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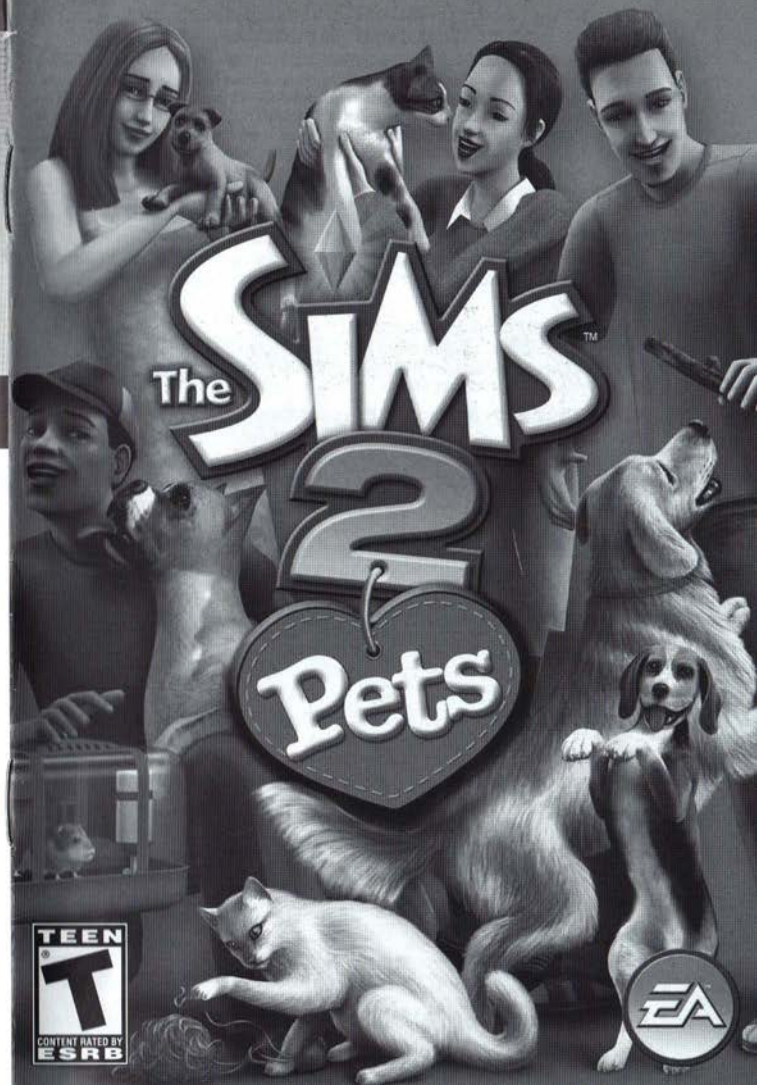
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EmuMovies

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Warning: Read Before Using Your PlayStation®2 Computer Entertainment System.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning To Owners Of Projection Televisions:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use Of Unauthorized Product:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

Handling Your PlayStation 2 Format Disc:

- ◆ This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- ◆ Do not bend it, crush it, or submerge it in liquids.
- ◆ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ◆ Be sure to take an occasional rest break during extended play.
- ◆ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



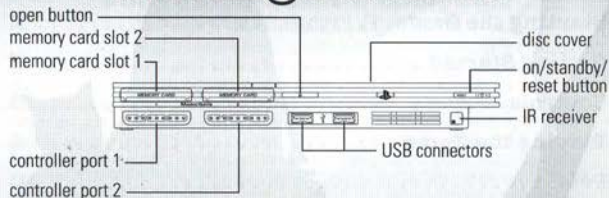
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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

Check out EA™ online at www.ea.com and check out the complete lineup of *The Sims™ 2 Pets* at www.thesims.com.

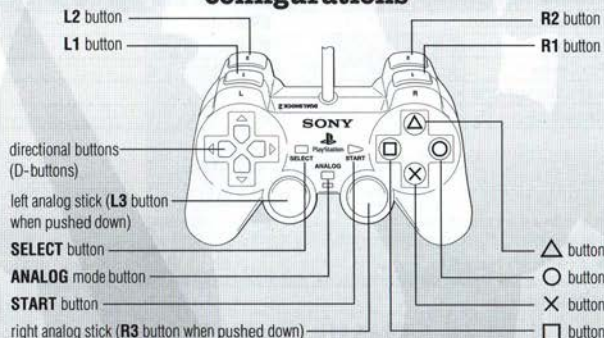
Starting the Game



1. Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system.
2. Check that the system is turned on (the on/standby indicator is green).
3. Press the OPEN button to open the disc cover.
4. Place the *The Sims 2 Pets* disc with the label side facing up in the disc holder, and then close the disc cover.
5. Attach game controllers and other peripherals as appropriate.
6. Follow the on-screen instructions and refer to this manual for information on using the software.

Getting Started

DUALSHOCK 2 analog controller configurations



Controls

General Gameplay

Move Sim/cursor	left analog stick
Zoom/Rotate camera	right analog stick
Select object/action	X button
Freeze action/Fast forward	L1 button/ R1 button
Open Sim Switcher menu	L2 button (hold)
Toggle walls on/off	R2 button
Cancel last or current interaction/Close menu	△ button
Pan camera (Classic control)	⊙ button (hold)
Snap camera to Sim (Classic control)	⊙ button
Toggle control mode (Classic/Direct)	SELECT button
Pause menu	START button

Placement Mode/Grab Mode Controls

Place/Grab object	X button
Remove grabbed object/Put in inventory	⊙ button
Toggle Blueprint mode	⊙ button
Rotate object	L1 button/ R1 button
Clone object	L2 button
Undo/Redo	R2 button
Cancel/Back	△ button

Build/Remove Mode Controls

Place/Remove wall/wallpaper/floor	⊗ button
Build/Fill room	L1 button/R1 button + ⊗ button
Remove/Uncover room (remove mode)	L1 button/R1 button + ⊗ button
Clone wallpaper/floor	L2 button
Undo/Redo	R2 button
Pan Camera	Ⓢ button
Toggle Blueprint mode	Ⓞ button
Cancel/Back	Ⓜ button

Control Styles

Direct Control

This is the default control scheme, which allows you to directly control your Sims' movement and interactions.

- ◆ Move the left analog stick to move your Sim towards an object you wish them to interact with. When your Sim reaches that object, press the ⊗ button to select it and then choose an action (if appropriate).

Classic Control

This is the traditional method for controlling Sims. Move a cursor around the environment to queue up actions. This allows you to manage your time more efficiently by giving your Sims multiple commands in a short period of time.

- ◆ To use Classic Control, press the SELECT button. When the cursor touches an object with which your Sims can interact, the object is automatically highlighted. (Note: If the cursor touches more than one object you must select which object you wish to choose from a menu.) Press the ⊗ button to select the object, and then choose an action (if appropriate).
- ◆ To edit the action queue, hold the Ⓜ button, press the D-button ←/→ to highlight the action you want to delete, and then press the ⊗ button.




Playing the Game

Your Sims have pets! Bring a cuddly kitty or a feisty Fido into your Sims' homes for them to train, care for, and love as their very own. Create Sims, customize their world, and unlock their future. Your Sims—and their pets—are in your hands.

Moving In

- ◆ To start a game, select START NEW GAME from the Main menu. Next, use the on-screen keyboard to choose a name for the neighborhood (or just keep the default, *Whiskerton*), and select DONE to confirm. Your neighborhood appears.


Once you've arrived at the neighborhood, use the cursor to select a house. There are three kinds:

-  Occupied
-  Unoccupied (with building)
-  Unoccupied (no buildings)

- ◆ Choose an occupied location and select ENTER HOUSE to begin the game. Or, evict the family already living there and move in your own family by selecting MOVE IN FAMILY (for more information on creating your own family, see p. 5) or select BULLDOZE and build anew. With an unoccupied location you can move in a custom family or select BUILD ON LOCATION to begin building on an empty lot.

Building Your Sim Family

To create a new Sim person, dog, or cat, select a location, choose MOVE IN FAMILY, then select CREATE A NEW FAMILY.

-  You can also select the Real Estate building and select CREATE A NEW FAMILY.



Edit a Family Member

Add a Family Member

Delete a Family Member

Pet Sharing

Creating a Sim

- ◆ To create a Sim, select ADD A FAMILY MEMBER then select SIM. Select either a MALE or FEMALE Sim, or choose RANDOMIZE.

Create-a-Sim Menu

Create and customize your Sims from head to toe. Shape, appearance, personality, and aspirations: your Sims are a reflection of your creativity.

Choose your Sim's skin tone and body type, morph their body shape and head, select a hair style and color.

Determine your Sim's Aspiration—Family, Wealth, Knowledge, Popularity, Creativity.

Name your Sim.

Save your Sim and return to the Create a Family menu.



Is your Sim a fashion force or a fashion faux pas? Customize your Sim's tops, bottoms, shoes, and accessories here. Adjust your Sim's personality.

Create a Pet Menu

You can customize the appearance and personality of your Sims' pets. Everything from their noses to their tails can be uniquely theirs.

- ◆ To create a dog, select **ADD A FAMILY MEMBER** then select **DOG**. To create a new cat, select **ADD A FAMILY MEMBER** then select **CAT**. Select a breed for your pet or choose **MIXED BREED** to create a random pet. (**Note:** pressing the **⊕** button with **MIXED BREED** selected allows you to keep generating random pets until you are happy with what you see.)

Shorn or shaggy? Body type, fur, markings, and tail length can be adjusted here.

Morph face and ear features.

Adjust your Sim pet's personality.

Save your Sim pet and return to the Create a Family menu.



Hats, glasses, and neckwear. Your pet can be as fashionable (or fashion less) as its owner.

Name your Sim's pet.

Pet Sharing

You can share pets you have uniquely created with your friends.

- ◆ Once you have saved your pet, you can access its Pet Sharing code by opening the Pause menu during gameplay, selecting **PERSONAL INFO**, then selecting **PET PROFILE**.
- ◆ To enter a Pet Sharing code, press the **⊕** button in the Create a Family screen, then enter the code exactly as you received it.

Game Screen

Mood—A lot of green indicates your Sims are happy; a lot of red indicates they're unhappy.



Simoleons (money) your family has

Time of day

Quick text/Wants of the nearest pet (D-button ←)

Selected Sim or pet

Motives (D-button ↑)

Relationships (D-button →)

Wants and Aspiration meter (D-button ↓)

Personal Info

A wide variety of important information is at your fingertips in the Personal Info menu.

- ◆ To access the Personal Info menu, press the **START** button to open the Pause menu then select **PERSONAL INFO**.

Review your selected Sim or pet Wants.

Reinforced Behaviors—How a pet is progressing with reinforced behaviors and commands. (Pets only)

See what kind of relationships your Sim has with other Sims and their pets.

Details on your Sim's personality traits.

Your Sim's career—How well are they climbing the corporate ladder?

Pet Profile—Are they gifted or lazy? Independent or cowardly? Find out here. (Pets only)

Skills—How's that logic or cooking pursuit coming along? (Sims only)

Family and individual stats.

Motives and Mood

Mood

Your Sim's overall Mood meter displays a summary of their needs. The more green that shows, the happier they are. The more red, the less happy. Sims who aren't in a cheery mood are less likely to head off to work, look for a job, or engage in skill building.

Sim Motives

Social
Keep your Sim socialized by interacting with other Sims or pets.

Fun
Find something entertaining for your fun-deprived Sim to do: watch TV, dance, or play a game.

Bladder
Eating and sleeping increase your Sim's need for the toilet. Find a bathroom to avoid an embarrassing puddle.

Energy
Take a snooze or eat some energizing food.

Hygiene
Some activities cause your Sim's hygiene to decline. Hit the showers or wash your hands.

Comfort
Lounge on a sofa or bask in bed.

Hunger
Quiet a Sim's rumbling tummy by eating some tasty vittles. Some food recipes satisfy hunger better than others.

Room
A bright, well-furnished environment keeps your Sim's Room meter high. Dirty and rundown locations leave your Sim feeling flat.

Wants

Every Sim has a life goal, or Aspiration, which influences the things they want to achieve in their day-to-day life (Wants). The Wants panel displays your Sim's current Wants as well as an Aspiration Meter, which indicates how your Sim is doing in the pursuit of their Aspiration.

- ◆ To view your Sim's Wants, press the D-button ↓.
- ◆ Fulfilling a Sim's Wants fills the Platinum Aspiration meter. When the Platinum Aspiration meter is filled, your Sim's motives decay at a much slower rate.
- ◆ When you fulfill a Want, a new one takes its place.

Skills and Careers

Acquiring skills can help Sims advance in their careers and increase their efficiency when performing certain tasks (such as cleaning or repairing things). This is how you obtain the seven skills:

Cooking	Prepare meals and read cookbooks.
Mechanical	Study a mechanical book.
Charisma	Practice speaking or kissing in a mirror, or teach your pet a trick.
Body	Exercise or use a treadmill to increase your Sim's fitness.
Logic	Play chess or design a game on a computer.
Creativity	Play a musical instrument or paint a little something on an easel.
Cleaning	Clean up around the house.

Careers

There are ten career paths. Your Sim can find a job by looking in the newspaper or searching for one online (using a computer). Your Sim advances in their career by building skills, improving relationships, and expanding their social circle. Different career paths require different skill sets. Review the Career screen to see what your Sim needs to do to earn a promotion. And don't forget to ensure that your Sim is in a good mood when they head off to work—surly Sims aren't prone to promotion.

Cooking and Recipes

Your Sims can add a little spice to their lives and relationships by experimenting in the kitchen.

Cooking

To create a dish in Direct Control mode, go to the fridge and select GET INGREDIENTS. The Selected Ingredients menu appears. Add or remove up to four ingredients by pressing the **X** button or open the recipe book by pressing the **+** button. When you have just the right combination, decide how to prepare your dish—in the food processor, on a countertop, or on the stove. When your Sim's dish is ready, they can eat it or, if they selected GET GROUP INGREDIENTS, serve it to another Sim.

- ◆ You can choose from Meats, Liquids, Dairy, Grain, Vegetables, Fruits, Oils, Harvested Animals, Harvested Fruit, and Harvested Vegetables. For harvested foods, your Sim must raise the crops and then harvest them.
- ◆ To note the effects that a food has, select the prepared meal and choose LOOK AT FOOD.
- ◆ Certain combinations of foods may have unusual effects on Sims. For example, besides filling a Sim's stomach, some foods can encourage a Sim to fall in love with another Sim or can temporarily boost their skill levels.

Recipes

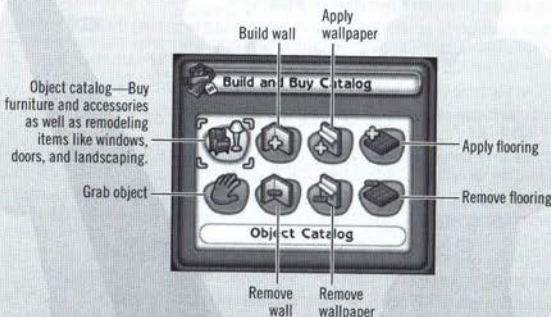
- ◆ To access the recipe book, press the **+** button in the Selected Ingredients menu or press the **START** button to open the Pause menu, then select RECIPES.
- ◆ When viewing recipes through the Selected Ingredients menu, recipes that include ingredients your family does not presently have are grayed out and cannot be selected.

Creating Your Environment

Fulfilling your Sim's desires for a happy (and beautiful) home is as simple as opening Build/Buy mode.

Building and Buying

To start building and buying, press the **START** button to open the Pause menu, then select BUILD/BUY MODE.



Object Catalog

Everything from the newest furniture to the kitchen sink (literally) is available from the Object Catalog.

To purchase an item

1. Select a category (like SEATING, PET SUPPLIES, or ELECTRONICS).
2. Press the **D**-button to select an item. A description appears in the box next to it.
3. To purchase the item, press the **X** button. The item now appears in Placement mode (see below).

Placement Mode

Once you have selected an item to purchase it appears in Placement mode so that you can choose just the right spot for it in your Sim's house.

- ◆ Press the left analog stick to move the cursor to the desired placement location in your Sim's house. To place the object, press the **X** button. For more information on Placement Mode controls, see p. 3.

Build Mode

Add and remove walls, floors, and wallpaper.

- ◆ Select the appropriate icon for the action you wish to perform, (for example, ADD WALLPAPER) in the Build/Buy Mode menu. Then, use the cursor to highlight the location where you wish to perform that action. Press the **X** button to confirm.
- ◆ When building wallpaper and floors, press the **LT** button or the **RT** button to fill an entire room or cover an entire floor.
- ◆ When building walls, place the cursor in the location where you wish to start the wall and press the **X** button. Press the left analog stick to draw straight lines from that spot and press the **X** button again on the location where you wish the wall to end. You can also build a four-walled room by pressing and holding the **LT** button or the **RT** button.

Grab Mode

Ever get the urge to rearrange the furniture? In Grab mode you can do exactly that.

- ◆ To enter Grab mode, select GRAB OBJECT in the Build/Buy Mode screen.
- ◆ Once in Grab mode, select an item you wish to move by highlighting it with the cursor and press the **X** button. Move it like you would in placement mode, then press the **X** button to place. It's that simple.
- ◆ To clone an object, highlight it then press the **L2** button.

Note: Move something by accident? You can undo your last step by pressing the **R2** button.

Family Inventory

Now your Sims can bring home a host of nifty items they find in the Town Square.

- ◆ To access the family inventory, press the **START** button to open the Pause menu, then select FAMILY INVENTORY.
- ◆ Then to put an item into the family inventory, press the **○** button to enter Grab mode, select an item, press the **○** button again, then select PUT IN INVENTORY.

Note: Objects that are left in the Town Square are automatically placed in your family inventory when you return home.

Saving and Loading

- ◆ To save your game, open the Pause menu then select SAVE from the Save/Quit menu.
- ◆ To load a game, select CONTINUE GAME in the Main menu, then choose the MEMORY CARD slot that contains your game and press the **X** button. At the prompt, confirm this choice by pressing the **X** button again. Continue as you would when starting a new game (see p. 4).

Pets

Pet Wants and Motives

Like their two-legged predecessors Sim pets also have wants and motives that have to be addressed. Meet their needs and they become more friendly and affectionate. Fail to meet them and they may just get fed up and run away.

Pet Motives



Social

Animals meet this need by spending time with their owners, or each other.



Bladder

Be sure you have an appropriate spot—like a litter box or a nice tree—for your pet to use.



Hygiene

Give pooch a bath when his hygiene level drops. Cats are easier—they prefer to handle the job themselves.



Hunger

A box of dog or cat food hits the spot.



Fun

Command your Sim to socialize with their pet or give it a toy to play with.



Energy

Pets love to catch some zzzs in a favorite nap spot.



Comfort

Dog baskets and cat condos are particularly divine.



Chew (Dogs only)

Dogs can't help their need to chew. Just be sure they have an appropriate chew toy on hand so that they don't resort to your Sim's newspaper.



Scratch (Cats only)

Cats love to sharpen their claws—that's why scratching posts were invented. Don't forget to get one!

Pet Wants

Like their owners, Sim pets have dreams and desires they yearn to fulfill. Of course, their yearnings are for things like a prized toy or a delicious snack.

Some common Wants include:



Play

Pets love to have a little fun with a favorite friend or toy.



Eat

A tasty treat may just be the ticket.

Make it a priority to instruct your Sims to fulfill their pet's Wants whenever possible. When your Sim fulfills pet wants, their entire family is rewarded with pet points that can be spent at the stores in the Town Square (see below).

Town Square

The new Town Square is teeming with fun for your Sims and their pets. Play in the park, meet other Sims and their furry friends, or go shopping for doggie and kitty accoutrements.

Playing

In addition to fabulous shopping opportunities, the Town Square is a veritable garden of earthly delights for your Sim's pets.

- ◆ Dogs love romping about in the open play areas and kitties love spending time in the **Catnip Patch**.
- ◆ Stop at one of the carts in the Town Square. The **Coffee Cart** serves up the best java and the **Ice Cream Cart** and the **Smoothie Cart** offer delicious frozen treats for your Sims—and their pets—to enjoy.

Shopping

There are a variety of shops where your Sims and their pets can pick up the latest doggie toys or kitty playthings. To shop in the Town Square you must first acquire pet points. To do this, make sure your Sims fulfill their pets' Wants. This earns the entire family points, which are redeemable in the shops.

Shops available in the Town Square include:



Toy Store

Offers the most extensive collection of pet toys anywhere.



Pet Purveyors

Buys and sells a variety of animals.



Pet Emporium

Everything from doggie bowls to cat condos can be purchased here.



Pet Salon

Your Sims can take their pets here to get gussied up and outfitted in the latest fashions.



Kennel

This pet hotel cares for your Sims' furry friends for short periods of time.



Bakery

Gourmet pet treats, right at your Sims' fingertips.


- ◆ The more your Sim patronizes an establishment, the more it prospers and offers an expanded range of items. So be sure to check back often!

Tip: Short on pet points but still want to pick up the latest duds? Visit the **ATM Machine**. There you can convert your Sims' Simoleons into pet points.

Sims Gift Codes


If your Sim has earned enough pet points, they are rewarded with codes to unlock new accessories, markings, marking colors, and fur colors for their pets.

Unlocking Gift Codes

- ◆ Once your Sim has earned enough pet points they receive a message telling them what they've unlocked and where it is located. New accessories can be picked up at the Pet Salon or in the Create a Pet menu. New markings and colors are available in the Create a Pet menu only.
- ◆ If you wish, you can share your unlocked goodies with your friends. To do so, highlight them in the Create a Pet menu (for accessories you can also access it in the Pet Salon) and press the  button. The on-screen keyboard allows you to personalize your gift before generating the code.

Redeeming Gift Codes

To redeem a code given to you by a friend:

1. Visit the Pet Purveyor or open the Create a Pet menu.
2. Press the  button.
3. Enter the code exactly as you received it. The item is unlocked.

Note: If an item is unlocked at the Pet Purveyor, a pet with the new item appears and is available for purchase.

Training

Pets can be more than just loveable companions—they can be bodyguards, entertainers, or household helpers. Train them to perform tricks like sitting on their hind legs or duties like guarding the house. Start with some fundamentals, like not chewing the newspaper or scratching up the sofa.

Reinforced Behaviors

Pets. They're the world's most loveable creatures ... when they're not destroying the sofa or making a mess on the rug.

- ◆ If you catch kitty or pooch doing something inappropriate (for example, digging holes or chewing the newspaper) a new command appears: SCOLD. The family pet may not be too thrilled about being disciplined, but it's a small price to pay for a clean carpet.
- ◆ Each time the pet is scolded, a learning bar appears over the pet's head. This displays the pet's progress in learning not to perform a particular behavior. (**Note:** Sims with good relationships with their pets or high charisma fill this bar faster.) If your Sim is diligent, their pet will permanently learn to not destroy the house.

Note: Information on a pet's Reinforced Behaviors is listed in the pet's Personal Info menu.

Tricks and Commands

Who said you can't teach old dogs new tricks? Or young dogs. Or cats ...

- ◆ To instruct your Sim to teach its pet a trick or command, select the pet, then select TEACH. A menu appears. Select the command you wish your Sim and its pet to work on. Like with Reinforced Behaviors, a bar appears over the pet's head displaying the pet's progress in learning. Once the bar is filled, a note appears indicating the pet has now officially learned the trick and can be instructed to repeat it on command.
- ◆ Sims and pets love to interact with one another. Instructing your Sims to give commands to their pets to perform tricks boosts the Fun and Social motives for both as well as their relationship scores.

Breeding

In *The Sims 2 Pets*, your Sims can enjoy the pitter patter of little feet ... little furry feet, that is. But just like in the real world, only animals of the same species and different genders can breed. Additionally at least one of the breeding pets must be owned by your Sim and they must have at least one family slot available.

To breed your Sim's pet:

1. Be sure you have a pet house. Then, invite a compatible pet over to visit.
2. Select your pet and choose TRY FOR OFFSPRING WITH. Your pet and its companion retire to the breeding spot.

3. Once the hard work is over, the pets emerge from the Pet Bed House and a puppy or kitten in a box lands via a hot air balloon.

Note: Just because your Sims are ready for their pets to breed doesn't mean that their pets are. If the Sim pet is not friendly enough with its Sim, prospective mate, or is simply just not in the mood, they may choose to decline. (Maybe they have a headache?)

Strays

Occasionally your Sims are visited by local pets. There are two types of visitors: pets with owners that have either gotten lost or run away, and strays.

- ◆ When your Sim approaches a visiting animal on their property, select the Special menu, then select CHECK MICROCHIP. If the animal has one, a display appears with the name of the pet's owner. Your SIM can then return the pet by calling the owner.
- ◆ Animals that do not have microchips are considered strays. They may join your Sims' family—if there's enough room.

Hints and Tips

- ◆ To keep pesky strays off your property, invest in a No Strays sign to place on your front lawn. To buy one, open the Pet Supplies catalog from the Object Catalogs menu then select the Stray Away icon.
- ◆ Sometimes multiple pets may decide they own the same favorite item. If so, it may be best to get out of their way and let them settle the score by themselves.

Limited 90-Day Warranty

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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Returns Within The 90-Day Warranty Period

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

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

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions. US 1 (650) 628-1001

EA Warranty Mailing Address

Electronic Arts Customer Warranty, P.O. Box 9025, Redwood City, CA 94063-9025

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