



The SIMS 3



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WWW.THESIMS3.COM

INSTALLING THE GAME

NOTE: For system requirements, see the readme file.

TO INSTALL ON A PC (DISC USERS):

Insert the disc into your disc drive and follow the on-screen instructions.

Once the game has installed you can launch it from the game's AutoRun menu or by locating the game through the **START** menu.

Games on Windows Vista™ are located in the **Start > Games** menu and on earlier versions of Windows™ in the **Start > Programs** (or **All Programs**) menu.

TO INSTALL ON A PC (EA STORE USERS):

NOTE: If you'd like more information about purchasing direct downloads from EA, visit www.eastore.ea.com and click **MORE ABOUT DIRECT DOWNLOADS**.

Once the game has been downloaded by EA Download Manager, click the install icon that appears and follow the on-screen instructions.

Launch the game (once it is installed) directly from the EA Download Manager.

NOTE: If you've already purchased a title and would like to install it on another PC, first download and install the EA Download Manager on the other PC, then launch the application and log in with your EA account. Select the appropriate title from the list that appears and click the start button to download the game.

TO INSTALL ON A MACINTOSH:

1. Insert the game disc into your DVD-ROM drive. A DVD icon representing the game disc appears on your desktop. Double-click the icon to open the game's launcher.
2. Select the game's installer icon at the bottom of the launcher to prompt the installation menu.
3. Follow the on-screen instructions to complete the installation.

TO INSTALL ON A PC OR MACINTOSH (THIRD PARTY ONLINE USERS):

Please contact the digital retailer through whom you purchased this game for instructions on how to install the game or how to download and reinstall another copy.

STARTING THE GAME

TO START THE GAME:

For PC:

Games on Windows Vista™ are located in the **Start > Games** menu and on earlier versions of Windows™ in the **Start > Programs** (or **All Programs**) menu.

For Macintosh:

Open a Finder window, select 'Applications,' and double-click the game's icon.

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KEY COMMANDS

GENERAL CONTROLS

Undo/Redo	CTRL-Z/CTRL-Y
Cancel	ESC
Toggle cheat entry window	CTRL-SHIFT-C
Hide/show UI	F10

CREATE A SIM

Rotate Sim	, (comma)/. (period)
Zoom in/out	mouse wheel

BUILD/BUY MODE

OBJECT PLACEMENT TOOLS

Rotate object	, (comma)/. (period)
Delete object	DEL or BACKSPACE
Enable free-form placement	ALT (while holding or moving an object)
Enable free-form rotation	ALT (while rotating an object with the mouse)
Move object to next slot in surface	M

BUILD ROOM CONTROLS

Create room	wall tool + SHIFT + drag
Fill room with wallpaper/flooring	SHIFT + click (when using the wallpaper/flooring tool)
Rotate floor tile	floor tool: , (comma)/. (period)
Toggle full/quarter tile mode	CTRL-F

MOVIE MAKING MODE

Enable movie making mode	TAB
Start/end video capture	V
Lower/raise camera height	Q/E
Roll camera counterclockwise/ clockwise	SHIFT-A/SHIFT-D
Level out the camera roll	SHIFT-S
Adjust focal length	Z/X
Take a snapshot	C

LIVE MODE

SIM/HOUSEHOLD CONTROLS

Switch to next Sim in household	SPACE
Switch to (specific) Sim	Click Sim portrait
Lock camera to Sim	Right-click Sim portrait
Center on active Sim	ENTER
Access skill journal	J
Access inventory	I

TIME CONTROLS

Pause game	P, 0, or `
Regular/fast/ultra speed	1/2/3 (or corresponding keys on Num Pad)
Fast forward to end of interaction	4

HOUSE CONTROLS

WINDOWS

Next/previous floor	PG UP/PG DOWN	Fn + Up Arrow/ Down Arrow
Next/previous wall mode	HOME/END	Fn + Left Arrow/ Right Arrow
Center on selected Sim's lot	SHIFT-ENTER	

MACBOOK

CAMERA MOVEMENTS

Move left/right	left arrow/right arrow or A/D
Move forward/back	up arrow up/down arrow or W/S
Move faster	SHIFT + arrows or SHIFT + A/S/W/D
Zoom in/out	Z/X or +/- or Num Pad +/- Num Pad -
Rotate left/right	, (comma)/. (period)
Save camera position 1 - 5	CTRL-5 - 9
Snap camera position 1 - 5	SHIFT-5 - 9
Move to camera position 1 - 5	5 - 9
Toggle cameraman mode	TAB
Toggle map mode	M

GAMEPLAY MODES

Live Mode	F1
Buy Mode	F2
Build Mode	F3
Options Mode	F5

APPLE MAC OS X SHORTCUTS

Toggle between windowed and full-screen view	Command-Return
Minimize the game when in full-screen mode	Command-Tab

APPLE RIGHT AND MIDDLE MOUSE BUTTON FUNCTIONALITY ON MAC OS X

Some features in *The Sims 3* require a right mouse button and a middle mouse button. If you have an Apple Mighty Mouse, you can enable the right mouse button in System Preferences > Keyboard and Mouse. Change the RIGHT CLICK drop down to SECONDARY BUTTON.

Most PC USB mice are supported on the Macintosh as well. The left, right, and middle mouse buttons are detected and work correctly when first plugged in.

If you have an Apple legacy single button mouse, or a MacBook with a Track Pad, you can emulate a right mouse button click by holding down the Command key while clicking the mouse button.

To emulate the middle mouse button using a single button mouse, hold down the Control and Command keys while clicking the mouse button.

GET INSPIRED!

The Sims™ 3 will inspire you with its endless creative possibilities and amuse you with unexpected moments of surprise and mischief! Create amazingly unique Sims by customizing their appearances and choosing specific personality traits. Then build their houses—design everything from an exquisitely furnished dream home to a rundown seaside shack. Send your Sims out to explore their new neighborhood and meet other Sims. They can look for a job at the sports stadium, get a massage at the day spa, or meet a friend for a bite at the local diner. With so much to do, new quick goals like Opportunities, and rewarding gameplay, *The Sims 3* gives you the freedom to choose whether—or not!—to fulfill your Sims' destinies and make their wishes come true.

GETTING UP TO SPEED

Whether you're brand-new to *The Sims* experience or a seasoned player, we recommend that you play through the tutorial to learn what's new in *The Sims 3*. This quick introduction will help you make the most of all the exciting new features!

You can reset the tutorial from the main menu if you want a refresher later or if you miss something the first time around. You can also access Lessons from the Options menu to learn more about all of the features in *The Sims 3*.



GETTING STARTED

Getting started with *The Sims 3* can be as easy as you like. You can jump right into a pre-made family, or you can choose to customize every aspect of your game by going through a few more steps.



To start a new game:

Choose a neighborhood from the pull-down menu, and then click the checkmark. Your selected neighborhood loads.

The first time you start the game, you can choose to either CREATE SIMS if you want to make your own custom Sims, or MOVE IN HOUSEHOLD if you want to move pre-made Sims from the library into your town and play them.

To see more info on creating custom Sims, see *Create A Sim* on p. 6.

After completing the tutorial (or opting out of it), you can also CHOOSE A HOUSEHOLD to play with pre-made Sims who already live in your selected town.

For pre-made households, click one of the blue house buttons to read a description of the household members and the house and see the difficulty level, the size of their lot, and how many Simoleons they have. Click the SELECT button to play at the description pop-up to play that household.

NOTE: Once you've completed the tutorial, you can also choose an empty lot and build a custom home for your Sims. For more on building, see *Build Mode* on p. 22.

SAVING AND LOADING

A single saved game represents your entire town. To save, from the Options menu choose SAVE. Enter a name for your game and then click the checkmark. You can always start a new game from the main menu.

To load a saved game, go to the main menu and select the saved game that you want to play.

OPTIONS

At the Options menu you can change graphics, audio, gameplay, video capture, and music settings. Most of the options are self-explanatory, but a few are detailed below.

Autonomy Move the slider to the left to decrease autonomy/free will or to the right to increase it. The more free will Sims have, the more they choose to act on their own if you haven't assigned them an action. (Beware, your Sims won't autonomously perform certain actions, such as getting a job. You'll have to direct them to accomplish some things.)


Lifespan Determine how long (barring any unfortunate accidents) your Sim's life will be by moving the slider to the desired number of days.



CREATE A SIM

Creating custom Sims has never been easier! You can adjust their appearance by choosing everything from the size of their nose to their body shape. Select the color of their eyes, add highlights to their hair, and even choose a lipstick shade. Then choose their wardrobe, determine their personality, and pick their favorite color, music, and food. Create any kind of Sim you can imagine!

PRE-MADE SIMS

At the Create A Sim screen you can choose a pre-made Sim by clicking the Pre-Made Sims button . To filter the view, click an age, gender, or body type. Click the Sim you want then click the checkmark. Your Sim is ready to go! If you want you can customize this Sim further by clicking the buttons at the left (see below).

If you want to create a totally customized Sim, start by clicking the Basics icon .



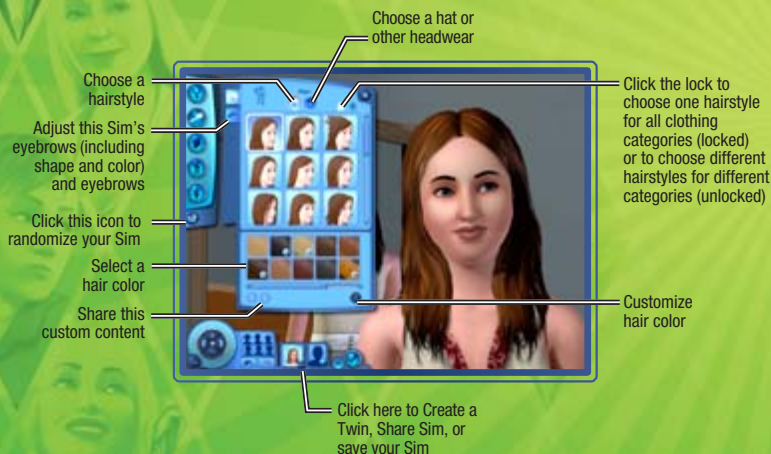
Basics

Enter your Sim's name, choose their gender, set their age, adjust their skin tone, and define their body type (by setting how skinny or chubby they are and how much muscle tone they have).



Hair

Choose your Sim's hairstyle (or hat) and hair color, determine their eyebrow shape and color, and select any facial hair (male Sims only). You can also set your Sim's hairstyle per each outfit category if you want.



Looks

Choose your Sim's head shape, adjust their ears, determine their eye color and shape, choose a mouth, nose, and any moles, freckles, or makeup.

Alter and refine the details of your Sim's face

Click here to randomize this face's features



Choose a general face shape

Use the sliders to alter specific features




Click one of the circles to tinker with details in that area of the face



Clothing

Choose clothing for everyday and formal occasions, and select sleepwear, athletic wear, and swimwear. Within each category you can choose from tops, bottoms, outfits, shoes, and accessories.

NOTE: Your Sims must own a dresser to create new outfits in-game and they can have three different outfits for each clothing category.

TIP: You can also customize clothing by choosing colors and patterns. Whenever you see this icon , click it to adjust the style of the selected item. For information on customizing clothing (and other items), see *Create A Style* on p. 8.



TIP: Your Sim can change some aspects of their appearance (hair and makeup) at any mirror.



Personality

Set your Sim's personality traits, favorites, and lifetime wish. For more information on traits, see p. 10 and for more info on lifetime wishes, see p. 12. You can also set their voice here and write a short biography.

SOMETIMES IT'S ALL IN THE DETAILS

Click the  to adjust the details of a specific part of your Sim. For instance, you can adjust the hair color, highlights, roots, and tips of your Sim's hair. Or you can tweak your Sim's nose: turn the tip up a bit, widen the bridge, or lengthen the nostrils. Whenever you see this icon , click it to see which details you can play with. On the Advanced tab, click one of the circles to select a different area to customize.

CREATE A STYLE

You can use the new Create A Style to change patterns and colors on your Sims' clothing, or you can create a coordinated room by adjusting the design of wallpapers, paint, furniture upholstery, and more.



MATCHING SHOES AND MORE

You can also take a color or pattern and apply it to multiple items. Say you want your Sim's shoes to exactly match her dress. Click her dress to select it, then click the pattern from her dress that you want to use on her shoes, and drag that pattern onto the shoes. If the shoes have more than one pattern, you can decide where you want to use that pattern. Click the checkmark to confirm your changes.

Once you've saved a pattern, you can drag colors and patterns to furniture, décor objects, and accessories in Build and Buy modes.

SAVING CUSTOM MATERIALS AND ITEMS



Once you've got a style of pattern that you're happy with, you can save it to use again and again—just click the folder icon in the material category panel on the right



To save that particular clothing item (or object) in your custom style, click the folder icon in the window at the upper left of the screen

UNIQUE SIMS

Customize your Sims more than ever to create a wide variety of Sims, each with their own distinct personality. Choose up to five traits from dozens of personality traits, choose favorite foods, colors, and music, and even adjust your Sim's voice tone and pitch.

TRAITS

Your Sims can have up to five traits. Their traits influence what they want, how they feel, and how they behave. For instance, Sims who love the outdoors are happiest when they're outside. Bookworm Sims can read more quickly and write better novels. Sims also tend to get along better with other Sims with whom they share at least one trait.

As Sims mature from babies to young adults, they gain more traits. If your Sim was very successful and happy in their last development stage, you may even get to pick the traits. However, if your Sim was only moderately happy, their new traits may be randomly chosen; if your Sim had a miserable experience at that life stage, they may be assigned negative traits.

A GOOD PERSONALITY

Erica has the following traits (in bold), which all impact her personality in different ways and help determine how she interacts with the world around her:

Because Erica is a **loner**, she doesn't need to socialize as much as other Sims and prefers spending time alone. As a **workaholic**, she loves going to work (she even has fun there!) and she can also work from home on a computer. Erica is also a bit of a **perfectionist**, which means that though it takes her longer to do some things, she generally does them better than other Sims. An **artistic** Sim, Erica learns artistic skills such as painting, writing, and guitar playing faster than other Sims. She also loves to visit the art gallery. Because Erica is **ambitious**, she often gets raises and promotions faster than other Sims, but she also worries more if it's been a while since her last promotion.

These are the traits from which you can choose.

MENTAL	PHYSICAL	SOCIAL	LIFESTYLE
Absent-Minded	Athletic	Charismatic	Ambitious
Artistic	Brave	Commitment Issues	Angler
Bookworm	Clumsy	Dislikes Children	Childish
Can't Stand Art	Couch Potato	Easily Impressed	Daredevil
Computer Whiz	Coward	Flirty	Evil
Excitable	Heavy Sleeper	Friendly	Family-Oriented
Genius	Hydrophobic	Good Sense of Humor	Frugal
Green Thumb	Light Sleeper	Great Kisser	Good
Handy	Lucky	Grumpy	Hates the Outdoors
Insane	Neat	Hopeless Romantic	Hot-Headed
Natural Cook	Never Nude	Inappropriate	Kleptomaniac
Neurotic	Slob	Loner	Loves the Outdoors
Virtuoso	Unlucky	Loser	Over-Emotional
		Mean Spirited	Perfectionist
		Mooch	Technophobe
		No Sense of Humor	Vegetarian
		Party Animal	Workaholic
		Schmoosier	
		Snob	
		Unflirty	

FAVORITES

You can also set a few favorites for your Sim. Choose grilled cheese sandwiches as their favorite food, orange as their favorite color, and pop as their favorite type of music. Your Sims will tend to choose their favorites when they can.

VOICE

Choose a voice for your Sim and then adjust the pitch.

SKILLS

There are ten different skills that your Sims can develop throughout their life. The higher their skill levels, the better they are at performing certain tasks and activities. Additionally, as your Sims' skills improve, more activities are available to them. Lastly, higher skill levels help your Sims advance in their careers. The skills your Sims need most depends on the career path they choose. For the most part, the skills for a certain career are fairly logical: to become a world-renowned chef, for instance, your Sim must excel at cooking. Other required skills may seem less obvious: on the law enforcement track Sims need logic skill (solving crimes may be elementary, but it takes some brain power!). For more information, see *Careers* on p. 12.

Your Sim can obtain a skill by reading books, practicing that skill, or taking a class at one of the buildings in town. To read a skill book, check out your Sim's bookshelves, buy a book at the book store, or visit the library.

TIP: If your Sim is in good mood, they build skills faster than when they're in a bad mood.

CLASS LOCATIONS

Below is a list of each skill and where classes are offered to help your Sim learn it.

SKILL	WHERE TO TAKE A CLASS
Athletic	Stadium
Charisma	City Hall
Cooking	Bistro or Diner
Fishing	Grocery Store
Gardening	Science Lab
Guitar	Theatre
Handiness	Military Base
Logic	Science Lab
Painting	School
Writing	Business/Journalism Office

SKILL JOURNAL

The skill journal gives an overview of each of your Sim's skills, including the level to which that skill is developed, statistics pertaining to that skill (such as how many recipes a Sim has prepared), and the opportunities associated with it.

♦ To bring up the skill journal, press J or click the skill journal button in your Sim's skill panel.

WISHES

Every adult Sim has a Lifetime Wish, something that they will strive for throughout their lifetime. These are bigger accomplishments that require more time and effort to achieve but are hugely fulfilling. When you create a young adult or older Sim, you choose their Lifetime Wish after you set their Traits. For younger Sims, you choose their Lifetime Wish during the game based on their activities and personality.

Your Sim also has smaller everyday wishes. These wishes include things like making a friend, getting a job in a certain career track, or falling in love. You have the option of promising up to four wishes to a Sim, or dismissing wishes as you see fit. Promising a wish means that you lock that as a focus for your Sim's life. If your Sim fulfills that wish, they earn Lifetime Happiness Points. The wishes your Sim fulfills shape the path of their future wishes.

Click the arrows on either side of the wish panel to cycle through available wishes. To promise a wish, click it. It moves into one of the four promised wish spaces. You can also cancel a wish without penalty by right-clicking it.

MOODLETS

Your Sim's mood panel displays their overall mood and a variety of Moodlets. Moodlets are temporary conditions that directly affect your Sim's mood and behavior. Moodlets are displayed as icons with different images on them, and have either red backgrounds (if they negatively affect your Sim's mood), green backgrounds (for positive effects), or blue backgrounds (no effect on mood). Hover your mouse over a Moodlet icon to see what it is and how long it will impact your Sim. Your Sim's personality will alter which Moodlets affect them and how powerful those effects are.

LIFETIME HAPPINESS

Your Sim's mood can directly improve their Lifetime Happiness. As long as your Sim has a really high mood, he gains Lifetime Happiness every second. The higher the mood, the more quickly your Sim earns Lifetime Happiness points. You can spend your Sim's Lifetime Happiness points to purchase Lifetime Rewards.

To purchase Lifetime Rewards, click the Lifetime Happiness tab of the Sim Panels and then click the LIFETIME REWARDS button.

CAREERS

Careers are the best way for your Sims to earn Simoleons. Careers also get them out of the house and give them a chance to meet other Sims. There are eleven career paths that your Sims can follow, and many emphasize different skills.

Some careers also have different branches that your Sim can follow. For branching careers, when your Sim is promoted to a certain level, you can choose which branch you want your Sim to take. For example, the Law Enforcement career allows your Sim to become either a Special Agent or a Forensic Analyst.

Sims can find jobs by checking the newspaper, browsing on the computer, or simply by visiting the location in town where they'd like to work (you can use Map Tag filters to show job locations).

JOB PERFORMANCE

How well your Sim does in their chosen career depends on many factors. Your Sim's mood always impacts their performance. Sims in better moods typically do a better job. Your Sim will be in a better mood for work if they're well rested, well fed, and have had at least some fun in the last 24 hours.

Being late for work and leaving early also negatively affect your Sim's job performance, so make sure they get to work on time. However, Sims always try to get to work on their own if you let them.

Some personality traits can also give Sims a boost in their chosen career. For example, a Sim who is athletic will have a much easier time pursuing the Professional Sports career, as well as some branches of law enforcement.

A variety of other factors can also affect your job performance (see p. 13).

THE CAREER PANEL

You can see how your Sim is doing at work by clicking the Career tab to bring up the Career panel. This panel shows your Sim's current position, work schedule, salary, and performance. You can also see the different factors that affect job performance, such as mood, skills, or relationship with your Sim's boss.

Hover your mouse over one of the factors for more information about it. The better your Sim is doing in each of their factors, the faster their performance improves. If your Sim's performance is maxed at the end of the work day, they will be promoted. Be careful though, because if your Sim's performance falls too low, they may get demoted or even fired!

For example, a Yes-Man in the Political Career needs a good mood and a high Charisma Skill as well as a good relationship with his boss.

You can also send a Sim to work or school by clicking the button (it looks like a Sim sitting at a desk) in the career panel. This button only works around the time the Sim is scheduled to go to work or school.

SIM ACTION OPTIONS

Now you can do more than just choose which actions your Sim performs; you can determine how they perform them. When you assign your Sim actions that have different options, a small pull-down menu appears under the icon for that action in the action queue. For example, at work, your Sim can choose to MEET COWORKERS, WORK HARD, TAKE IT EASY, and more. Different actions provide different benefits and penalties, so choose wisely. It is almost always to your advantage to choose some action for your Sim though.



A LIVING WORLD

Your Sims live in a varied and dynamic town. Heading down to the local diner for a quick bite, studying at the library, or fishing at the local pond is just a click away.

In addition to this new freedom to move around the town, *The Sims 3* also features an option called Story Progression. This feature helps keep your town alive and thriving. With Story Progression, your Sims' neighbors lives progress normally. Neighbors may move away, new ones will move in, friends get promotions, neighbors have children, and eventually even die. Basically, life goes on! This feature helps to keep the neighborhood balanced.

You can, however, choose to disable Story Progression (in the Options menu).

In Live Mode, you can click the button that looks like a skyline (or press **M**) to open Map View.



Click one of the location buttons to have your Sim visit there, take a class, apply for a job, and more

The green tag shows your current household, the orange map tag indicates the homes of Sims your Sims know, the blue map tag shows a workplace

Click one of the filter buttons to show only the locations that apply to that filter

MAP TAGS

Below are some of the tags that appear on the map and what they indicate. Mouse-over an icon to see its specific name.

Your active Sim household is identified with this icon.

VENUES

When your Sim enters one of these venues, you cannot see them or control them inside. But you can make choices about what they will do while they're visiting. For example your Sim may enter the Grocery store to SHOP FOR GROCERIES, BECOME A PARTNER, SELL FRUITS AND VEGETABLES, ATTEND A FISHING CLASS, or GET A PART-TIME JOB.



Bistro



Bookstore



City Hall



Community Theatre



Business/Journalism Offices



Day Spa



Diner



Grocery Store



Hospital



Military Base



Police Department



School



Science Facility



Sports Stadium



Work



Criminal Warehouse

COMMUNITY LOTS

When your Sim visits a community lot, you can see and control them while they are inside.



Community Pool



Graveyard



Gym



Fishing Hole



Generic community lot (Edit Town screen only)



Library



Park





Art Gallery



Beach

HOMES AND NEIGHBORS

You can also click other Sims' houses to go and visit them, even if your Sim doesn't know them yet. Head across the street to meet the neighbors or visit a friend across town. Once your Sim is at the neighbors', they can ask to come inside and make themselves at home (up to a point!).

TIP: When you mouse-over another house in the neighborhood, the cursor changes depending on whether anyone currently lives there  or no one lives there .

COMMUNITY LOCATIONS

Your Sim can visit a variety of town locations including parks, the beach, shops, restaurants, and more. Some locations are venues for your Sims to wander around and explore.

For example, your Sim can visit the graveyard. At the graveyard they can get a part-time job, tour the mausoleum, explore the catacombs, mourn graveside, and even engrave epitaphs on tombstones.

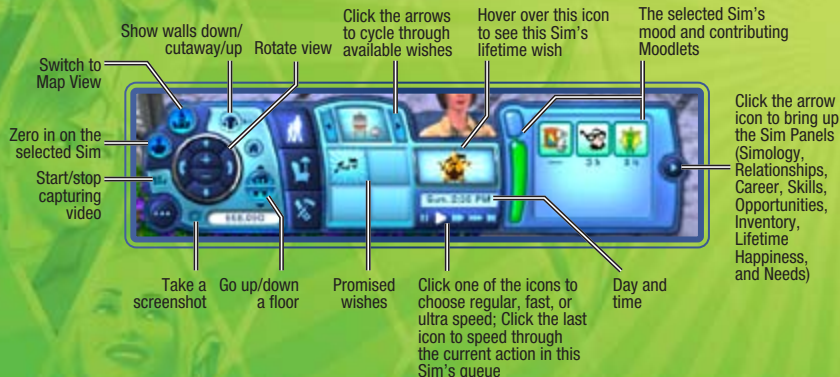
Some buildings, such as work venues, are more basic. You can't poke around, although you may be able to choose between different options for your Sim to perform while inside (see *Sim Action Options* on p.13 for more information on these options).

LIVE MODE

Live Mode is where all of the action takes place. Your Sim gets jobs, makes friends and enemies, falls in love, has a family, pursues their passions, and more, all in this mode.


MAIN USER INTERFACE PUCK

Some of the functions are outlined here, but you can hover your mouse over any icon to see what it does.



GETTING A HAND ON THINGS IN LIVE MODE

Many items can now be moved around in Live Mode. You can return books to bookshelves, place trash in the bin, drag small items into your Sim's inventory, and more.

 You'll know that you can move an object when the cursor changes to include a small hand.

To move an object, click and hold the mouse and then drag to the new spot you'd like to place. An item that is currently in use cannot be moved.

INVENTORY/FAMILY INVENTORY

Each Sim has their own personal inventory. When a Sim picks up an object or brings it home from work, you will find it in their inventory. Click and drag to move objects into or out of their inventory.

Each household also has an inventory. Certain items go into the Family Inventory instead of an individual Sim's inventory. You can access the Family Inventory in Buy mode by clicking the icon that looks like a cardboard box.

CELL PHONE

Each Sim (except for toddlers and babies!) has their own personal cell phone in their inventory. When your Sim receives a call, just click your Sim and select ANSWER. To make calls, just go to your Sim's inventory and click the phone icon.

A DAY IN THE LIFE

This is a living room containing some ordinary objects. Take a look at some of the ways that your Sim can interact with them.



SOCIALIZATION

Most social interactions between Sims fall into one of these categories: Friendly, Romantic, Mean, Funny, or Special. Choose the type of interaction you want your active Sim to have with the other Sim, and then select a specific interaction from the sub-menu. Watch how the other Sim responds to your Sim's social interaction—does he find it amusing or creepy? Be careful: if you choose the same social over and over again, the other Sim may get bored.

SPECIAL INTERACTIONS

Your Sim's personality traits grant them special interactions. For example, Sims with the *good* trait can choose to BRIGHTEN SOMEONE'S DAY, while *evil* Sims can do a lot of normal interactions, but with an evil twist.

RELATIONSHIP PANEL

You can view the relationships your Sim has in the Relationship panel. If your Sim knows lots of Sims, you can even filter the view to see all relationships, or just relatives, friends, visitors, or co-workers.

TIP: Click the portraits in your Sim's relationship panel to chat with those Sims or invite them over.

OPPORTUNITY COMES KNOCKING

Opportunities are chances for your Sim to advance either their career or skills by accomplishing different activities. Sims are given career opportunities while they're at work, while skill opportunities may arrive at any time in the form of phone calls. Sims can also check the newspaper or computer for Special Opportunities.

Once a Sim has accepted an opportunity, they are focused on it and will not be offered another opportunity of that type until the first has been accomplished, abandoned, or failed. You can abandon an opportunity by right-clicking it in the opportunity panel.

Every skill comes with a handful of Skill Challenges that could potentially take a lifetime to complete. These Challenges are difficult to achieve but the payoffs make it worth it. You can view these challenges in the Skill Journal.

Many opportunities have time windows for completion. Your Sim often isn't finished with an opportunity until it has been turned in, usually at their workplace or to the Sim who provided the opportunity.

COLLECTING

Even if your Sim doesn't love the outdoors, they can search for and collect specimens.

BUTTERFLIES AND BEETLES

Sims can venture outdoors to catch these buggy beauties. Once your Sim catches one, they can display it (in a terrarium), name it, sell it, or simply watch it. Each of these critters has a value, depending on its rarity.

ROCKS, GEMS, AND METALS

Your Sims can also find rocks, gems, and metals if they explore. From space rocks to shiny gold to Plumbob emeralds, your Sim can have the gems they find cut to increase their value, or simply display them in their natural state.

To send your Sim's gems off to have them cut, click one in their inventory and choose GET CUT and then the type of cut you'd like to have done. Your Sim mails their find off and gets back a beautiful cut stone.

FISHING

There are many bodies of water around town in which your Sim can fish. When your Sim is at a fishing locale, they can choose to INSPECT THE WATER or FISH. If your Sim has a least one fishing skill point and has fruits or vegetables in their inventory, you can also CHOOSE BAIT.

Your Sim can have a fish mounted to show it off at home. Click the fish in their inventory and choose SEND FISH TO BE MOUNTED. Your Sim can also choose to cook the fish they caught or put it in a fishbowl.

GARDENING

The more skill points your Sim has in gardening, the more options they have. Your Sim can take a class at the science lab, read gardening books, or watch the gardening channel to improve their skill. Working in the garden, of course, also improves their skill.

SEEDS

When your Sim is out and about in town, they should keep their eyes open for seeds. Any seeds they find can be brought home and planted. Your Sims can also plant whole fruit and vegetables as a shortcut to finding seeds.

COOKING

Sims can start cooking as teenagers (or even earlier on the toy oven) and the more often they cook, the more cooking skill they acquire. Sims can also improve their cooking by watching cooking shows on TV, reading books on cooking, and taking classes. As your Sim gains more skill, they learn new recipes. Sims can also purchase new recipes at the grocery store.

STOCKING UP

Your Sims also need to keep their kitchen stocked. Each recipe requires different ingredients, most of which can be attained at the grocery store. If you do not have the items for a dish on-hand, your Sim can prepare them, but they are charged more for the ingredients than if they stock up ahead of time. Meals made without the proper ingredients are lower in quality.

RECIPE BOOK

You can see a Sim's recipe book inside the skill journal entry for cooking. You can also view the types of foods they have prepared and how often, what their best meal was, and more.

SURPRISES IN YOUR SIMS' NEW HOME

When your Sims move in to a bare and unfurnished new home, sometimes they get more (or less!) than they bargained for... Perhaps their new abode comes with its own resident ghost, or worse yet maybe it's already occupied by a host of rodent residents! The real estate agency may offer to take care of this not very welcome "surprise" for you, but if your Sims are resourceful, they can deal with matters themselves.

Who knows, if your Sims can take care of the problems, they might even find a surprise that they might want!

CHANGING THE ACTIVE HOUSEHOLD

To change the active household in your current town, from the Options menu choose EDIT TOWN. Then, click the CHANGE ACTIVE HOUSEHOLD button. This returns you to your initial choices: create Sims, play an existing household in town, or move in a household.

Changing to a different household leaves your previous household to change along with the rest of the town. Like other households in the neighborhood, they may get new skills or relationships, get fired or promoted, or change in other ways. You can always change back to that household, but it's likely that things will have changed while you were gone!



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EA SOUNDTRACKS AND RINGTONES

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LIFE STAGES AND AGING

Unless you opt to turn off aging (in the Options menu), all of your Sims will pass through several life stages (depending, of course, on how old they are when they start off). You now also have the power to decide when your Sims are ready for the next age category. Ready for your child to become a teen? Purchase a birthday cake and throw a party! A longer childhood increases your chances of being able to choose the traits for your Sim, but if you're ready to move on, go right ahead.

Baby	This time seems to fly past, making some Sims wistful for their little ones' early cuddly years. Other Sims are thrilled when their tykes advance beyond simply eating and soiling their diapers.
Toddler	These little ones are able to play their way into learning new skills, but still require a fair amount of care-taking from their parents.
Child	The school years are a time for children to make friends, learn skills, and develop personalities. Keep their grades high to reap all of the benefits of these years.
Teen	Young Sims start truly asserting their independence and may even fall in love for the first time. Teens can also get part-time jobs to get a jump on their careers—and earn a few Simoleons.
Young Adult	These Sims are ready to conquer the world. Some of them may be looking to climb their way up the career ladder, move in with a loved one, or just strike out on their own to see what the world has to offer.
Adult	Sims at this life stage may be focused on starting families or aggressively advancing their careers or other life passions.
Elder	The twilight years are a good time for Sims to pass on their wisdom to younger Sims and to take it easy, explore new hobbies, and indulge in their favorite pastimes. Elders also have the option to retire from their career and earn a pension.

FAMILY TREES

Sims not only pass on their appearances (mom's eye and hair color, the exact shape of dad's nose) to their offspring, but they can also pass on traits when traits are randomly determined. You can view your Sim's family tree at the Simology tab of the Sim Panels.

WHAT TO EXPECT WHEN YOUR SIM IS EXPECTING

Pregnancy can take its toll on Sims, so make sure these ladies get plenty of rest and nutritious food. They may also experience some nausea and the need to visit the bathroom more frequently. But a happy pregnancy is not only good for keeping mom in better spirits, it also benefits the baby, so take care of your expecting Sims. Keeping mom's mood high, reading pregnancy books, and asking a doctor for advice helps make the pregnancy a happy one.

TIP: A soothing massage can help ease those back pains, so if your Sim has a special someone who can provide some TLC, both mom and baby will be the better for it.

Sims looking to adopt can use the phone to call the adoption service, and can choose whether to adopt a boy or a girl. You can choose the age as well—from babies, toddlers, and children. The adoption service is free, too!

'TIL DEATH DO YOU PART

Sims are mortal and one thing is certain: they will eventually die (unless you turn aging off). If a Sim is fortunate enough to live to an advanced age, eventually they die a natural death. But some Sims meet with unfortunate accidents and can expire seemingly before their time. Beware of fires, drowning, starvation, and electrocution as all of these can end your Sim's days prematurely.

But the death of a Sim doesn't have to be the end of your town. Your surviving Sims will carry on, and will mourn the passing of their loved one. And even if the last Sim in your household dies, you can still go to Edit Town and choose a new household to play with.

BUY MODE

This is the place to purchase stuff to make your Sim's life a little bit better. Whether you need to buy some no-frills essentials or are looking to splurge on some luxury goods, you can find it all here.

NOTE: For some items, such as books and food, your Sim needs to head to the shops downtown to get what they need.

SORTS

You can view items in the Buy Mode catalog by room or by function. You can also view items in the household inventory.

By Room

When you view items by room, you see an iconic representation of the types of items usually found in the room you select. Click any of the items to view that type of item. For instance, in the living room you can click the sofa to see sofas and love seats, or click the painting to see paintings and posters.

By Function

This sort lets you take a look at items based on a need that you want to address. Maybe you need a comfortable place for your Sim to relax. So you click the Comfort filter. If you're looking for a place to stow all of your Sim's new books from their shopping spree, click the storage category.

OBJECT PLACEMENT RULES AND OPTIONS

The Sims 3 gives you more freedom to build, decorate, and furnish as you want. Use the new grid tool and the ability to position furniture at angles to get just the right look.

GRID ON/OFF

You can opt to show a grid when you're in Build or Buy Mode that helps guide you about where to place objects. This allows you to center items better than ever, so you can position the TV across from the center of the sofa, a painting in between two windows, and more.

A NEW SLANT ON FURNISHING

You can also place furniture and other objects at angles to give your room a more pleasing appearance. So if you want to place two chairs angled towards each other or position a plant in a corner—have at it.

NOTE: When you use free-form object placement and free-form object rotation Sims are more likely to walk into objects or to be unable to reach a specific place or object. Be careful to leave enough space for Sims to move around.

FURNISHED AND UNFURNISHED HOMES

When you choose a house for your Sims to buy from Town View, you have the option of purchasing it FURNISHED or UNFURNISHED.

Unfurnished homes come with only the basics, such as plumbing (bathroom and kitchen), counters, cabinets, and a fridge. Furnished homes cost a bit more, but feature more amenities.

THE BARE NECESSITIES

The items below are necessities that every home should have. You don't have to get the highest quality, but without at least a basic model for each of these, your Sim's life will be more than miserable.

- ◆ Fridge
- ◆ Bed
- ◆ Toilet
- ◆ Tub or shower

BUILD MODE

From seaside retreats to modest downtown starter homes, whatever you want to build happens here.

SORTS

Objects are sorted similarly to room sort in Buy mode—different categories of objects are laid out as you might find them on a lot.

IMPORTANT TOOLS

Many of the tools in Build Mode are intuitive, but some may seem a bit tricky at first. These are explained below.

WALLS

With this tool you can put up walls, even add a whole room at once, or paint and paper walls that are already standing.

To build walls, click the wall icon and then choose the Create Wall tool. Click the spot on the terrain or foundation where you want the wall to start and, while holding the mouse button down, drag out to where you want the wall to end. Release the mouse button here.

NOTE: You can create an entire room by using the Create Room tool (also under the wall sort) in the same way. Just click, hold, and drag out until you have the size room you want.

TIP: Made a room that's too small, or put a wall in the wrong place? Just use the Hand tool to drag the wall to where you want it!

TERRAIN PAINTS

Add a gorgeous emerald green lawn or maybe one with a smattering of clover. Lay down tanbark, smooth a layer of sand, cover the ground with granite, and more.

To lay lush grass, choose the Terrain Paints sort, then the Terrain Paints brush tool. Next choose the type of paint you want to apply from the palette at the far right. You can also change your brush shape and size. Click and drag the brush tool over the terrain to apply the paint.

NOTE: Using more than four different terrain paints on one lot can adversely affect system performance.

TREES, SHRUBS, AND FLOWERS

Whether you want a towering oak or a tiny pear tree, a lush rose bush, or some ubiquitous ice plant, these tools let you landscape to your heart's content.

These landscaping items are all placed like Buy Mode objects. Simply click the object in the catalog that you want and then click a spot on the lot where you want to place it.

SLEDGEHAMMER

You've laid the foundation and added walls, but now that you look at it, you've constructed too close to street. Use this tool to quickly remove items.

To go on an obliterating spree, choose the sledgehammer tool and then use it to select items. To delete multiple objects, click and hold the mouse button while you drag over the stuff you want to zap.

NOTE: In Build Mode, to delete multiple objects, first click the type of object you want to delete and then drag over the rest of the items.

CUSTOM CONTENT

Record video footage of your gameplay, customize the in-game music, and more.

You can also upload your creations and share them with the entire Sims community. From Sims to sofas to a perfectly appointed pied à terre, you can upload your masterpieces and download other players' too.

VIDEO CAPTURE

Tell your own stories using the video capture feature and the online Create A Movie tool at *The Sims 3* Community. See *Movie Making Mode* on p. 2 for video capture and camera controls.

NOTE: All videos must be 1 GB or less.

NOTE: Capturing video at highest or uncompressed resolution results in very large file sizes and may affect performance. You can change your video capture settings at the Options menu.

CREATE A MOVIE

Use *The Sims 3* Create A Movie tool to create your own movies. Use your own game footage or choose from a library of clips. Add a soundtrack, transitions, captions, and more!

To use your own game footage in the Movie tool:

After you've captured the footage, open the Game Launcher (from the Options menu). Click the UPLOADS button and, from the Uploads screen, select the footage that you want to use, and then click UPLOAD.

A pop-up window appears where you can name your video and add a description. Once you've done that, click OK.

NOTE: You must be logged in as a game registered user to access the Movie tool.

From the Movies & More pull-down menu, choose CREATE A MOVIE. If you have uploaded your own videos and screen shots, you will see them in the Video Clips and Images tabs. Otherwise you can use the libraries provided.



IMPORTANT NOTE: Mac users may not be able to view videos captured in *The Sims 3* on their computers without a video player that supports the VP6 codec. Once they have patched their game, Mac users will be able to upload movies to the Community site and make their own movies. Please refer to the Readme file for more information.

SCREEN CAPTURE

Take snapshots of all of the memorable events in your Sims' lives.

◆ To take a snapshot, press **C**. You can also click the camera icon on the UI popup.

When you take a screen shot it is saved to your documents folder under **Electronic Arts\The Sims 3\Screenshots**. Screenshots (and videos) also automatically appear in the Uploads section of the launcher.

CUSTOM MUSIC

You can add your own music to the custom music folder to your documents folder under **Electronic Arts\The Sims 3\Custom Music**. Then your Sims can select that music as a radio station.

IMPORTANT NOTE: The Launcher functionality for the Mac version of this game does not share the same functionality as the PC version. To update your Mac version of *The Sims 3* and enable the full launcher functionality found in the PC game, go to Software Updates page of the launcher.


SAVE YOUR CONTENT

Once you've customized your content, but while you still have Create A Style open, click the folder icon in the window at the top left of the screen. In some cases, a pop-up asks you to classify the type of content you want to save (i.e., Wallpaper or Paneling). Choose the appropriate content type. A thumbnail of your customized item should then appear in the window at the top left of the screen with a folder icon in the corner.

Once you have saved your item, you can then choose to share it.

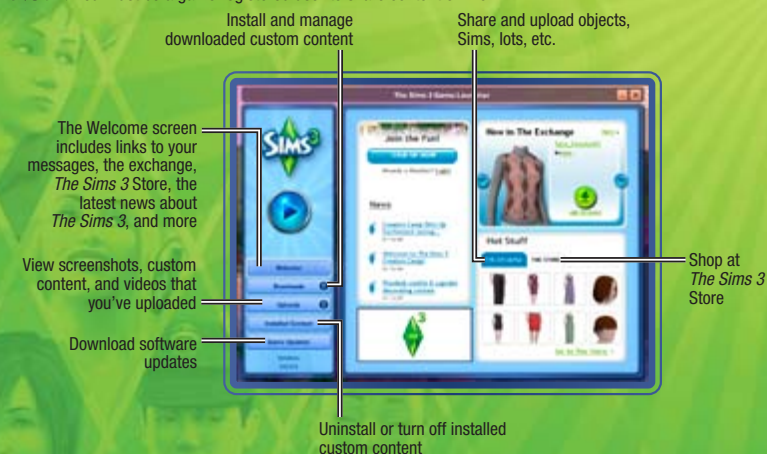
SHARE YOUR STUFF

You can share Sims, Households, Lots, Patterns, Create A Style styles (designed objects), and Build and Buy styles.

To upload and share your stuff with *The Sims 3* community, click the . A pop-up appears asking you to name your item and provide a description. Enter that information and then click the checkmark once the confirmation appears.

Once this is done, go to *The Sims 3* Launcher and click the UPLOADS button. Check the boxes for the items that you want to share and click the UPLOAD button. After the item is successfully uploaded, it will be grayed out and you'll see an icon next to it.

NOTE: You must be a game registered user to share content online.



GET MORE STUFF

You can get even more stuff for your Sims. From the launcher, visit The Exchange on the Community site to browse other players' created content, or shop at *The Sims 3* Store to purchase items using SimPoints.

NOTE: You must be a registered user to download from the store and the Exchange.

DOWNLOAD OTHER PLAYERS' STUFF

From the Welcome screen of the launcher, click THE EXCHANGE, then click the Go to the Exchange link. Choose the category of content you want to download from the buttons at the left. Once you've selected a category, you can also filter your views. Once you locate the item that you want to download, click the ADD TO GAME button.

SHOP AT THE SIMS 3 STORE

From the Welcome screen of the launcher, click THE STORE, then click the Go to The Store link (or visit The Store by going to <http://store.thesims3.com>). You can browse items organized by various categories.

You must have SimPoints to make a purchase. You can purchase SimPoints directly through the Sims Store site with a credit card or PayPal.

MANAGE CONTENT

Install downloaded content, and upload your custom content to the community. You can also delete items that are stored in your Downloads Manager (once you've already installed them within your game or uploaded them to the community).



EDITING YOUR TOWN

Customize your town to suit your Sims. Perhaps the sports stadium is the most important place to your Sims and you want to give it a more central location. Or maybe there is community lot in a prime location and you'd like to make it residential. You can do all of this and more!

From the Options menu, choose EDIT TOWN. Your view of the town changes and you have new tools:

SELECT TOOL

Use the select tool to choose lots in the town. Map tags denote the type of lot and what actions are available on the lot.

When selecting a lot, you have some combination of the following options, depending on lot type:

Evict	Move all Sims to the clipboard, with or without a copy of their home
Split Up	Send some of the members of the household to the clipboard.
Merge With	Combine the members of the household with another household.
Save to Library	Place a copy of the household or lot in the library.
Share	Save a copy to the launcher for upload.
Change Lot Type	Change lot types between community and residential.
Edit Details	Edit the name and descriptions of the household or lot.

NOTE: If you evict all Sims from your current active household, you will no longer be able to play with them. You can continue editing the town, but you will need to select the CHANGE ACTIVE HOUSEHOLD button and select a new household before continuing to play. If you simply want to find your active household another house, you can use the phone, computer, or newspaper in Live Mode to move.

Merge Lot Tool

With this tool you can pick up any lot in the town and move it to an empty lot elsewhere.

After you place a lot, you have the opportunity to rotate it to any suitable orientation. If there are people living on the lot, they must have enough funds to afford the empty lot on which they are being placed.

BUILD/BUY TOOL

Use the Build/Buy tool to edit any unoccupied home in the game, or to build entirely new homes on empty lots.

BULLDOZER TOOL

Use the bulldozer tool to delete everything on a lot, converting it to an empty lot.

NOTE: You cannot build on or bulldoze an inhabited residential lot. If you want to alter an inhabited residential lot, you must first evict the current Sims.

NOTE: You are also free to get rid of work locations, although it will make certain careers unavailable. For example, if you get rid of the Science Lab, your Sims will be unable to join the Science career.

THE CLIPBOARD

The clipboard, which appears on the left side of the screen, is temporary storage for Sims you've split or evicted from the world. Sims on the clipboard can be placed into their own home in the town using the PLACE option, or merged into an existing household using the MERGE WITH ... option. Sims on the clipboard retain their relationships with other Sims in the town they were evicted from. However, the clipboard clears when you exit Edit Town mode, so be sure to place Sims back into the town before you start playing again.

THE LIBRARY

The library is permanent storage for households and lots. Sims and lots in the library are available at all times to place into any town. Use the PLACE COPY option to copy a selected item into the town. You cannot edit items in the library, but can delete or share them at any time. Households created in Create A Sim, as well as lots/households that you share or download, are automatically placed in the library. Sims saved into the library lose all relationships with members of their town of origin.

PERFORMANCE TIPS

MACINTOSH SOFTWARE UPDATE

An outdated version of your MacOS X system software may lead to issues with game performance. To be sure that you have the latest version of MacOS X, choose 'Software Update ...' from the Apple menu and follow the directions to update your system software.

PROBLEMS RUNNING THE GAME

- ◆ Make sure you meet the minimum system requirements for this game and that you have the latest drivers for your video card and sound card installed:
For NVIDIA video cards, visit www.nvidia.com to locate and download them.
For ATI video cards, visit www.atl.amd.com to locate and download them.
- ◆ On a PC, if you are running the disc version of this game, try reinstalling DirectX from the disc. This is typically found in the DirectX folder on the root of the disc. If you have Internet access, you can visit www.microsoft.com to download the latest version of DirectX.

GENERAL TROUBLESHOOTING TIPS

- ◆ On a PC, if you have the disc version of this game and the AutoPlay screen does not automatically appear for installation/playing, right-click the disc drive icon found in My Computer and select AutoPlay.
- ◆ If the game is running slowly, try reducing the quality of some of the video and sound settings from the game's options menu. Reducing the screen resolution can often improve performance.
- ◆ For optimum performance when playing, you may like to disable other background tasks (except the EADM application, if applicable) running in Windows.

TECHNICAL SUPPORT

If you have trouble with this game, EA Technical Support can help.

The EA Help file provides solutions and answers to the most common difficulties and questions about how to properly use this product.

TO ACCESS THE EA HELP FILE (WITH THE GAME ALREADY INSTALLED):

Click the **Technical Support** link in the game's directory located in the **Start > Programs** (or **All Programs**) menu or from within the Games Explorer on Windows Vista.

TO ACCESS THE EA HELP FILE (WITHOUT THE GAME ALREADY INSTALLED):

1. Insert the game disc into your DVD-ROM drive.
2. Double-click the My Computer icon on the Desktop. (For Windows XP, you may need to click the **Start** button and then click the My Computer icon).
3. Right-click the DVD-ROM drive that has the game disc and then select OPEN.
4. Open the **Support > EA Help > Electronic Arts Technical Support.htm** file in North America or **Support > European Help Files > Electronic Arts Technical Support.htm** in Europe.

TO ACCESS THE EA HELP FILE ON A MACINTOSH:

1. Insert the game disc into your DVD-ROM drive.
2. Click the Finder icon in the Dock.
3. Open a new Finder window by choosing 'New Finder Window' from the File menu.
4. Click the game disc icon in the Finder window.
5. Open the **Support > Electronic Arts Technical Support.html** file.

If you are still experiencing difficulty after utilizing the information in the EA Help file you can contact EA Technical Support.

EA TECHNICAL SUPPORT ON THE INTERNET

If you have Internet access, be sure to check our EA Technical Support website at:

<http://help.thesims.com>

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

TECHNICAL SUPPORT CONTACT INFO

If you need to talk to someone immediately, call our Technical Support team

(Monday through Friday 8 AM – 5 PM PST):

Telephone: US 1 (650) 628-1001.

NOTE: No hints or codes are available from Technical Support.

Website: <http://support.ea.com>

Mailing Address: EA Technical Support
9001 N I-35 Suite 110
Austin, TX 78753

LIMITED 90-DAY WARRANTY

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If the defect in the Covered Component resulted from abuse, mistreatment or neglect, or if the Covered Component is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1001

EA Warranty Mailing Address

Electronic Arts Customer Warranty
9001 N I-35 Suite 110
Austin, TX 78753

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Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit <http://techsupport.ea.com>.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-1001. No hints or codes are available from (650) 628-1001.

Mailing Address: Electronic Arts Technical Support, 9001 N I-35 Suite 110, Austin, TX 78753

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