The SIMS 4

PLAYER'S GUIDE

Tips and Tricks for Playing *The Sims™ 4*

The Sims 4 is all about the **big personalities and individuality** of every Sim. Building on the promise of *The Sims* to create and control people, *The Sims 4* gives you a deeper relationship with your Sims than ever before. Who they are and how they behave changes the way you play, and changes the lives of your Sims. These are Sims that are more expressive and filled with emotion. These are Sims that embody the traits and aspirations you give them. **Every Sim is different**, and every Sim's life will lead to richer, deeper, and more meaningful stories.

In *The Sims 4*, it's not just about WHAT your Sims look like, **it's about WHO they are on the inside that really counts.** And all of it is in your hands.

As you explore our new Neighborhoods, you will encounter these new Sims and witness brand new Sim-to-Sim interactions that will deepen your understanding of the play space possibilities. Your decisions lead to meaningful consequences that are charming, funny, or downright weird.

And finally, you're able to share your amazing creations in *The Sims 4*, from Sims with incredible personalities to feats of architecture style to cozy living spaces. The all-new integrated Gallery in *The Sims 4* is only a click away, adding countless new ways to shake up the world you've created for your Sims.

CONTENTS

SMARTER SIMS

1. All-new Emotions and Personality Traits make Sims more expressive and have a powerful impact on both autonomous and player controlled choices.

2. New intelligence allows for smarter routing and movement, multitasking, and autonomous social grouping.

CREATE A SIM

3. An all-new approach using direct manipulation gives you easy to use, all over control to make whoever you'd like.

4. Styled Looks give you the ability to easily try out complete fashions on your Sims, including outfits, accessories, and make up – with just one click.

BUILD MODE

5. Drag and Drop building with both furnished and unfurnished rooms allows you to create great looking homes quickly.

6. A brand new push and pull interface allows you to easily tweak and tune your homes to get the exact sizes, shapes, and architecture that you're looking for.

7. The all-new text search feature gives you the power to find anything in your catalog quickly.

THE GALLERY

8. Integrated directly into the game, the all-new Gallery empowers you to both share and download content with other players throughout the world.

9. Instantly add Sims, entire houses, or even individual rooms directly to your game without skipping a beat.

10. The Gallery also supports Modded and User Generated content.

This Guide is modular. Use the quick links on this page to jump to the information you are most interested in.

CREATING SIMS

Create A Sim has been completely rebuilt to give you a deeper connection to your Sims. Sculpt them by hand and craft their personalities by assigning powerful traits and aspirations that now dramatically affect their behavior, influencing not only how they interact with each other, but also the rest of the world.

DIRECT MANIPULATION – A new tactile push and pull approach to making your Sims in the image of your imagination.
- Rotating your Sim will reveal more areas available for manipulation.
- Zooming in and clicking on your Sim's face gives you the option to Enter *Detail Edit Mode*.

PERSONALITY – In *The Sims 4*, your Sim's personality is just as important as how they look.
- Establish their aspirations and personality traits to create your Sim's unique individuality.
- Clicking the Plumbob in the top left corner allows you to select your Sim's walk style for the first time along with other attributes.

GENETICS – New Sims can be created by playing with the genetics of two different Sims.
- The genetics of any two age appropriate Sims can be spliced together, regardless of gender.
- Create a Sibling, or Child based on your selected Sim. You can even use Genetics to create Parents for the first time in the franchise.

Play with Genetics

Over time your Sims will evolve, just like humans. Children earn more Traits as they grow up and earning Satisfaction Points for Adult Sims will allow you to unlock additional modifier Traits that make them dynamic, interesting characters.

BUILDING A STUNNING HOME

There's a whole new way to build homes – room by room. Drag and drop individual rooms (furnished or unfurnished) and then push and pull the walls to your exact specifications. We've taken some big steps to make building homes in *The Sims 4* easier than ever, while still retaining the power, depth, and flexibility that Build Mode is famous for.

ROOM BASED BUILDING – For the first time ever, pick up, move, or rotate an individual room and place it onto your lot wherever you please.
- All of the furniture and décor will move right along with it.
- Walls and Roofs can be pushed and pulled using the onscreen modifiers to get the exact dimensions, shapes, and architectural styles that you desire.

STYLED ROOMS – Place down pre-built and pre-furnished rooms onto your lot with ease.
- If you don't want the whole room you can reach in and purchase individual components.

NEW CONTENT AND WAYS TO BUILD
- Quickly and easily search for content using the brand new Text Search feature.
- For the first time ever, select from 3 different heights of walls.
- Dynamically adjust foundation height at any point in Build Mode without having to start over.
- Use the Move Whole House feature to reposition your home on your lot without having to move rooms individually.

The handy new Search Bar lets you find everything in our game catalog with ease. No more wondering where the Easels and Wedding Arches are.

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Live Mode in *The Sims 4* is the most dynamic, rich, and creative gameplay canvas we've ever created, and it's all driven by our brand new Sims. Who your Sims are and how they're feeling now have remarkable effects on the gameplay and storytelling options available to you.

Emotions

You now directly control your Sim's Emotions. Your Sim's current Emotion can be seen in their facial expressions, how they walk, but most importantly, in the bottom left corner of the user interface. Here you'll find information on Moodlets that are affecting your Sim's current Emotion. Interacting with other Sims and the environment will change your Sim's Moodlets, affecting your Sim's Emotions.

Interactions

A huge variety of unique interactions are unlocked based on your Sim's Emotion, Traits and Skills. Click on another Sim in the world to see how your Sim's personality is driving their unique behavior options.
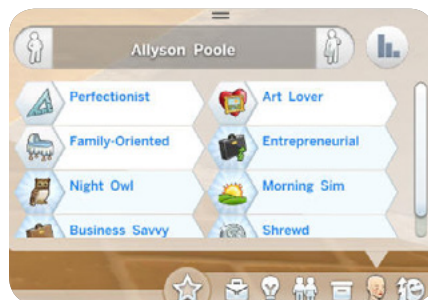

Goals

Whims and Aspirations represent your Sim's short and long-term goals. Shown above your Sim's portrait, Whims are contextual to how your Sim is feeling – just like interactions. Completing Whims and Aspirations lets you select powerful reward content for your Sims that broaden their opportunities and capabilities.

Sim Info

The bottom right corner of the UI contains all of the key information about who your Sim is. Here you can easily see your Sim's Traits, Skills, Relationships, Motives, Career Info, and progress against your Sim's Aspirations. Within this panel you can even change your Sim's Aspiration at any time during gameplay.

Game Controls

The buttons in the top right corner of the UI let you do things like enter Build Mode, merge Sims with your current household from the Gallery, or adjust settings via the Game Options.

> **At its core** The Sims *is a sandbox; in* The Sims 4 *we've created gameplay in the form of Aspirations and Whims that can guide players who are looking for a more structured experience.*

At Maxis, simulation is our super power, and we've made the most powerful life simulation yet. There's a lot of new technology running under the hood that makes our Sims more believable than ever before.

Multitasking

Multitasking is a brand new addition that helps both storytellers and power players. Looking to level up your skills? Well why not send your Sim to run on a treadmill, talk to another Sim and watch the cooking channel at the same time? That allows you to improve your fitness skill, cooking skill while changing your relationships at the same time.

Dynamic Conversations

Try starting a conversation with 8 Sims and see how they react dynamically to each other. Watch as they naturally enter groups, engage with each other and reposition themselves during conversations. Best of all, you are building up your social relationships with each of those Sims, just like in real life.

Natural Movement

Life in *The Sims 4* feels more natural; for example there are 75 new walk style animations. Improved routing means Sims no longer struggle to enter doorways or stairwells. Try the new "Go Here Together" interaction to keep your group together and the party going.

> *All-new technology such as multitasking, head tracking, social grouping, emotive walks and idles, and improved routing make your Sims feel more human and believable than ever before.*

Our players love to share their stories, and now it's easier to do this than ever before. Find the Gallery Icon on the top of your screen in any game mode and connect yourself to the world of *The Sims 4* players. Add new housemates, download an entirely new home, or add an additional room to your house, almost instantly with just a few clicks of the button.

The worlds of *The Sims 4* are more densely populated with interesting Sims, intriguing venues, and valuable collectibles than ever before. There are stories developing all around you – have your Sims jump in and start a new chapter.

CREATE A SIM & LIVE MODE

Are you looking to add new housemates? Download someone else's Sims from the Gallery and bring them instantly into your game in both Create A Sim or Live Mode. Best of all they arrive with all of their individuality intact so their personalities can inject new life into your stories.

BUILD MODE

In Build Mode **(F2 Key)** go into the Gallery and find a home to download. In just a few moments you can replace your entire Home and make someone else's creation a part of your story.

FUN WITH FILTERS

Use our filters to help you find exactly what you're looking for. You can also search by Hashtags. Look for #Celebrity to see what our fans have been creating.

SHARE YOUR CREATIONS

Expert Sim makers, budding architects and interior designers can become one of the world's most renowned creators in the Gallery. Upload your Sims from Create A Sim or share your complete Houses and Styled Rooms from Build Mode.
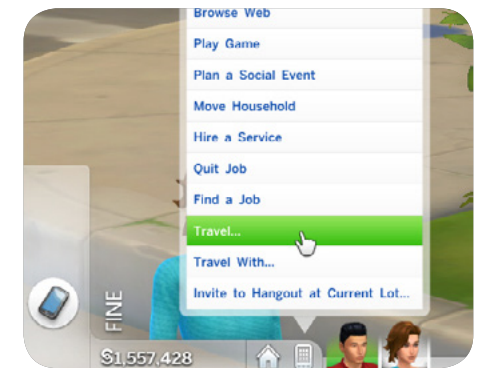
TRAVEL BETWEEN WORLDS

For the first time ever your Sims are free to travel and move between worlds without having to start a new game. Use your Sim's cell phone to leave home in Willow Creek to meet new Sims at your favorite venues in Oasis Springs, or hang out and take advantage of the fun items at these venues.

COLLECTIONS

Each neighborhood within a world has its own unique collectibles. Fishing holes will yield different catches, so make sure to try them all out. And if you're in a pinch for money try searching for valuable crystals and metals from different neighborhoods to earn extra Simoleons.

MAKE FRIENDS

With Sims physically displaying their Emotions, Sim-Watching takes on a whole new meaning in *The Sims 4*. Go say hello to that Angry bride stomping through the park or find out why that scrawny kid is so excited about doing pushups on the sidewalk. There's an interesting story behind every Sim.

SECRET NEIGHBORHOODS

Adventures to secret neighborhoods can be found in both Willow Creek and Oasis Springs. In Willow Creek, travel to the "Crick Cabana" lot and View the unique tree in the community space near the lot. Sims that View the tree enough will be able to enter a secret neighborhood through the tree. In Oasis Springs, Level 10 Handiness Sims can open the Mine Shaft in Desert Bloom Park – revealing a secret underground cave network.

People play The Sims in many different ways. Here are some tips on how different players can get their ideal experience from the rich new content of *The Sims 4*.

STORYTELLERS

Like to tell great stories? With the all new Emotions you can tell stories that are richer and more relatable than ever before.
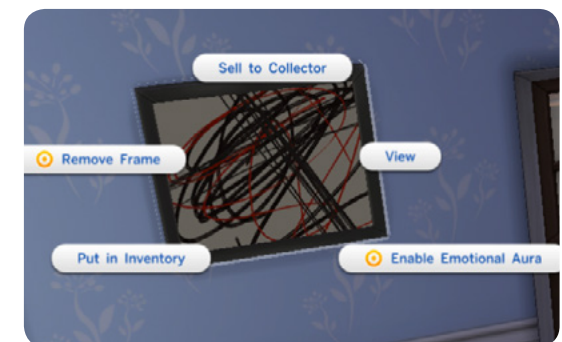

- Socialization is one of the best new storytelling features. Sims can socialize about things they are interested in including Traits, Careers, Skills and Emotions.

- Traits, chosen in Create A Sim, strongly define how your Sims act. Use these as opening notes for any chapter to your story. Bob is Evil, therefore he...

- You can tell more stories than ever before. For instance try the evil, career-driven jerk who'll stomp over everyone to get ahead. Or, the loveable, free-spirit artist who works to make the world around them better.

EXPERIMENTERS

Powerful personality traits, rich emotions, and wacky new content gives players all-new ways to push the boundaries of the game.

- Create conflicting Trait pairings for your Household in Create a Sim. Have a house with Good vs Evil Sims, or Hates Children vs Family Oriented.

- Challenge yourself to live entirely outside your home lot. Make friends and mooch at their homes.

- Can you sleep on their couch? Eat their food? You'll need to be good enough friends to make it work.

- Gather objects that convey an Emotional Aura to create rooms that skew the Emotions of Sims. An Anger room? Sadness cave? You can earn these from gaining Promotions in Careers or creating them via the Easel or Woodworking Bench.

- Seek alternate ways to earn Simoleons, like programming (Computer), writing (Computer), art (Easel), collection (Explore Venues), or fishing (Explore Venues and the neighborhoods).

- See how many lovers you can accumulate, or enemies. Can you make the entire town love or hate you?
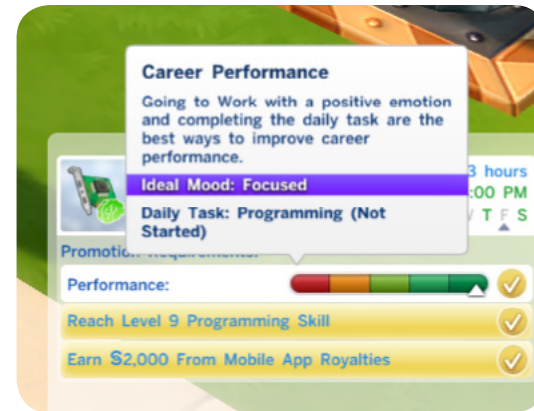
ACHIEVERS

Complete multiple Aspirations, satisfy Whims, and focus on career progression to earn Satisfaction Points which unlock Rewards.

- Use Whims, Aspirations, and Careers for constant goals that reward you with Satisfaction Points and objects.

- Experiment with the right mix of Satisfaction Rewards (Traits, Potions) to improve your Sim's capabilities.

- Entertainer and Programmer are challenging careers that require after work efforts to earn promotions.

- Try to complete 2 or 3 Aspirations in a normal lifetime for a single Sim. Renaissance Sim or the Popularity ones are quite challenging!

- Try to afford the biggest house in the neighborhood, or on the Gallery, without cheats.

- Find the secrets we've hidden in the world and gather the most tucked away collectibles. Look to the venues!
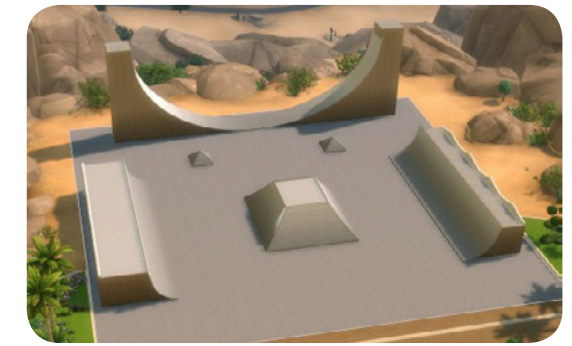

Career Performance
Going to Work with a positive emotion and completing the daily task are the best ways to improve career performance.

Ideal Mood: Focused
Daily Task: Programming (Not Started)

Performance:
Reach Level 9 Programming Skill
Earn $2,000 From Mobile App Royalties

CREATORS

BUILDERS

With our brand new Build Mode it's easier than ever to build beautiful homes with ease. Push, pull, drag, and drop to get the homes you're looking for.

- Try out block-based building. Use Styled Rooms to place something, expand walls, change height, rotate the room, add a foundation, and move around the lot.

- Follow the Tutorial to find powerful tools and features you might otherwise miss.

- Choose a famous building or your home and try to build it.

- Imagine the set of your favorite show and build it.

- Think of something absurd, like a pyramid and see if you can build it (we have).

- Look to the Gallery for inspiration from the community.

CHARACTER DESIGNERS

In the new Create A Sim you reach directly onto your Sims to create beautiful looking households.

- Get a feel for the new controls by clicking directly on Sims to push and pull their body and facial features. Huge butts and pointy noses are just a tug away.

- Follow the Tutorial as it'll point out things you might otherwise miss, like Tattoos, the Randomizer, or Genetics.

- Think of an actor, politician, or family member, and try to recreate them precisely using the tools.

- Get weird and experiment with odd proportions, skin tones (like Blue), and features to make something hilarious or unique.

The Sims 4 By the Numbers

Aspirations
27 Aspirations between Adults and Children

Athletic Track (Bonus Trait: High Metabolism)
- Body Builder

Creativity Track (Bonus Trait: Muser)
- Painter Extraordinaire
- Musical Genius
- Bestselling Author
- Artistic Prodigy (CHILD ONLY)

Deviance Track (Bonus Trait: Dastardly)
- Public Enemy
- Chief of Mischief

Family Track (Bonus Trait: Domestic)
- Successful Lineage
- Big Happy Family

Food Track Track (Bonus Trait: Essense of Flavor)
- Master Chef
- Master Mixologist

Fortune Track Track (Bonus Trait: Business Savvy)
- Fabulously Wealthy
- Mansion Baron

Knowledge Track (Bonus Trait: Quick Learner)
- Renaissance Sim
- Nerd Brain
- Computer Whiz

Love Track (Bonus Trait: Alluring)
- Serial Romantic
- Soulmate

Nature Track (Bonus Trait: Collector)
- Freelance Botanist
- The Curator
- Angling Ice

Popularity Track (Bonus Trait: Gregarious)
- Joke Star
- Party Animal
- Friend of the World

Mental (CHILD ONLY)
- Whiz Kid

Motor (CHILD ONLY)
- Rambunctious Scamp

Social (CHILD ONLY)
- Social Butterfly

Traits
35 Personality Traits

Emotional Traits
- Active
- Cheerful
- Creative
- Genius
- Gloomy
- Goofball
- Hot-Headed
- Romantic
- Self Assured

Hobby Traits
- Art Lover
- Bookworm
- Foodie
- Geek
- Music Lover
- Perfectionist

Lifestyle Traits
- Ambitious
- Childish
- Clumsy
- Glutton
- Insane
- Lazy
- Loves Outdoors
- Materialistic
- Neat
- Slob
- Snob

Social Traits
- Bro
- Evil
- Family-Oriented
- Good
- Hates Children
- Loner
- Mean
- Noncommittal
- Outgoing

> *Every Sim is unique.*
> *1 x Aspiration (+ bonus trait) + 3 Traits = a million possibilities!*

APPENDICES

Worlds

Willow Creek
    5 Neighborhoods
    16 Residential Lots

Oasis Springs
    5 Neighborhoods
    16 Residential Lots

Careers

13 Careers between Adults and Teens

Astronaut Career	Writer Career
Criminal Career	Babysitter (Part-Time Teen Career)
Culinary Career	Barista (Part-Time Teen Career)
Entertainer Career	Fast Food Employee (Part-Time Teen Career)
Painter Career	Manual Labor (Part-Time Teen Career)
Secret Agent Career	Retail Employee (Part-Time Teen Career)
Tech Guru Career	

Skills

23 Skills between Adults and Children

Charisma	Painting
Comedy	Piano
Cooking	Programming
Fishing	Rocket Science
Fitness	Video Gaming
Gardening	Violin
Gourmet Cooking	Writing
Guitar	Creativity (Child Skill)
Handiness	Mental (Child Skill)
Logic	Motor (Child Skill)
Mischief	Social (Child Skill)
Mixology	

Emotions

15 Emotions

Fine	Angry
Happy	Sad
Confident	Uncomfortable
Flirty	Tense
Playful	Embarrassed
Focused	Bored
Energized	Dazed
Inspired	

General Controls

Cancel	Esc
Toggle cheat window	Ctrl + Shift + C

Time Controls

Pause Game	P / 0 / `
Regular/Fast/Ultra Speed	1 / 2 / 3

Camera Movement

Move left/right	Arrow Left/Right or A/D
Move forward/back	Arrow Up/Down or W/S
Move Faster	Shift (hold) + Camera Movement
Zoom in/out	Z/X or +/-
Toggle Map Mode	M

Live Mode
Sim/Household Controls

Switch to next Sim in household	Spacebar/N
Switch to specific Sim	Click Sim portrait
Lock camera to Sim	Right-click Sim portrait
Center camera on active Sim	Enter

Build Mode
Object Placement Tools

Undo/Redo	Ctrl + Z / Ctrl + Y
Rotate Object	, /. (once object selected)
Delete Object	Del / Backspace
Off Grid Placement	Alt (while holding object)
Off Angle Placement	Alt (while rotating object)
Move to Slot	M

REQUIRED: Internet connection required for product activation

OS: Windows XP (SP3), Windows Vista (SP2), Windows 7 (SP1), Windows 8, or Windows 8.1

PROCESSOR: 1.8 GHz Intel Core 2 Duo, AMD Athlon 64 Dual-Core 4000+ or equivalent (For computers using built-in graphics chipsets, the game requires 2.0 GHz Intel Core 2 Duo, 2.0 GHz AMD Turion 64 X2 TL-62 or equivalent)

MEMORY: At least 2 GB RAM

HARD DRIVE: At least 9 GB of free space with at least 1 GB additional space for custom content and saved games

VIDEO CARD: 128 MB of Video RAM and support for Pixel Shader 3.0. Supported Video Cards: NVIDIA GeForce 6600 or better, ATI Radeon X1300 or better, Intel GMA X4500 or better

SOUND CARD: DirectX 9.0c Compatible

DIRECTX: DirectX 9.0c compatible

PROCESSOR: Intel Core i5 or faster, AMD Athlon X4

OPERATING SYSTEM: 64 Bit Windows 7, 8, or 8.1

RAM: 4GB RAM

GRAPHICS CARD: NVIDIA GTX 650 or better, AMD Radeon HD 7770 or better

CHEATS

Cheats have been a part of *The Sims* since the very beginning. Running low on funds? Don't sell the sink! Cheat!

The Cheat Console can be brought up by pressing CTRL+SHIFT+C. Input the following text into the text input field that appears at the top of the screen.

- **"Help"** - Lists all available commands into the command console. This will only list cheats available to the players.

- **"resetSim {FirstName} {LastName}"** - Resets the Sim.

- **"fullscreen"** - toggles full screen on or off

- **"headlineeffects {on/off}"** - Hides all headline effects including the Plumbbob, thought balloons, etc.

- **"|Death.toggle"** - Disables Death so that Sims don't die.

- **"FreeRealEstate [on|off]"** - Can be entered at neighborhood/world. If on, all homes are free while the cheat is active.

- **"motherlode"** - provides 50000 Simoleons

- **"kaching"** - provides 1000 Simoleons

- **"rosebud"** - provides 1000 Simoleons

- **Pressing "Shift +]"** increases the size of objects

- **"testingcheats {true/false}"** - Enables the use of further cheats Entering "testingcheats true", then entering "cas.fulleditmode" allows all CAS abilities.

  Interaction Cheats are available by Shift+Clicking on objects and Sims once the player types in "testingcheats true" in the command console.

  Shift Clicking on Sims –
  - "Reset Object", which will reset the Sim.
  - "Add to Family" which adds the Sim to the current family.
  - "Cheat Motive > Make Happy" which sets all motives to full and set mood to Happy.
  - "Cheat Motive > Disable Motive Decay" which allows all motives to remain static (if they had been enabled).
  - "Cheat Motive > Enable Motive Decay" which allows all motives to change dynamically (if they had been disabled).

  Shift Clicking on objects
  - "Reset Object", which will reset the object.

  Shift Clicking on dirtyable objects (ex: toilet, sink)
  - "Make Dirty", which will make the object dirty.

  Shift Clicking on already dirty objects
  - "Make Clean", which will make the object clean.

  Shift Clicking on the mailbox
  - "Reset Object", which will reset the object.

  Shift Clicking on the ground
  - "Teleport Me Here" which Teleports the selected Sim as close to the clicked spot as it can.

  Shift Clicking on a Sim
  - "Modify in CAS" will allow editing of everything but name change and modifying inherited traits.