

The Sims 2: Pets FAQ

by BLACKBERRI218

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This walkthrough was originally written for The Sims 2: Pets on the GC, but the walkthrough is still applicable to the DS version of the game.

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Sims 2 Pets: Game cube - Guide

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1. Introduction  
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This is just a little guide to help you create the perfect (or not so perfect) Sim and their adorable, huggable pets! This is my first guide, so expect some mistakes. I do hope you enjoy it though, I have worked hard on it!

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2. Guide  
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OVERVIEW:

The Sims 2 Pets for game-cube is a little different than the original Sims 2 for game-cube. For one there is NO story mode. It's all free-play mode. You still have wants, but no fears. You can't unlock lots or

clothes or furniture. But you CAN unlock things for your pets, like clothes and fur colors. You unlock these things by fulfilling your pets' wants. The rest of the game is the same, except the part where you can have pets. A great thing about the game is that on the console versions you can create your own food! Just pick the vegetables, fruits, meats, and create whatever you want! Recipes are provided. The furniture is different, of course, and some new songs are added. There is also no romance aspiration; they have replaced it with a family aspiration.

Oh! And the Sims 2 Pets for game-cube is a lot different than the computer version: No kids, No whoo-hooing, and no 2 story homes. But, now on the console versions you have direct control of your Sim! Oh yeah! You ARE the Sim. You can switch back to classic mode, but it's much more fun running around as a Sim. I guess that's it.

CREATING YOUR SIM AND PET:

Designing your Sim is very easy; just pick their clothes, body-shape, hairstyle, and whatever else you can think of. The hard part comes in when you decide to choose the aspiration, and to choose their personality. This can really affect the whole life of your Sim, so choose carefully! I'll give a quick overview of all the aspiration and personality types.

ASPIRATIONS:

1. Knowledge

Knowledge is probably one of the easier aspirations to have, particularly because the wants are easy. They'll want to be abducted by aliens, play chess, and gain skill points. This Sim would like to have a job in Education.

2. Wealth

Sims with a wealth aspiration will want to earn money and get promoted. They'll want a job in business. Sims with this aspiration will also want more expensive things, and you will continually be buying things for this Sim.

3. Family

Family is the new aspiration for the console versions. It replaces romance. Sims with this aspiration will want to fall in love, get married, and have a puppy or kitten. This Sim would like to have a job in Medicine.

4. Creativity

Creativity is a fun aspiration to have. Sims with this aspiration will want to cook new meals, paint beautiful paintings, and learn musical instruments! This Sim would like to have a job in Arts and Crafts.

5. Popularity

Sims with this aspiration will want friends, friends, and more friends! They like to throw lots of parties, and would like to have a job in

government.

PERSONALITY:

There are 25 personality points you get to give to your Sim. Their are 5 personality traits you disperse the points over. Some traits are more important to have then others. The way your Sim acts and acts towards other Sims will depend on how many points you give each trait.

Active

This is a very important traits, and I recommend you to give it at least 5 points, if not more! Active Sims will have an easier time staying up longer, and will enjoy weight lifting and running on the treadmill. If your Sim is not active it will get tired quickly and it is a hassle to get out of bed.

Nice

Another good trait to have plenty of points on, again I recommend at least 5. It will be much easier to make friends. If your Sim is mean, then it will have mean interaction to do with the Sim. If it is nice, nice interaction will pop up.

Outgoing

It is important that you have some points assigned to this one also, but not too many! Too many points assigned to this one and their social meter will drop quickly. I suggest if you are going to make an outgoing Sim you give them a popularity aspiration also. The more points you have on this one, the more your Sim will like doing social activities.

Playful

You should give this trait at least 5 points, but not too much or else the fun bar will drop quickly. Sims that are playful like watching TV, playing with the dog or cat, playing on the computer etc. Too many points and the bar lowers very quickly.

Neat

Neat Sims will not leave a puddle on the ground after they take a bath or shower, and will put dishes away after eating. Non-neat Sims will always leave a puddle and will leave the dish on the table when done. Not many points for this one because A. You could always make the Sim clean up the mess he/she made or B. You can hire a maid.

CREATING YOUR PET

Creating your pet is a lot like creating your Sim, just choose cat or dog, and then choose your breed. There are plenty of breeds to choose from, so there is bound to be one you like. If not, you can always mold it into you perfect idea of a pet (including multi-coloured fur!)

Your Sim's Pet does not have an aspiration, but it does have

personality traits, but you do not have to disperse 25 points between 5 traits. There are 4 traits, each with 3 paws. You can either choose one extreme or the other, with a paw in between. I'll give you a quick overview of the traits.

Doofus or Gifted

This trait decides whether your dog will be smart or stupid. I suggest going to the gifted extreme, because your dog will learn tricks much faster than if they were a Doofus or in the middle.

Pigpen or Snooty

Pets with a pigpen personality will pee on the ground, knock over the trashcans, and just generally make a mess. I suggest snooty, because they will not be such a hassle to clean up after.

Cowardly or Aggressive

Cowardly pets will be shy, while aggressive pets will be mean, and like to pick fights with other pets. I would pick the paw in between, because either extreme is not very good.

Independent or Friendly

Independent pets will not need to have as many social interactions with other pets as friendly ones do. Friendly pets will make friends easier, but their social bar will go down more quickly.

NOTE: Even though the game is called Sims 2 Pets, I would suggest waiting until your Sim is settled in a home with a stable job until you get a pet. Pets are fun, but they cost extra money, and can be difficult to take care of at times. It can be frustrating at times to try to take care of both your Sim's AND you Pet's needs!

Controls

The controls are fairly simple, and easy to get use to. In the game-cube version, there are 2 ways to control your Sim, direct or classic control. Classic control is where you have a cursor and you point and click on the object you want your Sim to interact with. But who would want to do that when you can control them directly!? It's a lot more fun being able to be your Sim, not to mention easier. Anyway, here's a overview of the controls.

Control Stick:

The control stick is the way you control your Sim in direct mode. You run your Sim around with it. In classic mode you use this to move the cursor around.

A button:

The A button in direct mode is how you interact with other Sims and objects. You'll need to have the object highlighted first, and then press A to bring up a list of things you can do with the object. Same goes for classic mode.

C stick:

The C stick is to move the camera angle around. You can move around, or zoom in or out to get a better view of your Sims.

L button:

You use the L button to stop time. This can be useful if your Sim's needs are low; you can line up objects in classic mode and press play and watch your Sim's needs rise!

R button:

You use the R button to speed up time. Useful when you're Sims are doing things you don't really like to watch like sleeping.

Y button:

Use the Y button to cycle through your various Sims and pets.

Z button:

Use the Z button to switch between direct and classic mode.

B button:

Use the B to cancel an action your Sim is doing or will do.

D-pad up:

Use the D-pad up to view your Sim's needs.

D-pad right:

Use the D-pad right to view the pets or people in the area and what social status you are with them.

D-pad down:

Use the D-pad down to view your Sim's wants.

D-pad left:

Use the D-pad left to get a quick explanation of your Sim's needs, wants, or who the people or pet's names are.

Start:

Press start to pause the game and give you the menu.

SKILLS & JOBS

There are 5 skills your Sim has, and you do certain actions to gain a skill point in that certain area. The skills can help your Sim at home (cleaning, cooking, and mechanical skills), as well as getting promoted at their job. I'll do an overview of the 5 skills and objects and interactions that will help you gain a skill point for that skill.

Charisma

This skill is not only useful to get promoted, but you will also teach your pets tricks much faster if you have a lot of charisma points. Teaching your pet a trick will also raise your charisma. If you do not have a pet you can raise it using a mirror and choosing the practice speaking or the practice kissing object. If you have a computer blogging can also bring this skill up.

Body

You need to have body skills to be promoted in some jobs, such as the Parks and Recreation career. Buy the weight lifting or treadmill to increase this skill. Filling in dirt-piles made by a dog will also increase your body skill. The more body skill you have, the faster you will fill in the dirt piles, the more heavy weight you can lift, and your Sim will run faster on a treadmill.

Creativity

You need to have creativity skills to be promoted in some jobs, and you can even make money buy painting pictures. The higher creativity points you have, the more money your paintings can sell for. Your paintings at first will sell for \$3 or \$4 dollars. If you have 10 skill points it will self for \$90 to \$100+ dollars. You can gain skill points by painting pictures, playing the guitar, playing the piano, or buy buying a bookcase and writing in your journal.

Logic

You need logic skill points to get promoted in some careers, and if you ever plan on beating a chicken at checkers you will need 10 points. You can raise this skill by using the telescope, playing chess or football, and designing a game on the computer.

Cleaning

Cleaning is needed to get promote in some careers, such as Medical, and it will also be useful when cleaning up your toilet or spills. You can raise this skill by buying the bookcase and studying cleaning (who thought of that one?) or buy cleaning up puddles and things. You can also raise it buy cleaning up your dogs bed or your cats litter box.

JOBS:

There are several careers to choose from, each paying a different amount. Each aspiration has its own career path. For example a Sim with a wealth aspiration will want to get a job in business. Your Sim can find a job either by finding a job in the newspaper that is delivered every day, or using the computer. The computer has more job openings than the newspaper does. You are free to change your job anytime or go back to one you liked.

Do not miss more than 2 days in a row! You will get fired and have to start all over at the bottom of the totem pole. All the promotions you got will be gone! You can get rehired, but like I said, I advise you not to get fired in the first place.

Your Sim can get promoted buy having the necessary amount of skill points and friends. To see how many skill points or friends your Sim needs to get promoted, go to start, personal info, and cycle through until you get to careers. It will show you what skills you need and how many. The shaded in green bars are what you have, while the outlined green bars are what you need. At first it will be easy, but once you need high skill points it will take a while to get promoted because of the lengthy time it will take to gain 1 skill point.

Your Sim must be in a good mood to be promoted! If he/she is in a bad mood when they leave for work they will not get promoted. About 2-5 hours before work (depending on how happy your Sim already is) start

getting them ready for work. Make sure their needs are filled, at least decently.

(Work in progress, if anyone has any information please e-mail me!)
Below are all the career paths in Sims 2 Pets for Game-cube. I will have the time you go to work, the money, and the total number of skill points you need to get promoted.

LAW CAREER PATH -

Level 1: Crossing Guard

Time: 6 a.m. - 2 p.m.

Skills: 1 Body Point

Money: \$286

Level 2:

Time:

Skills:

Money:

COACHING CAREER PATH -

Level 1: Water Girl

Time: 3: p.m. - 9 p.m.

Skills: 1 Body Point

Money: \$154

Level 2: Towel Girl

Time: 9 a.m. - 3 p.m.

Skills: 2 Body Points

Money: \$238

Level 3: Mascot Wrangler

Time: 9 a.m. - 3 p.m.

Skills: 1 Charisma & 3 Body Points

Money: \$322

Level 4: Team Mascot

Time: 9 a.m. - 3 p.m.

Skills: 2 Charisma & 6 Body Points

Money: \$420

Level 5: Little League Coach

Time: 9 a.m. - 3 p.m.

Skills:

Money: \$539

Level 6: Scout

Time: 9 a.m. - 3 p.m.

Skills: 4 Charisma, 10 Body, & 2 Mechanical Points

Money: \$893

Level 7: Assistant Coach

Time: 9 a.m. - 4 p.m.

Skills: 5 Charisma, 10 Body, & 4 Mechanical Points

Money: \$1,190

Level 8: Junior Varsity Coach

Time: 9 a.m. - 2 p.m.

Skills: 7 Charisma, 10 Body, & 7 Mechanical Points

Money: \$1,500

Level 9: Varsity Coach

Time: 9 a.m. - 3 p.m.

Skills: 10 Charisma, 10 Body, & 7 Mechanical Points

Money: \$1,750

Level 10: Athletic Director

Time: 11 a.m. - 5 p.m.

Skills: None, already at highest level.

Money: \$2,033

ARTS & CRAFTS CAREER PATH -

Level 1: Paste Wrangler

Time: 2 p.m. - 6 p.m.

Skills: 1 Creativity Point

Money: \$145

Level 2:

Time:

Skills:

Money:

Level 3:

Time:

Skills:

Money

Level 4:

Time:

Skills:

Money:

Level 5:

Time:

Skills:

Money:

Level 6:

Time:

Skills:

Money:

NEEDS

Your Sim has needs, just like a real person. You will need to keep these needs up in order to keep any Sim a happy Sim! It shouldn't be to difficult, just buy the right objects and tell your Sim to work with them. If you don't keep these needs up, your Sim will become depressed and won't do a lot of things you tell it to. And of course, the more expensive an item is the more it will raise that Sim's need.

Here is a over view of the 8 needs you need to fulfill and how to fulfill them.

Energy

The energy bar tells how tired your Sim is. If it gets too low your Sim collapse on the floor, sleeping. It's much easier to get it to a bed, as it increases its energy much faster. Drinking espressos, sleeping, and taking power naps increase this need. If you are in a pinch, I suggest making an "energy drink" with mangosteen (flood tree, the most expensive one) strawberry, passion fruit, and one other fruit of your choice. Make it into a fruit smoothie using the food processor, drink, and watch your Sim's energy go up very quickly.

Bladder

Eating and drinking will lower this need. Simply go to the bathroom! Or you can choose to go on the floor, but it will lower the room and hygiene need.

Hunger

This need goes down quite quickly, so your Sim will be eating a lot. The more expensive your kitchen items are, the more fulfilling your food will be. I suggest picking ingredients with high hunger points (beef, lama, and dangleberry) and making a shake or barbecue with them. The hunger points will be in at least the 90's, if not 100's. You can also drink out of the bubbler at Town Square.

Comfort

Comfort is easy to keep up, because your Sims will usually fill this one while filling another one. Just sit down on something comfortable, take a bath or sit in the hot tub, or sleep.

Hygiene

Hygiene doesn't go down very fast unless you wet yourself, and then it goes all the way to nothing! Hygiene won't really affect the way your Sim acts, unless he/she is interacting with another Sim! The Sim they are interacting with will not want to be around them.

Social

This goes down quite rapidly, so always be playing with your pet if you have one! If not, talking on the phone and chatting on the computer are easy ways to get your social up.

WANTS

Your Sims wants are somewhat useful in this game. You can unlock new townies that come to your town, and you can meet them and get married, but that's about it. Fulfilling your Sims wants is easy, just do what it tells you to! Sometimes it gets a little more complicated, but usually it's something like play chess. All you have to do is buy a chess table and a chair, and play chess. Voila! You have fulfilled that want. Sims with different aspirations will have different wants.

YOUR PET

You pet, like your Sim, also has wants and needs. Some needs are similar to your Sim, while some are exclusive for that pet only. Cats and dogs have some same needs and some different needs. Here is an overview of needs for dogs and cats.

Bladder - Dogs & Cats

Both dogs and cats need to go to the bathroom, but in different ways. Cats will need a litter box to relieve themselves, while dogs will be on the mailbox or tree (hopefully). All you have to do is clean the litter box, or scold the dog when he pees elsewhere.

Hunger - Dogs & Cats

Both dogs and cats need to eat, and it is quite easy to fulfill this need. Simply buy a pet dish in your object inventory, or go to Town square and buy one. Place it somewhere accessible by your dog, and fill it up with a pet food of your choice. NOTE: You can make your own pet food if you have a food processor. Simply select the ingredients you want, select the food processor and go down until it says "Make pet food" Select the option and you can take the food you have and fill the pet dish up with it.

Energy - Dogs & Cats

Both dogs and cats need to rest, and they do it all by themselves. Just buy either a pet house or bed (or both!) and they will rest.

Social - Dogs & Cats

This is probably the hardest to keep up with. Either buy 2 pets so the pets can interact with each other when they feel the need, or interact with them yourself by playing with them, or teaching them tricks. Your guests will probably interact with them to, thus bringing up their social.

Fun - Dogs & Cats

Another tricky need satisfy. Make sure to buy plenty of toys to keep it entertained! They can either play with the toy themselves, or you can play with them with it. Pets fun and social seem to drop quickly, so make sure you are keeping up with it.

Hygiene - Dogs & Cats

For cats it's easy to keep up with their hygiene, you don't have to do anything! Cats groom themselves by licking themselves (their fur, mind you!), and their hygiene will slowly go up. Dogs are another story. You have to give them baths! If the dogs dig, or pee themselves, their hygiene will drop down very far, and you have to clean them up! Not very fun.

Scratching - Cats

Only cats will scratch. Make sure to buy them a scratching post or

your furniture is in danger! Cats can rip your couches to shreds. If you see them doing this scold them, and eventually they'll learn to stop. As long as you buy them a scratching post this need will stay up.

Chewing - Dogs

Only dogs will chew. Buy them a chewing toy from town square, and put it somewhere where the dog can get it. It will chew it until that need is fulfilled. If you don't buy it a chew toy, it will chew on the newspaper!

WANTS:

Your pet has wants, just like Sims, but theirs are usually very easy to complete. To view your pet's wants, press the down d-pad then press left on the d-pad. At the top of the screen it will tell you what your pet wants to do. Usually it's something easy, like get a belly rub, but sometimes it's something difficult, like become friends with this person, which you really have no control over. Fulfilling these wants will get you pet points, which you can spend on things for you and your dog at town square.

TOWN SQUARE

Town Square is a place for townies to hang out, buy goods for you and your pet, and meet new people. To buy things at Town Square you will need pet points, which you get by fulfilling your pets needs. There are 6 shops at Town Square (not including vendors), the kennel, the toy shop, the salon, the bakery, the pet europium, and the adopt-a-pet center. If you do not have enough pet points to shop at these places, there is a machine behind the adopt-a-pet center to turn money into pet points.

Kennel

The purpose of the kennel is to house your pets while you get caught up on your own life. So basically just throw your pets in their when your sick of 'em. It costs money for every day your pet stays in the kennel.

Toy Shop

This is where you buy toys for dogs and cats alike. Chew toys, dangly toys, Frisbees, balls, sticks, you name it they got it.

Salon

Here is where you can 'dress up' your pet. This strikes fear into some hearts and joy into others. They have hats glasses, hoodies, shirts, and yes, even shoes. You can also give your pet a bath here if they are dirty (aren't the always?).

Bakery

The bakery has pet treats you can feed to your dog or cat. They are relatively cheap and are good for if your Sim wants to feed a pet.

Pet Europium

This place has food dishes, pet food, pet houses, pet beds, gold fishes, and the chicken checkers thing.

Adopt-a-Pet

At the adopt a pet center, you can adopt the special friend you always wanted. NOT! You can sell your pets here, and adopt, but it is highly unlikely you will find a pet that you actually like.

NOTE: Once you spend enough pet points at each store, they will upgrade until they are a skyscraper. Each time they upgrade they will have more things for you to buy.

FIRST HOME

When you've finally finished creating your Sim and maybe pet, you will have to pick a house. I suggest not making your own and just moving someone out that already lives in one. It will be much kinder on your wallet, and easier. You probably want to move out Buck, since he has a decent sized house and it is not too expensive. But hey, you don't have to listen to me! Just pick a house you like and that doesn't cause you to go bankrupt.

Once you've found (or created) your perfect home, it's time to decorate! Since I assume you're not cheating, and your person is not a millionaire, you are probably going to buy pretty cheap stuff until your Sim starts making some cash. I suggest buying not ALL cheap stuff, but don't waste all your money either. Here's a little guide as to what you should buy. But once again, you don't have to listen to me, just buy what you think works for you. You can always buy the most expensive stuff later.

BED: You should buy one of the more expensive beds. If not, your Sim will have a hard time keeping his/her energy level up. The energy bar will go up very slowly, slowing down study time, thus slowing down promotions!

SHOWER: It's ok to buy the cheapest shower. It doesn't go that much slower than the most expensive one, and it will save you money.

TOILET: Buy the best toilet. It's not really that expensive, and you'll not have to waste time going to the bathroom.

TV: You should probably buy Cheapo Vision, there are other ways of raising your fun bar, and the next best TV is very expensive.

SOFA: Buy any sofa you like, because you won't really be using it that much. Well, I don't anyway.

FRIDGE: Buy the stainless still fridge, it will be nice to have the extra food. You'll have more fulfilling food, making it easier to keep your Sim's hunger bar up.

STOVE: Don't get a stove without first getting some skill in the

cooking area. The stove might catch on fire, costing you a lot of money! It might also cause other things to catch on fire, causing you even more money! Opt for a food processor instead. You can make some ok stuff with a counter and food processor.

EXTRAS: You will definitely need a phone! It helps a lot when it comes to the social need. Buy a bookshelf, it will help with getting enough skill points for your first few promotions. If you have enough money left over, buy a garden swing. It brings your relationship with people up really fast, and that means more friends! Also, buy the most expensive frood tree. It has some amazing fruits that will keep your person filled up for awhile. I suggest making a smoothie with the fruits it has. It brings up your energy and hunger! :)

When your person get's a job, you will be able to buy the more expensive, more quickly need filling objects, but what you have now will do.

TIPS

Everyone loves tips, and here are some that I have found to be useful!

* Make a smoothie with dangle-berry, plum, sour-sop, and passion fruit for a drink that will fill your hunger up very quickly. Great for if you need to go to work and don't have enough time to make a full meal.

*If it's time to go to work, but you are really close to getting that last skill you need to get promoted, put whatever you need to gain a skill point for that skill in your family inventory. Go to Town Square, and since time doesn't really move their, get out the bookshelf, treadmill, etc. and get that skill point! Go back home and you can go to work and a promotion! Yippee!

* If you have a hard time keeping up with your pet, build an outdoor home for it. Make a square with fencing, and add an outdoor door that you can lock so pets can't get in or out, but humans can. Put everything it needs to survive in that pen, and you'll have a much easier time keeping up with it!

Those are all the ones I have for now, but if anyone knows anymore good ones, please e-mail me and I'll be sure to add them with credit!

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CHEAT GNOME

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Cheat Gnome is this crazy looking gnome that appears by your mailbox if your push a series of buttons in order. Cheat Gnome is basically a place to store cheats for the game, whenever you need them go back to him and he will have them.

To get Cheat Gnome to appear press L,L,R,A,A, D-pad up. If it doesn't work the first time, keep on trying it. I've had to put it in many times to get it to work. Once he is there, put in one of these codes to activate the cheat. You know you've done the cheat right when you hear a ringing sound. Press A in front of cheat gnome to see what

cheat you've put in.

Up, Left, Down, Right, R (on d-pad):

Advance time by 6 hours.

Up, Left, Down, Right, R (on d-pad):

Repeat this code and a cheat for give Sim simoleons will appear.

I have tested those and they work. Just keep on trying them, it can be frustrating but it will eventually work.

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3. FREQUENTLY ASKED QUESTIONS  
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Q. Can you have kids on the Sims 2 Pets for game-cube?

A. NO! They have taken that aspect out of the game to make it more kid friendly. You will never see a kid in the game. You can still kiss, and hug, but no whoo-hooing.

Q. Is their a max-motives cheat?

A. No, sadly. There is cheat gnome, however. Check my guide for more information.

Q. How do you beat a chicken at checkers?

A. Upgrade the Pet Europium to as much as it will go. The very last thing you can buy is a chicken checkers thingy. Buy it, and place it somewhere in your house. To beat it, your Sim must have 10 logic skill points, and must be fairly happy.

Q. How do you get abducted by aliens?

A. Stargaze around 12-4 p.m. I've had it happen to me before. When you come back you will have glowing pet treats and your person will be sick!

Q. How do you master a pet?

A. Just teach it all the tricks it can learn. Don't forget about teaching it how to go on the toilet!

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THE END?  
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I guess this is the end for now, but I might be updating this guide if I get any more tips or information. I've had a wonderful time writing this guide, and I hope you have a wonderful time reading it.

As I said earlier, this IS my first guide, so any constructive criticism on what I did right and wrong would be helpful, in case I ever decided to write another guide in the future.

Bye-bye for now!

Oscar (aka BLACKBERRI218)

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