



The **SIMS**

# MEDIEVAL



# 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.

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## INSTALLING THE GAME

NOTE: For system requirements, see [electronicarts.co.uk](http://electronicarts.co.uk).

### 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® 7, Windows Vista® or Windows® XP 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.

### 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](http://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 or Windows 7 are located in the **Start > Games** menu and on earlier versions of Windows in the **Start > Programs** (or **All Programs**) menu. (EA Store users must have the EA Download Manager running.)

NOTE: In Windows Vista Classic Start menu style, games are located in the **Start > Programs > Games > Games Explorer** menu.

#### For Macintosh:

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

**INTERNET CONNECTION, ONLINE AUTHENTICATION AND ACCEPTANCE OF END USER LICENSE AGREEMENT REQUIRED TO PLAY. YOU MUST REGISTER THE GAME WITH ENCLOSED SERIAL CODE. GAME USES SONY SECUROM CONTENT PROTECTION TECHNOLOGY. MORE INFO, INCLUDING HOW TO UNINSTALL SECUROM AT [HTTP://FAQ.SECUROM.COM/](http://faq.securom.com/). GAME CAN BE PLAYED ON UP TO FIVE COMPUTERS; USERS CAN MANAGE WHICH COMPUTERS ARE AUTHORIZED OR DE-AUTHORIZED TO PLAY GAME. VISIT <http://activate.ea.com/deauthorize/> FOR MORE INFORMATION ON DE-AUTHORIZATION.**

[WWW.THESIMSMEDIEVAL.COM](http://WWW.THESIMSMEDIEVAL.COM)



## KEY COMMANDS

### GENERAL CONTROLS

Cancel	ESC
Toggle cheat entry window	CTRL + SHIFT + C
Hide/Show UI	F10
Quit game	Q

### CREATE-A-SIM

Rotate Sim	CTRL + A/CTRL + D
Zoom in/out	Mouse wheel
Undo/Redo	CTRL + Z/CTRL + Y

## FURNISH MODE

### OBJECT PLACEMENT TOOLS

Rotate object	, (comma)/. (period)
Delete object	DEL/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 placed wall or ceiling object up/down	# or / (forward slash)
Move placed wall or ceiling object left/right	[ (left bracket)/] (right bracket)
Return altered wall or ceiling object back to center	\ (backslash)
Undo/Redo	CTRL + Z/CTRL + Y

## LIVE MODE

### SIM CONTROLS

Switch to next Sim in quest	SPACEBAR
Switch to specific Sim	Click Sim portrait
Lock camera to Sim	Right-click Sim portrait
Center on active Sim	ENTER or N
Access inventory	I
Direct Sim to interact with object	Left-click object
Direct Sim to walk somewhere	Left-click floor

### TIME CONTROLS

Pause game	P/0 (zero)/` (tilde key)
Regular/Fast/Ultra speed	1/2/3 (or corresponding keys on Num Pad)
Fast forward to end of current interaction	4

### HOUSE CONTROLS

Next/Previous floor	Pg Up/Pg Dn
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### CAMERA MOVEMENTS

Move left/right	left arrow/right arrow or A/D
Move forward/back	up arrow/down arrow or W/S
Move camera 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)
Switch to Eye of the Watcher view	M
Switch to Follow My Sim view	N (see <i>Sim Controls</i> )
Switch between location views	ALT + 1-5
View building interior	Right-click building exterior
Zoom into exterior location	Right-click ground

## GAMEPLAY MODES

Live Mode	F1
Furnish Mode	F2 (when looking in building interior)
Kingdom Mode	F3
Options menu	F5

# GET MEDIEVAL!

Hark, adventurous souls! Come forth and behold the tales of *The Sims™ Medieval*, an all-new Sims experience filled with adventures on the high seas, scheming relatives, a fickle populace, and even Sim-eating chinchillas! Partake in quests to expand your kingdom and construct new buildings to attract more Sims to your realm. Your Sims live the life of a monarch, knight, spy, magician, and more as you choose whether—or not—to fulfill their responsibilities and bring glory to the name of your kingdom!

## LEARNING A THING OR TWO

Whether you're new to *The Sims* experience or a seasoned Sims enthusiast, playing through the tutorial is greatly recommended. *The Sims Medieval* contains gameplay, features, and modes never before seen in any other *The Sims* game. This quick introduction is sure to help you make the most of your gameplay!

Select LESSONS from the options menu to learn more about all the features in *The Sims Medieval*.

# GETTING STARTED

Getting started with *The Sims Medieval* can be as easy as you like. Begin a new game with a small kingdom in need of a monarch. Choose to create your own royal leader from scratch in Create-A-Sim, or select one of the pre-made monarchs. With your royalty in place, get ready to take on the Middle Ages and send your Sim on quests to expand your lands!



## To Start a New Game:

The in-game tutorial guides you through your initial gameplay experience.

Select an ambition to play at the main menu. Initially, only the New Beginnings ambition is available, but every Sim has to start somewhere! With this ambition, your monarch's goal is to populate their kingdom with buildings and Sims. It's just what a budding ruler needs.

Next, select NEW GAME, click the play icon, and give your kingdom any name you desire.

Returning players may select a previously saved game.

The game begins in Kingdom Mode, a strategic view of your budding nation. The kingdom does not have a monarch yet. Click the round green icon over the Throne Room to open an information window. On the building's detailed pop-up, click the icon to select a new monarch. Select a monarch from a list of pre-made Sims, or select CREATE A MONARCH to customize a new ruler.

Once your royal highness is created, proceed in Kingdom Mode, where you must choose a quest in order to enter Live Mode. After new Hero Sims are added, keep in mind that only certain quests can be performed by certain Hero Sims. Read the quest descriptors closely and choose wisely!


# SAVING AND LOADING

A single saved game represents an entire kingdom. To save, open the options menu and select SAVE. The kingdom then automatically saves under the name you selected at the main menu.

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



## OPTIONS

Access the options menu by clicking the  icon at the bottom left of the screen. From this menu, choose to save, open lessons, adjust options, review hot keys, return to the main menu, select to save and quit, simply quit, or choose to open the launcher.


Open the options panel by selecting OPTIONS, and change graphics, sound, gameplay, and video capture settings.



- Graphics** Select screen settings for your monitor and adjust detailed settings to tweak how the graphics are displayed.
- Sound** Use the sliders to adjust the volume for voices, sound effects, music, ambient, audio quality. You can also select the speaker setup, select to mute background sounds, or restore to default.
- Game Options** Select to turn on or off general gameplay options. Under GAMEPLAY, use the slider to adjust the autonomy/free will of your Sims. Move it left to decrease autonomy/free will or to the right to increase it. The greater the free will, the more your Sims choose to act on their own if you haven't assigned them an action. (Beware: there are certain actions your Sims won't autonomously perform, such as fulfilling responsibilities or quest objectives. You have to direct them to accomplish some actions.) Finally, choose to turn lessons ON or OFF and select to reset lessons or restore all game options settings to default.
- Video Capture** Select the video capture size, choose to enable or disable capture sound, hide or show capture user interface, set the video capture quality, and adjust the maximum recording time.

## CREATE-A-SIM

Every time there is a new position for hire in the kingdom, you may choose to create a custom Sim for the job. 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 choose their outfit. Don't forget to determine their traits and fatal flaw!

### PRE-MADE SIMS

In Create-A-Sim, choose a pre-made Sim by clicking the pre-made Sims icon at the bottom of the screen (). Filter the view by gender and—when you're ready—click the portrait of the Sim you want to see on the Create-A-Sim platform. When you are satisfied, click the checkmark to continue customizing the selected Sim. Adjust your Sim further by clicking the icons on the left side of the screen (see below).

If you want to create a totally customized Sim, start by clicking the basics icon (/ ).




#### Basics

Choose your Sim's name, gender, and voice. Switch tabs to adjust their skin details, define their body type, set their traits, and select a fatal flaw.



#### Hair

The round buttons at the top of the hair selection toggle the hairstyles and hats icons. After choosing your Sim's hairstyle (or hat), customize the colors. Switching between the tabs on the left allows you to determine their eyebrow shape and color, and select facial hair (male Sims only). When you choose to change the color of your Sim's hair, eyebrows, or facial hair, select the save color preset icon () to add the new color to the preset line-up.



Adjust this  
Sim's eyebrows  
(including shape  
and color)

Select a  
hair color

Change hair  
color



Choose a hat or  
other headwear

Choose a  
hairstyle



## Looks

Choose your Sim's head shape, adjust their ears, determine their eye color and shape, choose a mouth, and select a nose.




Alter and refine  
the details of  
your Sim's  
face

Choose a general  
face shape



## Clothing

Select the clothing for your Sim. Certain outfits are only available for specific professions. For example, monarch clothing is more lavish than the sleek spy clothing. Each set of clothing has a line-up of several color options. These colors can be adjusted in Create-A-Style.


**TIP:** You can also customize clothing by choosing colors. 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*.



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

Use the  
sliders to  
alter specific  
features

### SOMETIMES IT'S ALL IN THE DETAILS

Click the  icon to adjust the details of a specific part of your Sim. For instance, adjust the hair color and highlights of your Sim's hair. Or you tweak your Sim's nose: turn the tip up a bit, widen the bridge, or open the nostrils. Whenever you see the 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

Use Create-A-Style to change colors on your Sims' clothing, or create a coordinated room by adjusting the colors and patterns of wallpapers, flooring, furniture materials, and more.

## GAME SCREEN



- 1 Choose a pattern type (i.e., fabrics, flooring & rugs, wallpaper, etc.)
- 2 The pattern and colors of the selected item
- 3 Click one of the main swatches to see the different colors in that swatch
- 4 Click one of these buttons to bring up the pre-set color palette, color wheel, or to enter RGB or hex numbers
- 5 Undo/redo each consecutive adjustment
- 6 Confirm or cancel your changes
- 7 Move this slider to change the tint/toning (or lightness)
- 8 Move the cursor on the color wheel to choose a color
- 9 Click here to view only custom content
- 10 Click one of these icons to delete or save a style

## MIXING AND MATCHING

Take a color or pattern and apply it to multiple items. Say you want your Sim's curtains to exactly match the rug. With the Create-A-Style tool selected, click the curtains to select them. Then click a pattern from the curtain's style palette, and drag that pattern onto the rug. If the rug has more than one pattern, choose which pattern on the rug you want to replace. Click the checkmark to confirm your changes.

Once you've saved a pattern, drag colors and patterns to other furniture, décor objects, and accessories in Furnish Mode.

## SAVING CUSTOM MATERIALS AND ITEMS



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





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

## UNIQUE SIMS

Customize your Sims with two traits and one fatal flaw to give them a distinct personality. All traits and flaws determine how your Sims behave and what they like to do, so choose carefully! Every Sim also has a role to play in the kingdom. These professions range from the ruling monarch, to a merchant, knight, spy, and beyond. Professions play a big part in what quests your Sims are involved in and what actions they can take.

### TRAITS

Choose two traits and one fatal flaw. Your Sim's traits and fatal flaw influence what they want, how they feel, and how they behave. For instance, Sims with the Eloquent trait have the ability to convince, inspire, or comfort anyone, while Sims with the Greedy trait are driven by their love of money. Sims also tend to get along better with other Sims who share at least one of the same traits. Some traits conflict with others, and there are some combinations that won't be allowed. For example, a Sim cannot be good *and* evil at the same time.

### A FATAL FLAW

Every Sim must have a fatal flaw. These flaws range from compulsive obsessions, like drinking, gambling, or eating, to physical conditions, like being puny, having a weak constitution, or insomnia.

A fatal flaw stays with a Sim for their whole life and can have negative effects on Focus if it is not addressed regularly. For example, Sims with the Licentious fatal flaw gain a negative Buff if they haven't "woohooed" in awhile. Until they lustfully socialize with another Sim, they continue to have this negative Buff. For more information on Buffs, see *Buffs*.

Sims overcome their fatal flaws by completing certain quests, like The Fisherman's Challenge or Fountain of Legend. Upon successfully completing the quest, your Sim reaches a point in their life where their fatal flaw evolves into a legendary trait. Choose one legendary trait from a list of three, or if you're particularly fond of your Sim's fatal flaw, keep it.

These are the traits and fatal flaws to choose:

#### Traits

Adventurous  
Chivalrous  
Creative Cook  
Dedicated  
Earthy  
Eloquent  
Evil  
Excitable  
Friendly  
Fun-loving  
Good  
Greedy  
Haggler  
Hopeful Orphan  
Jokester  
Loves Family  
Scholarly  
Solitary  
Unkempt  
Vain  
Whale Ate My Parents

#### Fatal Flaws

Bloodthirsty  
Compulsive Gambler  
Cowardly  
Cruel  
Cursed  
Drunkard  
Fool  
Glutton  
Hubris  
Insecure  
Insomniac  
Licentious  
Misanthrope  
Morose  
Puny  
Uncouth  
Weak Constitution



# A GRAND KINGDOM

Your Sims live in an ever-growing nation that can be expanded as quests are completed and Resource Points (RP) are earned. In Kingdom Mode, your land is spread out before you. As you fill the land with new buildings and businesses, more and more activities, adventures, and quests become available for your Sims. Grab a drink with the common folk at the tavern, travel to foreign lands from the docks, or hold a great feast for visiting dignitaries at the reception hall.



- 1 The kingdom status panel contains a summary of the state of the kingdom. Click the arrow on the bottom right of the box to view the kingdom's aspect levels: Well-Being, Security, Culture, and Knowledge. The icon on the bottom left of the box shows your monarch Sim's current ambition. Click the ambition icon to view further details.
- 2 The Kingdom Mode panel is where you can switch your camera view, access the options menu, change to Live Mode, select quests, view achievements, and open the territory map.
- 3 Green map markers display a location where you may build with your Sim's current amount of RP.
- 4 A red map marker indicates an area where your Sim may not build ... not yet, anyway.
- 5 Purple map markers show your currently constructed locations, green markers indicate locations that can be built with your Sim's current RP, and red markers mark locations that cannot be built yet. Click one of the location tags to view more information about cost, positions for hire, and what kingdom aspects it affects.


## IMPROVING THE KINGDOM

At the beginning of a new game, the only structures in the entire kingdom are the Great Hall, Town Square, Docks, and Pit of Judgment, not to mention the forest and the village. New locations are built by spending RP earned from quests.

To begin construction, select one of the available green tags in Kingdom Mode. Select the build icon, and with just one click you've expanded your kingdom! Once something is built, it cannot be removed. Furthermore, as you place more and more buildings, the cost of hero buildings rises, so choose each construction project wisely and take into account all of the affected kingdom aspects.

## THE FOUR ASPECTS

Your Sim's kingdom has four aspects. Aspect capacity is unlocked by building new structures in the kingdom; view each building description to see what aspects gain capacity. You can then complete quests to fill the empty capacity of each aspect. See when an aspect is fulfilled when it is listed as a solid color in the kingdom status box.

The aspects each quest fulfillments are different. Make sure you check the Quest Loot section of the Quest Book to see what aspects will be fulfilled. If you already have the listed fulfilled, this icon, , appears.

### Well-Being

Well-Being represents general happiness, comfort, and contentment of your kingdom. It encompasses the physical as well as fiscal health of your Sims and kingdom as a whole.

### Security

Security represents the general safety and stability of your kingdom. It involves the ability of the government to enforce laws, prevent crime, maintain its borders, and protect its citizens.

### Culture

Culture represents your Sim's devotion towards artistic and spiritual matters. In aesthetics, it includes the creation and veneration of poetry, art, and music. In faith, it means a belief in a higher law and greater purpose to life, and serves as a basis for morality and values held in common by the people.

### Knowledge

Knowledge represents the general education level of your kingdom. It encompasses comprehension and scholarly pursuits in areas as diverse as medicine, lore, and mathematics.



## GETTING AMBITIOUS

Ambitions are goals you select for your kingdom to work toward. Depending on the ambition you select, you may improve your populous, expand your borders, dominate your subjects, and more. The first ambition you select is New Beginning, where your goal is to populate your kingdom with buildings and Sims. Once you complete this ambition, your Watcher achievement level increases, and you are able to select from two new ambitions, Fame, which focuses on gaining high renown and RP, and Imperial Domination, which focuses on conquering all foreign territories.

There are 12 Ambitions total and the direction you take your kingdom is up to you!

## SIGNING UP FOR QUESTS

Quests are selected and canceled in Kingdom Mode. Click the quests icon from the Kingdom Mode panel to open the Quest Book. When you are not engaged in a quest, the Quest Book contains a list of available tasks. Highlight any of the quests to view a description on the right. Click the arrow on the bottom right to select the quest and move on to determining the approach.

Most quests have more than one path to completion, and each route has its own set of Primary Heroes eligible for the quest party. If you do not have the proper Primary Hero in your kingdom, then you cannot select that specific approach. Click a quest approach to view its description, party requirements, and rewards (Quest Loot).

Click the arrow on the bottom right again to select the Primary Hero based on your chosen approach. Depending on the Sims you have in the kingdom, you may have only one quest leader to choose from. When you've made your decisions, click the checkmark to begin the quest. Once you choose and embark upon a quest, you will be charged Quest Points (QP). You get only a certain amount of QP for each ambition.

To abandon a quest in progress, open the Quest Book in Kingdom Mode and select QUIT QUEST. Be aware that you do not receive a refund of QP for abandoning a quest.

## ACHIEVEMENTS

Click the Achievement Book icon to access a full list of your kingdom's and Sims' achievements. Click the filter buttons at the top of the right page to show achievements that apply to that filter (All, Game, Kingdom, and Sim). Each achievement has a reward value, and as you gain those rewards, your achievements bar fills. Once the bar is full, your Watcher achievement level is upgraded; your first objective is to surpass the "Peepsmith" level. Each time your Watcher achievement level goes up, you will unlock rewards such as outfits for Create-A-Sim and items for Furnish Mode!

## PROFESSIONS

There are 10 professions available in the kingdom. The first of these professions is the monarch, an integral part of the kingdom which must be filled to start the game. They are in charge of setting taxes, passing laws, listening to the cries of the people, and dishing out punishments. Monarchs have a servant and advisor at their disposal and are in charge of political relations with foreign territories.

As your Sims fulfill quests and gain RP, you are able to expand your kingdom by placing buildings in specific lots. Some of these buildings bring in more professions; for example, building the Barracks allows for a knight.

## FILLING THE ROLE

You select or create a different Sim to fill each profession. These Sims are the kingdom's Hero Sims. Like the monarch, the other professions each have roles and responsibilities. Whether they fulfill them or not is up to you, but there are benefits to performing tasks unique to each profession. This is how your Sims increase their profession level and make progress in certain quests.

## PROFESSIONS AND QUESTS

Take control of every Hero Sim by assigning them to quests. Some quests can be fulfilled with different results depending on what professions are available in the kingdom. For example, the Peasant Revolt quest can be solved without bloodshed if a bard or merchant Sim performs the quest, or it can be solved through force if a spy or knight Sim performs the quests.

The more professions the kingdom has available, the more quest options there are to choose from!



## PROFESSION LEVELS

Each Hero Sim increases their abilities by performing profession actions to gain Experience Points (XP). These actions are specific to each role and can be found by exploring the world around that Sim. For example, wizard Sims meditate or show prepared spells when they are selected. Hero Sims also gain XP as they progress through their quests.

## PROFESSIONS AND LOCATIONS

Below is a list of professions and the locations that must be built to acquire them.

### MONARCH

Great responsibility falls on this Sim as their choices affect every living being in the Kingdom. The monarch hears petitions from the people, proposes and votes on edicts, sends Sims to the stocks or pit, engages in combat, goes hunting, and gains special fighting moves by leveling up.

**Building** Throne Room  
**Signature objects** Throne, tactical map, and scribe table

### KNIGHT

Knights are generally proficient in all forms of deadly combat and when not fighting can frequently be found training and preparing for future fights. Knights are capable of combat, hunting, gaining special fighting moves by leveling up, and using the tactical map.

**Building** Barracks and Training Yard  
**Signature objects** Tactical map and training dummy

### MERCHANT

Merchants facilitate trade across great distances and bring rare and unusual goods to the locals. They make a profit buying and selling goods, bribe Sims into purchasing goods, and trade goods with foreign territories using the ship.

**Building** Market  
**Signature objects** Market stall and ship

### BARD

A life devoted to the arts may be poor in pay but rich in fulfillment. The bard performs songs on the lute, gathers inspiration from Sims and the world, composes poems and plays, and performs on stage.

**Building** Tavern  
**Signature objects** Stage, lute, archive, and scribe table

### JACOBAN PRIEST

Jacoban Priests tend to conduct their business of religion vigorously and must lead their lives according to a strict moral code lest punishment be delivered! These Sims give sermons, absolve Sims, convert Sims to the Jacoban faith, post proclamations, reflect on the Watcher, bestow Watcher's touch and Watcher's blessing upon Sims, and consecrate well water.

**Building** Jacoban Cathedral  
**Signature objects** Pulpit and proclamation board

### PETERAN PRIEST

Peteran Priests preach compassion and understanding, and try to encourage others to live their lives according to the Watcher's principles. They give sermons, evangelize, convert Sims to the Peteran faith, pray, bless well water, bestow the Watcher's favor, study the Watcher, write with the Watcher, and gains The Watcher is Near positive Buff while near the Peteran church.

**Building** Monastery  
**Signature objects** Pulpit, evangelism platform, and archive

### SPY

Spies maintain communications networks, help discover (or hide) the truth, and perform the dirty work involved in politics. Spies may bribe, pickpocket, steal funds from the messenger post, craft poisons, gather herbs, engage in combat, go hunting, gain special fighting moves by leveling up, fight more effectively without armor, eavesdrop, propose edicts, and break Sims out of stocks.

**Building** Spy Quarters  
**Signature objects** Crafting table, training dummy, tactical map, and scribe table



## WIZARD

A wizard's power is granted by special skills they are born with. This Sim learns and casts spells, craft potions and magic items, gathers herbs and minerals, scribes, meditates, and casts overflow on the town well.

**Building** Wizard's Tower

**Signature objects** Arcane tome, crafting table, and archive

## PHYSICIAN

Physicians are the first, last, and only line of defense against disease, infection, and injury! They diagnose, treat wounds, cure sickness, provide first aid, gather herbs and leeches, craft tonics and medicines, and medicate the town well.

**Building** Clinic

**Signature objects** Operating table, crafting table, and archive

## BLACKSMITH

Blacksmiths are responsible for creating weapons, armors, and unusual and one-of-a-kind objects. Craft objects using the forge and anvil, mine ore from exposed rocks, and sell crafted goods at the stall.

**Building** Smithy

**Signature objects** Forge, anvil, and market stall

## EXPLORING NEW LANDS

Click the territory map icon to view your kingdom's borders and the neighboring countries. At first, only the two connecting lands of Tredony and Craffthole are visible. Discover new territories by exploring foreign lands from the Docks, and establish diplomatic relations using the territory map. Select any of the available countries to view status, leader, trade info, benefits, and pressing issues.

**NOTE:** Benefits appear when you annex a territory. If loyalty decreases, Pressing Issues appear along with information about the quest required to regain their loyalty.

New territories show up on the map when the kingdom has reached a certain renown. They can then be scouted by spending RP, after which you can see all the information about the territory. Annex them by going on a particular quest, at which point you gain the benefits associated with that territory.



- 1 The map displays every known kingdom's banner and colors. Your kingdom is labeled with a golden crown on a blue field
- 2 When you select a nation, its information is displayed on the right. View its loyalty rating and description under Status, the name and image of its current ruler under leader, items for trade under trade info, overall merits under benefits, and information about the quest required to regain loyalty under pressing issues



## LIVE MODE

Live Mode is where all of the action takes place. Your Sims participate in quests, make friends and enemies, fall in love, get married and have a family, conquer or give in to their flaws, and more. In *The Sims Medieval*, you must actively be on a quest in order to access Live Mode.

### MAIN USER INTERFACE PUCK

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



- 1 Quest performance gauge
- 2 Active Sim icon
- 3 Sim's next quest task and quest guidance
- 4 Camera styles (Follow My Sim, Eye of the Watcher, Locations Views)
- 5 View the upper floor
- 6 Camera controls
- 7 View the lower floor
- 8 Access Live Mode, Furnish Mode, or Kingdom Mode
- 9 Current responsibilities and time remaining
- 10 Hunger and Energy gauges
- 11 Selected Sim's current Simoles fund
- 12 Day and time—Click one of the icons to choose normal, fast, or ultra speed; click the last icon to speed through the current action in this Sim's queue. Click the first icon to pause time.
- 13 The selected Sim's Focus meter and contributing Buffs
- 14 Click the expander arrow icon to bring up Sim panels (Simology, Relationships, and Inventory)


## SIMOLOGY, RELATIONSHIPS, AND INVENTORY

Your current Sim's Simology, Relationships, and Inventory panels are accessed by clicking the expander arrow icon next to their Buffs.

The Simology panel contains all of your Sim's personal information. Profession name and level, religion, traits, and fatal flaw are listed in the menu. Mouse over each option to view its full details.

View your Sim's relationships in the Relationship panel. If your Sim knows lots of Sims, you can filter the view to see all relationships, just relatives, or only friends.

Each Sim has a personal inventory. When a Sim picks up an object or receives an item from a quest or responsibility, it is added to their inventory. Click and drag to move objects into or out of their inventory.

Each house also has an inventory. Certain items go into the Household Inventory instead of an individual Sim's inventory. You can access the Household Inventory in Furnish Mode by clicking .

## RESPONSIBILITIES

Every Hero Sim has responsibilities they must perform for your kingdom. Every day at a certain time, two responsibilities are assigned to Sims assigned to the current quest. Responsibilities range from paying taxes to performing fiddle songs to hunting a great beast. Some responsibilities are specific to the Sim's profession. For example, monarchs may be requested to hold court, while a bard is asked to write a play.

If your Sims do not perform their responsibilities within the given time frame, they receive a negative Buff that impacts their Focus. However, if your Sims complete their responsibilities, they receive a positive Buff!



## BUFFS

Your Sim's Focus panel displays their overall Focus and a variety of Buffs. Buffs are temporary conditions that directly affect your Sim's Focus and behavior. Buffs are displayed as icons with different images on them, and have red backgrounds (if they negatively affect your Sim's Focus), green backgrounds (for positive effects), or yellow backgrounds (no effect on Focus). Hover your mouse over a Buff icon to see what it is and how long it will impact your Sim. You may even receive a hint on how to counteract the Buff's effects. Keep in mind that your Sim's traits and fatal flaw alters which Buffs affect them and how powerful those effects are.

### THE KINGDOM AFFECT

Your kingdom's aspects greatly affect your Sims' Focus. If your land has few fulfilled aspects, Sims gain negative Buffs that can last for days. If there are plenty of fulfilled aspects, Sims gain positive Buffs. For more information on kingdom aspects, see *The Four Aspects*.

## GETTING DOWN TO BUSINESS IN LIVE MODE

There are many objects and locations your Sims interact with while in Live Mode. They may visit the market outside of town, send messages at the messenger post, pick up a fiddle and play a tune, and much more.

When you see an icon featuring an arrow with a star and are hovering over an object or location, your Sim is able to perform an interaction. Click the object or location to view the available actions, and click one to add it to your Sim's action queue. Grayed out actions cannot be selected—hover over them to find out why they cannot be selected. Some actions are color-coded to indicate the likelihood of your Sim succeeding in the action: green actions have a high likelihood of success, red actions are unlikely to succeed, and yellow actions are equally likely to succeed or fail.

## COMPLETING (AND FAILING) QUESTS

Every quest requires the participating Sims to perform certain actions. These tasks are listed next to the Sim icon and below the quest performance gauge. While your Sims are on a quest, they are free to do anything they'd like, even activities that are wholly unrelated to the quest.

Hover over the action to see a full description, and then seek out how to perform the task. For example, if the action says to chat with an advisor, your Sim must find the advisor, choose the Friendly social interaction, and select CHAT. Sims involved in the completion of the quest action are marked with a golden Sim marker. So in this last case, the advisor would have that tag.

Some quest actions are time sensitive and performable at a certain time of day, while other tasks can be fulfilled at anytime. Sims on a quest can choose to actively engage in quest tasks, or partake in other activities. But if an extraordinarily long time is spent away from the quest, the quest performance suffers. If the quest performance gauge completely empties, then your Hero Sims are arrested, and possibly even killed. But complete the quest, and the rewards reflect the overall quest performance.

If a participating Hero Sim or important non-playable Sim dies while a quest is active, you automatically fail the quest.

## SOCIALIZATION

Most social interactions between Sims fall into one of these categories: Friendly, Romantic, Mean, Funny, or special based on traits, flows or profession. 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—do they find it amusing or creepy? Be careful: if you choose the same social over and over again, then the other Sim may get bored.

Every social interaction affects your Sim's relationship with the other Sim. As you increase or decrease relationship, you earn relationship status with Sims (friends, enemies, partners, etc.). Achieve your own goals in Sim relationships, or use social interactions to progress in your quests.



## SPECIAL INTERACTIONS

Your Sim's personality traits grant them special interactions. For example, Sims with the Adventurous trait can choose TALK ABOUT ADVENTURES, while Creative Cook Sims can select GUSH ABOUT COOKING. Your Sim has additional special interactions based on their profession. For example, a bard can gather inspiration from their surroundings or by talking to other Sims, while a spy, knight, or monarch can challenge another Sim to a duel.

## THE FATAL FLAW FACTOR

Like traits, a Sim's fatal flaw also grants them special interactions. So, a Sim with the Compulsive Gambler flaw has the option to make a bet, while a Sim with the Uncouth flaw has the option to make a ribald joke.

## THE WATCHER IS WATCHING

Blessed be the Watcher! Who is that, you wonder? Why, it's you! In *The Sims Medieval*, you are the Watcher, the creator of the Sims' kingdom. At first, your Sims are somewhat aware of your existence as the Watcher, but none of them are very religious. Once you place a Jacoban Cathedral or Peteran Monastery, the servants of the Watcher begin to convert fellow Sims, and your Sims begin to worship you.

Converting to the Peteran faith grants your Sim the pray interaction, the ability to tear down Jacoban proclamations, and Peteran divorce becomes available. Converting to the Jacoban faith allows your Sim become friends faster with fellow Jacobans, occasionally acquire the Superior Buff when socializing with non-Jacobans, and Jacoban divorce becomes available. However, Peterans gain 5% less daily income, while Jacobans gain 10% less daily income.

## COLLECTING

All sorts of plant life and minerals can be collected when investigating the local shrubs and rocks. To begin, click a glittering patch of foliage or a rock formation that has an interactive icon and select DISCOVER. If your Sim finds something worthwhile, then they can click to collect. All gathered items are stored in your Sim's inventory. Only certain Sims can collect certain items.

## HUNTING

Hunting in the forest allows your Sims to gather meat, fulfill responsibilities, and complete quests. Click the signpost in the forest and select HUNT to begin. Not every trip is going to yield meat, and your Sim may get hurt. Make sure your Sim has high Focus and has practiced their combat on a training dummy, which can improve their chances of a successful hunt.

Meat can be sold, traded, and cooked. Keep in mind only certain professions can hunt.

## SELLING AND TRADING

Selling items in the markets or trading on the high seas is a great way to earn some Simoles. To sell items, bring them to the Village Shoppe in the distant village at the edge of the kingdom, and enter the Sell menu. Click the items you want to trade in for cash and select SELL for the deal to be done. If you have a market in the Town Square, your Sims perform the same task closer to home. Make some Simoles by short-selling items directly from your Sim's inventory.

Only specific professions can trade. Head to the Docks and place trade items into the cargo hold. Once there is cargo, click SAIL TO TRADE to head out to foreign lands.

## COOKING

Every Sim can cook, but in order to make something above gruel, your Sim needs to stock up on a wide list of ingredients. Collect herbs from shrubs and hunt for wild game to gather ingredients with your Sim's own hands. Or, for those who cannot hunt or wish not to, the market and Village Shoppe have everything your Sim needs to whip up a feast.

Before heading to market or the forest, make sure your Sim knows the ingredients required for their desired dish. They can make a dish only when they have all the ingredients on hand.

When it comes to cooking, there are several objects to purchase in Furnish Mode, but they don't all cook the same dishes. Using a cauldron to stir up a stew is easy, while the spit is perfect for grilling meat. Ovens, on the other hand, are used for baking pastries and pies.



## FURNISH MODE

This is the place to purchase stuff to make your Sims' lives 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 market to get what they need.

### SORTS

You can view items in the Furnish Mode catalog by function or collection. You can also view items in the Household Inventory.

#### 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, then click the storage category. There is even a professional category for you to easily find all items unique to Hero Sim professions.

#### BY COLLECTION

When you want to decorate with a specific theme in mind, sorting by collections is for you. Making over the Spy Keep? Click the Peasant option to find just the right mix of rustic and function. For the more majestic Reception Hall, click the Noble or Military options.

### OBJECT PLACEMENT RULES AND OPTIONS

You have the freedom to decorate, place, and furnish as you want. Use the 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 Furnish Mode, which helps guide you when placing objects. This allows you to center items, so you can position the spit across from the center of the dining table, a tapestry in between two pillars, and more.

### THE SLANT ON FURNISHING

Place furniture and other objects at angles to give your rooms a more pleasing appearance. If you want to place two chairs angled towards each other or position a gargoyle 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.

### 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 Sims' lives will be more than miserable.

- ▶ Fireplace or cauldron
- ▶ Bed
- ▶ Professional item (like a forge for the blacksmith or the archives for a bard)
- ▶ Tub or wash bucket

**NOTE:** Some items (such as beds or fireplaces), **MUST** be included on your lot in order to leave Furnish Mode.



## CUSTOM CONTENT

Snap screenshots of your Sims, record video footage of your gameplay, and more.

### VIDEO CAPTURE

Tell your own stories using the video capture!

**NOTE:** All videos must be 1 GB or less.

**NOTE:** Capturing video at highest or uncompressed resolution results in very large file sizes. Change your video capture settings at the options menu.

**IMPORTANT NOTE:** Mac users may not be able to view videos captured in *The Sims Medieval* on their computers without a video player that supports the VP6 codec. 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**.

When you take a screen shot, it is saved to your documents folder under **Electronic Arts\The Sims Medieval\Screenshots**.

## GAME UPDATES (REQUIRES INTERNET CONNECTION)

Occasionally *The Sims Medieval* offers game updates to introduce new content or to fix known issues.

You are notified when an update is available, if you have Automatic Updates checked on the Game Updates panel of the launcher. Game updates are also available on the Game Updates panel if you decide not to update at that time or do not have Automatic Updates checked. Click the refresh button to see if any new updates have been made available.

The current installed game version is displayed on the main launcher.

## 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](http://www.nvidia.com) to locate and download them. For ATI video cards, visit [www.ati.amd.com](http://www.ati.amd.com) to locate and download them.
- 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](http://www.microsoft.com) to download the latest version of DirectX.

### GENERAL TROUBLESHOOTING TIPS

- 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.
- 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).



# CUSTOMER 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 Vista and Windows 7 users, go to **Start > Games**, right-click the game icon, and select the appropriate support link from the drop-down menu.

For users on earlier versions of Windows, click the **Technical Support** link in the game's directory located in the **Start > Programs** (or **All Programs**) 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 > European Help Files > Electronic\_Arts\_Technical\_Support.htm** file.

## 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 CUSTOMER SUPPORT ON THE INTERNET

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

**<http://support.electronicarts.co.uk/>**

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.

## SUPPORT CENTRE CONTACT INFO

If you require further assistance and would prefer to speak to a technician, telephone our Customer Support team (9am-9pm, Monday-Friday):

**Telephone:** 0870 243 2435

**NOTE:** No hints or codes are available from Support Centre.

**Fax:** 0870 2413231

Calls charged at national call rates; please consult your telecoms provider for details.

**To help us diagnose the problem please generate a DirectX Diagnostic report of your PC before calling us:**

Click **Start > Run...** and type dxdiag. Click OK, then once the report is complete, Click **SAVE ALL INFORMATION...** and save the report to your Windows Desktop.



# WARRANTY

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

## **Limited Warranty**

Electronic Arts warrants to the original purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in materials and workmanship for 12 months from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the address below, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. This warranty is in addition to, and does not affect your statutory rights in any way. This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

## **Returns After Warranty**

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a cheque or postal order for £7.50 per disc, payable to Electronic Arts Ltd. Please remember to include full details of the defect, your name, address and where possible, a daytime telephone number where we can contact you.

## **Electronic Arts Customer Warranty, PO Box 1096, Guildford, GU1 9JN, United Kingdom.**

Electronic Arts excludes any warranty in relation to the Product if it is bought second hand and the consumer is not the first end user of the Product.