can occur between Sim characters who are living together, or between Sims and their neighbors. The adults in a love triangle (one “love object,” loved by two others) experience jealousy if they are in the room when certain social interactions take place between their love object and the other lover.

MOVING OUT

You may have hoped it wouldn’t come to this (or you may have planned it from the start), but Sim attacks can have permanent consequences. The Attack action is the last straw for the characters whose relationship has deteriorated to an extreme level. Sims that lose the Attack pie menu action with another household member may very well decide to leave. If they do decide to leave, they leave the Sim world as well as the household and never return.

The greater a Sim’s body skill, the better their ability to win the attack. An attack interaction is available for children’s relationships, but children losing an attack never choose to leave.

CAREERS

To move ahead in the game, the Sims need careers; employment steers their ambitions, and directs some Simoleans back into the home.

HOW TO GET A JOB

There are a couple ways to move your Sims into the working world. One is by having them pick up the daily paper, which is soon delivered to your Sim household after it’s up and running for a bit. Once that paper’s brought in, one of the pie menu choices for it is Look for Job. Choose that option, and a job description dialog appears, along with what the position pays.

Your Sim only gets one job offer a day from the paper. You can have your Sim accept the position, in which case she or he has to be ready for the next morning’s carpool, or you can turn it down and wait for another offer from tomorrow’s paper.



Campaign worker
Hours: 9:00 am- 6:00 pm.
Carpool arrives: 8:00 am.
The salary is miniscule, but you get your feet wet in the political puddle by helping a favorite local candidate into office. The job requires long hours managing telephone teams and volunteer groups canvassing neighborhoods for votes.

The other way for your Sims to enter the work world is via a little cyberhunting. If you buy them a computer, they can search for jobs online. In the case of computer job-hunts, you can have your Sim turn down different employment offers a few times in one session before you have to wait for another day's set of offers.

CARPOOLS

Your Sim needs to be ready to go when the carpool comes – if you send them off to work hungry and with a full bladder, they are pretty ornery when they return. Keep them prepared – get them up early enough to be ready when the carpool arrives.



The carpool image appears in an onscreen PIP (check the Control Panel section, page 7) when it arrives and notifies you of its arrival with an impatient honk. Working Sim householders leaving for work at the same time can share the same car. If your working Sim doesn't get to the carpool in the single allotted hour, it leaves. If they miss the carpool two days in a row, they lose their job.

HOW TO LOSE A JOB

A lost job can create more than one problem for a Sim. Any new work pursuits always start at the bottom of the ladder, even if your Sim was a skills superstar. The demoted Sims retain their skills, and they might help you move up in new career tracks where those skills are needed, but a fired Sim must begin again at the entry level in the new position.

If your Sim dislikes his work, he better not show it – bad moods at work can result in demotions, and worse moods in further demotions.

Sims can miss alternate days of work without great consequence, though they won't get paid; you can have them study something to improve their skills if they miss the carpool. Since there are no weekends in the Sims' world, you can give them a day off now and then. You can check on your Sim's job performance by clicking on the Job button in the Control Panel. An onscreen dialog lets you know if a job is lost, in addition to a call from the boss if you do descend to those lowly depths.

While your Sims are at work, you will not be able to tell them to come back and make the beds, or any other tasks. If there is a maid or other service person in the house, or if all the Sims are at work or school, game time is sped up to Ultra speed. When a Sim is at work or at school, their picture in the family gallery has a small icon at the lower right indicating their whereabouts. When they return from work (work hours vary with the job), they announce their arrival and how much money they made that day. Their daily pay is added to the household assets.

CAREER ADVANCEMENT: SKILLS

Clicking on the Job panel for a Sim details the job, pay and performance levels of the Sim, as well as the Sim's various skill levels. Entry-level jobs require no skills. Certain jobs require enhanced skills, and offer higher pay as a result. Some of the career skills can be enhanced at home by also performing an action, i.e., working out with exercise equipment at home enhances Body skill, and promotions for careers requiring that skill would be more rapid.

You can see your Sims' skill standing by clicking on the Job button for the selected Sim. Skill totals are displayed as highlighted bars next to the designated skill. Skill areas relevant to the current job position are underlined. In order for your Sim to get a promotion, they need to increase their relevant skill points to the position of the light-colored vertical bar connected to the underline. When they reach that next promotion level (and you see a promotion dialog), new underline/highlight bars indicate new promotional goals for the next job on that career track.



Some skill enhancement opportunities might not be so obvious – for instance, having a mirror in the home gives your Sim a chance to enhance their Charisma (by practicing public speaking and personal charm), which can improve their job promotion chances.

A Sim's Logic skill can improve with chess playing. Playing the piano or guitar kicks up the Creativity levels. An onscreen dialog appears when your Sim has earned a skill point, and it is reflected in the Control Panel. Skills won't decline, unless your Sim happens to get a random bad luck announcement onscreen.

Sims can work on any skills they want, even if their career does not call for it. Skill building of this kind is inefficient in gameplay terms.

Having a generous number of friends is also a direct component of career advancement. Send your Sims to the bookcases, exercise their creative options, and make them glad-hand all their friends. If your Sim drops a friend or two, it won't affect their job standing, but it makes it harder to climb the career ladder, because that Sim has to make friends all over again.

You can see just how many friends a Sim needs for advancement by clicking on the Job button in the Control Panel and looking at the bottom of the subpanel's readout. (It only appears if you need friends to advance.) There is a number with a little smiley face indicating how many Neighborhood friends are needed to jump up the career track. Sims can have friends in their households that do appear in the Relationship panel, but the friends that can actually help move a Sim up the career ladder must be from Neighborhood houses.



Check out the Career Tracks information to see which path you might encourage your Sim to take. Employed Sims can switch career tracks, and any existing skills they've earned are retained.

CAREER TRACKS

There are 15 different career tracks for your Sims, 15 different ladders to move up – or down, as the case may be. Keep your Sims in a good mood, catch those carpools, have them study within their particular discipline, and watch them climb. Entry-level careers are offered at random from the newspaper and the computer; you can try to wait out a desired track, but getting some ready money into the household is a big necessity to meet expenses, so don't delay the job decision too long.



Here are the career tracks, with entry-level positions for each track detailed, and the required skill enhancements. Your Sims can only move up from here – unless they get fired, of course. There are 10 positions within each track, and every Sim must start at the bottom.

1. Business

Mailroom –

Skills: Body, Charisma, Repair.

2. Entertainment

Waiter/Waitress –

Skills: Charisma, Body, Cooking.

3. Law Enforcement

Security Guard –

Skills: Body, Cooking.

4. Life of Crime

Pickpocket –

Skills: Body, Charisma, Creativity.

5. Medicine

Medical Technician –

Skills: Logic, Repair.

6. Military

Recruit –

Skills: Body, Cooking, Repair.

7. Politics

Campaign Worker –

Skills: Body, Creativity, Logic.

8. Pro Athlete

Team Mascot –

Skills: Body, Repair.

9. Science

Test Subject –

Skills: Body, Logic.

10. X-Treme

Daredevil –

Skills: Body, Creativity, Charisma.

11. Music

Subway Musician –

Skills: Creativity, Mechanical.

12. Slacker

Golf Caddy –

Skills: Body, Charisma, Mechanical.

13. Paranormal

Psychic Phone Friend –

Skills: Charisma, Creativity, Logic.

14. Journalism

Typesetter –

Skills: Creativity, Charisma, Logic.

15. Hacker

Beta Tester –

Skills: Mechanical, Logic, Creativity.

DISASTERS

FLOODS

The toilet, sink, and dishwasher can all break and start to flood, and that flood can turn into a big problem if you don't send your Sims to clean it up and try to get those appliances fixed or replaced. Hiring a maid can help you stay on top of the problem.



FIRES

Some of your clumsier Sims are none too swift with a pack of matches; even asking them to light a fire is a risk. Fires can be VERY serious, so get those Sims to extinguish a fire immediately. You can double-up your adult Sims to put out a blaze, but kids can't handle the extinguisher. Buying a fire alarm brings the fire department on the run when a fire starts, so it's a good investment.



BURGLARS

Yes, even in the nicest neighborhoods, there are stealthy characters that skulk about under cover of darkness. If you spot a burglar coming into the house, get a Sim to call the police quickly. If they are sleeping, it might be too late to rouse them, but you can try. Buying a burglar alarm brings the police to your house in a hurry, though, and they will catch that menace to society.

FAILURE STATES

NO ENERGY

Sims can get very, very tired if you do not get them enough rest. They start to slow down, sway, and wobble. Eventually, they just drop down wherever they can to get some sleep.



BLADDER

Everybody knows when they have to go, but some Sims delay until the very last moment – and then it might be too late. The consequence of that lateness ends up on the floor, and needs to be cleaned up. Save your Sims some embarrassment and extra work; send them to the bathroom before you have to send them for a mop.



DEATH

Yes, it's true: your Sims can die. They can die by accident, they can die from neglect, but if they die, it is your responsibility alone. Sims can die by being burned up in a fire, by electrocution, and by starvation. Fire is covered in Disasters above; electrocution can occur when clumsy Sims try to fix some appliances. Keep your Sims mechanical skills up, or take your chances.

In addition, if you have a Sim die, their family members receive a visit from the Grim Reaper, and may be given a chance to plead for your rescue from death. They'll be forced to play a game of Rock-Paper-Scissors with him, with your Sim's life hanging in the balance. Beware of the results when the Grim Reaper wins the game – they may not always mean that your Sim is dead and gone forever!



There are the consequences for a Sim's death. The household autonomously mourns for a day over the urn (or the tombstone, which the urn becomes if it is taken outside) that now carries the earthly remains of your Sim.

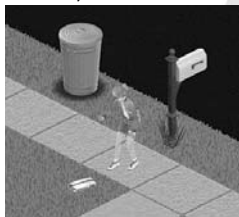
BAD MOODS

If you allow your Sims to become miserable, there is a chance you will receive a visit from a rather Tragic character – the Clown. His presence will make the task of boosting your Sims' moods even more difficult; it is best to avoid having him show up in the first place. If he is bothering your Sims too much, look around your house for his painting. If you can set it ablaze, he will depart the home, leaving your Sims in peace.

DELIVERABLES

The Newspaper

The newspaper delivery person makes the rounds on a daily basis. Using the pie menu choices, Sims can read the paper, or they can look for a job (unless they're depressed, of course).



If the Sim isn't punctual in picking up the paper, it just becomes trash that has to be cleaned up, and might be the lost opportunity for the career of a lifetime. Sims autonomously read the paper, and sometimes also enjoy it if you direct them to do so, if their moods are in sync with that kind of action. You will not get any more papers if there are five of them outside the house.

Mail

Sims get mail that contains the household bills, and they must be paid. Send your Sims out to the mailbox to pick up the mail and make them read it, or the Repo Man can come and take away the furniture. A warning alerts you when bills are piling up. Once brought inside, a pie menu lets you pay the bills, and the debits are removed from your Sims' household assets. Since bills are based on the value of household objects, small houses with few possessions have smaller bills.

BUY MODE: FURNISHING YOUR WORLD

BUY MODE MAINSTAYS

Enter Buy mode by clicking on the Buy mode button on the Control Panel. The game pauses in Buy mode, though you can still scroll and use the Zoom and other view tools. In fact, you should make liberal use of those tools when you're in Buy mode, because placement of your bought items is important for the promotion of Sim efficiency in use and movement.



Once in Buy mode, a series of icons appear that represent the eight item categories. All of the objects are sorted in two ways: by Room and by Function. Buy mode items sort by Function as a default; if you click on the Buy button again, items are sorted by the suggested Room of their placement.



If you roll your mouse over the categories, an identifying tooltip pops up. Clicking on a category switches the panel to display its subcategories, and specific items for each group to the right. Click an individual icon for its specific items. Click the "+" sign below them to reveal "other" items in the main category that are not classified in a subsort. When you are viewing Function subcategories, you can click the "∞" symbol to display "all" items in the larger Function category at once. For those categories with more items than can be displayed in one panel, clicking on the arrow at the right side of the item boxes takes you to the next series of items within that category. An arrow is shown on the left side to return you to the initial items. To return to the larger Function or Room categories, click the icon to the far left of the subcategory icons.



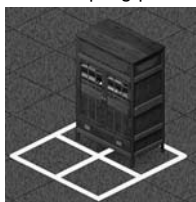
If you hover your cursor over a specific item, its price pops up in a tooltip. Clicking on an item brings up an information panel giving you its detailed information.

It is important to note that whether sorted by Room or by Function, the same items are available for purchase. They are simply arranged under a differing category within each set. For instance, all manner of couches and chairs can be found under Seating when you are using the Function category, but they are found assigned to various areas, such as Living Room, Dining Room and Bedroom under the Room category.



MAKE IT YOURS

Besides bringing up the info panel, clicking on an item highlights it and attaches it to your cursor, ready to be placed in your Sim's house. Notice when you move the cursor into your Sim world, the item tracks with it. The accompanying yellow highlight box tells you that item is selected, a box you see when you click on other placed objects. If you move the item into an area where it cannot be placed, it has a distinct pinkish tint; attempting placement in those conditions results in a scolding tooltip.



You *can* place many items where you might not think they logically go. However, one of the beauties of Buy mode is that you can always come back in and rearrange the furniture. If you want to place a few of the same items without having to return to the panel, just hold down the Shift key after you select your object.

Placed objects that do not suit your style can be clicked again so that the selection highlight square is visible; reposition them by releasing the mouse button and dragging them to the desired position. Click again to secure them in their new spot.

Once an item is selected and brought into your Sims' home, you can place it by clicking the mouse button. If you have accidentally brought an item out from its category boxes, or if you merely brought it into the world to get a better look, you can release it from your cursor by bringing it anywhere back into the control panel and clicking. If you have placed it by mistake, you can simply click on it again, and either click the Delete key or click in the panel to sell it back. Your cash total reflects any purchases and sell-backs.



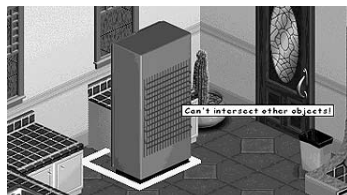
However, the more your Sims sit on that couch, the less it is worth at sale time. Depreciation only occurs in Live mode over game time, so if you sell any items early on, you get full price in return.

OBJECT PLACEMENT

You don't want to place items that block doorways or inhibit the free movement of your Sims. Besides the budget-breaking possibilities, you have to consider which amenities might suit your Sims. Sims that are grumblers get more from solitary pursuits, like watching TV, than outgoing Sims, who would rather talk to each other than talk to the walls.

OBJECT ROTATION

Sometimes when you first place an item, it is positioned so that it is useless. Refrigerators placed with their doors facing the wall, for instance, will not do much for your Sims' peace of mind, or hunger needs. To reposition, just click on the misplaced item with your mouse button depressed. Now the grabber-hand cursor becomes the rotation arrow.



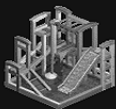
As with many placement features, these functions are often easiest accomplished at the higher zoom levels, and with the room at its best rotation for clear viewing. With the mouse button held down and the rotation arrow visible, drag/swing your mouse in the direction you want the object to go. Objects move in 90-degree increments as you move the mouse. If you attempt a rotation into an area that cannot accept the object, it will acquire the “cannot place here” pink tint. Once you have found that perfect spot, releasing the mouse button settles the item into place.

PURCHASE POINTERS

If you are beginning a game in an unfurnished home, you need to cover the basics first. You want to buy a refrigerator, bed, toilet and shower, at the very least. Your Sims will not be very comfortable standing around the kitchen eating, and some of them will not enjoy having to throw all their trash on the dark floor. Once you get those very basics placed, toss in at least one table and a set of chairs, some lamps, some living room furniture for resting, trash cans, counters, even the kitchen sink. Dishwashers are nice, too.

It goes on and on – Sims cannot gain any fun with furniture. Select the things that amuse them, like TV, stereos, and toys to boost their Fun points. A computer makes for both entertainment and career-furthering pursuits. Then, of course, some artwork might boost the room score a bit.

There can be a wide variety of price and quality in the selections; check out the alluring marketing pitches for items by clicking on them. Note that the descriptions have a 1–10 Efficiency rating in them to let you know how effective that object is at fulfilling Sim motivational needs.



The Funinator Deluxe \$1,200

Fitness is a way of life. The Funinator Deluxe builds young muscles, motor skills and increases coordination and cardiovascular stimulation, which results in a healthy body and mind. Kids build self-esteem, learn goal setting and build camaraderie in a clean, drug-free lifestyle. Lag bolted. Screw fastened. Headland Redwood.

Fun: 5

Can only be used by kids

A CAUTIONARY NOTE

There is some architectural appeal in putting the hot tub in a living room, but it is expensive, and it might prevent you from buying something that actually impels your game forward. Consider the consequences of your purchases. A row of fish tanks are pleasing to the eye, but they also mean you have to spend Sim energy feeding all those fish, and experience Sim sorrow when they die – unless you created very grouchy Sims.

BUILD MODE: BUILDING YOUR DREAM

Whatever your construction talents or architectural affections, the Sims' world can accommodate your building needs. Build mode provides you the opportunity to construct the house of your Sims' dreams.



Unless you have bulldozed a home or bought an empty lot, you will most likely be using Build mode to modify an existing home; however, all the information here applies to both concerns. Entering Build mode reveals a panel consisting of two rows of architectural tools, six to a row. Clicking on a particular tool brings up a sub-panel of either structural elements (walls, floors, etc.) or placeable objects (fireplaces, staircases, etc.) related to the main tool choice. Each choice changes your cursor to something intimating that tool's function.



Clicking on the Build mode button pauses your game. You are able to use all of the View tools, which help you get a perspective on all the consequential angles of your constructions – use them liberally. Clicking on individual subpanel tool choices brings up information panels related to that tool's use or implementation. Resting your cursor on the tool brings up a text box of per-unit costs for tool use. For example, one unit of flooring costs you the displayed amount to fill a single grid square with that flooring style, and the Simoleans are immediately deducted from your household account. Here are all the tools you need to put together your Sim's home.

TERRAIN TOOLS



You can change the slope of your property with the Terrain tool, whether you want to dig out a single patch of yard or lift your land in one long click and drag. There is a limit to how far you can raise and lower terrain (onscreen text indicates how far).

LOWER TERRAIN



Click with the Lower Terrain cursor at a tile intersection, and land sinks. When you reach its nether limits, the bar jumps to the next available tile intersection. Tiles with other elements (such as trees) on them cannot be lowered.

LEVEL TERRAIN



If you want level ground in your Sims' yard, click on the Level Terrain tool on any areas that are too high or too low for your liking. When you release the mouse, they flatten. You will not be charged for any areas already leveled mistakenly chosen in your clicking and dragging.

RAISE TERRAIN



Click on any intersections of the grid with the long bar of the Raise cursor to lift four of the adjoining grid tiles from that intersection's center. Tiles with other elements (such as trees) on them cannot be raised.

WATER TOOLS



If your bank account will accommodate it, you can create pools, complete with diving board and ladders. You can also build your Sims decorative ponds or lakes. Remember to make a pool big enough for your Sims to swim a few strokes, or they get frustrated. Be sure to put in a diving board and ladder as well, so that Sims are able to enter and exit the pool easily.

POOL TOOL



Click and drag with the Pool tool to put down pool water tiles. Initial clicks in open areas establish a nine-tile pool area, with a single tile occupied by a water square; you can fill in the surrounding pool "siding" tiles with pool water tiles once those initial grids are established.

DIVING BOARD



Diving boards must be placed next to pool water tiles. You can place multiple diving boards at a single pool, if you have a large enough pool.

POOL LADDER



As with diving boards, place ladders next to water tiles. You can put many ladders in your pools, as well; this gives your Sims many places to exit the pool.

WATER TOOL



As with other build mode tools, the water tool can be used to place single tiles of water in your Sims' lots. Note, however, that Sims cannot swim in their ponds – they are strictly decorative, and the Sims cannot walk across them, either.

WALL & FENCE TOOLS



Some of the tools are more for the decorative arts than structural sensibility. Any architectural object (such as stairs, fireplaces, plants, etc.) can be placed in multiples by holding down the Shift key when you click to place them in the Sim world.

WALL TOOL

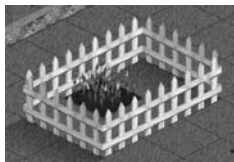


To place sections of wall, just click and drag from one gridline to another; release the mouse and you see a wedge of unfinished wall, primed for wallpapering. You will not be able to place walls outside your property's gridlines. You can build out a closed rectangle of walling by holding down the Shift key while you drag. You can also build walls (as well as roofing and second stories) on a diagonal.

If you happen to misplace wall sections, you can delete them by holding down the Control key and clicking on the wayward wall.

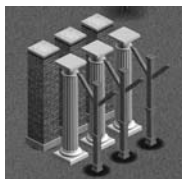
Fences and Balustrades

Click and drag to add these architectural elements to your plot. This is, again, a matter of clicking and dragging from gridline intersections. You can also use the Shift key for instant areas of squared-off fences. Be sure to place an opening in any of your fencing efforts, unless you really want to keep the Sims at bay; they need that passage to move through your fence work. Balustrades can be used on a staircase or balcony. Privacy fences are also available in this tool, but remember: taller fences will not drop down in Walls Down Live mode.



Columns and Connecting Arches

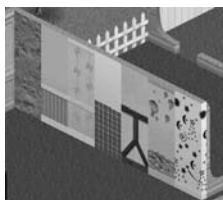
Columns provide support for second-story floors and walls, although you can build second stories on the tops of any rooms with four contiguous walls, without column support. Note that some columns also connect when in close proximity to other columns exactly like them – you can create connecting archways for any of your Sims' homes.



WALLPAPER TOOL



There are many styles of wallpapers, paints and coverings with which to adorn your walls. Click and drag for individual wall panel treatment or Shift-click to cover an entire room in a stroke. All coverings cover both the interior and the exterior walls. If you've used a certain covering on the interior, it remains if you do a different covering on the exterior.



STAIR TOOL



Stairs, of course, imply a second story. Stairs can be repositioned within rooms just like any other placeable object. After your second story floor is established, just click with the Stair tool where you want it placed, and it rises up through the floor.

FIREPLACE TOOL



Fireplaces come in four varieties, and must be placed against a wall. Use caution when placing fireplaces, since they can cause house fires.

PLANT TOOL

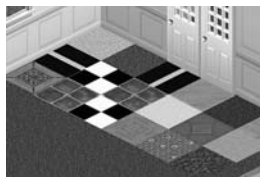


There are trees, shrubs and flowers available for your landscaping. They stay green all year long as long as some Sim or hired hand tends to them occasionally. Placing a row of trees or hedges is as simple as multiple clicks on the grid intersections. Plants can be deleted just like other placed objects.

FLOOR TOOL



There are many different styles of flooring. Shift-click to fill an entire room with your flooring selection; Shift-Control click to undo that deed. Control-click to erase individual floor-tiles.



DOOR TOOL



There are many doors to choose from, as well. Doors must be placed in an unblocked section of a wall in your house for Sims to route through them.

WINDOW TOOL



Windows contribute in a positive way to your Sims' room score. Windows must also be placed in an unused section of wall.

ROOF TOOL



Clicking on the Roof tool reveals a sub-panel of roofing pitches, as well as a selection of roofing styles. Roofs default to medium pitch and the initial style selection if you do not change them. Since there is no charge for roofing pitch or style changes, you can change your choices without wasting the household's money.

HAND TOOL



Click on the Hand tool to reposition and rotate objects. Move an object by simply clicking on it (it now shows a yellow tile highlight), moving it to the right spot, and clicking again. If properly positioned, it settles into place.

Rotating objects with the Hand tool works the same as rotation in Buy mode. Just click and drag, mouse button down, on a selected object to rotate it in the drag direction; Follow the rotation cursor to encourage a direction. Potentially successful rotations (as with object placements) show the object in its regular color; Objects that can't be rotated or placed in certain positions show a pink coloring to let you know that the object cannot be placed there. You also get tooltip messages advising you why your placement does not work.



You can also delete objects selected with the Hand tool by pressing the Delete button or by moving them into the Control Panel.

UNBUILDING

Most of the structural tools work using click and drag. Click, and while holding your mouse button down, drag to place "rows" of whatever building element you want to place. Building fees are deducted with each tile element placed. You can undo and redo recent Build choices by clicking on the Undo or Redo buttons at the left side of the tool rows. Many of the structural elements (walls, doors, windows) can be deleted by choosing that element type in the subpanel, holding down the Control key and moving your cursor over the element. (Your cursor changes into the universal "No" symbol).



When the element highlights in pinkish tint, click and it disappears. You can click the Undo button if you change your mind. Deleting placeable objects works the same way as it does in Buy mode. Click on the object and hit the Delete key, or drag the object down to the Control Panel.

Using Undo in the same Build session gets your money back, but if you build something and then delete it, and you will get back less than you paid for it. You cannot delete walls with anything hanging on them, or with a toilet attached. If you want to delete those walls, you will need to delete or move the attached objects first.

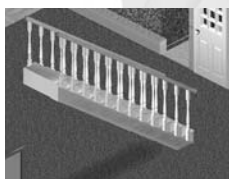
Combining the Shift key with the Control key in some instances removes larger numbers or sections (i.e., an entire wall's worth of wallpaper) of placed elements; see the tool's information window to see if that condition applies.

GOING UP: BUILDING SECOND STORIES

When you want to put in a second story over a room (or multiple rooms), make sure there are four contiguous walls on the first floor. Click on the Second Story button in the Control Panel and you see a grid pattern form over the touching walls. You can then use the Wall tool to put in your walls, and then make your Floor selection. Put in whatever windows and doors you want, and then decorate the walls to suit.



It is probably a good idea to position the stairs before you make your roof selection. When you place your stairs, they emerge from the first floor through the first-floor roof without you having to make any provision for them penetrating the floor above. Use your View and Rotation tools to get these things just right.



Notice that when you add the floor to the second story, the grid extends one tile beyond the wall, and sticks out into space. This was done so you can make hanging balconies over the first floor. Fill that first row of overhanging tiles with a floor covering and you get a second tile extension to produce a two-tile overhanging balcony. You can continue the balcony out to the end of your property if you support it with columns on the first floor.



APPENDIX I

THE SIMS™ CREATOR

The Sims Creator allows you to paint your Sim, add a new face to the head of your Sim, add a logo to your Sim, and change your Sim's clothing. The Sims Creator reads the data from your Skins folder in *The Sims* and all expansion packs (default \Program Files\Maxis\The Sims\GameData\Skins and \Program Files\Maxis\The Sims\ExpansionPack...). This allows you to modify any skins you have from *The Sims*, The Sims expansion packs, and any Sims you have downloaded.

Main/Start screen



You can begin by selecting the head and body of your Sim. You can also select the age, sex, and skin tone of the Sim you wish to modify on this screen. In the 3D Preview window, you can view your Sim from many different angles. Left-click and drag your cursor on the Sim in the preview window to see your Sim from a different angle.

Face Photo Wizard



In step one of the Face Photo Wizard you can load a face image for your Sim, by clicking Load Face (.png, .jpg, .tga, .bmp, and .tif are the file types that you can use in The Sims Creator), and align the image to your liking. In step two you get to manipulate the image to your liking using the many options provided.

Sims Wardrobe



In the Sims Wardrobe section of The Sims Creator, the options are plentiful! You can dress your Sim, add some accessories to the Sim's original clothing, or click undress and start from scratch. You can also layer clothing here just by selecting more garments. If those garments do not have quite the right look for your Sim, you can pick a new material for it from the buttons on the right. You can also load your own textures for garments.



Clicking on the Add Logo button will bring you to the Logo Selector screen. Here you can add logos/images to your Sim on the 2D view, and see how it will look in The Sims with the 3D preview. Choose from the provided logos or add your own with the Load Logo button.

Paint



This screen allows you to paint your Sim. You can use either the 2D or the 3D view to paint your Sim. The tool panel at the bottom of the screen allows you to paint with many different colors and textures; you can move the skin in any direction needed to paint it, or make changes. Once you finish painting your Sim, clicking Done will bring you back to the Main screen, where it will be in the place of the

original skin(s), until you save your new version. Once you save your skin, the original skin you started with and the skin you have made will both appear in the main screen just in case you want to keep altering them.

Save

The save screen allows you to save your modified skin. Name the skin file and click Save. The new skin will be saved in your GameData\Skins folder, and can be used in your game!

OTHER SIMS WEB WONDERS

Going to <http://www.thesims.com> takes you to links on *The Sims* website for downloading tools for designing Sims objects, walls, and floors. The site includes helpful tutorials (that you can read with your browser) for putting these ideas and tools to use.

Unfortunately, Electronic Arts' Customer Service cannot offer support for downloads from third party websites. Please contact the website's administrator directly.

If you've checked the Export HTML option in the Play Options for the game, you can click on the View Web Pages button in the neighborhood screen to view these web pages. If you'd like to share your family with other Sims fans, you can upload your family to The Sims Exchange on www.thesims.com.

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Original Music Compositions: © 2000 Electronic Arts Music Publishing Inc. (ASCAP) except "Neighborhood1", "Neighborhood2", "Latin4", "Buy2", "Buy4", "Build4", "Jazz4", "Jazz5" © 2000 Road Wing Music, Inc. (BMI) (P) 2000 Electronic Arts Inc.

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Dedicated to the memory of Dani Berry.

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