



The SIMS 3™

WORLD ADVENTURES EXPANSION PACK



ELECTRONIC ARTS SOFTWARE END USER LICENSE AGREEMENT FOR THE EA DOWNLOAD MANAGER

This End User License Agreement ("License") is an agreement between you and Electronic Arts Inc. ("EA"). This License governs your use of this application and all related software, documentation, and updates and upgrades that replace or supplement the application and are not distributed with a separate license (together, the "Application").

By installing or using THE APPLICATION, you consent to be bound by this LICENSE. If you do not agree to all of the terms of this LICENSE, then do not install or use the APPLICATION. IF YOU INSTALL the Application, the terms and CONDITIONS of this LICENSE ARE fully accepted by you.

1. License Grant and Terms of Use.

- A. **Grant.** EA grants you a personal, non-exclusive license to install and use the Application for your personal, noncommercial use solely as set forth in this License and any accompanying documentation. Any commercial use is prohibited. You are expressly prohibited from sublicensing, renting, leasing or otherwise distributing the Application or rights to use the Application. The term of your license shall commence on the date that you start to download, install or otherwise use the Application, and shall end on the earlier of the date that you dispose of the Application; or EA's termination of this License.
 - B. **Copies.** You may download the number of copies allowed by the Application's digital rights management from an authorized source. The number of copies that you can download during a consecutive period of days may be limited. You may use only one copy of the Application at any given time. You may not make a copy of the Application available on a network where it could be used by multiple users at the same time. You may not make the Application available over a network where it could be downloaded by multiple users. For more information concerning the digital rights management that applies to the Application, please review the terms accompanying the distribution of the Application. Your license will terminate immediately if you attempt to circumvent digital rights management or other terms and conditions that apply to the Application or the software delivered through the Application.
 - C. **License Validation.** The Application is required to validate the license for certain products distributed by EA. You acknowledge and agree that the Application will automatically validate license rights for some or all EA products without separate notice to you. This means that in order to use the Application and certain EA products, you must leave the Application installed on your computer and maintain a connection to the Internet. You acknowledge and agree that the Application may use information regarding your computer and your use of the Application to validate your license rights and to update the Application. We may use this information to improve our products and services and may disclose this information to others for that purpose, but not in a form that personally identifies you. You also agree that the Application may automatically download and install updates that EA deems necessary. You acknowledge that any obligation EA may have to support the previous version(s) may be ended upon the availability of the update.
 - D. **Reservation of Rights and Restrictions.** The Application is licensed, and not sold, to you for use only under the terms of this License. Except as expressly licensed to you herein, EA reserves all right, title and interest in the Application and all software delivered through the Application (including all characters, storyline, images, photographs, animations, video, music, text), and all associated copyrights, trademarks, and other intellectual property rights therein. The License is limited to the intellectual property rights of EA and its licensors in the Application and does not include any rights to other patents or intellectual property. Except, and only to the extent that may be permitted under applicable law, you may not decompile, disassemble, or reverse engineer the Application by any means whatsoever, or alter, modify, enhance, or create a derivative work of the Application. You may not remove, alter, or obscure any product identification, copyright, or other intellectual property notices in the Application or software delivered through the Application.
2. **Consent to Use of Data.** You agree that EA may collect, use, store and transmit technical and related information that identifies your computer (including the Internet Protocol Address), operating system and application software and peripheral hardware, that may be gathered periodically to facilitate the provision of software updates, dynamically served content, product support and other services to you, including online play. EA may also use this information in the aggregate and, in a form which does not personally identify you, to improve our products and services and we may share that data with our third party service providers. IF YOU DO NOT WANT EA TO COLLECT, USE, STORE, TRANSMIT OR DISPLAY THE DATA DESCRIBED IN THIS SECTION, PLEASE DO NOT INSTALL OR USE THE APPLICATION.
 3. **Consent to Public Display of Data.** When you use the Application online, EA and its affiliates may also collect, use, store, transmit and publicly display statistical data regarding game play when you use the Application online (including scores, rankings and achievements), or to identify content that is created and shared by you with other players. Data that personally identified you is collected, used, stored and transmitted in accordance with EA's Privacy Policy located at privacy.ea.com.
 4. **Termination.** This License is effective until terminated. Your rights under this License will terminate immediately and automatically without any notice from EA if (i) you fail to comply with any of the terms and conditions of this License; or (ii) EA ceases to support the Application. Promptly upon termination, you must cease all use of the Application and destroy all copies of the Application in your possession or control. EA's termination will not limit any of EA's other rights or remedies at law or in equity. Sections 2-10 of this License shall survive termination or expiration of this License for any reason.

5. **Disclaimer of Warranties.** TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, THE APPLICATION IS PROVIDED TO YOU "AS IS," WITH ALL FAULTS, WITHOUT WARRANTY OF ANY KIND, AND YOUR USE IS AT YOUR SOLE RISK. THE ENTIRE RISK OF SATISFACTORY QUALITY AND PERFORMANCE RESIDES WITH YOU. EA AND EA'S LICENSORS (COLLECTIVELY EA FOR PURPOSES OF THIS SECTION AND SECTION 6) DO NOT MAKE, AND HEREBY DISCLAIM, ANY AND ALL EXPRESS, IMPLIED OR STATUTORY WARRANTIES, INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY, SATISFACTORY QUALITY, FITNESS FOR A PARTICULAR PURPOSE, NON-INFRINGEMENT OF THIRD PARTY RIGHTS, AND WARRANTIES (IF ANY) ARISING FROM A COURSE OF DEALING, USAGE, OR TRADE PRACTICE. EA DOES NOT WARRANT AGAINST INTERFERENCE WITH YOUR ENJOYMENT OF THE APPLICATION; THAT THE APPLICATION WILL MEET YOUR REQUIREMENTS; THAT OPERATION OF THE APPLICATION WILL BE UNINTERRUPTED OR ERROR-FREE, OR THAT THE APPLICATION WILL BE COMPATIBLE WITH THIRD PARTY SOFTWARE OR THAT ANY ERRORS IN THE APPLICATION WILL BE CORRECTED. NO ORAL OR WRITTEN ADVICE PROVIDED BY EA OR ANY AUTHORIZED REPRESENTATIVE SHALL CREATE A WARRANTY. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES OR THE LIMITATIONS ON THE APPLICABLE STATUTORY RIGHTS OF A CONSUMER, SO SOME OR ALL OF THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.
6. **Limitation of Liability.** TO THE FULLEST EXTENT PERMISSIBLE BY APPLICABLE LAW, IN NO EVENT SHALL EA BE LIABLE TO YOU FOR ANY PERSONAL INJURY, PROPERTY DAMAGE, LOST PROFITS, COST OF SUBSTITUTE GOODS OR SERVICES, OR ANY FORM OF INDIRECT, SPECIAL, INCIDENTAL, CONSEQUENTIAL OR PUNITIVE DAMAGES FROM ANY CAUSES OF ACTION RELATED TO THIS LICENSE OR THE APPLICATION, WHETHER ARISING IN TORT (INCLUDING NEGLIGENCE), CONTRACT, STRICT LIABILITY OR OTHERWISE, WHETHER OR NOT EA HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGE. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OF LIABILITY FOR DEATH, PERSONAL INJURY, FRAUDULENT MISREPRESENTATIONS OR CERTAIN INTENTIONAL OR NEGLIGENT ACTS, OR VIOLATION OF SPECIFIC STATUTES, OR THE LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO SOME OR ALL OF THE ABOVE LIMITATIONS OF LIABILITY MAY NOT APPLY TO YOU. In no event shall EA's total liability to you for all damages (except as may be required under applicable law) exceed the amount actually paid by you for the Application.
7. **Limitation of Liability is a Material Term of this License.** You agree that the provisions in this License that limit liability are essential terms of this License. The foregoing limitations of liability apply even if any remedies described in this License fail in their essential purpose.
8. **Severability and Survival.** If any provision of this License is illegal or unenforceable under applicable law, the remainder of the provision shall be amended to achieve as closely as possible the effect of the original term and all other provisions shall continue in full force and effect.
9. **U.S. Government Restricted Rights.** If you are a government end user, then this provision applies to you. The software provided in connection with this License has been developed entirely at private expense, as defined in FAR section 2.101, DFARS section 252.227-7014(a)(1) and DFARS section 252.227-7015 (or any equivalent or subsequent agency regulation thereof), "commercial items," "commercial computer software" and/or "commercial computer software documentation." Consistent with DFARS section 227.7202 and FAR section 12.212, and to the extent required under U.S. federal law, the minimum restricted rights as set forth in FAR section 52.227-19 (or any equivalent or subsequent agency regulation thereof), any use, modification, reproduction, release, performance, display, disclosure or distribution thereof by or for the U.S. Government shall be governed solely by this License and shall be prohibited except to the extent expressly permitted by this License.
10. **Injunctive Relief.** You agree that a breach of this License may cause irreparable injury to EA for which monetary damages would not be an adequate remedy and EA shall be entitled to seek equitable relief in addition to any remedies it may have hereunder or at law.
11. **Governing Law.** This License shall be governed by and construed (without regard to conflicts or choice of law principles) under the laws of the State of California as applied to agreements entered into and to be performed entirely in California between California residents. Unless expressly waived by EA in writing for the particular instance or contrary to local law, the sole and exclusive jurisdiction and venue for actions related to the subject matter hereof shall be the California state and federal courts having within their jurisdiction the location of EA's principal place of business. Both parties consent to the jurisdiction of such courts and agree that process may be served in the manner provided herein for giving of notices or otherwise as allowed by California or federal law. The parties agree that the UN Convention on Contracts for the International Sale of Goods (Vienna, 1980) shall not apply to this License or to any dispute or transaction arising out of this License.
12. **Export.** You agree to abide by U.S. and other applicable export control laws and agree not to transfer the Application to a foreign national, or national destination, which is prohibited by such laws, without first obtaining, and then complying with, any requisite government authorization. You certify that you are not a person with whom EA is prohibited from transacting business under applicable law.
13. **Third Party Notices.** Adobe® Flash® Player. Copyright © 1996 – 2006 Adobe Systems Incorporated. All Rights Reserved. Protected by U.S. Patent 6,879,327; Patents Pending in the United States and other countries. Adobe and Flash are either trademarks or registered trademarks in the United States and/or other countries.
14. **Entire Agreement.** This License constitutes the entire agreement between you and EA with respect to the Application and supersedes all prior or contemporaneous understandings regarding such subject matter. No amendment to or modification of this License will be binding unless made in writing and signed by EA. No failure to exercise, and no delay in exercising, on the part of either party, any right or any power hereunder shall operate as a waiver thereof, nor shall any single or partial exercise of any right or power hereunder preclude further exercise of any other right hereunder. In the event of a conflict between this License and any applicable purchase or other terms, the terms of this License shall govern.

EPILEPSY WARNING

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- ◆ Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- ◆ Preferably play the game on a small screen.
- ◆ Avoid playing if you are tired or have not had much sleep.
- ◆ Make sure that the room in which you are playing is well lit.
- ◆ Rest for at least 10 to 15 minutes per hour while playing a video game.

CONTENTS

INSTALLING THE GAME	1
STARTING THE GAME	1
THE ADVENTURES BEGIN!	2
GETTING STARTED	2
TRAVEL	3
ADVENTURES	3
TRAITS	6
LIFETIME REWARDS	7
RELATIONSHIPS	8
ITEMS	8
COLLECTIBLES	8
BUILDING	8
CREATE-A-STYLE FAVORITES	9
EDIT TOWN	9
PERFORMANCE TIPS	10
TECHNICAL SUPPORT	11
LIMITED 90-DAY WARRANTY	13

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

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. If the Autorun menu does not automatically appear, launch the installer manually in Windows XP, Windows Vista™, or Windows® 7 by opening **Start > Run**, typing **D:\AutoRun.exe** in the text box, then clicking OK (substitute the correct letter of your CD/DVD-ROM drive if other than 'D:').

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 and Windows 7 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:

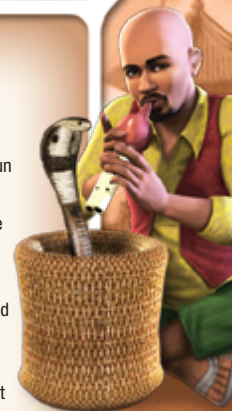
For PC:

Games on Windows Vista and Windows 7 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.

ACCEPTANCE OF END USER LICENSE AGREEMENT REQUIRED TO PLAY. ACCESS TO ONLINE SERVICES INCLUDING SIMPOINTS AND DOWNLOADS REQUIRES AN INTERNET CONNECTION, EA ACCOUNT AND GAME REGISTRATION WITH THE ENCLOSED SERIAL CODE. REGISTRATION IS LIMITED TO ONE EA ACCOUNT PER SERIAL CODE AND IS NON-TRANSFERABLE. EA ONLINE TERMS & CONDITIONS CAN BE FOUND AT WWW.EA.COM. YOU MUST BE 13+ TO REGISTER FOR AN EA ACCOUNT. MAC USERS MUST UPDATE TO THE LATEST VERSION OF THE SIMS 3 LAUNCHER TO ACCESS ONLINE SERVICES, INCLUDING FREE SIMPOINTS AND DOWNLOADS. EA MAY PROVIDE CERTAIN INCREMENTAL CONTENT AND/OR UPDATES FOR NO ADDITIONAL CHARGE, IF AND WHEN AVAILABLE. EA MAY RETIRE ONLINE SERVICES AFTER 30 DAYS NOTICE POSTED ON WWW.EA.COM.



THE ADVENTURES BEGIN!

Pack the bags and prepare your Sims for excitement around the globe in *The Sims 3 World Adventures*! Filled with new and exciting adventures, *The Sims 3 World Adventures* allows your Sims to visit exotic locales and learn new skills to transform themselves into worldly travelers! Would you like your Sim to be a famous photographer on the streets of Champs Le Sims, France? How about learning martial arts with the masters in Shang Simla, China? Or have your Sim discover the secrets of the Sphinx and explore the pyramids in Al Simhara, Egypt as they seek out ancient relics! You can even create your very own basement or tomb in your Sim's home! Keep friends and family confused with an underground maze, or create a perfect storage area to age your Nectar. The world is yours!

GETTING STARTED

Getting started with *The Sims 3 World Adventures* is just a flight away. Use the phone to send your existing families on a trip to China, Egypt, or France, or create new Sims using new traits and clothing options!

STARTING A NEW GAME

If you have already begun a game in *The Sims 3*, it is visible in the main menu. Once you have installed *The Sims 3 World Adventures*, you can choose to continue your existing game.

To start a new game, choose a neighborhood from the pull-down menu and then click the checkmark icon. Your selected neighborhood loads.

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

After completing the tutorial (or opting out of it), you can also select **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 icons to read a description of the household members, the house, see the difficulty level, the size of their lot, and how many Simoleons they have. Click **SELECT** on 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.

SAVING AND LOADING

A single saved game represents your entire town. To save, choose **SAVE** from the options menu. Enter a name for your game and then click the checkmark icon. 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. You can also save while in a foreign country. You cannot, however, switch to another family until the traveling family returns home.

OPTIONS

At the options menu, you can change graphics, audio, gameplay, video capture, and music settings. You can also adjust the new Lessons setting.

LESSONS

Now you can have all notifications and tips replay for you as if you just started the game. You can choose to be notified about your base game, *The Sims 3 World Adventures*, or both! This is a great way to keep on top of everything.

TRAVEL

There are three locations to visit: France, Egypt, and China. Each location contains dangerous tombs, adventures to complete, interesting locals, and new skills to learn and put into practice! Begin a trip by selecting **TRAVEL** on your Sim's phone or computer. A screen appears allowing you to choose your destination. Each country costs a different amount of Simoleons to visit and each additional Sim added to the trip adds additional fees.

NOTE: Visibly pregnant Sims and infants/toddlers cannot travel. Furthermore, child Sims must travel with an adult. If a Sim has just become pregnant and is not showing a bump, then they may travel. While a pregnant Sim is on an adventure, they will not progress during their pregnancy.

VISA

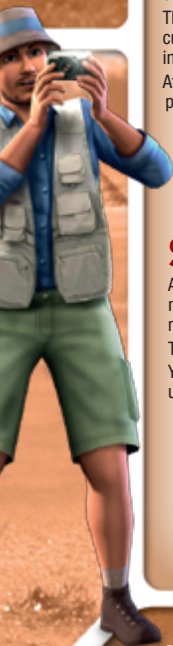
All Sims have a visa for each foreign location. On the first trip, your Sim is only able to travel for a short time because of their low visa level. To improve their visas, Sims must complete adventures abroad. Higher-level visas offer a variety of benefits, including extended travel time, access to unique adventure rewards, and even the ability to buy a vacation home!

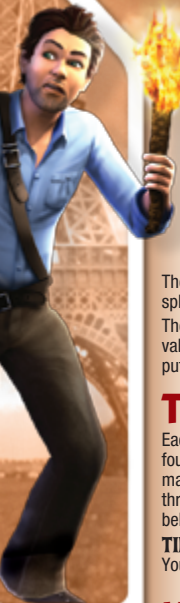
BASE CAMP

All Sims arrive at the base camp when they first visit a new location. The base camp provides all the basic amenities for your Sims to take care of their needs, as well as a good location to meet other adventurers and rest up. Every base camp has a job board where Sims can check for adventures!

ADVENTURES

Adventures are one of the best ways to experience all a foreign country has to offer. Some adventures involve helping out the locals with their day-to-day lives, while others may span several trips and countries to solve major problems (and earn huge riches!). There is also a chance each day for your Sims to receive a phone call offering them a new opportunity.





ADVENTURE JOURNAL

All Sims have personal Adventure Journals that they can use to keep tabs on important information about current adventures, relic-collecting, tomb statistics, and facts about each travel destination.

To open the Adventure Journal, go to the adventures section of the opportunities tab or press **K**. When your Sims have an adventure, the Adventure Tracker appears above your Sim's Moodlet Panel. The Adventure Tracker has a button to open the Adventure Journal and also contains helpful information to complete your Sim's current adventure.

The Adventure Journal includes all the current active adventures from all Sims in the family split by location. Sims can only have one active adventure per location.

The journal also gives vital information and statistics about relics, including their number, value, age, percentage collected, and pieces analyzed. Complete an entire relic collection and put it on display to show off to other Sims and receive powerful Moodlets!

TOMBS

Each country has a set of tombs, catacombs, and interesting spaces to explore. Most are found under large landmarks such as the pyramids or the Dragon Cave. Exploration reveals many secrets, so explore the homes of local friends or visit abandoned locations scattered throughout the town! While in the tomb, Sims solve puzzles to gain access to the depths below. Sims must overcome many diabolical traps to find wondrous treasures, so beware!

TIP: To move statues, move your mouse over the side of the statue until you see an arrow. Your Sim pushes or pulls the statue in the direction the arrow is pointing.

KEYSTONES

Keystone panels and some treasure chests require special, ancient keystones in order to advance. You can find out what type of keystone is needed in order to activate the panel by moving your mouse over the panel. Many panels may require a unique keystone that can only be acquired by completing or beginning adventures.

TREASURE

Search for special items from treasure chests, dive wells, holes in the wall, dark crevices, and under rubble piles within tombs and dig sites. Treasures include ancient relics, common artifacts, new metals, ancient coins, gems, and more. Be sure to analyze relics to uncover their age and value!

MUMMIES

Mummies are an adventurer's worst nightmare! These ancient and creepy fiends emerge from some sarcophaguses, so be careful when inspecting them for treasure! Mummies can attack Sims who do not flee quickly enough. Sims can distract mummies with Mummy Snacks, which can be purchased from the special merchant with ancient coins. However, Sims unable to escape mummies may be knocked out or—worse—cursed! Gulp!

NOTE: Sims can become mummies as well, with all of the benefits and downsides you'd expect! Be on the lookout for relics and special sarcophaguses to assemble ...

MUMMY'S CURSE

When a Sim gets cursed they receive the Mummy's Curse Moodlet. Work to cure the curse before the Moodlet times out, otherwise your Sim perishes. There are several ways to cure a curse: sleep in the Blessed Sarcophagus of Kings, discover the Snake Kiss, or seek cleansing at the end of the Sphinx's tomb.

SUMMONING A MUMMY

Once you have uncovered the secrets of mummies, you have the ability to summon a mummy into your home.

Finding the Sarcophagus of Kings also allows you to summon a mummy, allowing your Sim to invite a mummy into the household at any time.

RELIC COLLECTING

While exploring, Sims can discover relics from the culture of the country they are exploring. Relics range from not very old to ancient. An ancient relic is rare, very valuable, and comes as part of a collection. Sims receive the Wondrous Collection Moodlet when completing collections of ancient relics, so search high and low to uncover these valuable finds!

An analyzed relic may increase or decrease in value per the analysis.

MARKET

Every location hosts a market that's bustling with locals offering new items for your Sims to purchase. Look for the market map tag while in Map View, and then search for the registers and merchants when you reach the lot. Find stores to purchase new foods, books (including local recipes), relics (items for sale change daily!), and the general store. The general store features must-have items for adventure survival such as dried food, the shower-in-a-can, and the tent. These items may be the difference between life and death in the tombs, so take advantage of them.

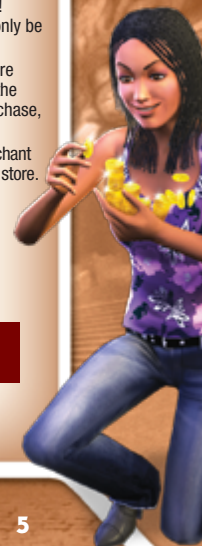
The general store may also sell items for the new skill found in the destination. For example, you can purchase cameras from the general store in Egypt to begin the photography skill! There is also a nectar merchant in France at the Nectary. Special martial arts items can only be obtained in China.

There is also a special merchant who wanders around the market selling special adventure rewards. The special merchant only accepts ancient coins that can be found throughout the world in tombs and in treasure chests. Some of his wares require a high visa level to purchase, so remember to complete adventures to improve your Sim's visa level!

When you move your mouse over a merchant, their name appears along with the type of merchant they are. You can click them anytime and select **BUY ITEMS** even if they are away from their store. Move your mouse over people walking in the market to find the special merchant.



WWW.THESIMS3.COM



TRAITS

- Photographer's Eye** Sims with this trait love and excel at photography. They learn the photography skill faster, take photos worth more Simoleons, and have unique photography-related social interactions.
- Disciplined** Disciplined Sims are fantastic martial artists. Due to their patience and resolve, they learn martial arts more quickly, fail less often, and are better at sparring and breaking boards.
- Adventurous** Adventurers love to go on, well, adventures and receive a Moodlet when visiting new destinations and exploring tombs. They are able to improve their visa level more quickly and are not as tired when returning home from a trip.

PHOTOGRAPHY SKILL

Sims can purchase a basic camera at any general store in China, Egypt, or France. The general store in Egypt has three types of cameras ranging from the simple point-and-shoot to the hi-tech SLR. Photography skill books can be purchased at the Egyptian bookstore as well.

Sims with a camera in their inventory are able to take photos of everything around them. There are countless photography subjects, including romantic moments between neighbors or perilous mummies in tombs. Snap away to complete every photo collection! Photos cost a few Simoleons each to take, but Sims can turn around and sell their best photos for quite a hefty profit! As their photography skill improves, Sims are able to employ different camera filters and take photos of varying sizes. Click the camera icon in the Sims' inventory to take a picture.

Sims with the Photographer's Eye trait excel in photography. Their pictures are worth more and their skill improves more quickly.

NECTAR MAKING

Sims fascinated by gardening and the culinary arts can now refine their talents by honing their nectar making skill. Sims can learn all about nectar making by using the nectar maker from the Nectary or by reading books bought in France. The Nectary in Champs Les Sims should be visited by any Sims interested in nectar making where they can purchase nectar-making equipment!

Sims with this skill should focus on growing quality grapes and other fruits and then creating new combinations by placing the fruit inside the nectar maker. After stomping the fruit, the nectar maker processes the juice into delicious nectar which pairs incredibly well with food.

Nectar making Sims with a little more time on their hands can slowly improve the quality of their nectar by storing their blends in a nectar rack. Nectar matures even faster if it's stored in a basement.

Nectar making is an art form, so experiment with many fruits and some of the new grape varietals in Champs Les Sims, France.

MARTIAL ARTS

The ancient discipline of martial arts is taught to Sims of strong mental and physical ability in Shang Simla, China. Visit the academy in Shang Simla to practice on the training dummy, or purchase a skill book at the book vendor in China.

More advanced martial artists can train by breaking boards, sparring with others, meditating, or even participating in the academy's martial arts tournament. Purchase the training equipment from the general store in China, or choose the SPAR social interaction with fellow martial artists.

Meditation is a mental exercise that makes the stress of everyday life melt away. After a certain amount of time spent in meditation, Sims also increase their work or school performance as well as their skill-gaining ability. At the height of mental concentration, Sims can even teleport long distances!

Tournaments are only held in Shang Simla, China. While visiting China, a martial artist has an additional phone interaction allowing them to meet up with other Sims for a tournament match.

LIFETIME REWARDS

There are a number of new lifetime rewards available to your Sims who earn and save up their Lifetime Happiness points. Keep your Sims happy and in a good mood to gain Lifetime Happiness points.

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

Here are some of the new Lifetime Rewards:

Carefree

Sims are able to fulfill their fun need more quickly, making for happier Sims!

No Bills ... Ever

Just like it says, Sims no longer pay bills! Yes!

Jetsetter

The perfect reward for avid travelers, jetsetters are able to travel for less!

Meditative Trance Sleep

Due to advanced sleeping techniques, these Sims only need to sleep for a few hours a day!

Prepared Traveler

Traveling in a group increases the duration of the adventure.

Learned Relic Hunter

Treasure the value of antiquity collecting with this adventurous trait.

Change of Taste

What's life without change? Reselect a Sim's favorites for something more palatable.

No Jealousy

Don't worry about that subtle or not-so-subtle smile to that attractive Sim across the way!

Inappropriate But In A Good Way Stone Hearted

Feel right at home as a visitor without the worry of being scrutinized for inappropriate behavior.

Emotions are overrated. There are none lost in rejection, humiliation, or even the loss of a friend.

RELATIONSHIPS

Sims meet and befriend many diverse and interesting Sims while traveling abroad. Your Sims can learn native songs from foreign Sims and maybe even get help completing their adventures!

Sims are able to make long distance calls to their friends and loved ones abroad. Your Sims may also invite a group of foreign Sims for a big, multi-cultural visit!

Foreign visitors arrive the morning after they're invited. Though they can be asked to hit the road at anytime with the PLEASE LEAVE social interaction, it's always best to be hospitable to foreign visitors. When a visiting Sim returns to their country after a successful trip, the entire household gains a friendship boost with that Sim. You can only invite one set of your foreign friends over at a time.

ITEMS

Did your Sims enjoy their travels? You can now decorate their homes with new Egyptian-, French-, and Chinese-themed items to remind your Sims of their adventures! While traveling, pick up exotic items you can't obtain at home like an incense holder or even a fortune cookie maker! If your Sim is lucky, they might even find an exotic magic gnome while adventuring!

Add new decorations to your home, with new art, furniture, plants, and even new roof sculptures! Dress your Sims in the latest travel gear, exotic clothing, hair-dos, and makeup.

COLLECTIBLES

There are all sorts of things to find and collect when traveling abroad. In addition to the valuable relics found in tombs, your Sims can find exotic insects, new fish and aquatic creatures, foreign fruits and vegetables to grow in their garden, expensive gems, and new metals. Have your Sim try to catch Koi or a Mummy fish! Cultivate some pomelos or cherries, craft some delectable crepes or egg rolls, or seek out the mystical glowing butterfly. Explore every destination to find a little bit of everything!

BUILDING

BASEMENTS

Now you can easily build a basement using the new basement tool! You can make up to four underground floors in addition to the five possible above ground, for a total of nine (*nine*!) possible floors.

To create a basement:

1. Go to Build mode, select the basement tool icon, and choose the ground floor.
2. Drag the tool over the ground to create a basement one floor below. Ground tiles turn blue to show there's a basement underneath. Go down a floor to see the basement.
3. Drag the basement tool if you want to create another basement below your current floor. To create a basement on your current floor, hold **SHIFT** and then drag while underground, you create a basement on your current floor.
4. Connect your basements to each other and the ground floor with stairs. Place the stairs wherever you wish, but make sure the floor above is free of obstructions.

To delete a basement below your current floor, select the basement tool, and hold **CTRL** while you drag over the basement you want to delete. To delete a basement on the same level as your current floor, press **CTRL + SHIFT** and drag on it.

NOTE: You can't build a basement under ponds or pools.

PAGODA ROOFS

Sims can now give their homes a Chinese feel by creating a pagoda roof. Different colors and styles help personalize your Sims home even more. There are different styles of pagodas to choose from. You can also construct diagonal roofs.

To create a pagoda roof, select the roof tool in Build mode. Select which style of pagoda you wish to use and click and drag the roof over the area on which you want to add a roof. You can also change the color and texture of your roof.

NOTE: A cool feature of pagoda roofs is the ability to adjust the slope curvature to give it a real pagoda roof feel. There are also roof objects to place on top of any roof!

CREATE-A-STYLE FAVORITES

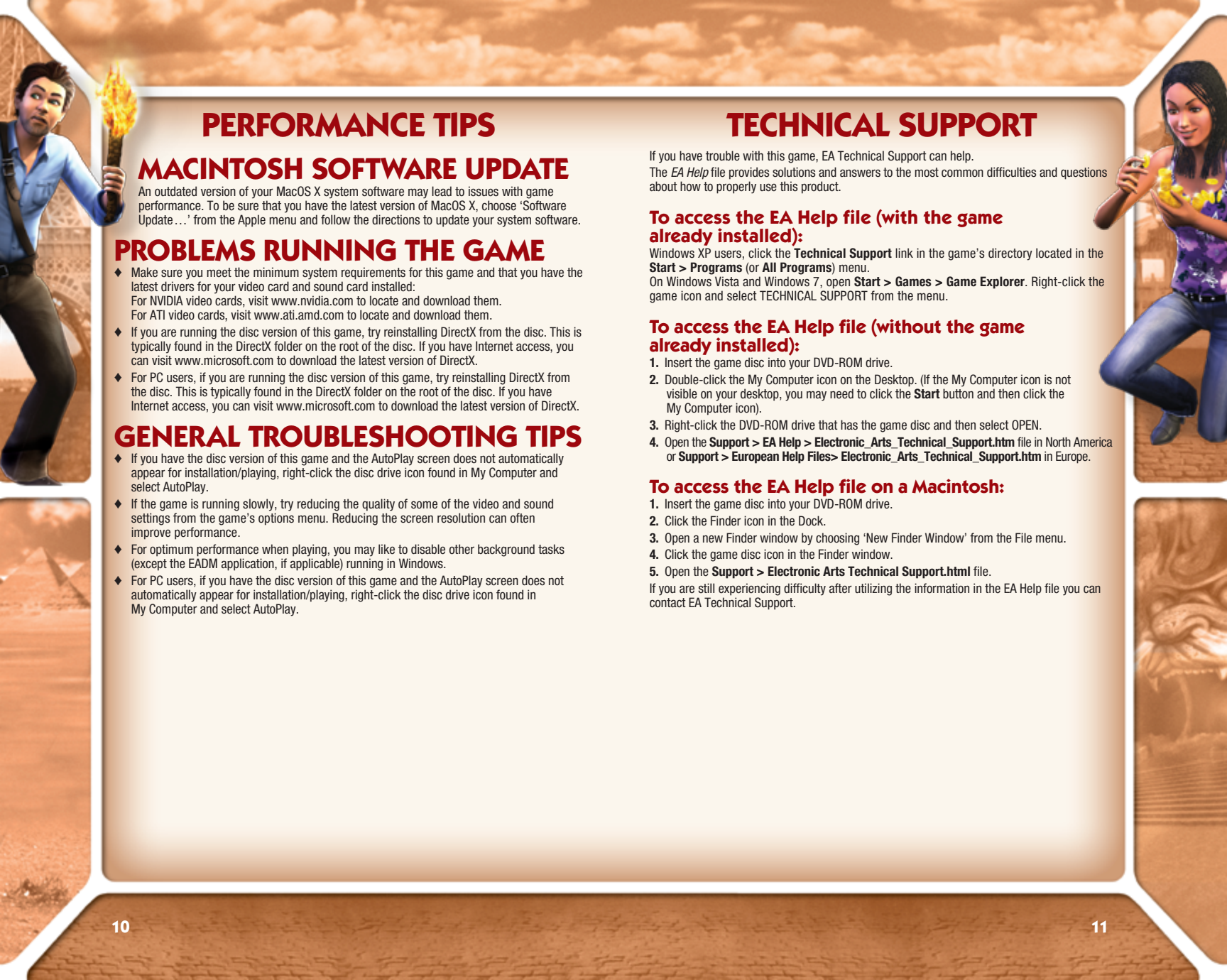
For even more personalization, spiffy patterns can be selected and added to your favorites. To add a pattern, select a pattern type in Create a Style mode. Once a particular pattern catches your eye, click the heart icon. A Favorites dropdown menu appears where you choose from a variety of fun patterns.

EDIT TOWN

In Edit Town mode, you can change a residential lot to a community lot, and vice versa. While in Edit Town mode from the main menu, click the select icon and then choose the lot you wish to change.

When switching a residential lot, you need to evict the families from any occupied homes first. Evict them, merge them with another family, or split them up to different areas. You can choose to have the family move out or have them move out with their house, which creates a copy of their house and leaves the original on the property.

When changing a lot to a community lot, you have a large number of choices of the kind of lot you want to create. Lot choices include everything from a library to a beach, gym, art gallery, and much more!



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.ati.amd.com to locate and download them.
- ◆ 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.
- ◆ For PC users, 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

- ◆ 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.
- ◆ For PC users, 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.

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):

Windows XP users, click the **Technical Support** link in the game's directory located in the **Start > Programs** (or **All Programs**) menu.

On Windows Vista and Windows 7, open **Start > Games > Game Explorer**. Right-click the game icon and select **TECHNICAL SUPPORT** from the menu.

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. (If the My Computer icon is not visible on your desktop, 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://support.ea.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



YOU PLAYED THE GAME. NOW PLAY THE MUSIC.
EA SOUNDTRACKS AND RINGTONES
AVAILABLE AT WWW.EA.COM/EATRAX

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect. This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

Note: The following Arts only apply to products sold at retail. These warranties do not apply to products sold online via EA Store or third parties.

EA Warranty Information

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual 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

Notice

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in this manual are copyrighted. All rights reserved.

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

© 2009 Electronic Arts Inc. EA, the EA logo, The Sims, The Sims 3 logo, and The Sims plumbob design are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. RenderWare is a trademark or registered trademark of Criterion Software Ltd. Portions of this software are Copyright 1998-2005 Criterion Software Ltd. and its Licensors. All other trademarks are the property of their respective owners.



Uses Granny Animation. Copyright © 1999-2009 by RAD Game Tools, Inc.

Macintosh Conversion by TransGaming Inc.

This game uses Cider™ Technology from TransGaming Inc. Cider™ is Copyright © 2000-2009 TransGaming Inc.

Cider C/C++ runtime components (msvcrt.dll, msvc71.dll, msvc71.dll, msvc80.dll, and msvc90) include portions of Visual C++ 6.0 runtime components and portions of Drunkum Complete C/C++ Libraries. Visual C++ 6.0 runtime components are Copyright © 1999 Microsoft Corp.

Drunkumware components are Copyright © 1999-2006 by P. J. Plauger and Drunkumware Ltd.

Cider MFC & ATL components (MFC42.dll, MFC71.dll) include the Visual C++ 6.0 MFC & ATL components. Visual C++ 6.0 MFC & ATL components are Copyright © 1992-1999 Microsoft Corp.

Cider includes libpng. Copyright © 1995-2004 the libpng project authors (see <http://www.libpng.org/pub/png/src/libpng-LICENSE.txt> for a complete list)

This software is based in part on the work of the Independent JPEG Group. Cider includes libjpeg, copyright © 1991-1998, Thomas G. Lane.

Cider uses NVIDIA's Cg Toolkit, Copyright © 2002-2008, NVIDIA Corporation.

Cider includes dmailoc. Copyright © 2001-2006 Wolfram Gloger

Cider includes CSML malloc. Copyright © 1989, 1999, 1993 University of Toronto

Cider includes SDL. Copyright © 2001-2007 the SDL project authors (see <http://libSDL.org/credits.php> for a complete list). SDL is available under the terms of the GNU Lesser General Public License (LGPL) found below.

Cider includes The Better String Library (bslring) Copyright © 2002-2006 Paul Hsieh

Portions of this software are Copyright © 2006, Industrial Light & Magic, a division of Lucasfilm Entertainment Company Ltd. Portions contributed and copyright held by others as indicated. All rights reserved.

inParser Portions Copyright © 2000 by Nicolas Devillard.

Portions of this software are copyright © 1995-2000 The FreeType Project (<http://www.freetype.org>). All rights reserved.

Portions of this software are copyright © 2005 Simon Brown and contributors of the Squish project (<http://sfbrown.co.uk/?mode=squish>). All rights reserved.

The Cider libquartz.dylib component includes portions of ffmpeg. Copyright © 2000-2006 Fabrice Bellard, et al.

Cider and related components are distributed under the terms of the Cider Technology License and other licences, including the GNU LGPL. License details are available in the End User License agreement.

Portions of Cider are Copyright © 2002-2006 the ReWind project authors (see <http://cvs.transgaming.org/cgi-bin/viewcvs.cgi/rewind/AUTHORS?root=rewind> for a complete list).

Portions of Cider are Copyright © 1993-2008 the Wine project authors (see <http://source.winehq.org/source/AUTHORS> for a complete list).

Source code to the LGPL component is available through: <http://transgaming.org/cvs/>

Other Cider components available via CVS are licensed separately under terms described in the LICENSE files that accompany them.

This game incorporates dynamic advertisement serving technology offered by IGA Worldwide Inc. ("IGA Technology"), which enables advertising to be temporarily uploaded into the game on your PC or console, and replaced while you are online. IGA Technology only logs information that is needed to measure presentation of advertising, and to serve advertising to the appropriate geographic region and to the right location within the game. Logged data may include Internet Protocol Address ("IP Address"), in game location, length of time an advertisement was visible, size of the advertisements, and angle of view. The IP Address is deleted when the online game session ends. Your game may be assigned an id number, which is stored on your PC or console, and used by IGA Technology to calculate the number of unique and repeat views of dynamic in game advertising. The id number is not associated with any personal data. No logged information is used to personally identify you. This ad serving technology is integrated into the game: if you do not want to use this technology, do not play the game while connected to the Internet. For more information see our privacy policy at privacy.ea.com.