The cover art for 'The Sims Bustin' Out' features a collage of vibrant, stylized scenes. At the top left, a woman with orange pigtails in a yellow and blue outfit is riding a red scooter. To the right, a woman in a white crop top and cap is dancing. In the bottom left, a man in a purple bucket hat is in a hot tub. The background includes a cityscape with yellow buildings and a club scene with a DJ. The title 'The Sims' is in large blue letters with a house icon above the 'i', and 'BUSTIN' OUT' is in orange below it.

# The Sims

## BUSTIN' OUT

TEEN  
**T**  
CONTENT RATED BY  
ESRB



EmuMovies



**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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

**CONTENTS**

STARTING THE GAME ..... 2

COMMAND REFERENCE ..... 3

COMPLETE CONTROLS ..... 4

INTRODUCTION ..... 5

SETTING UP THE GAME ..... 6

    MAIN MENU ..... 6

CREATE A SIM ..... 7

PLAYING THE GAME ..... 8

    GAME SCREEN ..... 8

    SUB MENUS ..... 8

    PAUSE MENU ..... 10

BUST OUT! ..... 11

BUY MODE ..... 12

BUILD MODE ..... 13

PLAY ONLINE ..... 14

FREE PLAY ..... 17

CAREERS AND SKILLS ..... 18

SAVING AND LOADING ..... 21

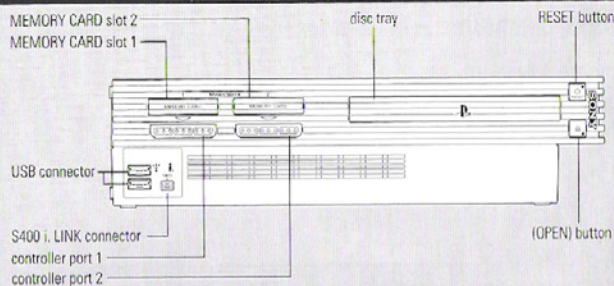
CREDITS ..... 22

LIMITED 90-DAY WARRANTY ..... 26



## STARTING THE GAME

### PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

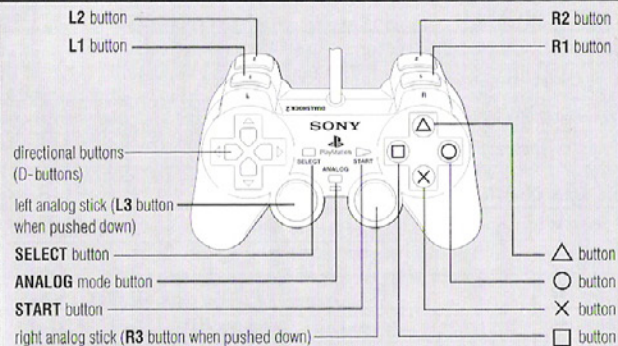


1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *The Sims™ Bustin' Out* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

**Note:** A memory card (8MB)(for PlayStation®2) is required to play *The Sims Bustin' Out*. Make sure you have a memory card inserted in either MEMORY CARD slot 1 or MEMORY CARD slot 2.

## COMMAND REFERENCE

### DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



## COMPLETE CONTROLS

Keep your Sims on their toes with these controls.

### MENU CONTROLS

Highlight Menu Items	D-button ↵
Cycle Choices/Move Sliders	D-button ⇄
Select/Go to Next Screen	⊗ button
Return to Previous Screen	⊕ button

### ACTION CONTROLS

Select Action	⊗ button
Cancel Action	⊕ button
Follow Sim	Ⓜ button
Move Cursor	left analog stick
Edit/Cancel Action	SELECT button
Change Sim	L2 button/R2 button

### ENVIRONMENT CONTROLS

Zoom/Rotate	right analog stick
Change game speed	L1 button/R1 button
Walls up/down	Ⓞ button

### ONLINE ENVIRONMENT CONTROLS

Pausing the Game	L1 button
Change game speed	R1 button*

\*In Online Weekend mode, both users must press their R1 buttons together to change the game speed.

### INTERFACE CONTROLS

Access Career Panel	D-button ⇄
Access Relationship Panel	D-button ⇄
Access Motives Panel	D-button ↵
Access Personality Panel	D-button ⇄
Access Modes menu (Buy and Build)	START button



## INTRODUCTION

Get up lazybones! It's Mom. I'm glad that you're going to be around the house to help me out, and make no mistake, I will expect you to help out. I'm not here to pick up after you. Anyway, I don't want to be alone at a time like this. I can't believe Malcolm is treating me like this, that louse! And after I gave him the best years of my life! Well, all of my hopes are on you now. I know you'll make me proud—or else. So quit your loafing around and get up and find a good job. And don't just settle after you take a job, I want to see you working hard and moving up in the world. After you make it big, you had better remember who helped you get your start.

Now I know you think I'm a nag, but here are a few things that you should keep in mind:

- First and foremost, take care of yourself. You won't succeed if you neglect your needs (> *Motives* p. 8). And, yes, that means bathing more than once a week! No one likes a grump and that includes your boss, so be sure to go to work in a good mood if you want to get promoted.
- Certain jobs are more accessible from certain locations. When you get promoted, think about moving to a new home that's on a direct bus line for your new position. You know how bosses hate employees who are always late!
- I want you to be successful, but you have to get some enjoyment out of life, too, you know! Keep your goals in mind and work hard, but find a balance between work and play. There is a fine line between having a strong work ethic and being a workaholic bore.
- It's okay to change career paths, but remember when you start on a new career path, you have to start at the bottom rung of that career ladder, which means more hard work before your dear ol' mom will have any respect for you again.
- And lastly, remember to clean up after yourself and eat right!



For more info about this and other titles, visit EA GAMES™ on the web at [www.eagames.com](http://www.eagames.com).



## SETTING UP THE GAME

It's easy to bust out of the house. Just follow the guidelines below and your Sim will be making their way in the wide world in no time.

**Note:** Be sure that you have a memory card inserted in your console. You cannot play *The Sims Bustin' Out* without a memory card.

**Note:** *The Sims Bustin' Out* auto-saves every time you complete a level, or visit another location. To save your progress within a level, > *Saving and Loading* on p. 21.

### MAIN MENU

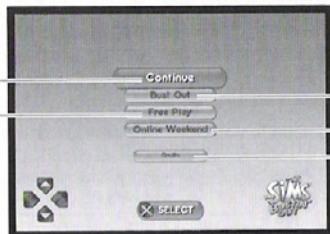
Bust out into a level-based game, go online to play with a friend, adjust your game options, and more at the Main menu.

**Note:** In order to play online, you must first start and save a Sim in Bust Out mode.

**Note:** To access all of the options from the Main menu, you must play through the first sequence in Bust Out mode and save that game.

Load a previously saved game from your memory card

Call all the shots—with no pre-set goals, you're totally in charge of plotting out your Sim's life



Create a new Sim and send them on a path out of the house and into the world

Go online and meet and make friends

See who had a hand in helping *The Sims* bust out

## CREATE A SIM

From color of hair to choice of footwear, design your Sim from head to toe.

- You can create and save one *Bustin' Out* Sim per memory card and six families in Free Play mode.

### Last/First Name

Use the text entry interface to create a name for your Sim.

### Personal

Distribute the personality points to craft a distinct personality for your Sim. The more points you allocate to each personality trait, the more your Sim's personality reflects that trait.

### Body

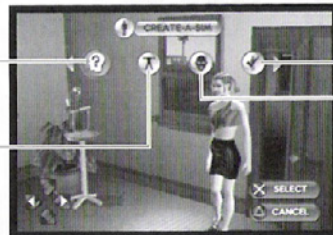
Determine the body shape of your Sim and select which clothes they wear.

### Head

Choose from the different facial characteristics (hair style and color, eye shape and color, lips, and more) to set what your Sim's head looks like.

Determine the gender and age (adult or child) for your Sim and set their characteristics

Adjust your Sim's body appearance



Click to save your created Sim

Determine the look of your Sim's face and hair and whether or not they're wearing glasses or a hat or makeup

# PLAYING THE GAME

Your Sims just want to be happy. A little guidance from you helps them stay on track. Keep their needs met, balance work and play, and make sure they spend time with Sim friends.

## GAME SCREEN

The Game screen displays a wealth of information that let's you know how your Sim is doing.

Actions queued up  
 Controlled Sim  
 Mood Meter—The more green bars (on the right) are filled, the more content your Sim is  
 Press the D-button ⇄ to view their Skill meters  
 Press the D-button ⇄ to view their Personality  
 Time of day in-game  
 How many Simoleons (money) your Sim has  
 Press the D-button ⇄ to view the selected Sim's Motives  
 Press the D-button ⇄ to view the selected Sim's Relationship meters

## SUB MENUS

Press the D-button to view pop-up windows that display your Sim's condition in more detail.

### MOTIVES

- ⇄ Press the D-button ⇄ to view your Sim's motives.
- ⇄ Press the right analog stick ⇄ to navigate the currently displayed sub menu. Press and hold the ⓧ button on the currently highlighted menu item for more details.



#### Hunger

A hungry Sim is a grumpy Sim. Your Sim stops their stomach from grumbling by eating a snack, preparing and eating a meal, ordering (and eating) a pizza, or snagging a plate o' vittles at a neighbor's house.



#### Hygiene

Keep your Sim looking—and smelling—fresh and clean. Wash their hands, brush their teeth, shower, or bathe.



#### Energy

Catch a few zzzs so that your Sim is bright-eyed and bushy-tailed. For a quick burst of energy, down a cup of java or a shot of espresso.



#### Social

Talk, joke, and interact with other Sims to keep your Sim feeling connected. Keep in mind that anti-social behavior doesn't make your Sim's feel any better socially. And be careful, anti-social Sims may make enemies rather than friends.



#### Comfort

Put your Sim's feet up. Nap, have a seat, or take a relaxing bath.



#### Bladder

If your Sim's gotta go, they've gotta go. Use a toilet—and don't forget to flush!



#### Fun

All work and no play is a sure-fire way to grump out your Sim. Sim's enjoy watching TV, reading books and newspapers, playing games, dancing, and more.



#### Room

Sims are happiest in clean, well-lit homes with nice furnishings. Keep their surroundings nice by adding some decorative items to boosts your Sims' moods.

### CAREER AND SKILLS

There are initially seven different career paths that your Sim can take. Each one has its own set of required skills and offers its own rewards. In addition, there are several more career paths that you can unlock in Free Play mode (➤ *Free Play* on p. 17). For more information on careers and building skills, ➤ p. 18.



### RELATIONSHIPS

Sims are happiest when they're well-liked. Keep your Sim in the social swing by making friends and developing strong relationships with their fellow Sims.



### PERSONALITY

A Sim's personality is a mixture of several different characteristics that you set when creating your Sim (➤ *Create a Sim* on p. 7).



## PAUSE MENU

From the Pause menu you can take a look at your current goals, access Buy or Build modes, and more.

➔ Press the **START** button to bring up the Pause menu.

<b>Goals</b>	View your goals and see which you've accomplished for the given level.
<b>Buy</b>	Get your Sim's hands on some new stuff (➤ <i>Buy Mode</i> on p. 12).
<b>Build</b>	Construct a dream home or add on an extra bathroom (➤ <i>Build Mode</i> on p. 13).
<b>Careers</b>	View the career tracks and see what you qualify for (➤ <i>Careers and Skills</i> on p. 18).
<b>Options</b>	Turn Free Will, Controller Vibration, Auto Center, and Fast Forward Toggle ON/OFF, Adjust Music and Sound Effects volumes, or adjust your screen.
<b>Save</b>	Save your progress to a memory card.
<b>Quit</b>	Exit back to the Main menu.



The Sims  
BUSTIN'  
OUT



## BUST OUT!

Bustin' Out mode allows your Sim to leave home and seek their fortune out in the wide Sim world. In this level-based mode, your Sims make friends, find roommates, and advance your career as you try and move up in the world and into Malcolm's Mansion.

Start in one career and move up to level 10 or change careers to give your Sim's life a bit more variety. There are seven main careers in the game. When you make it to the top of a career, your Sim earns a special reward for their hard work.

Your Sim starts out under the watchful eye of Mom and then leaves the family nest to seek their fortune out in the "real world."

Be mindful of the goals of each level. The help your Sim as they move on (and up) in the world.

- When your Sim accomplishes a goal, they earn a reward. Different goals earn different rewards, from objects your Sims can buy to new social interactions they can engage in.
- Once your Sim is promoted to a certain level at a residence, you unlock a new location. This usually indicates its time for your Sim to move on. In *The Sims Bustin' Out* moving is simple, just hop on the scooter—or trade it in for a new vehicle—and select MOVE or VISIT and your Sim travels with ease to their next abode.
- Vehicles are unlocked when you get promoted or complete goals throughout the game.
- ➔ To begin a two player game, make sure you have a second controller plugged in. Press the **START** button on the second controller in order for the two player game to begin.
- You must have two memory cards inserted with *The Sims Bustin' Out* save data for a two player game.



### MEET MALCOLM LANDGRABB

The miserly Malcolm Landgrabb is your Mom's recently divorced ex-husband. While he's considered a very successful man, his social skills leave something to be desired. Putting himself and his fortunes before everything and everyone else, Malcolm is systematically going through town and taking back all of the things that he ever gave your mom or his children, Mimi and Dudley.



## BUY MODE

Shop 'til your Sims drop. Buy mode lets your Sims purchase all the goodies that their Sim desire. So long as they can afford it, that is. Sims have no credit cards for impulse spending.

- Special objects are overall more satisfying for your Sims. For instance, a smaller, less expensive TV is less entertaining than a monster-screen TV.
- As your Sim acquires more Simoleons, sell back lower quality goods (for a reduced price) and upgrade to newer, better stuff.
- To access Buy mode, press the **START** button to bring up the Pause menu and then press the D-button ⇄ to select the Buy Mode icon.

### TO BUY AND PLACE AN ITEM:

1. From the Buy Mode screen, highlight the icon for the type of item you want to purchase and press the **X** button. The catalog for the selected category of items appears.
2. Press the D-button ⇄ to browse and then press the **X** button when the item you want to buy is highlighted. The item appears as a cursor on your screen.
  - Objects that appear as a lock cannot be purchased until they're unlocked.
3. Press the left analog stick to position the item you've purchased.
  - To rotate the item, press the **L1** button or the **R1** button.
4. Once the item is positioned where you want it, press the **X** button to place it.

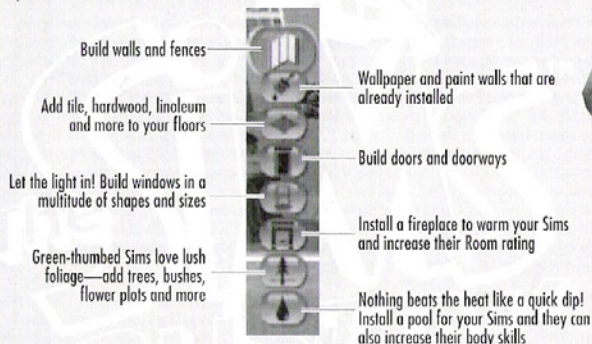
### TO RELOCATE OR SELL AN ITEM:

1. From the Buy Mode screen, choose an item type (any type will do) and then press the left analog stick. The grabbing cursor is activated.
2. Move the cursor to the object you want to relocate and press the **X** button.
  - To sell it (at a depreciated price), press the **Ⓜ** button.
  - Items depreciate after midnight in all game modes except Free Play.
  - To reposition it, move the cursor to a new location and then press the **X** button to place it in the new position.

## BUILD MODE

From cozy cottages to grand mansions, Build mode lets you construct dream homes for your Sims.

- You must be a resident on a lot to build on that lot.
- To access Build mode, press the **START** button to bring up the Pause menu and then press the D-button ⇄ to select the Build Mode icon.
- In Bustin' Out and Free Play mode, you can add to the existing structure or you can choose to demolish the structure and sell all of the furnishings on the lot and rebuild from scratch.
- If you do decide to rebuild in Bustin' Out mode, you must spend as much as the original house and it's furnishings cost or the difference is subtracted from your Sim's account when they move.



### TO BUILD WALLS AND FENCES:

1. Select the type of item you want to build from the Build menu and the specific item from the sub menu. The item appears onscreen.
2. Press the left analog stick and press the **X** button to choose a starting point for the wall or fence you want to build.
3. Press the left analog stick along the line that you want to place your wall or fence. And then press the **X** button again to install it.
  - To back out of wall or fence placement, press the **Ⓜ** button.
  - To tear down items previously built, position the left analog stick to the wall or fence you wish to uninstall and press the **Ⓜ** button. Then use the left analog stick to highlight what you want to tear down. Once it's highlighted, press the **X** button and its history.
  - Building other items is similar to locating items in Buy mode (➤ p. 12).



## PLAY ONLINE

Meet up with a friend or make one when your Sims bust out online.

**Note:** In order to unlock the ability to play online, you must first complete the initial dream sequence of the single player game and save your progress to your memory card.

Online features for *The Sims Bustin' Out* subject to online Membership Agreement. **YOU MUST BE 13+ TO REGISTER FOR THE EA ONLINE SERVICE. EA RESERVES THE RIGHT TO TERMINATE THE ONLINE FEATURE(S) FOR THIS PRODUCT AFTER 90 DAYS NOTICE.**

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally. **A Publisher can combine this information with personally identifying information from the Publisher's records if the user provides the personally identifying information. Before providing any personal information to a Publisher, please be sure to review the Publisher's privacy policy and terms and conditions of use. Do not provide personally identifying information to a Publisher unless you accept the conditions of use and terms of their privacy policy.** SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit [www.us.playstation.com/DNAS](http://www.us.playstation.com/DNAS). In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, systems failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

**Note:** In order to play online, you will need the following items: a network adaptor (Ethernet/modem) (for PlayStation<sup>2</sup>) installed, an active Internet connection via your own Internet service provider (ISP) account, and a memory card (8MB) (for PlayStation<sup>2</sup>) with at least 66 KB free space. Prior to playing online, you will need to set up Your Network Configuration file. *The Sims Bustin' Out* includes a Network Configuration GUI for setting up these files. Network Configurations for some ISPs, such as AOL, must be created using the network adaptor start-up disk.

**Note:** When saving and loading Your Network Configuration file, you must use MEMORY CARD slot 1.

### PLAYING BEHIND A FIREWALL

We recommend that you do not play *The Sims Bustin' Out* online behind a firewall. However, if you need assistance in setting up your firewall to allow access to the online portion of *The Sims Bustin' Out*, please contact the manufacturer of your firewall.

**Note:** *The Sims Bustin' Out* uses TCP ports 11100-11199, and UDP ports 3658, 3659, 6000, and 6001.



### SELECT NETWORK CONFIGURATION

Before you can begin playing online, you must select Your Network Configuration file (found on your memory card) or create a new one through the Network Configuration GUI.

**Note:** After using the included Network Configuration GUI, the RESET button functions differently. To put the console into standby mode press and hold the RESET button until the LED turns red.

### NETWORK CONFIGURATION FILE

Press the D-button  $\leftrightarrow$  to scroll through the available Internet service provider settings and select one for the upcoming online game.

### CREATE/EDIT CONFIGURATION

The Network Configuration GUI allows you to create and edit Your Network Configuration files. When selected, the game shuts itself down while the Network Configuration GUI loads. When complete, the game re-launches itself and goes through its normal loading procedure before returning to the Main menu screen.

### CONNECT

After selecting Your Network Configuration file, connect to your Internet service provider. If the connection is successful, *The Sims Bustin' Out* Server Login screen appears.

### EA ACCOUNT SETUP

Before you can begin playing online, you must create a new account or use an existing one.

- ➔ If you have already created a profile, press the D-button to highlight USE EXISTING ACCOUNT and then press the  $\times$  button. If you have not created a profile, highlight CREATE NEW ACCOUNT and press the  $\times$  button to begin the process. If you want to log off and return to the previous screen, press the  $\triangle$  button.
- ➔ After successfully creating an EA Account, you have the option to save it.

### USING AN EXISTING EA ACCOUNT

1. From the Main menu, select ONLINE WEEKEND.
2. Select Your Network Configuration file.
3. Choose USE EXISTING ACCOUNT that appears highlighted.
  - Your EA Account only defaults once you've saved it after successfully logging in.
4. Select an EA GAMES online Persona and press the  $\times$  button.
  - You can have up to four EA GAMES online Personas. Change, delete, or create new User Names from the Online screen.

### ONLINE LOBBY

From the Online Lobby, you can enter a room. Rooms are where players gather to chat and find other players to play games with online.

- ➔ Press the R1 button to find a friend online. Enter their User Name. If they are currently in a *The Sims Bustin' Out* online room, you are given the option of going there now.



## MATCHMAKING SCREEN

This screen contains a list of all of the other players currently in the room. As you highlight each player, you will see a 3D image of their Sim in the window on the right side of the screen.

- You can sort the players in the room by name (alphabetically), career, astrological sign, number of unlocks, locations, or ping.

**Note:** The ping value can be seen as an indicator of how responsive the game feels while playing online. The higher the ping value, the less responsive the gameplay.

- Press the **R1** button to bring up the chat keyboard. You can use this interface to send messages to the other players in the room.
- To send a private chat message, highlight a player and then press the **R2** button to send to them only.
- To report someone for inappropriate behavior, press the **L1** button. This notifies EA of the other player's behavior.
- You may use a USB keyboard to enter text any time you see the keyboard on screen.
- Press the **L2** button to alternate between the list of players and the chat window. In each window you can scroll up and down to see additional names and text.
- To invite another player to play online, highlight a player and press the **X** button. You are inviting them to join your game. That is, to bring their Sim to your Sim's house.
- To join another player's game, choose **ACCEPT** when you're invited to join. You must be invited to join another player's game.

## VOICE CHAT

You can talk with another player during online gameplay by connecting a USB-supported headset to the PlayStation®2 computer entertainment system. Once the headset is plugged in, the voice chat function is automatically activated.

- To adjust the headset volume, press the **START** button during an online game to bring up the Pause menu and then press the **D**-button to select the Options menu.

**Note:** *The Sims Bustin' Out* does not support modem or PPPoE DSL connections for Voice Chat.

**Note:** Voice Communications support the Logitech USB headset.

**Note:** During gameplay, if your USB headset is plugged into your console, and you are not able to talk to the other player:

- The other player may not have a USB headset connected to their console.
- You may have a low quality connection to each other. Try reconnecting.
- One of you may be connecting to the Internet through a dial-up modem connection.



## FREE PLAY

Create a Family, move them into a house, and let life run its course. In Free Play, there are no established goals—you decide what each family member pursues and accomplishes. All without ever having to hold down a job!

### TO BEGIN PLAYING IN FREE PLAY MODE:

- Free Play mode is unlocked as soon as your Sim enters Mom's house. Save and quit your game and the Free Play mode is available from the Main menu.
- From the Free Play menu, choose a lot on Free Street.
- To continue playing with a previously created family, choose **ENTER HOUSE**.
- To create a new Sim family select **CREATE FAMILY**.
- To send a Sim family packing, choose **DELETE FAMILY**.

### CREATE FAMILY



- Create multiple Sims as you would create a single Sim. Then, move them in to an empty lot. You can also move them into an inhabited lot if you evict the family that currently lives there.
- You can create and save up to six families of up to four family members per memory card, one family per house and three additional homeless families.

Once your family is moved in to their new lot, you can access the Buy and Build modes to make their house a home. For more information on Buying, > p. 12. For more on Building, > p. 13.



## CAREERS AND SKILLS

There are seven career paths, plus five bonus, unlockable careers (for Free Play mode only) in *The Sims Bustin' Out*. Different careers require different skills. Be sure to choose a career which also suits your Sim's personality.

### MOVIE STAR



The path of a movie star starts at the Mall. You Sim hams it up to encourage shoppers to spend, spend, spend. Outgoing Sims are good candidates for this career path and must hone their charisma and creativity skills among others if they want to achieve real fame.

Sims start out as a lowly Lab Cleaner on this career path. If they get really good at keeping the rodent cages clean and sterilizing test tubes they just might need to think about improving their mechanical skills to be noticed for a promotion.

### MAD SCIENTIST



### GANGSTER



To successfully work their way up in a life of crime from vandal to top gangster, Sims must be in good shape and have a flair for creativity. What, you thought just anyone could lie, cheat, and steal?

### FASHION VICTIM



Scaling the heights of fashion requires that your Sim look fabulous all the time and learn to creatively charm the who's who of the fashion world. Keep your Sim fit and active if they want to advance in this career where looks are everything.

### PARAMILITARY



If your Sim has a yearning to keep peace throughout the Sim world, they might consider taking on a life in the military. Beginning as a latrine cleaner, Sims on this path emphasize logic skills and keep their well-toned bodies in fighting shape.

### COUNTER CULTURE

Some Sims are lovers, not fighters. If your Sim falls into that category, a life on the counterculture career path might be in their cards. Sims on this path keep their bodies fit and pure and work on charisma so that they can enchant other Sims with their alternative lifestyle.



### JOCK



These die-hard sports fans give it their all when they start off their careers as the mascot of their favorite teams. Achieving the strength and stamina of a prime athlete helps them advance in their chosen career. Charisma skills ensure that they're well-spoken on the highlight reels at 11:00.

### BONUS CAREERS

There are five bonus careers that you can access in Free Play mode. Bust out as Rock Star, Slacker, Artist, or Computer Geek, or make your millions as a sneaky Swindler.

- These careers are available in Free Play mode only.

## SKILLS

While your Sim may have a very engaging personality and all the friends in the world, without proper skills they're destined to a low-paying job with little or no respect. A little education goes a long way to helping your Sim get ahead.

### Cooking

There's nothing like a good cook. Your Sim can improve their culinary skills by studying cooking (from a book in a bookcase) or by serving up drinks from the SlushRush Portable Bar.

### Mech

Sims with high mech (mechanical) skills are handy to have around. They can fix broken appliances and keep the whole house running smoothly. Grab a book to study mech or amp up your fun by using the Invention Workbench.

### Creative

Let your Sim's imagination run wild. Creative Sims love to paint, play musical instruments, or even make pottery.

### Body

Get your Sim off the couch and into shape by using a treadmill, weight bench, or climbing wall.

### Logic

Elementary, my dear. Sims who play a lot of chess or gaze at the stars through a telescope develop sharp logic skills.

### Charisma

Sims with high charisma have more than a way with words, they can charm their way into—or out of—anything. Sims gain charisma by practicing speaking in front of mirrors, or by using the NostalgicO Microphone.



## SAVING AND LOADING

Save your Sim's painstaking progress in life on a memory card.

- The game auto-saves whenever you move to or visit another location.

**Note:** Never insert or remove a memory card when loading or saving files.

### TO SAVE A GAME:

- From the Pause menu, select the SAVE icon. A prompt asks you to confirm that you want to save. Select YES.
- When saving, your previously saved game is overwritten.

### TO LOAD A GAME:

1. From the Main menu, choose CONTINUE. The Memory Card Selection screen appears.
2. Choose the memory card from which you want to load a game. A prompt appears asking if you want to load *The Sims Bustin' Out* save data.



# CREDITS

**Very Special Thanks:** Will Wright, Creator of *The Sims*™

**Executive in Charge of Production:** Sinjin Bain

**Design Director:** Michael Perry

**Producer:** Morgan Roarty

**Development Directors:** Billy Hsu, Farshid Almassizadeh, Dominique Philippine

**Lead Engineer:** Rob Povey

**Art Director:** Chuck Eyler

**Associate Producers:** Fred Dieckmann, Joe Brisbois, Byrt Martinez, Chris Wren

**Associate Designers:** Sean Baity, Chris Crowell

**Assistant Producers:** Todd Manning, Bart Menayas, Kam Zambel

**CAS Producer:** Virginia McArthur

**Product Analyst:** Michael Taylor John

**Technical Director:** Bob Flanagan

**Software Engineers:** Kelly Brock, Mike Cancilla, Halldor Fannar, Rich Fife, David Hodgson, Larry Hutcherson, Peter Ingebretson, Alex Lam, Jeff Marshall, Ian McLean, Jonathan Sari, Nick Schipano, Cort Stratton, Snarri Sturluson, Eric Tolman, Farhan Zaidi

**CM Engineer:** Linh Ngyuen

**Object Engineers:** Patrick Shaw, Joe Maris, Will Kerslake, Russell Bolme, Waylon Wilsonoff

**Additional Object/Software Engineering:** Ted Hung, Truc Phan, Dylan Tong

**UI Engineers:** Shawn Allen, Alex Stempel

**Animators:** Paul Metcalfe, Vince Fung, Eva Beck-Erismann, Justin Brown, Bailey Brent, Patrick Strand, David Vasquez

**Technical Artist:** Vigfus Omarsson, Brett Tribble

**Modelers:** Morgan Godat, Art Matsuura, Jay Muchhala, Oscar Contreras

**Character Modeler:** Jared Bishop, Chris Hughes, Thomas O. Miller, Kiyoshi Okuma

**UI – CGA:** Sebastian Hyde

**Additional Art:** CREAT, New Pencil, Frank Vitale, Weston Tracy

**Additional Animation:** Dan Gregoire, Brad Alexander, Chris Edwards, John Griffith, Joshua Wassung, Nick Markel

**Sound Design:** Jason Reinier, Kent Jolly, Kris Force

**Music:** Jerry Martin



## Voice Talent:

Dave Boat - Male Voice Talent

Susan Zelinski - Female Voice Talent

Nikki Rapp - Child Voice Talent

Dan Amrich - Additional Voice Talent

Kimzey McGrath - Additional Voice Talent

Bill Cameron as the Parrot

**Voice Editors:** Elise Baldwin, Patty Boss, James Goode, Lisa Gray, Lorraine Rath, Jayne Roderick, Jackie Perez-Gratz, David Torgerson

**Additional Sound Design:** Steve Bissinger, Jamey Scott, Kim Christensen

**Additional UI Engineering:** Orange Studios

**Cinematics Provided By:** Mondo Media

**Director of Publicity:** Robin Chandler

**Publicity Manager:** Robyn Rodota

**Publicity Coordinator:** Brooke Cahalane

**Vice President of Marketing:** Mike Quigley

**Product Manager:** Rich Briggs

**Marketing Intern:** Rebecca Tran

**QA Director:** Joanne Colgrove

**QA Supervisor:** Rob Ivey


**QA Online Supervisor:** Joe Byrne

**QA Leads:** Eric Houser, John Cook, Hunter Barnett

**QA Assistant Leads:** Ulysses Melendres, Dave Holt, Kip Katsarelis

**Software QA:** Thadd Abernathy, Ramelle Balleca, Arthur Baraan, Matthew Bautista, Brian Bellinger, Brad Bennett, Paul Bertino, Robert Bologna, Jonathan Cheatham, Mandy Chen, Weldon Chen, Bryan Choo, Mabel Chung, Skyler Clay, Greg Dirrenberger, Ian Grutze, Doi Hayashi, Ben Henderson, Jenric Herrera, Ryan Jackson, Shay-Ryan Jones, Matt Jupin, Mike King, Andrew Klose, Brett Lackey, Gordon Lee, Brian Masson, Sean McCloskey, Mathew McGrath, Tarek Nijmeh, Goodwin Ogbuehi, Brett Parsons, Russell Perkins, Guillaume Pierre, Jackie Poon, Jason Reed, David Rho, Josh Riemersma, Casey Rodarmor, Mike Rogers, Henry Shao, Cyndi Sardella, Jeremy Saxby, Steve Schmidt, Laura Lee Skinner, Grayson Smith, Tim Smith, Michael Sundblom, Ted Tomasko, Calvin Tsai, Kink Williams, Stephen Yee





**EA Tiburon Additional QA:** David Beisel, Matthew Christman, Keith Moss, Michael Nelson, Warren Vickers

**EA Canada Additional QA:** Trevor Kerslake, Brad Thompson, Dave Yan

**EA Redwood Shores Additional QA:** John Allen, William Chou, Dan Dwonch, Rich Hartzell, Shane Hood, David Lake, Ben Lee, Brian Macarthur, Philip Ranches, Brad Solari, Allen Wong, David Yau

**Localization Producer:** Florence Catania

**Localization Production:** Cheryl Platz, Frank Simon

**Localization Testing Lead:** Andy Grossberg

**Localization Product Management – Europe:** Maëlenn Lumineau

**Localization Product Management – Japan:** Masaru Ohnuma

**Localization Product Management – Korea/China:** Christine Kong

**Localization Testers:** Jérôme Peter (FR), Thibault Dévigne (FR), Thorsten Schaak (DE), Sang-Min Lee (DE), Antonio Vaccarino (IT), Stefano Buffoli (IT), José Ramón Díaz (SP), Mónica Gómez-Hidalgo (SP), Aurora Ramirez (SP), Eva Sanz (SP), Esther Jansen (DU), Kim Verbon (DU), Teppi Otsuka (JP), Noriyuki Ohsawa (JP), Pei-Ti Chang (CH), Yi-Hsuan Wu (CH), Chong Ho Lee (KO)

**MAXIS Mastering Lab:** JP Dolan, DW Neuman, Bill Phelon, Sean Holmes

**Special Thanks:** Luc Barthelet, Lucy Bradshaw, Bing Gordon, Bruce McMillan, Don Mattrick, JF Prata, Paul Lee, Kim Spratto, Tiburon Studios, Larry Landry, Kurt Reiner, Knut Grossmann, Kyle Winslow, Debbie Carlin, Suzanna Zecevic, Phil Simon, Suzanne McNamee, Griptonite Games, Edge of Reality, Paul Pedriana, Elle Ko, Zeeshan Shaikh, Robert Wong, Nery Ramos, Manuel Mendez, John Yu, Blair Hamilton, Armando McClain, Tom Fong, Eric Kornblum, Scott Whitney, Cindy Cox

**Legal:** Lettecia Rayson, Sue Garfield, Lisa Tensfeldt

**Documentation:** Jessica Poorée

**Documentation Layout:** Christopher Held

**Package Project Management:** John Burns

**Package Design:** Three 8 Design Group

**Package Cover Illustration:** New Pencil

**North America Customer Quality Control Management:** Ben Crick, Simon Steel

**North America Customer Quality Control:** Travis Alger, Rick Arroyo, Anthony Barbagallo, Jason Collins, Lori Cox, Adam Doyle, James Emming, Tiffany Exner, Eron Garcia, Jason Gorski, Craig Hiland, Richard Horan, Darryl Jenkins, Alex K. Joshi, Dave Knudson, David Kaplan, Ray King, Joseph Lee, Russell Medeiros, Anthony Ramos, Adam Rivera, Kyle Robertson, Joe Ruggiero, Matthew Salazar, Rob Stiasny, Peter Wang, Adam Wong

**European CQC Operations Manager:** Linda Walker

**European CQC Test Manager:** Jean-Yves Duret

**European CQC Supervisors:** David Fielding, Ben Jackson

**European CQC Project Leads:** Andrew Chung, Paul Richards, Dean Choudhuri-Bennett, Paul Davies

**European CQC Senior Testers:** James Bolton, Alan Drew, Tim Goodchild, Tony Hopkins, Gary Napper, Ian Smithers, Antonin Flament, Mark Painting

**European CQC Testers:** Stephen Collyer, Filippo Massari, Roberto Amato, Bonnie McBride, Sratos Samaras, Simon Hedger, Daniel Jacobs, Ollie Bader, Claire Sugden, Kevin Breanach, Michael Takla, Alan Vincent, Stephen Wanigesekera, Daniel Alcazar, Nicholas Rennie, Manuel Rossi, Martyn Gretton, Marc Quantin, Femi Sanj, Soraya Bouaziz, Martin Rhodes, Dan Evans, Rene Apperley, Josephine Johnson, Graham Edwards, Sherwyn Augustus, Johnni Bech, Emma Thomas, Tommy Ronnberg

**European CQC Platform Manager:** James Featherstone

**European CQC Platform Specialists:** Ashley Powell, James Arup, James Norton, Tim Wileman, Simon Cole, Michael Sanderson, Andrew Pritchard





## NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in this manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94063-9025.

**Need a Hint? Call the EA HINTS & INFORMATION HOTLINE** for recorded hints, tips, and passwords 24 hours a day, 7 days a week! In the US, dial 900-329-HINT (4468). \$1.99 per minute. In CANADA, dial 900-451-4873. \$1.99 (Canadian) per minute. If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

**EA TECH SUPPORT**—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time. **No hints or codes are available from (650) 628-4322. You must call the EA HINTS & INFORMATION HOTLINE for hints, tips, or codes.**

### TECHNICAL SUPPORT CONTACT INFO

**E-mail and Website:** <http://techsupport.ea.com>

**Mailing Address:** Electronic Arts Technical Support  
PO Box 9025  
Redwood City CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.  
P.O. Box 432  
Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.  
P.O. Box 181  
Chertsey, KT16 0YL, UK  
Phone (0870) 2432435

In **Australia:** For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.



# Get EA Cheat Codes & Game Hints

## Register Your Game Online Right Now!

[www.eagamereg.com](http://www.eagamereg.com)

