

Quick Reference Guide

Sims don't always respond to your commands. Keep in mind that they have minds of their own and are greatly affected by their moods. Manage their moods and work with their unique personalities to get them to do what you want. Here are some shortcuts to help you direct your Sims.

Needs

Prepare meal	[H]	Game speed (normal/high/ultra)	[1]/[2]/[3]
Shower	[Y]	Pause game	[P]
Use toilet	[B]	Quit	[ALT]-[Q]
Clean	[K]	Cycle through family members	[SPACEBAR]
Go to bed	[R]	Center on Sim	[ENTER]
Relax	[M]	Access Help menu/Skip intro	[ESC]
Fun	[F]		
Chat with another Sim	[L]		
Telephone and Personal Menu	[T]		

Camera Movement

Move forward/backward	[W]/[S]
Move left/right	[A]/[D]
Rotate left/right	[SHIFT]-[A]/[SHIFT]-[D]
Rotate up/down	[SHIFT]-[W]/[SHIFT]-[S]
Zoom in/out	[Z]/[X]

Click and select "Go Here" to direct your Sims' movements

Press and hold + move mouse to rotate and tilt camera



Click to center location/
Press and hold + move mouse
to move camera

Scroll to zoom in/out

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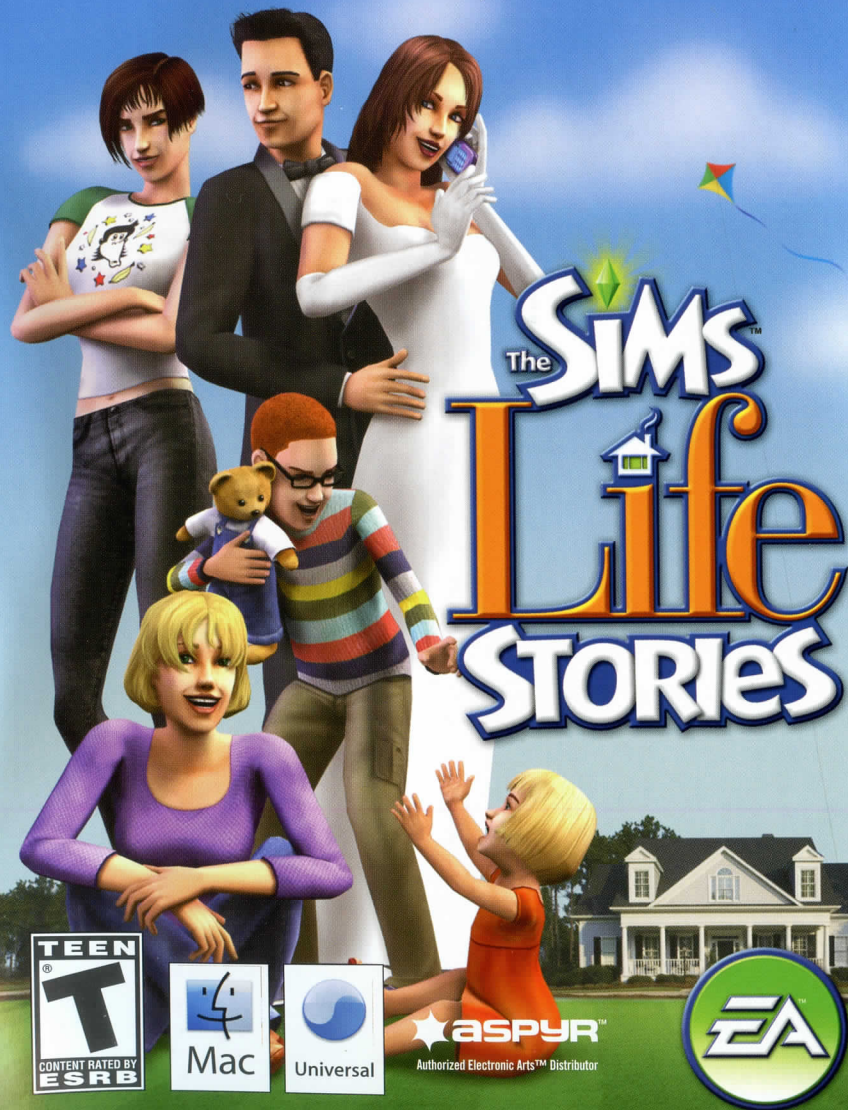


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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

Installing the Game

To install *The Sims™ Life Stories*:

1. Insert the The Sims Life Stories DVD into your DVD-ROM drive.
2. Double-click the DVD icon that appears on your desktop.
3. Drag the The Sims Life Stories folder from the DVD to the location on your hard drive you would like to install the game.
4. To start the game, double-click the The Sims Life Stories application on your hard drive.

STARTING THE GAME

To start *The Sims Life Stories* (with disc already in drive):

To start The Sims Life Stories, double-click the "The Sims Life Stories" icon in the "The Sims Life Stories" folder on your hard drive.

Resetting the Game

To reset *The Sims Life Stories* back to its original state without uninstalling:

1. Install the game.
2. Move (don't just copy) The Sims Life Stories folder from Home Folder/Documents/Electronic Arts/The Sims Life Stories to another location on your Mac.
3. Rename the folder SimsLifeStories_Original.
4. Start the game (the system will create a new folder for The Sims Life Stories).
5. Play the game and save.
6. Delete (or, if you want to use it later, rename) the current The Sims Life Stories folder and replace it with SimsLifeStories_Original folder. Change the folder name back to The Sims Life Stories.

The Sims Stories

You decide how their life stories unfold.

The Sims Life Stories is the first release in an all-new product line called *The Sims Stories*. Play through all the great moments of your Sim's life in this easy-to-play, laptop-friendly version of *The Sims*. In the new and engaging directed Story Mode, you take your Sims through a unique and entertaining storyline full of romance and dramatic twists. You even unlock cool rewards along the way as you achieve set goals. In open-ended Free Play, you create Sims and then choose how they fulfill their dreams through life's biggest moments. And while you play, you can stay connected by using your own IM and email.

Main Menu

From the Main menu, you can launch Riley's story in Story Mode, explore the open-ended world of Free Play, or familiarize yourself with the game in Learn to Play.

Learn to Play

This is a good place to get up to speed. The tutorials are split into two parts: The Basics and Beyond the Basics. If you are new to *The Sims*, check out The Basics, which introduces you to essential skills and concepts needed to play the game. For an overview of new features and advanced strategies, try Beyond the Basics, which covers Sim interactions, aspirations, and aging, and takes you through the intricacies of the architectural design.

Note: At any time during gameplay, if you want to return to the Tutorials, click the Main Menu icon in the Options panel.

Note: Want to exit a tutorial before you finish it? Click OPTIONS in the Universal Control Panel then click the Exit Tutorial button.

Story Mode

There is initially one story to play in Story Mode—Riley's Story. Once you've played Riley's Story through Chapter 4, you unlock Vincent's Story. Each story takes you through important moments in a Sim's life. These stories are made up of chapters which contain set goals. You can help Riley and Vince accomplish their Goals and achieve their Wants. Maybe, with a little patience and some hard work, you can help them achieve their Aspirations (see p. 8 for more on Aspirations).

Goals

Each chapter has Goals for the Sim to accomplish. When they fulfill a Goal, a new one appears. Sometimes there may be a short time lapse before the new one appears. In these cases, an hourglass icon appears with a tooltip that says "Please wait."

When Vince or Riley accomplish all of the Goals in a chapter, they earn a reward. These rewards appear in the Rewards Panel (see p. 13). To place these objects, go to the Story Rewards section of the Rewards Panel, click the reward, and then place it on the lot. You can also buy those rewards in Free Play once you've earned them in Story Mode.

Riley's Story

Riley Harlow was living the good life in SimCity—until she unexpectedly lost her job. Now she's returned home to stay with her Aunt Sharon in Four Corners while she gets back on her feet. She meets new friends, new love interests, and reconnects with an old flame and it's up to you to help her meet her Goals as her story unfolds. Will her story end happily ever after or in a flood of inconsolable tears?

Vincent's Story

A high-powered entrepreneur in high-tech, Vince's business keeps him constantly on the go. He's got it all—a successful career, a great house, good friends—but he's been unlucky in love. He's determined to find love in Bitville as he stumbles through one romantic mishap after another. Will he find someone who loves him for more than his money?

◆ Read more about Vince and Riley in the introductions on the loading pages of their stories.

Free Play Mode

No rules, no boundaries. Whether you set your Sims on a path to triumphant success or beset them with life-shattering hardships is up to you. Create a family, adjust their personalities and appearances, determine their Aspirations, and guide their lives. The options are endless.

- ◆ To jump right into the neighborhood, click one of the homes with a green diamond over it. Those homes are already occupied and you can enter the lot and start playing that family straightaway.

Construction Zone

In Free Play, you have complete access to Build Mode. Creating palatial dream homes—or sordid hovels—is all within your grasp using the variety of tools and options. For more information see *Build Mode* on p. 15.

Populating the Neighborhood

One of the other cool things you can do in Free Play is create Sims. From choosing their hair and eye color to tweaking their personality traits, you design your created Sim from head to toe. You can even create parent Sims and control how they pass on their genes to their offspring! For more information on creating a Sim, see below.

You can move in any of the Sims in the Sims Bin, whether pre-made or custom-created. Just click the family you want and then click the house you want to move them into. They must have the required funds to purchase the house you select for them, so make sure their new digs are within their means.

Creating Sims

One of the best parts about the Sims is creating your very own Sims. You can create individual Sims or entire families to populate your neighborhoods.

From the Free Play Neighborhood screen, click the Families icon, then click the Create New Family button. This takes you to the Create A Sim screen where the first thing to do is decide on a family name and type it into the box. Now you're ready to create your first Sim.

Click the Create a Sim icon. This brings up two choices: you can either create a Sim or, if you have already created two adult Sims of opposite sexes, you can create a child by combining their DNA. If this is your first Sim, you won't be able to access the Create A Child option yet. But with up to four Sims per family, there's still plenty of time for that!

The screen on p. 5 shows you which buttons to click to design different parts of your Sim.



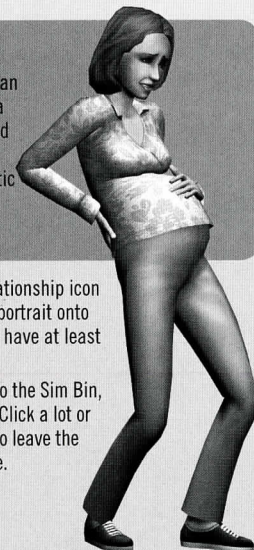
- 1. General Characteristics**—Enter your Sim's first name, write a biography, and choose gender, age, skin tone, and body shape. You also choose to start with a randomly generated Sim or an existing Sim at this menu.
- 2. Heads**—Choose a pre-made head.
- 3. Hair and Face**—Determine hair color and style, and facial characteristics (brows, nose, eyes, and more). Click a face region to access the sliders that let you adjust how that particular feature looks.
- 4. Makeup, Facial Hair, and Glasses**—Customize your Sim with regular and costume makeup, glasses, eyebrows and facial hair options.
- 5. Clothing**—Choose your Sim's attire including everyday, formal, undies, PJs, swimsuit, and workout wear.
- 6. Personality and Aspiration**—Set your Sim's personality, choose an aspiration, and select their Turn-Ons and Turn-Offs.

Making Babies!

Once you have created two adult Sims of opposite sexes, you can then choose to Make A Child. When you make a child, you get a combination of both parents' DNA—she's got daddy's nose and mommy's smile. You can alter these genetics later if you like, choose their age, and adjust their personality. To roll the genetic dice again, re-click the Make A Child button (it looks like a pacifier) and see what you get.

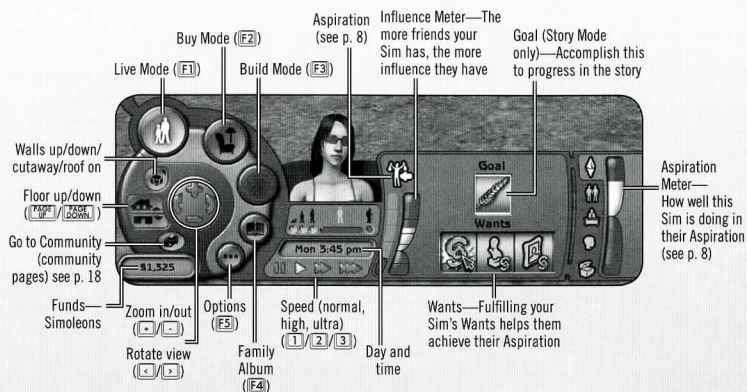
After you've created the Sims in your family, click the Family Relationship icon to set their relationships. At the Family Tree pop-up, drag a Sim portrait onto another and then choose the desired relationship. Children must have at least one parent.

When you're finished, click the check mark. Your family is added to the Sim Bin, but is already selected and ready to move into the neighborhood. Click a lot or house to move your created family into it. If you want, you can also leave the family in the Sim Bin until you're ready to move them into a house.



The Basics

Universal Control Panel (UCP)



General Tools

These General Tools are available in both Build and Buy Modes (see p. 15 and p. 16).

Hand Tool (H)

Pick up objects and move, rotate, or delete them. Press **←** and **→** to rotate items, **DELETE** to get rid of them, or reposition your cursor and click to put it somewhere else.

Eyedropper Tool (E)

Use this tool to clone an item. Select the tool and then click the item you want to clone. It appears attached to your cursor. When you click to place it, the cost is deducted from Sims' funds.

Design Tool (R)

This tool is great for giving certain items a facelift. Use it to choose new fabric or finishes for furniture and more.

Day/Night Toggle (L)

View your creation by the light of day or see how your lighting fixtures set the mood at night.

Top Down View (T)

Set your camera in the skies and look down on your creation. To bring your camera back to earth, click the Top-Down View icon again.

Undo/Redo

(CTRL-Z / CTRL-Y)

Oops! Eradicate a mistake with a click of the Undo icon. If you decide it wasn't sooo bad, you can click Redo.

Navigation

Changing Your View

You can alter the way you view the in-game actions with the camera controls. You can zoom in or out, rotate or reposition the camera, go up and down floors (in multistory houses), and view a building with walls in several different positions (up/down/cutaway/roof on). Press **ESC** and choose the Movement tab to see all the different ways you can watch your Sims or view the Quick Reference Guide card enclosed in your pack.

Moving a Sim

To move a Sim, click a spot on the ground or floor where you want them to go and then choose GO HERE.

Live Mode

In Live Mode, your Sims grow, form relationships, fulfill their Aspirations, experience heartbreak, and, eventually die. Sims are complex creatures. Read on to understand their Needs, Wants, and Aspirations.

Controlling a Sim

Select a Sim

There are several ways to select a Sim. Press **SPACEBAR** or **N** to activate and center the next Sim in the family thumbnails, or click a thumbnail to activate that Sim without changing your camera view. Lastly, you can also right-click a Sim to select them.

Actions and Interactions

To direct a Sim to interact or use an object, click the object and then choose an action from the pie menu. You can schedule more actions by clicking different objects and choosing actions. Those actions appear in the Sim's action queue, which is at the top left of the screen.

To interact with another Sim, click the second Sim and choose one of the available interactions. The interactions that are available depend on the relationship between those two Sims.

To cancel an action (or interaction) in a Sim's action queue, click the thumbnail for that action, and it disappears.

Autonomous Actions

Sometimes Sims have their own ideas about what to do and how to behave and these ideas are not always the most productive or socially acceptable. However, it can be useful too because Sims will usually make sure their basic Needs (Bladder, Hunger, etc.) are met on their own. You can revoke this option by turning off Free Will in the Options menu.

Aspirations, Wants, and Goals

Aspirations

What does your Sim most value? All Sims have an Aspiration. It is the driving force in their life and what matters the most to them. When they do things that support or further their Aspiration, they feel generally happier about their lives. If Sims don't make progress with their Aspirations, they get anxious and worry.

Your Sim's Aspiration can be Family, Romance, Knowledge, Fortune, or Popularity. To view their Aspiration and progress, hover your mouse cursor over the Aspiration meter on the Wants & Aspirations panel of the UCP.

Aspiration Meter

The Aspiration Meter reflects your Sim's level of life satisfaction. This level is affected by fulfilling Wants.

Green	A green Aspiration Meter means your Sim is feeling pretty good about life.
Platinum	Sims who achieve the platinum level are ecstatic about their lives and are extremely productive.
Red	A Sim with a red Aspiration meter is a depressed Sim. Take extra care to help them overcome this unhappy state.

- ◆ Your Sim's Aspiration Level resets when they enter a new developmental stage (teen to adult, for instance). Their new level is determined by how your Sim did on their Aspirations in the previous developmental stage.

Wants

Sims also have Wants which are smaller accomplishments that help them progress toward their life Aspiration. Every time your Sim fulfills a Want, they earn Aspiration Points which you can use to purchase Aspiration Rewards. Monitoring your Sim's Wants is a good way to make sure that you're helping them spend their energy and time on things that really matter to them.

In Free Play, Sims have four Wants. In Story Mode, they have three Wants and a Goal. (For more on Goals, see below.)

- ◆ To see what your Sim needs to do to fulfill a Want, click its icon. You can also see how many Reward Points your Sim receives for fulfilling it.
- ◆ Click the Aspiration icon to open or close the Wants panel.
- ◆ To lock a Want, so that it doesn't change until your Sim accomplishes it, right-click the icon. To unlock it, just right-click it again.

Goals

In Story Mode, Sims also have Goals to help guide them through the story. In many cases, they need to fulfill Wants as they work to accomplish a Goal, which can take a bit more effort and time. When your Sim completes all of the Goals for a Mission, they earn a Story Reward.

Generational Goals are more long term and can take quite a while to accomplish—sometimes several generations. When a Sim fulfills a Generational Goal, they receive Aspiration and Influence points, and the memory of their accomplishment is saved in the Family Journal. To see what your Sim's Generational Goal is, press **F4** or click the Family Journal icon in the UCP.

Needs

Your Sims have Needs. It's up to you to help them meet these Needs. If a Sim's basic Needs aren't fulfilled, their Mood suffers. A Sim in a bad mood may not be willing to perform less pleasant tasks like cleaning, looking for work, doing homework, or studying. For a quick read on your selected Sim's overall mood, check out their diamond, their thumbnail background in the Sim Chooser, or the Mood Meter in the Needs panel. When these are highlighted in green, your Sim is feeling good. Red indicates that your Sim has had better days.

If your Sims' Needs are severely neglected, they may experience needs failure. Needs failure occurs when the Energy, Bladder, or Hunger Need plummets to the bottom. Your Sim may end up passed out on the floor or standing in a malodorous puddle on the floor. If your Sims experience Hunger failure, they die.

Hunger

Sims can cook, order food to be delivered, or eat meals that other Sims prepare. Click the fridge or stove to make a meal or, for simplified hunger sating, choose the Have a Snack option.

Restocking the Refrigerator

As Sims consume the food in their fridge, their stocks run low. They can have groceries delivered by ordering either on the phone or online, or they can visit a community lot with a grocery stand to get more provisions.

Tip Sims with higher cooking skills prepare better meals more easily. Sims can gain skill by watching cooking shows on TV, by studying cookbooks, and with practice preparing meals. But beware, Sims with little or no skills may be hazardous in the kitchen!

Comfort

Take it easy! Sims unwind by relaxing on a bed, taking a soothing bath, or simply sitting in a comfy chair.

Bladder

Sims should have a toilet to relieve this need. If they don't have one, they'll relieve it anyway, but with much more mess and mortification. Toddler Sims should be taught to use a potty chair.

Energy

Rejuvenate your Sims with an energizing snooze. A full night's sleep in a cozy bed is best, but a power nap on the sofa can perk them up in a pinch. If they don't have time for a nap, grab a cup of coffee or, for even more kick, an espresso.

Fun

Sims enjoy different pursuits depending on their personality. They may enjoy reading, watching TV, playing video games, and more.

Social

Even the shyest of Sims needs to interact with other Sims to stay in the green. They can call a friend, chat online, or spend some time with other Sims. But just being in the same place isn't enough. Sims must interact to reap social benefits.

Hygiene

Dirty Sims are at a social disadvantage. Stench-o-riffic Sims can tidy up by taking a shower or bath or washing their hands. Toddlers need time in the tub, while babies can be bathed in the sink.

Environment

Sims are happier (and healthier) in clean surroundings that are furnished with nice objects. A few decorative objects can go a long way towards improving this need.

Tip A well-maintained yard boosts a Sim's mood as they leave for work or school.

Ah-Choo!

Sims can get sick and pass their illnesses on to other Sims. As you might expect, being under the weather is not good for Mood, Hygiene, or Environment. But with extra rest, your Sims should soon be right as rain.

Relationships

Relationships determine how Sims interact with each other. Building relationships takes time. As relationships develop between Sims, their options for social interaction change. See where your Sims stand with other Sims in their neighborhood by viewing the Relationship panel.

As Sims make new friends, their Influence also increases. Sims with more influence can more easily get other Sims to do their bidding. If your Sim has enough influence, click another Sim and choose **INFLUENCE TO...** then pick one of the available actions. A couple of other things also affect whether the other Sim will perform the requested action: their relationship with the first Sim and their mood.

Other icons show you if your Sim has a crush, is in love, is engaged, married to a Sim, and more. Hover your cursor over an icon to see what it signifies.

Your Sim is friends with Sims who have this icon.

Your Sim is attracted to Sims with this icon.

Daily relationship status—This is easier to raise, but decays faster than Lifetime relationship status.

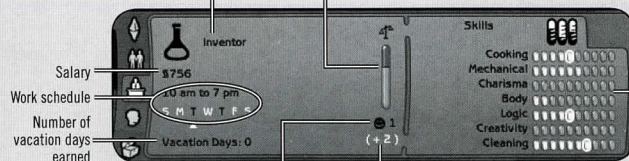


Lifetime relationship status—This indicates how a relationship is with a Sim over the long-term.

Skills and Career

Unless your Sims inherit a huge fortune, they will need to work to earn money. To progress in their chosen career, Sims need to acquire social networks and Skills. Higher skill levels enable them to earn promotions—and larger salaries. Sims can develop their abilities at any age, so making sure young Sims do well in school and learn skills while playing for a payoff later in their life.

Job performance—How well your Sim is doing at work and how close they are to earning a promotion.



Family Friends

Friends needed—The number here indicates how many more friends your Sim needs to get promoted.

Skill levels—Outlined skill points show the level your Sim needs to achieve to earn a promotion.

Making the Grade

Young Sims don't have jobs, but they do need to go to school and hit the books. Their Job Performance meters shows how well they're doing in school. Make sure they do their homework and head off to school in a good Mood.

Skills

Cooking

Sims with high cooking skills make better meals. Earn cooking skills by studying cookbooks, practicing cooking, and watching cooking shows on TV. Children can also gain cooking skills by playing with the Little Baker Oven.

Mechanical

Sims with high skills in this area can repair household objects, but take care when attempting to fix electrical goods—the outcome could be shocking.

Charisma

Highly charismatic Sims can easily please and persuade others. Plus they tell better jokes. Gain charisma by practicing speaking in front of a mirror.

Body

If your Sim has built up body skills, they are less prone to get ill, and they are better primed to win fights. Swim, work out on a machine, or exercise in front of the TV or to music to up your Sim's body skills and fitness level.

Logic

Put your Sim's thinking cap on and puzzle over the crossword in a newspaper, play a game of chess, or gaze through a telescope to increase their mental skill.

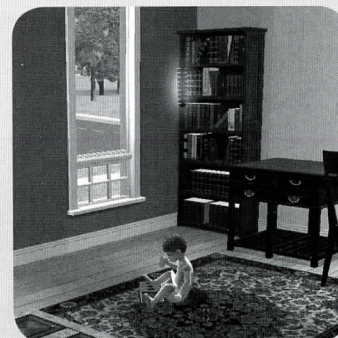
Creativity

Sims can increase their creativity by playing musical instruments, painting on an easel, or writing a novel on a computer.

Cleaning

Keeping their home spic-and-span naturally increases this skill, but if a Sim is hard pressed to gain points in a spotless house, studying a cleaning book helps them shine.

Tip: Many skills can be learned by toddlers and children when they play with different toys. Check the toy descriptions in the Buy mode catalog to see how they can help young Sims develop and provide your younglings with these fun skill builders.



Simology

The Simology panel gives you a glimpse at your Sim's life story, memories, personality, and more.

Bio

If you created this Sim, the Bio is where the background story that you wrote in Create A Sim (see p. 4) appears. If you didn't create this Sim (if it was one of the ready-made Sims), there is a pre-existing bio. Either way, you can always update a bio by clicking in the Bio box and adding new details or editing old ones.

Personality

Sloppy Sim or a neat freak? Fit or fat? This panel displays your Sim's personality and fitness level. Personality affects the way Sims react to the world and other Sims around them, how their needs decay over time, what they like to do, and more. You can assign Personality Traits when you use the Create A New Sim Tools (see p. 4). Otherwise, Personality Traits are inherited from a Sim's parents. There are ten Personality Traits that affect a Sim's behavior. Personality Traits are grouped in pairs and represent opposite ends of a scale. Hover your cursor over a trait to see its description and how it might affect your Sim's behavior and relationships.

The Fitness Meter gives you a quick read on your Sim's fitness. If Fitness Levels get too low, your Sim will probably put on weight. To keep them slim, make sure they engage in fitness building activities like swimming or using exercise equipment.

Interests

Sims all have a unique combination of Interests that they can talk about. Sims who share similar Interests are more likely to have positive interactions. Sims can buy and read magazines to increase particular Interests. However, once a Sim has maxed out their Interest Levels, building more interest in one area results in a decrease in another Interest.

◆ Hover over an Interest to review information about it, including ways to build that Interest.

Tip Older Sims with high level Interests can build these Interests in younger Sims by using the Share Interests interaction, if their relationship is good enough. If an interaction is accepted, your elder Sim builds the other Sim's Interest Levels.

Memories

When significant life events occur, your Sims keep them as Memories. You can access your Sim's memories with the Memory panel. Memories are stored chronologically.

◆ Hover your cursor over a Memory icon to view the name of the Memory. Click a Memory icon to view information about that Memory.

◆ When a Sim experiences a memorable moment, a Memory icon appears and spins above their head. The moment is then stored in the Memory panel.

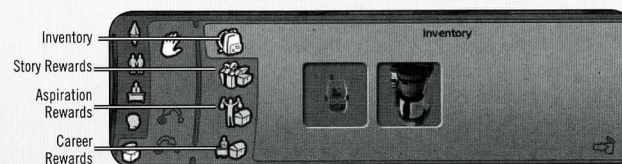
Chemistry

Sims are attracted to some Sims more than others. When two Sims have good chemistry, they build relationships more quickly and easily. You'll know your Sim has good chemistry with another Sim when lightning bolts appear by their thumbnail in your Sim's Relationships panel. When your Sim thinks about a Sim they're attracted to, a cloud of hearts appears around their thought bubble.

Turn-Ons and Turn-Offs

Your Sim's Turn-Ons and Turn-Offs help determine what they're attracted to in another Sim. When you create a Sim, set their Turn-Ons and Turn-Offs on the Aspirations screen.

Rewards Panel



Inventory

Keep your Sim's stuff—wherever they go. To put something in their Inventory, select the Rewards panel and click the Inventory button. Then drag an item, as long as it's allowed and not currently in use, into the panel.

Rewards come in three types: Story, Aspiration, and Career. Purchase rewards from one of the three catalogs to give your Sims a helping hand on life's path.

Story Rewards

As you progress through Story Mode, your Sim is awarded with certain items for accomplishing different goals. Once you earn these in Story Mode, you can use them in Free Play too.

Aspiration Rewards

Your Sim earns Aspiration Points for achieving Wants. When they have earned enough, you can use them to purchase Aspiration Rewards. But choose wisely, as Aspiration Rewards are not refundable.

Tip Be careful when your Sim uses an Aspiration Reward. If a Sim has a low Aspiration Score while using it, the results may not actually be rewarding!

Career Rewards

Career Rewards help Sims boost Skill Levels so they can advance in their professions. Sims unlock certain Career Rewards when they reach different job levels within a career. The Reward can be used by other Sims in the household, improving their abilities as well.

◆ Reward Objects that are available to your Sim are displayed in full color. Click the object to place it in your Sim's world.

Aging

A Sim can go through an entire lifetime—from gamboling toddler to hobnobbing teen to hobbling elder. A Sim's lifespan has six distinct stages, each with its own unique challenges and opportunities.

Babies

You can tell when a baby Sim is unhappy by their yellowed thumbnail—and their angry wail. But it's hard for a baby to express exactly what they're unhappy about and there are no Need meters to check.

Toddlers

Toddlers learn as they play and need to be taught some fundamental skills by their family—how to walk, speak, and use a potty. But they grow up fast, so make the most of this time.

Children

Then it's off to school. Children must attend school and study to get passing grades. Ensure that they also have fun and make friends to keep their young lives balanced.

Teen

The teenage years are important for Sims. This is when they establish their life Aspiration. They can also get an after-school job and help around the house with younger siblings or even cook family meals.

Adults

Once a Sim becomes an adult all of the options of a grown up are available—working full time, starting a family, and even woohooing.

Elders

During their twilight years, Sims can pass on any wisdom they may have gained. Sims who have led happier lives tend to live longer, but all Sims die eventually. When they do, the Sims who enjoyed good relationships with them receive a life insurance payment. How much an heir receives is determined by their Lifetime Relationship and the Aspiration score of the deceased Sim.

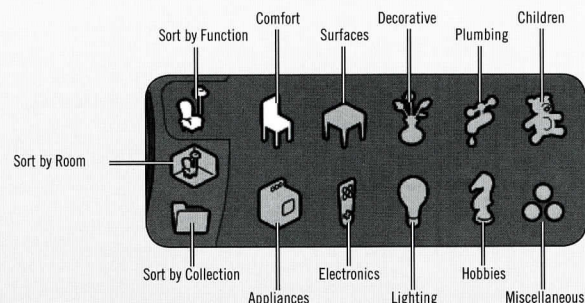
Happy Birthday!

When a Sim is about to transition into another life phase, a notice appears in the upper right hand corner of the game screen. Any time after seeing this notice, you can use the phone to throw a birthday party. If you skip the festivities, your Sim matures into the next stage anyway, but with slightly less fanfare.

Moving Out

When a Sim reaches adulthood, they can choose to MOVE OUT by using the newspaper or computer. However, they don't have to go alone; they can take other family members with them. These new families are transferred to the Families Bin, where you can move them to a new lot. Adult and Elder Sims can also be invited to join an existing family.

Buy Mode



There are several ways to sort through the catalog items. The View by Function sort groups items into these categories: Comfort, Surfaces (like tables and countertops), Decorative, Plumbing, Appliances, Electronics, Lighting, Hobbies, and Miscellaneous. You can also sort by room (such as bathroom or kitchen) or by Collection.

Collections are groups of items that share a similar design, such as the Central Asian collection. You can also create new custom collections to group favorite items together for easy access.

◆ Hold **[SHIFT]** to buy multiples of the same item.

Build Mode

Create anything from an impressive mansion to a tiny cottage, then construct functional and inviting community lots for your Sims to enjoy. It all happens in Build Mode.

To enter Build Mode, click the Build Mode button. The game pauses but resumes at the previously set speed when you return to Live Mode.

◆ Each Lot has a designated area within which you can build and landscape. For some construction elements (e.g., flooring), a global grid shows where you can build or place objects. For other elements (e.g., stairs), a grid displays under your cursor as you roll over the area showing where you can build or place objects.

◆ Houses can have a maximum of three floors, plus a foundation and a roof.

The Perfect Spot

First thing to do when you want to build is find the right place in the neighborhood—something by the water, a little place near the shops, or a hillside retreat that overlooks the town.

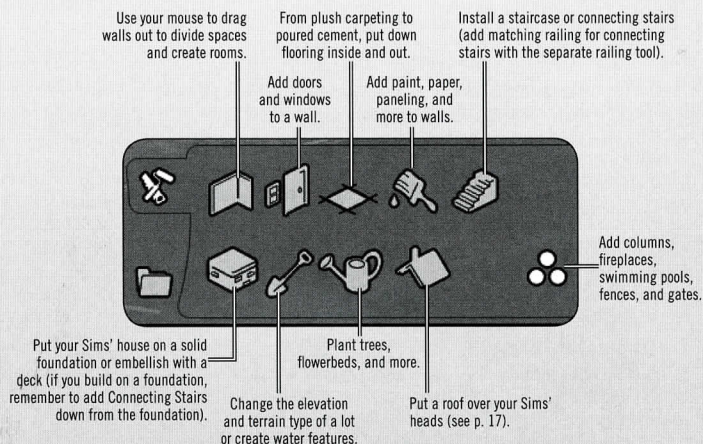
You can choose a lot that already has structures built on it and go in and rebuild, or you can add a new, vacant lot and start from the foundation up.

From the Neighborhood view in Free Play, click the Empty Lots icon and then click the size of lot you want to place. Position your cursor where you want to locate your lot and click. Your lot needs to be positioned so that the arrow is pointing toward and touching the road. To rotate it, hold the left mouse button and move your mouse. If you cannot place a lot in your desired location, the footprint turns red. If it's a good spot for your lot, the footprint turns green. Click the lot again to enter it and start construction.

- ◆ You can also choose a pre-made house from the Houses Bin and place it in the same way that you would place a lot. These pre-fab homes come with their own lot, so you don't need to place a lot first.

The Build Mode Catalog

All the tools and objects you need to construct a house, landscape the lot, and add fine architectural detail are in the Build Mode Catalog.



Ready, Set, Build!

Some of the items in Build Mode function as objects—for example, a fireplace. Use the cursor to place these items in the house. Others are tools that allow you to build various elements, like walls or floors.

There are costs associated with both objects and tools. For tools, the more you use them, the greater the cost (for example, more flooring tiles = more Simoleons). If the cost displays in red when you're using a tool, your Sims don't have the funds for the desired project.

Building Shortcuts

Click + drag mouse	Apply the selected tool's action to a larger surface area
[SHIFT] -click	Apply the selected tool's action to an entire room
[CONTROL] + build tool	'Un-build' certain constructions

Deleting Items

To remove objects, select them using the Hand tool and press **[DELETE]**. For objects, you get a refund depending on the depreciated value of the object. For architectural elements, the full purchase price is refunded. To delete most architectural elements, press **[CONTROL]** in combination with the selected build tool.

Topping it Off

Different roof types can totally change the appearance of your house design. Check out the different styles by selecting the Roofing icon, then selecting the Roof Types, Dormers, Roof Patterns, or the Auto Roof Tool icon.

- ◆ To create a roof, first select a Roof Type. Your cursor changes to the Roof Types Tool cursor.
- ◆ Click the top of existing walls and drag out your roof. Start by clicking where you want one corner of the roof, then hold and drag the cursor to the opposite corner. A preview of the roof appears as you drag the cursor. If you are having trouble drawing the roof where you want it, use the Floor Up and Floor Down buttons to make sure you're building on the correct level.

Note: The space directly under a roof is probably too tight to use unless you put in a dormer (see below).

Roof Types

There are six different roof types to choose from: Long Gable, Short Gable, Hipped, Mansard, Shed Gable, and Shed Hipped.

Dormers

Dormers are small rooms with a roof that you can insert into an existing roof. Dormers are placed much like objects, and can be rotated before they are placed. Use the Wall and Roof Tools to refine dormer shape or to delete a dormer altogether.

Roof Patterns

These are materials that you can use to give your roof the appearance you want. The roof pattern you choose is applied to all roofs on your lot.

Auto Roof Tool

Add an automatic roof for all indoor (enclosed) rooms on the lot at once, in a chosen style. You can edit an auto roof using any of the Roof Tools.

Get More!

You can get more stuff by downloading custom content from The Sims Stories community. Click the Update Browser button to access TheSimsStories.com. Enter your username and password when prompted, after registering your Game through www.register.ea.com.

After you log in, you have access to The Sims Life Stories content from TheSimsStories.com. Follow the instructions on the website to download Additional Content. Your game must be closed before downloading any additional content. After you have downloaded all of the new content double-click on the newly downloaded objects to install them into your game through the package installer. When you start your game all new objects will be within your buy mode catalog. (All downloaded content will be marked with a custom content icon.)

To delete content that you downloaded, click its thumbnail and then click the trash bin icon.

Options

From adjusting volume levels to giving your Sims free will, the Options panel lets you decide how you play.

Graphics/Performance Options

The Sims Life Stories automatically sets the Graphics/Performance Options to ensure the best performance based on your computer specifications. If you make changes, you can click the Default Settings button to return to these auto-detected settings. You can experiment with the quality settings to see how it affects your system and gameplay.

Note: Changes you make to all graphic settings do not take effect until you click the Apply Changes button.

Audio Options

You can adjust the volume for all of the audio in the game (voices, effects, music, etc.). To mute something, click the X next to the volume slider. You can also set which songs are played for each category of music and set the playlists of different game modes.

Note: If you want to listen to your own songs, place your music files (MP3s) in the pre-made folder - Home Folder/Documents/Electronic Arts/The Sims Life Stories/Music folder. The songs are then available in the Audio Options panel. The Music folder is generated after you have played the game once, so don't look for it right after you install the game.

Game Options

These options control various game-wide settings.

Note: Some settings are not available in Story Mode.

Edge Scrolling When ON, your Sim world automatically scrolls when you move your cursor to the edge of the screen.

Catalogs Display Custom Content

Get all of the goodies you downloaded from the Community in your Buy and Build catalogs.

Display Custom Content Dialog at Startup

If custom or modified content is detected on your computer, it notifies you when you start the game.

Auto Login

When OFF, the game always asks for a user name and password for Internet access from the game.

Sim While Minimized

When ON, the game runs even when you switch to a different application. When OFF, the game pauses if you **[ALT]-[TAB]** to a different program.

Camera Rotation

Choose DEFAULT or SIMS 1 STYLE to suit your taste. This toggles the direction that the game rotates.

Lot View Options

Adjust various settings that determine how you view different aspects of the game from within a lot and how you can interact with Sims outside of the selected lot.

Free Will

When ON your Sims have the free will to make autonomous decisions. If OFF, you control every moment of their lives. Free will applies only to the household you are currently playing.

Camera Options

Camera Options let you adjust settings for the Game Camera and Camera Snapshot.

Hints and Tips

- ◆ All items are not created equal. In general, more expensive items fulfill Sims' Needs better and more quickly than less expensive items. Check the Buy Mode catalog to see how well an item serves its function.
- ◆ If your Sims can't perform an action that you've assigned, they let you know by demonstrating their frustration (usually by stomping, pointing, and shrugging) and their thought bubbles provide another clue. You might need to reposition the item you wanted them to use, or make sure they have a clear path to get to it.
- ◆ Sims' personalities can have an effect on how well they do in their chosen profession. If your Sim is not an active sort, but is working in a field that requires higher body skills, they are at a disadvantage compared to more active Sims in that same field. Keep that in mind when your Sim decides which job to take.
- ◆ When building a first house, moderate your spending. Build to match the needs and number of Sims in the family.
- ◆ A Sim who transitions from Adult to Elder with a high Aspiration Level lives a longer life. So watch your Sim's progress at this critical time.

Performance Tips

System Requirements

It is essential that your Mac meets the Minimum Requirements as detailed on the game's packaging. If you are experiencing poor performance, check to make sure your system hardware supports the requirements.

Technical Support

Aspyr Technical Support

To register your copy of this game please go to: <http://www.aspyr.com/register>

If you are having problems installing or using this software, we want to help. You should read through the manual and the Readme file on the game disc before contacting Aspyr Technical Support. Please ensure that your computer meets the minimum system requirements that are listed on the bottom of the box. Our Technical Support representatives will not be able to help customers whose computers do not meet these requirements. So that we can better help you, please have the following information ready:

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- A brief description of the problem
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- Amount of RAM (MB, GB)
- Make and model of your video card (ATI, Nvidia)
- Speed of your CD-ROM or DVD-ROM drive(16x, 4x, etc.)
- Operating System (Mac OS 10.3.8, Mac OS 10.4 etc)

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If, after reviewing all the known issues in this Readme file, you are still having difficulties, please visit our online technical support page at

<http://support.aspyr.com/>, and click on the "Browse Knowledgebase" link. If your problem is not currently listed under "Game Issues", then please gather all information regarding the problem, including attempts to resolve the problem, error messages, and computer specifications and open a support ticket located at <http://support.aspyr.com>. This form will then be sent to Aspyr Media Technical Support.

Contact us by Phone:

You can also contact us by phone by calling (512) 708-8100. Note that this number is for technical assistance only. No hints or tips will be given out over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and prepared to provide all necessary information about your computer.

Aspyr Technical Support by mail:

Aspyr Media, Inc.

P.O. Box 5861

Austin, TX 78763-5861

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