The SIMS 3

EA

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Some features in *The Sims 3* require a right mouse button and a middle mouse button. If you have an Apple Mighty Mouse, you can enable the right mouse button in System Preferences > Keyboard and Mouse. Change the RIGHT CLICK drop down to SECONDARY BUTTON.

Most PC USB mice are supported on the Macintosh as well. The left, right, and middle mouse buttons are detected and work correctly when first plugged in.

If you have an Apple legacy single button mouse, or a MacBook with a Track Pad, you can emulate a right mouse button click by holding down the Command key while clicking the mouse button.

To emulate the middle mouse button using a single button mouse, hold down the Control and Command keys while clicking the mouse button.

GET INSPIRED!

The Sims™ 3 will inspire you with its endless creative possibilities and amuse you with unexpected moments of surprise and mischief! Create amazingly unique Sims by customizing their appearances and choosing specific personality traits. Then build their houses—design everything from an exquisitely furnished dream home to a rundown seaside shack. Send your Sims out to explore their new neighborhood and meet other Sims. They can look for a job at the sports stadium, get a massage at the day spa, or meet a friend for a bite at the local diner. With so much to do, new quick goals like Opportunities, and rewarding gameplay, *The Sims 3* gives you the freedom to choose whether—or not!—to fulfill your Sims' destinies and make their wishes come true.

THE SIMS 3

▶ START A NEW GAME

Choose a neighborhood from the pull-down menu, and then click the checkmark. Your selected neighborhood loads.

The first time you start the game, you can choose to either CREATE SIMS if you want to make your own custom Sims, or MOVE IN HOUSEHOLD if you want to move pre-made Sims from the library into your town and play them.

To see more info on creating custom Sims, see *Create A Sim*.

After completing the tutorial (or opting out of it), select CHOOSE A HOUSEHOLD to play with pre-made Sims who already live in your selected town.

For pre-made households, click one of the blue house buttons to read a description of the household members and the house and see the difficulty level, the size of their lot, and how many Simoleons they have. Click the SELECT button to play at the description pop-up to play that household.

NOTE: Once you've completed the tutorial, you can also choose an empty lot and build a custom home for your Sims. For more on building, see *Build Mode*.

SAVING AND LOADING

Every saved game represents an entire town. To save, select SAVE from the options menu. Enter a name for your game and select the checkmark icon. You can always return to your game or start a new one at the main menu.

To load a saved game, go to the main menu and select the saved game you want to play.

OPTIONS

At the Options menu you can change graphics, audio, gameplay, video capture, music, and online settings. Most of the options are self-explanatory, but a few are detailed below.

Autonomy	Move the slider to the left to decrease autonomy/free will or to the right to increase it. The more free will Sims have, the more they choose to act on their own if you haven't assigned them an action.
Lifespan	Determine how long (barring any unfortunate accidents) your Sim's life will be by moving the slider to the desired number of days.
Online	Log in or out of your *The Sims 3* Player Profile, toggle online notifications, and view the Privacy Policy, Privacy Settings, and EA Terms of Service. You can also link your Facebook and Twitter accounts to keep your friends updated as you play.

LOGGING IN

Right from the Game Launcher, or at any time once you're in the game, you can input your member login to access the Store, Exchange, Player Wall, SimPort, Achievements, and more. If you're not a member yet, click the Join Now for Free option and register. If you already have an Origin account, you can use that to begin your registration. After entering your game's registration code, you're free to access all of *The Sims 3* community features!

CREATE A SIM

Creating custom Sims has never been easier! Adjust their appearance, choose their wardrobe, determine their personality, and pick their favorite color, music, and food. Create all kinds of Sims imaginable!

PRE-MADE SIMS

Choose a pre-made Sim by clicking the Pre-Made Sims button 👥. To filter the view, click an age, gender, or body type. Click the Sim you want then click the checkmark. Customize your Sim further by clicking the buttons at the left.

Create a totally customized Sim by clicking the Basics icon ⚢.

Basics
Enter your Sim's name, choose their gender, set their age, adjust their skin tone, and define their body type.

Hair
Choose your Sim's hairstyle, hat and hair color, determine their eyebrow shape and color, their facial hair, and their body hair. (Facial hair and body hair is available only for male Sims.)

Choose a hat or other headwear

Choose a hairstyle

Adjust eyebrows (including shape and color)

Click this icon to randomize your Sim

Select a hair color

Share this custom content

Click the lock to choose one hairstyle for all clothing categories (locked) or to choose different hairstyles for different categories (unlocked)

Customize hair color (for more info on customization, see p. 6)

Click here to Create a Twin, Share Sim, or save your Sim

Looks

Choose your Sim's head shape, adjust their ears, determine their eye color and shape, choose a mouth, nose, and any moles, freckles, or makeup. You can also determine if they have a tattoo.

Alter and refine the details of your Sim's face

Choose a general face shape

Click here to randomize this face's features

Click one of the circles to tinker with details in that area of the face

Use the sliders to alter specific features

Clothing

Choose clothing for everyday and formal occasions and select sleepwear, athletic wear and swimwear. Choose from tops, bottoms, outfits, shoes, and accessories.
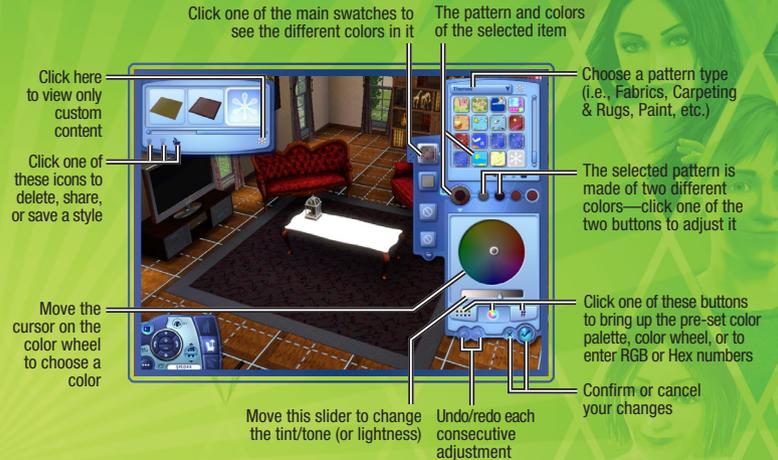
Personality

Set your Sim's personality traits, favorites and lifetime wish. You can also determine their astrological sign, set their voice, and write a short biography.

It's All in the Details
Click the 🔍 to adjust specific assets. For instance, you can adjust hair color, highlights, roots, or tips of your Sim's hair. Tweak your Sim's nose by turning the tip up a bit, widening the bridge, or lengthening the nostrils. Click 🔍, to see which details you can play with. On the Advanced tab, click one of the circles to select a different area to customize.

CREATE A STYLE

Use Create A Style to change patterns and colors on your Sims' clothing, or create a coordinated room by adjusting the design of wallpapers, paint, furniture upholstery, and more.

Click one of the main swatches to see the different colors in it

The pattern and colors of the selected item

Click here to view only custom content

Choose a pattern type (i.e., Fabrics, Carpeting & Rugs, Paint, etc.)

Click one of these icons to delete, share, or save a style

The selected pattern is made of two different colors—click one of the two buttons to adjust it

Move the cursor on the color wheel to choose a color

Click one of these buttons to bring up the pre-set color palette, color wheel, or to enter RGB or Hex numbers

Confirm or cancel your changes

Move this slider to change the tint/tone (or lightness)

Undo/redo each consecutive adjustment

Matching Shoes and More

Take a color or pattern and apply it to multiple items. Say you want your Sim's shoes to exactly match her dress, click your Sim's dress, then click the pattern from her dress that you want to use on her shoes, and drag the pattern onto the shoes. If the shoe has more than one pattern, decide where you want to use that pattern. Click the checkmark to confirm the change.

Once you've saved a pattern, you can drag colors and patterns to furniture, décor objects, and accessories in Build and Buy modes.

Once you've got a style of pattern that you're happy with, you can save it to use again and again—just click the folder icon in the material category panel on the right

To save that particular item, click the folder icon in the upper left of the screen.

UNIQUE SIMS

Choose up to five traits from dozens of personality traits, favorite foods, colors, and music, and adjust your Sim's voice tone and pitch.

TRAITS

Your Sims traits influence what they want, how they feel, and how they behave. For instance, Sims who love the outdoors are happiest when they're outside. Bookworm Sims can read more quickly and write better novels. Sims tend to get along better with other Sims with whom they share at least one trait.

As Sims mature from babies to young adults, they gain more traits. If your Sim was very successful and happy in their last development stage, you may get to pick the traits. If your Sim was only moderately happy, their new traits may be randomly chosen; if your Sim had a miserable experience at that life stage, they may be assigned negative traits.

FAVORITES

Set a few favorites for your Sim. Choose grilled cheese sandwiches as their favorite food, orange as their favorite color, and pop as their favorite type of music. Sims tend to choose their favorites whenever possible.

VOICE

Choose a voice for your Sim and adjust the pitch.

SKILLS

There are ten different skills that your Sims can develop throughout their life. The higher their skill levels, the better they are at performing certain tasks and activities. The skills your Sims need most depends on the career path they choose. For the most part, the skills for a certain career are fairly logical: to become a world-renowned chef your Sim must excel at cooking. Other required skills may seem less obvious: on the law enforcement track Sims need logic skill (solving crimes may be elementary, but it takes some brain power!)

Your Sim can obtain a skill by reading books, practicing that skill, or taking a class at one of the buildings in town.

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Class Locations

Skills and where classes are offered to help your Sim learn them.

SKILL	WHERE TO TAKE A CLASS
Athletic	Stadium
Charisma	City Hall
Cooking	Bistro or Diner
Fishing	Grocery Store
Gardening	Science Lab
Guitar	Theatre
Handiness	Military Base
Logic	Science Lab
Painting	School
Writing	Business/Journalism Office

Skill Journal

The skill journal gives an overview of each of your Sim's skills, including the level to which that skill is developed, statistics pertaining to that skill, and the opportunities associated with it.

♦ To bring up the skill journal, press **J** or click the skill journal button in your Sim's skill panel.

Wishes

Every adult Sim has a Lifetime Wish, bigger accomplishments that require more time and effort to achieve but are hugely fulfilling. When you create a young adult or older Sim, you choose their Lifetime Wish after you set their Traits. For younger Sims, you choose their Lifetime Wish during the game based on their activities and personality.

Your Sim also has smaller everyday wishes. Promising a wish means that you lock that as a focus for your Sim's life. If your Sim fulfills that wish, they earn Lifetime Happiness Points. The wishes your Sim fulfills shape the path of their future wishes.

Click the arrows on either side of the wish panel to cycle through available wishes. To promise a wish, click it. It moves into one of the four promised wish spaces. You can also cancel a wish without penalty by right-clicking it.

Moodlets

Moodlets are temporary conditions that directly affect your Sim's mood and behavior. Moodlets are displayed as icons with different images on them, and have red (if they negatively affect your Sim's mood), green (for positive effects), or blue backgrounds (no effect). Hover over a Moodlet icon to see what it is and how long it impacts your Sim. Your Sim personality alters which Moodlets affect them and how powerful those effects are.

Lifetime Happiness

As long as your Sim has a really high mood, they gain Lifetime Happiness every second. The higher the mood, the more quickly your Sim earns Lifetime Happiness points. Spend Lifetime Happiness points to purchase Lifetime Rewards.

To purchase Lifetime Rewards, click the Lifetime Happiness tab of the Sim Panels and then click the LIFETIME REWARDS button.

CAREERS

Careers are the best way for your Sims to earn Simoleons. Careers also get them out of the house and give them a chance to meet other Sims. Some careers also have different branches that your Sim can follow. For branching careers, when your Sim is promoted to a certain level, you can choose which branch you want your Sim to take.

Your Sims can find jobs by looking in the newspaper, heading online, or by visiting different locations around town.

Check the mailbox for new clothing and work related articles when your Sim joins a new profession.

NOTE: Sims cannot start a profession until they are young adults.

Job Performance

Sims in better moods typically perform better at work. Your Sim will be in a better mood for work if they're well rested, well fed, and have had at least some fun in the last 24 hours.

Being late for work and leaving early negatively affect your Sim's job performance, so make sure they get to work on time. However, Sims always try to get to work on their own if you let them.

Some personality traits can also give Sims a boost in their chosen career. For example, a Sim who is athletic will have a much easier time pursuing the Professional Sports career, as well as some branches of law enforcement.

The Career Panel

You can see how your Sim is doing at work by clicking the Career tab to bring up the Career panel. This panel shows your Sim's current position, work schedule, salary, and performance. You can also see the different factors that affect job performance, such as mood, skills, or relationship with your Sim's boss. Hover your mouse over one of the factors for more information about it. The better your Sim is doing in each of their factors, the faster their performance improves. If your Sim's performance is maxed at the end of the workday, they will be promoted. Be careful though, because if your Sim's performance falls too low, they may get demoted or even fired!

You can also send a Sim to work or school by clicking the button (it looks like a Sim sitting at a desk) in the Career panel. This button only works around the time the Sim is scheduled to go to work or school.

Sim Action Options

Now you can do more than just choose which actions your Sim performs; you can determine how they perform them. When you assign your Sim actions that have different options, a small pull-down menu appears under the icon for that action in the action queue. For example, at work, your Sim can choose MEET COWORKERS, WORK HARD, TAKE IT EASY, and more. Different actions provide different benefits and penalties, so choose wisely. It is almost always to your advantage to choose some action for your Sim though.

A Living World

Your Sims live in a varied and dynamic town. Heading down to the local diner for a quick bite, studying at the library, or fishing at the local pond is just a click away.

In addition to this freedom to move around the town, *The Sims 3* also features an option called Story Progression. This feature helps keep your town alive and thriving. With Story Progression, your Sims' neighbors' lives progress normally. Neighbors may move away, new ones will move in, friends get promotions, neighbors have children, and eventually even die. Basically, life goes on! This feature helps to keep the neighborhood balanced.

You can, however, choose to disable Story Progression (in the Options menu).

In Live Mode, you can click the button that looks like a skyline (or press **M**) to open Map View.

Click one of the location buttons to have your Sim visit there, take a class, apply for a job, and more.

The green tag shows your current household, the brown map tag indicates the homes of Sims your Sims know, and the blue map tag shows a workplace.

Click one of the filter buttons to show only the locations that apply to that filter.

Map Tags

Below are some of the tags that appear on the map and what they indicate. Mouse-over an icon to see its specific name.

Your active Sim household is identified with this icon.

Venues

When your Sim enters a venue (marked with a red icon), you cannot see them or control them inside. But you can make choices about what they will do while they're visiting. For example your Sim may enter the Grocery store to SHOP FOR GROCERIES, BECOME A PARTNER, SELL FRUITS AND VEGETABLES, ATTEND A FISHING CLASS, or GET A PART-TIME JOB.

Community Lots

When your Sim visits a community lot (marked with a dark blue icon), you can see and control them while they are inside.

Homes and Neighbors

You can also click other Sims' houses to go and visit them, even if your Sim doesn't know them yet. Head across the street to meet the neighbors or visit a friend across town. Once your Sim is at the neighbors', they can ask to come inside and make themselves at home (up to a point!)

Community Locations

Your Sim can visit a variety of town locations including parks, the beach, shops, restaurants, and more. Some locations are venues for your Sims to wander around and explore.

Some buildings, such as work venues, are more basic venues. You can't poke around, although you may be able to choose between different options for your Sim to perform while inside.

Live Mode

Live Mode is where all of the action takes place. Your Sim gets jobs, makes friends and enemies, falls in love, has a family, pursues their passions, and more, all in this mode.

Main User Interface Puck

Some of the functions are outlined here, but you can hover your mouse over any icon to see what it does.

Switch to Map View

Show walls down/cutaway/up

Rotate view

Click the arrows to cycle through available wishes

Hover over this icon to see this Sim's lifetime wish

The selected Sim's mood and contributing Moodlets

Zero in on the selected Sim

Start/stop capturing video

Click the arrow icon to bring up the Sim Panels (Simology, Relationships, Career, Skills, Opportunities, Inventory, Lifetime Happiness, and Needs)

Take a screenshot

Go up/down a floor

Promised wishes

Access Live Mode, Buy Mode, or Build Mode

Click one of the icons to choose regular, fast, or ultra speed; Click the last icon to speed through the current action in this Sim's queue

Day and time

Click the camera icon to capture a moment and enter a custom memory

Getting a Hand on Things in Live Mode

Many items can now be moved around in Live Mode. You can return books to bookshelves, place trash in the bin, drag small items into your Sim's inventory, and more.

You'll know that you can move an object when the cursor changes to include a small hand.

To move an object, click and hold the mouse and then drag to the new spot you'd like to place. An item that is currently in use cannot be moved.

Inventory/Family Inventory

Each Sim has their own personal inventory. When a Sim picks up an object or brings it home from work, you will find it in their inventory. Click and drag to move objects into or out of their inventory.

Each household also has an inventory. Certain items go into the Family Inventory instead of an individual Sim's inventory. You can access the Family Inventory in Buy mode by clicking the icon that looks like a cardboard box.

Cell Phone

Each Sim (except for toddlers and babies!) has their own personal cell phone in their inventory. When your Sim receives a call, just click your Sim and select ANSWER. To make calls, just go to your Sim's inventory and click the phone icon.

Player Profile and Wall

Your Player Update tab on the notification window, located in the top right of the screen, is your connection to *The Sims 3* community! Enter a post update to let others know what's going on in your Sims' lives, or click the arrow icon under your avatar to head to the Player Wall. Keep in mind that you can only use these features if you have logged in to your *The Sims 3* community account. You can also reach your Player Profile and Wall via the Options menu.

Wall	Create new posts to share updates, comments, memories, achievements, and more with your friends. Once you're done writing a post, you can also choose to share it via your Facebook or Twitter. Everything posted here also appears on your My Page at www.thesims3.com. Your Wall is also where you read your friends' posts, comment on posts, or flag or like posts.
Achievements	There is an impressive list of achievements that can be completed, and all of your achieved and yet to be completed achievements are listed under this tab. This is also where you can view your earned Badges.
Profile	Change you avatar icon, edit your story, register your games, view recent badges, create new posts, and adjust your privacy settings. Your profile is viewable by others in *The Sims 3* community.
Friends	View a list of your friends and select any of them to see their Wall. This is also where you can add, block, or delete friends.
News	Read up on what's going on in *The Sims 3*! New information is posted here regarding upcoming achievements, contests, potential outages, and more.

Memories

The special moments that occur during your Sims' lives are now recorded memories. Saved in the Scrapbook located on the Simology panel, these memories can be revisited and shared. Click a memory image to read about how and when it happened, and then choose if you would like to share the memory via Facebook or Twitter.

When a special moment occurs, a snapshot of the memory is recorded. If you were not around for the event, a default image is logged. However, you can create your own custom memories using the Capture This Moment tool, displayed as a pink camera icon on your Sim's Panel.

Besides memories, your Sims' Scrapbook also contains statistics and a biography.

A Day in the Life

This is a living room containing some ordinary objects. Take a look at some of the ways that your Sim can interact with them.

Choose a book for your Sim to read

View the art

Turn on the TV, watch a specific channel, or work out

Practice chess

Turn on the stereo, work out, or dance

Sit or nap on the sofa (or loveseat)

Light the candles

Socialization

Most social interactions between Sims fall into one of these categories: Friendly, Romantic, Mean, Funny, or Special. Choose the type of interaction you want your active Sim to have with the other Sim, and then select a specific interaction from the sub-menu. Be careful: if you choose the same social over and over again, the other Sim may get bored.

Special Interactions

Your Sim's personality traits grant them special interactions. For example, Sims with the good trait can choose BRIGHTEN SOMEONE'S DAY, while evil Sims can do a lot of normal interactions, but with an evil twist.

Relationship Panel

You can view the relationships your Sim has in the Relationship panel. If your Sim knows lots of Sims, you can even filter the view to see all relationships, or just relatives, friends, visitors, or co-workers.

Opportunity Comes Knocking

Opportunities are chances for your Sim to advance either their career or skills by accomplishing different activities. Sims are given career opportunities while they're at work, while skill opportunities may arrive at any time in the form of phone calls. Sims can also check the newspaper or computer for Special Opportunities.

Once a Sim has accepted an opportunity, they are focused on it and will not be offered another opportunity of that type until the first has been accomplished, abandoned, or failed. You can abandon an opportunity by right-clicking it in the opportunity panel.

Every skill comes with a handful of Skill Challenges that could potentially take a lifetime to complete. These Challenges are difficult to achieve but the payoffs make it worth it. You can view these challenges in the Skill Journal.

Many opportunities have time windows for completion. Your Sim often isn't finished with an opportunity until it has been turned in, usually at their workplace or to the Sim who provided the opportunity.

Collecting

Sims can gather up everything from bugs to rocks, and each collected item has its own special use. Butterflies and beetles can be displayed in a terrarium, named, sold, or simply watched. Rocks, gems, and metals can be displayed in their natural state. Gems can also be cut. Fish can be collected from various fishing locations and mounted to show off in the house. You may cook the fish or place them in a fishbowl.

Gardening

The more skill points your Sim has in gardening, the more options they have. Your Sim can take a class at the science lab, read gardening books, or watch the gardening channel to improve their skill. Working in the garden, of course, also improves their skill. You Sim can plan seeds, whole fruit, and vegetables found around town.

Cooking

Sims can start cooking as teenagers (or even earlier on the toy oven) and the more often they cook, the more cooking skill they acquire. Sims can also improve their cooking by watching cooking shows on TV, reading books on cooking, and taking classes. As your Sim gains more skill, they learn new recipes. Sims can also purchase new recipes at the grocery store. All recipes are stored in your Sim's recipe book found inside the skill journal entry for cooking.

Surprises in Your Sims' New Home

When your Sims move in to a bare and unfurnished new home, sometimes they get more (or less!) than they bargained for. Perhaps their new abode comes with its own resident ghost, or worse yet maybe it's already occupied by a host of rodent residents! The real estate agency may offer to take care of this not very welcome "surprise" for you, but if your Sims are resourceful, they can deal with matters themselves.

Who knows, if your Sims can take care of the problems, they might even find a welcome surprise!

Changing the Active Household

To change the active household in your current town, from the Options menu choose EDIT TOWN. Then, click the CHANGE ACTIVE HOUSEHOLD button. This returns you to your initial choices: create Sims, play an existing household in town, or move in a household.

Changing to a different household leaves your previous household to change along with the rest of the town. Like other households in the neighborhood, they may get new skills or relationships, get fired or promoted, or change in other ways. You can always change back to that household, but it's likely that things will have changed while you were gone!

Life Stages and Aging

Unless you opt to turn off aging (in the Options menu), all of your Sims will pass through several life stages (depending, of course, on how old they are when they start off). The stages are baby, toddler, child, teen, young adult, adult, and elder.

In *The Sims 3* you have the power to decide when your Sims are ready for the next age category. Ready for your child to become a teen? Purchase a birthday cake and throw a party! A longer childhood increases your chances of being able to choose the traits for your Sim, but if you're ready to move on, go right ahead.

Family Trees

Sims not only pass on their appearances (mom's eye and hair color, the exact shape of dad's nose) to their offspring, but they can also pass on traits when traits are randomly determined. You can view your Sim's family tree at the Simology tab of the Sim Panels.

What to Expect When Your Sim is Expecting

A happy pregnancy is not only good for keeping mom in better spirits, it also benefits the baby, so take care of your expecting Sims. Keeping mom's mood high, reading pregnancy books, and asking a doctor for advice helps make the pregnancy a happy one.

Sims looking to adopt can use the phone to call the adoption service, and can choose whether to adopt a boy or a girl. You can choose the age as well—from babies, toddlers, and children. The adoption service is free, too!

'Til Death Do You Part

Sims are mortal and one thing is certain: they will eventually die (unless you turn aging off). If a Sim is fortunate enough to live to an advanced age, eventually they die a natural death. But some Sims meet with unfortunate accidents and can expire seemingly before their time. Beware of fires, drowning, starvation, and electrocution as all of these can end your Sim's days prematurely.

But the death of a Sim doesn't have to be the end of your town. Your surviving Sims will carry on, and will mourn the passing of their loved one. And even if the last Sim in your household dies, you can still go to Edit Town and choose a new household to play with.

BUY MODE

This is the place to purchase stuff to make your Sim's life a little bit better.

NOTE: For some items, such as books and food, your Sim needs to head to the shops downtown to get what they need.

Sorts

You can view items in the Buy Mode catalog by room or by function. You can also view items in the household inventory.

Object Placement Rules and Options

The Sims 3 gives you more freedom to build, decorate, and furnish as you want. You can also place furniture and other objects at angles to give your room a more pleasing appearance. So if you want to place two chairs angled towards each other or position a plant in a corner—have at it.

NOTE: When you use free-form object placement and free-form object rotation Sims are more likely to walk into objects or to be unable to reach a specific place or object. Be careful to leave enough space for Sims to move around.

Furnished and Unfurnished Homes

When you choose a house for your Sims to buy from Town View, you have the option of purchasing it FURNISHED or UNFURNISHED.

Unfurnished homes come with only the basics, such as plumbing (bathroom and kitchen), counters, cabinets, and a fridge. Furnished homes cost a bit more, but feature more amenities.

In Game Shopping

In Create a Household, Buy Mode, and Build Mode, you can easily browse and purchase Featured Store Items from *The Sims 3* Store. Marked with gold border and SimPoints icon, these new and popular items are easy to spot in any selected category. If you'd like to purchase one of these featured items, click it to reveal its cost and a Buy Now button. If you have enough SimPoints you can purchase the item without leaving your game.

At the top-right of every room category in Sort by Room, you can click on the Featured Store Sets button to view new and popular sets. These collections of items are themed to each room in your Sim's home.

Featured Store Items and Featured Store Sets change regularly, so be sure to check back often! To browse a full list of items available at *The Sims 3* Store, select the shopping bag icon from Create a Sim, Build Mode, Buy Mode, and the main menu.

Click on this button to get to *The Sims 3* Store

Clicking the shopping bag brings you here, to *The Sims 3* Store

BUILD MODE

From seaside retreats to modest downtown starter homes, whatever you want to build happens here.

Sorts

Objects are sorted similarly to room sort in Buy Mode—different categories of objects are laid out as you might find them on a lot.

Important Tools

Many of the tools in Build Mode are intuitive, but some may seem a bit tricky at first. These are explained below.

Walls

With this tool you can put up walls, even add a whole room at once, or paint and paper walls that are already standing.

To build walls, click the wall icon and then choose the Create Wall tool. Click the spot on the terrain or foundation where you want the wall to start and, while holding the mouse button down, drag out to where you want the wall to end. Release the mouse button here.

NOTE: You can create an entire room by using the Create Room tool (also under the wall sort) in the same way. Just click, hold, and drag out until you have the size room you want.

Terrain Paints

Add a gorgeous emerald green lawn or maybe one with a smattering of clover. Lay down tanbark, smooth a layer of sand, cover the ground with granite, and more.

To use this versatile tool, simply choose the Terrain Paints sort, then the Terrain Paints brush tool. Next choose the type of paint you want to apply from the palette at the far right. You can also change your brush shape and size. Click and drag the brush tool over the terrain to apply the paint.

NOTE: Using more than four different terrain paints on one lot can adversely affect system performance.

Trees, Shrubs, and Flowers

These landscaping items are all placed like Buy Mode objects. Simply click the object in the catalog that you want and then click a spot on the lot where you want to place it.

Basements

Add a subterranean level to your Sims' house and build a basement. Just like walls and floors, to build a basement, click the spot on the foundation where you want to start and, while holding the mouse button down, drag out to where you want the basement to end. Remember to add stairs down to your basement so that your Sims can reach this new level of their home.

Sledgehammer

You've laid the foundation and added walls, but now that you look at it, you've constructed too close to street. Use this tool to quickly remove items.

To go on an obliterating spree, choose the sledgehammer tool and then use it to select items. To delete multiple objects, click and hold the mouse button while you drag over the stuff you want to zap.

NOTE: In Build Mode, to delete multiple objects, first click the type of object you want to delete and then drag over the rest of the items.

Real Estate

Your Sims can purchase real estate to build up income. From either their computer or cell phone, select CHECK REAL ESTATE to view a list of property for purchase. After becoming a property owner, you can collect weekly payments from the location. It can take time to break even from your investment into the property, but in several weeks, you'll be out of the red. Build on your property to improve its value.

You can also sell any owned property, and if you manage your real estate correctly, it's possible to rake in a lot of dough!

CUSTOM CONTENT

Record video footage of your gameplay, customize the in-game music, and more.

You can also upload your creations and share them with the entire Sims community. From Sims' looks to sofas to a perfectly appointed villa, you can upload your masterpieces and download other players' too.

VIDEO CAPTURE

Tell your own stories using the video capture feature and the online Movie tool at *The Sims 3* Community. See *Movie Making Mode* for video capture and camera controls.

NOTE: All videos must be 1 GB or less.

NOTE: Capturing video at highest or uncompressed resolution results in very large file sizes. You can change your video capture settings at the Options menu.
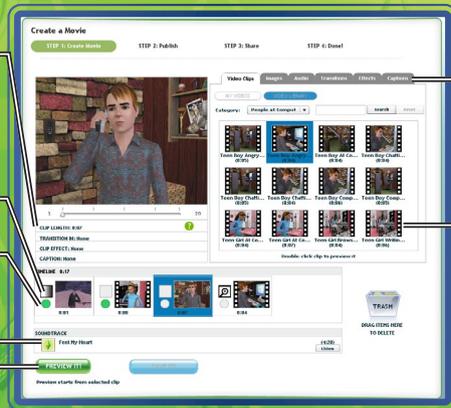
CREATE A MOVIE TOOL

Use *The Sims 3* Create A Movie tool to create your own movies. Use your own game footage or choose from a library of clips. Add a soundtrack, transitions, captions, and more!

To use your own game footage with the Movie tool:

After you've captured the footage, open the Game Launcher (from the Options menu). Click the MY UPLOADS button and, from the Uploads screen, select the footage that you want to use, and then click UPLOAD. A pop-up window appears where you can name your video and add a description. Once you've done that, click OK.

NOTE: You must be logged in as a game registered user to access the movie tool.

From the Movies & More pull-down menu, choose CREATE A MOVIE TOOL. If you have uploaded your own videos and screen shots, you will see them in the Video Clips and Images tabs. Otherwise, you can use the libraries provided.

You can see all of the details of the selected clip in the timeline here and even preview it

Transition (if any) applied to this clip

See if an effect has been applied to this clip

Drag audio here

To preview your entire movie, beginning with the currently selected clip, click here

Add a caption to a clip

Drag clips that you want to include in your movie to the timeline

IMPORTANT NOTE: Mac users may not be able to view videos captured in *The Sims 3* on their computers without a video player that supports the VP6 codec. Once they have updated their game, Mac users will be able to upload movies to the Community site and make their own movies.

Please refer to the Readme file for more information.

SCREEN CAPTURE

Take snapshots of all of the memorable events in your Sims' lives.

To take a snapshot, press **C**. You can also click the camera icon on the UI puck.

When you take a screen shot it is saved to your documents folder under **Electronic Arts\The Sims 3\Screenshots**. Screenshots (and videos) also automatically appear in the Uploads section of the launcher.

CUSTOM MUSIC

You can add your own music to the custom music folder to your documents folder under **Electronic Arts\The Sims 3\Custom Music**. Then your Sims can select that music as a radio station.

Install and manage downloaded custom content

Share and upload objects, screenshots, and videos

The Welcome screen includes links to your messages, the exchange, *The Sims 3* Store, the latest news about *The Sims 3*, and more

View screenshots and videos that you've uploaded

Download game updates

Shop at *The Sims 3* Store

Uninstall or turn off installed custom content

SAVE YOUR CONTENT

Once you've customized your content, but while you still have Create A Style open, click the folder icon in the window at the top left of the screen. In some cases, a pop-up asks you to classify the type of content you want to save (i.e., Wallpaper or Paneling). Choose the appropriate content type. A thumbnail of your customized item should then appear in the window at the top left of the screen with a folder icon in the corner.

Once you have saved your item, you can then choose to share it.

Share Your Stuff

You can share Sims, Households, Lots, Patterns, Create A Style styles (designed objects), and Build and Buy styles.

To upload and share your stuff with *The Sims 3* community, click the ✳. A pop-up appears asking you to name your item and provide a description. Enter that information and then click the checkmark once the confirmation appears.

Once this is done, go to *The Sims 3* launcher and click the UPLOADS button. Check the boxes for the items that you want to share and click the UPLOAD button. After the item is successfully uploaded, it will be grayed out and you'll see an icon next to it.

NOTE: You must be a registered user to share content online.

Get More Stuff

You can get even more stuff for your Sims. From the launcher, visit The Exchange on the Community site to browse other players' created content, or shop at *The Sims 3* Store to purchase items using SimPoints.

NOTE: You must be a registered user to download from the store and the Exchange.

Download Other Players' Stuff

From the Welcome screen of the launcher, click THE EXCHANGE, then click the Go to the Exchange link. Choose the category of content you want to download from the buttons at the left. Once you've selected a category, you can also filter your views. Once you locate the item that you want to download, click the ADD TO GAME button.

Shop at The Sims 3 Store

You can access the in-game store for *The Sims 3* via the main menu or Build and Buy Modes. Just select the shopping bag button. For direct access, visit the Store by going to store.thesims3.com. You can browse items organized by categories such as Worlds, Home Improvement, Clothing, or Hair. Click a general category to view a list of more specific items. When you find an object that you must have, select the Buy Now button to purchase it with SimPoints.

While you're in the Store, be sure to check out the Daily Deal for an exclusive offer on a special item.

NOTE: You must have SimPoints to make a purchase. You can purchase SimPoints directly through the Sims Store site with a credit card, PayPal, or other payment methods.

Manage Content

Install downloaded content, and upload your custom content to the community. You can also delete items that are stored in your Downloads Manager (once you've already installed them within your game or uploaded them to the community).

EDITING YOUR TOWN

Customize your town to suit your Sims. From the Options menu, choose EDIT TOWN. Your view of the town changes and you have new tools:

Select Tool

Use the select tool to choose lots in the town. Map tags denote the type of lot and what actions are available on the lot.

When selecting a lot, you have some combination of the following options, depending on lot type:

Evict	Move all Sims to the clipboard, with or without a copy of their home
Split Up	Send some of the members of the household to the clipboard.
Merge With	Combine the members of the household with another household.
Save to Library	Place a copy of the household or lot in the library.
Share	Save a copy to the launcher for upload.
Change Lot Type	Change lot types between community and residential.
Edit Details	Edit the name and descriptions of the household or lot.
Switch to this Household	Start playing with the selected household.

NOTE: If you evict all Sims from your current active household, you will no longer be able to play with them. You can continue editing the town, but you will need to select the CHANGE ACTIVE HOUSEHOLD button and select a new household before continuing to play. If you simply want to find your active household another house, you can use the phone, computer, or newspaper in Live Mode to move.

Move Lot Tool

With this tool you can pick up any lot in the town and move it to an empty lot elsewhere.

After you place a lot, you have the opportunity to rotate it to any suitable orientation. If there are people living on the lot, they must have enough funds to afford the empty lot on which they are being placed.

Build/Buy Tool

Use the Build/Buy tool to edit any unoccupied home in the game, or to build entirely new homes on empty lots.

Bulldozer Tool

Use the bulldozer tool to delete everything on a lot, converting it to an empty lot.

NOTE: You cannot build on or bulldoze an inhabited residential lot. If you want to alter an inhabited residential lot, you must first evict the current Sims.

NOTE: You are also free to get rid of work locations, although it will make certain careers unavailable. For example, if you get rid of the Science Lab, your Sims will be unable to join the Science career.

World Editor

You can make edits to your world with this tool, found next to the bulldozer tool. Select to place empty lots of various sizes on any free plot of land, and then start building new objects. You can also plant a variety of trees, rocks, and landmarks on any of the town's public areas.

The Clipboard

The clipboard, which appears on the left side of the screen, is temporary storage for Sims you've split or evicted from the world. Sims on the clipboard can be placed into their own home in the town using the Place option, or merged into an existing household using the Merge With option. Sims on the clipboard retain their relationships with other Sims in the town they were evicted from, However, the clipboard clears when you exit Edit Town mode, so be sure to place Sims back into the town before you start playing again.

The Library

The library is permanent storage for households and lots. Sims and lots in the library are available at all times to place into any town. Use the PLACE COPY option to copy a selected item into the town. You cannot edit items in the library, but can delete or share them at any time. Households created in Create A Sim, as well as lots/households that you share or download, are automatically placed in the library. Sims saved into the library lose all relationships with members of their town of origin.