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Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-4322. No hints or codes are available from (650) 628-4322.

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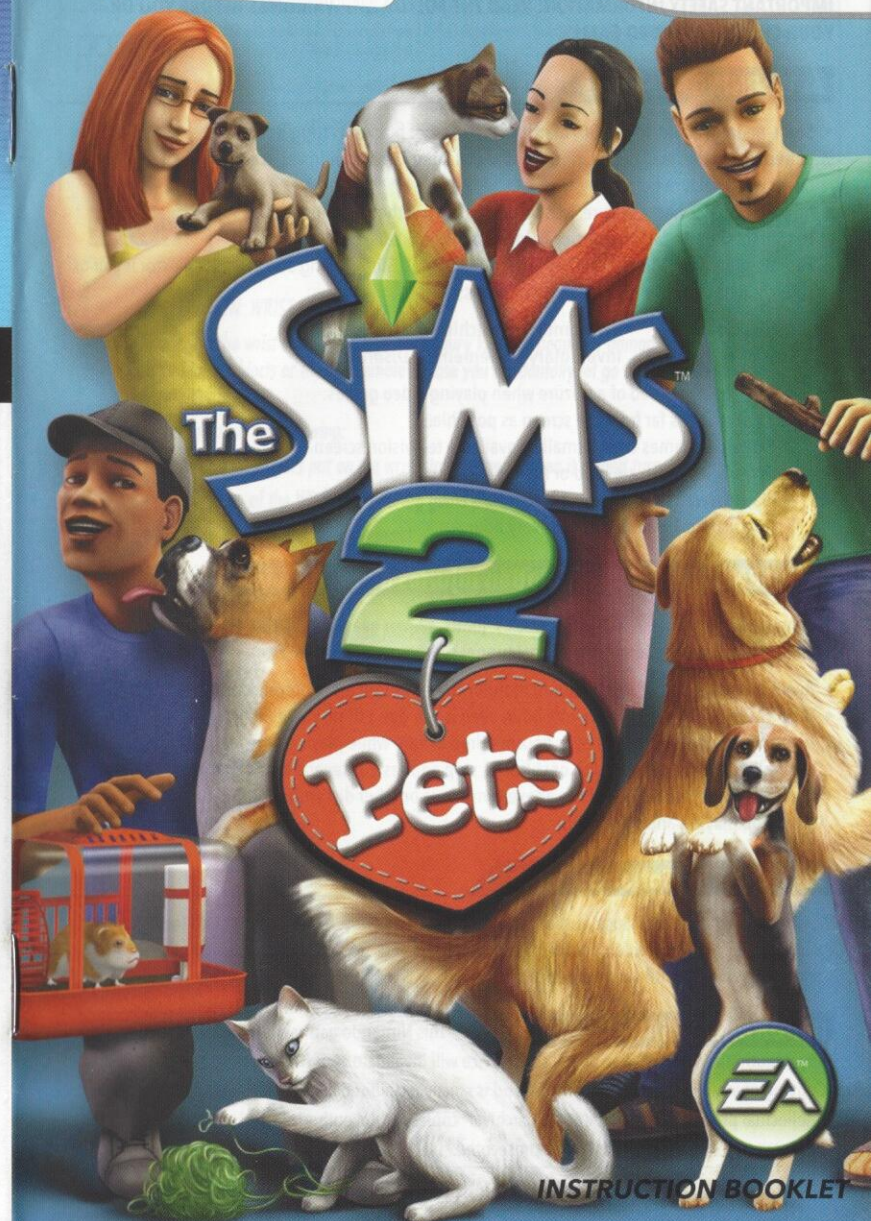
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Wii™



INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing videogames can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold separately.

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⚠ CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.

Controls

General Gameplay

Move Sim (Direct Control)/ Move Cursor (Classic Control)	Nunchuk Control Stick
Zoom/Rotate camera	Z Button (hold) + move Nunchuk
Select object/action	A Button
Freeze action	C Button + - Button
Fast forward	C Button + + Button
Center camera on Sim	B Button (tap)
Open Sim Switcher menu	B Button (hold)
Cancel interaction/Close menu	- Button
Relationship/Motives/Wants panels	+Control Pad →/↑/↓
Toggle control mode (Classic/Direct)	1 Button
Pause menu	+ Button
Toggle walls	2 Button

Placement Mode/Grab Mode Controls

Place/Grab object	A Button
Remove grabbed object/Put in inventory	+Control Pad ↑
Toggle Blueprint mode	1 Button
Rotate object	+Control Pad →/← or B Button
Navigate grid spaces (Blueprint mode only)	Nunchuk Control Stick
Undo/Redo	+Control Pad ↓
Cancel/Back	- Button

Build/Remove Mode Controls

Place/Remove wall/wallpaper/floor	A Button
Build/Fill room	B Button
Toggle Blueprint mode	1 Button
Cancel/Back	- Button

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

Control Styles

Classic Control

This is the default control scheme. It allows you to manage your time more efficiently by giving your Sims multiple commands in a short period of time.

- ♦ To use Classic Control, be sure you have a visible cursor on your screen when your Wii Remote is pointing toward it (you may have to press the 1 Button if you are currently in Direct Control Mode). Use the Wii Remote to move the cursor around the environment. When it is on an object or Sim that you would like to interact with, press the A Button and select your desired action. (**Note:** If the cursor touches more than one object you must select which object you wish to choose from a menu.) Press the A Button to select the object, and then choose an action (if appropriate).
- ♦ To edit the action queue, hold the B Button, press the +Control Pad to highlight the action you want to delete, and then press the A Button.

Direct Control

This is an alternative control scheme which allows you to directly control your Sims' movement.

- ♦ To use Direct Control, press the 1 Button. Press the Control Stick to move your Sim towards an object you wish them to interact with. When your Sim reaches that object, press the A Button to select it and then choose an action (if appropriate).
- ♦ To edit the action queue, hold the B Button, press the +Control Pad to highlight the action you want to delete, and then press the A 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 ENTER 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 building)

- ♦ 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. 4) or select BULLDOZE and build a new one. 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**.

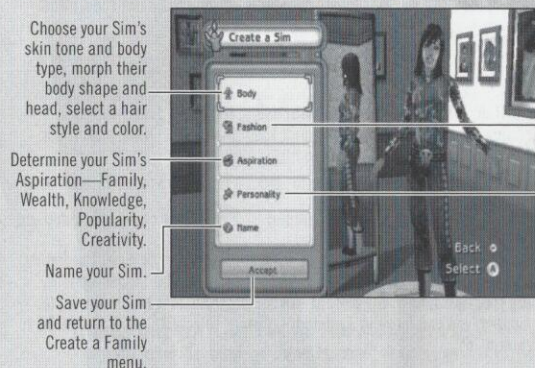


Creating a Sim

◆ 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.



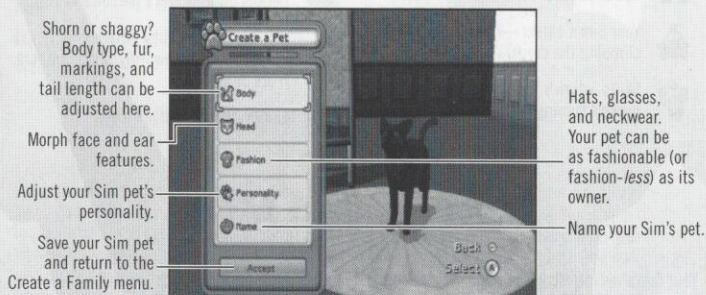
Is your Sim a fashion force or a fashion faux pas? Customize your Sim's tops, bottoms, shoes, and accessories here.

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



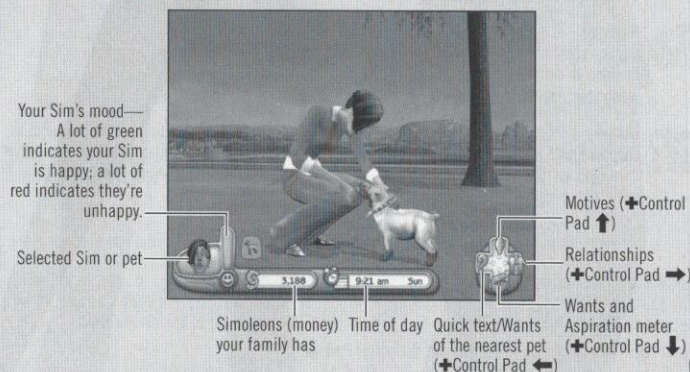
Pet Sharing

You can share pets you have created with friends.

◆ Once you have saved your pet, you can access its Pet Sharing code by selecting your pet, opening the Pause menu during gameplay, selecting **PERSONAL INFO**, then selecting **PET PROFILE**.

◆ To enter a Pet Sharing code, press the **B** Button in the Create a Family screen, then enter the code exactly as your received it.

Game Screen



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 **+** 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 Have your Sim 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 Let your Sim 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 selected 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 **+**Control Pad **↓**.
- ◆ Fulfilling a Sim's Wants fills the Platinum Aspiration meter. When the Platinum Aspiration meter is filled, that 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 Sims can find jobs by looking in the newspaper or searching for one online (using a computer). Your Sims advance in their careers 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 Sims needs to do to earn a promotion. And don't forget to ensure that your Sims are 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 **A** Button or open the recipe book by pressing the **B** 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

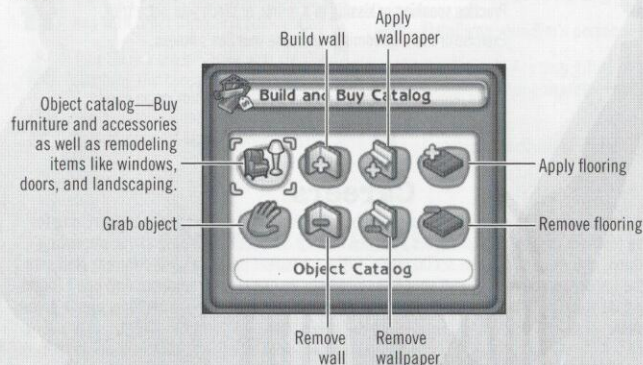
- ◆ To access the recipe book, press the **B** Button in the Selected Ingredients menu or press the **+** Button to open enter the Pause menu, then select **RECIPES**.
- ◆ When viewing recipes through the Selected Ingredients menu, recipes that include ingredients your family does not presently have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

Creating Your Environment

Fulfilling your Sims' 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 **+** 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 **+**Control Pad to select an item. A description appears in the box next to it.
3. To purchase the item, press the **A** 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 Sims' house.

- ◆ Move the Control Stick to move the cursor to the desired placement location in your Sims' house. To place the object, press the **A** Button. For more information on Placement mode controls, see p. 2.

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 **A** Button to confirm.
- ◆ When building wallpaper and floors, press and hold the **B** Button, then press the **A** 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 **A** Button. Move the Wii Remote to draw straight lines from that spot and press the **A** Button again on the location where you wish the wall to end.
- ◆ To build four walls at the same time, press the **B** Button on the location where you wish to start drawing walls.

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 **A** Button. Move it like you would in Placement mode, then press the **A** Button to place. It's that simple.

Note: Move something by accident? You can undo your last step by pressing the **+**Control Pad **↓**.

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 **+** Button to open the Pause menu, then select FAMILY INVENTORY.
- ◆ Then to put an item into the family inventory, press the **B** Button to enter Grab mode, select an item, press the **+**Control Pad **↑**, 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 Options menu and select SAVE from the Save/Quit menu.

- ◆ To load a game, select CONTINUE GAME in the Main menu, then choose Memory Card Slot B and press the **A** Button. At the prompt, confirm this choice by pressing the **A** Button again. Continue as you would when starting a new game (see p. 3).

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. |  Energy
Pets love to catch some zzzs in a favorite nap spot. |
|  Bladder
Be sure you have an appropriate spot—like a litter box or a nice tree—for your pet to use. |  Comfort
Dog baskets and cat condos are particularly divine. |
|  Hygiene
Give pooch a bath when his hygiene level drops. Cats are easier—they prefer to handle the job themselves. |  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. |
|  Hunger
A box of dog or cat food hits the spot. |  Scratch (Cats only)
Cats love to sharpen their claws—that's why scratching posts were invented. Don't forget to get one! |
|  Fun
Command your Sim to socialize with their pet or give it a toy to play with. | |

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 pets' Wants whenever possible. When one of your Sims 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 Sims' 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.

- ◆ 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.



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.

Sims Gift Codes

If your Sims have 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 Sims have 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 it in the Create a Pet menu (for accessories you can also access it in the Pet Salon) and press the **B** 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 **B** 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 their pet a trick or command, select the pet, then select **TEACH**. A menu appears. Select the command you wish your Sim and their 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, 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 Sims' 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 or 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 animal, select the Special menu, then choose 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.

You Played the Game. Now Play the Music.

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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 not in its possession.

EA Warranty Information

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

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) 628-1900

EA Warranty Mailing Address

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

Package Design: POPGUN Design

Package Artwork: Bob Rossman

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