

The Sims 2

CASTAWAY



⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- ◆ dizziness
- ◆ altered vision
- ◆ eye or muscle twitches
- ◆ loss of awareness
- ◆ disorientation
- ◆ seizures
- ◆ any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- ◆ Use in a well-lit area and keep as far away as possible from the television screen.
- ◆ Avoid large screen televisions. Use the smallest television screen available.
- ◆ Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
- ◆ Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

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

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

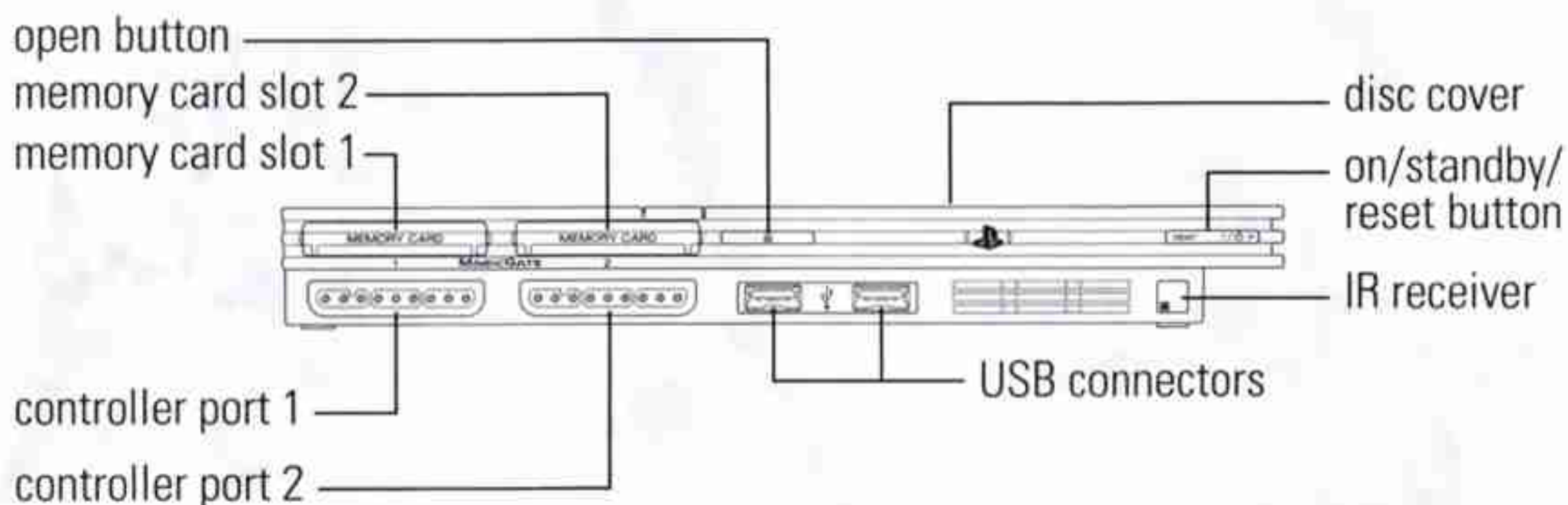
WWW.THESIMS.COM

BASIC CONTROLS GENERAL GAMEPLAY

Move your Sim	left analog stick
Action	⊗ button
Cycle through additional objects/Sims for which actions are available	D-button ←/→
Scroll through interactions	D-button ↑/↓
Access Quick Inventory	⊙ button
Cancel action	△ button
Toggle Motives/Relationship panel (see p. 6)	⊠ button
Switch between Sims	L2 button
Camera Control	right analog stick
Pause action	Hold L1 button
Speed up action	Hold R1 button
Access Pause menu	START button
Toggle walls/roofs	SELECT button

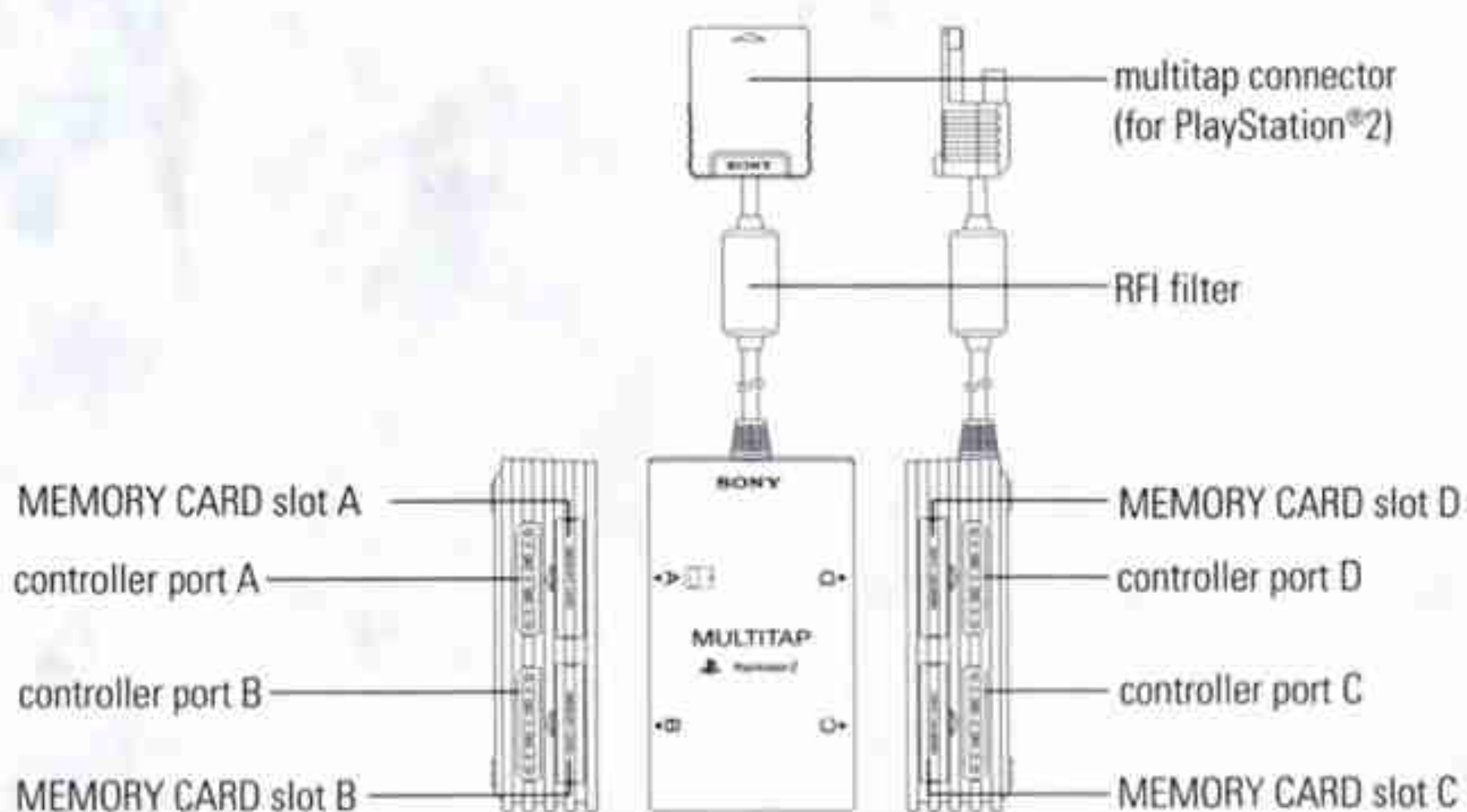
NOTE: For building controls, see p. 8

GETTING STARTED



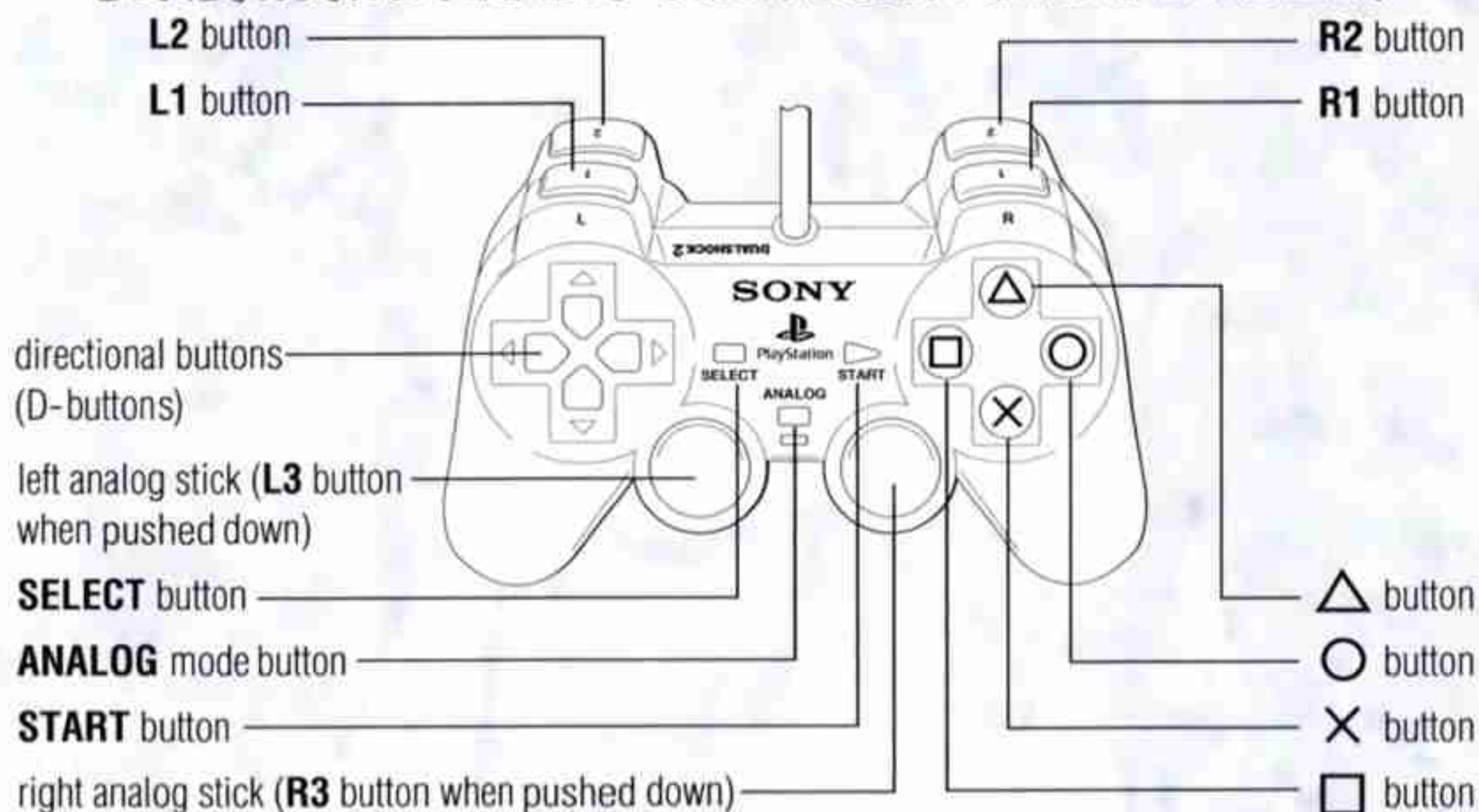
1. Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system.
2. Check that the system is turned on (the on/standby indicator is green).
3. Insert *The Sims™ 2 Castaway* disc in the system with the label side facing up.
4. Attach game controllers and other peripherals as appropriate.
5. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



STARTING UP

DUALSHOCK 2 ANALOG CONTROLLER CONFIGURATIONS



CREW OF SMALL CRAFT MISSING

Torrential storms yesterday altered the course of at least one small sailboat. *Simplicity* failed to return to port as scheduled and is now considered missing along with the crew.

Searchers are uncertain how many sailors were aboard, but are hopeful that the crew might have managed to get to shore on one of the many small, uncharted islands in the area.

"These islands, though deserted, are loaded with resources," claimed Admiral C. Psik, head of the search and rescue team. "Anyone with a bit of imagination would be able to survive and even thrive if they built shelter and crafted some items and tools."

There are abundant rumors that some of the islands are home to buried treasures, and many also believe that they hide ancient



mysteries deep within their lush jungles. If the missing sailors managed to get ashore, rescuers maintain that they have a strong chance of surviving.

CREATE A CREW

Before your Sims set sail, you need to assemble a crew. You can create a single-handed crew of one or up to a total of six Sims.

SURVIVAL TIP: Create just one Sim if you want to experience the ultimate in survival—a single Sim alone against the elements. Include more Sims in your crew if you want more than one Sim on your island—survival is easier when there are other Sims to help each other out!

CREATE A SIM

The first step in creating a Sim is to choose either a male or female. Once you do that, the game automatically generates a default Sim. You can use that as a starting point and head straight to Customize or select RANDOMIZE SIM to keep looking. When you're ready, select CUSTOMIZE.

CUSTOMIZE YOUR SIM

Personalize your Sim by making a wide range of adjustments and choices from their occupation to their hair color.

OCCUPATION

The occupation you choose for your Sim impacts which skills they start off with, so check each description to see what your Sim's strengths would be with that job and consider giving your crew different occupations so that they have a variety of strengths.

BODY

Select everything from your Sim's skin tone to body type. Then fine-tune them by morphing their body and face and choosing a hairstyle and color.

FASHION

Outfit your Sim from head to toe! Choose from a wide assortment of tops, bottoms, shoes, and accessories to give them a unique look.

PERSONALITY

Sim personalities are based on assigning points to five categories. Is your Sim an outgoing neat freak or a lazy grouch? Adjust their personality here. Fewer points allocated to a category make your Sim more like the adjective on the left, while adding more points makes them more like the trait on the right. You have a limited number of points, but you can use them however you want.

You can also choose a sign which automatically allocates their personality points based on the tendencies of that sign.

NAME

Give your Sim a name that reflects their unique identity. Use the onscreen keyboard to type in a first and last name. After you name your Sim, they are added to your crew onboard the boat. You can then choose to add another crew member or choose DONE to finalize your crew. Then, once your crew is created, select a crew member to start playing as.

PLAYING THE GAME

What was supposed to be a lovely day out sailing turns into an adventure of another sort when your crew encounters an unexpected squall. Using every last ounce of strength and with a bit of luck, the crew member you chose to start with escapes the claws of the deep and wakes up on the shore of an unknown island.

BY THE BOOK!

Fortunately, after your Sim rubs the sand from their eyes, they spot a book resting on the beach nearby.

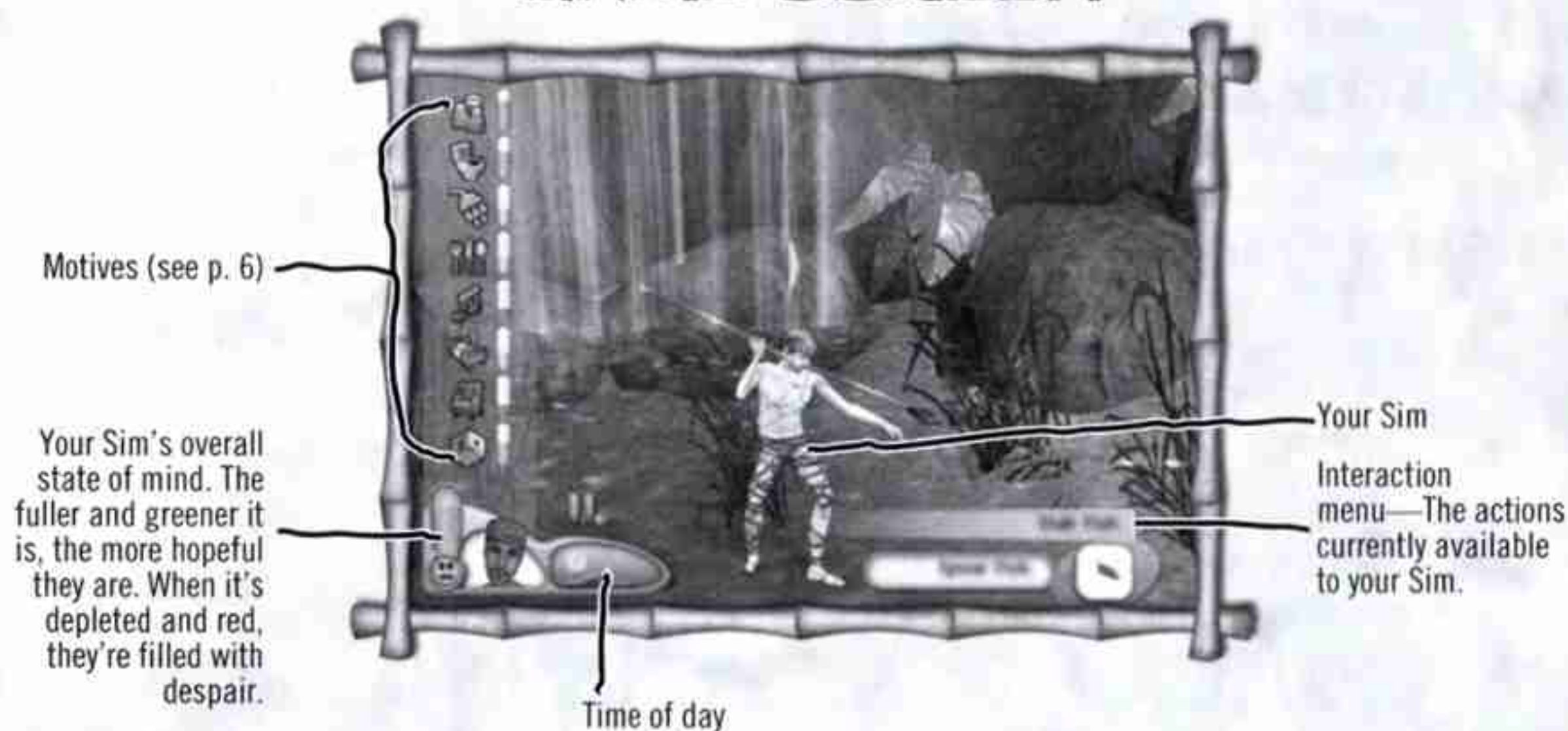
This tome contains tips for new castaways. For a quick low-down on island etiquette and some basic survival skills, play through the tutorial.

You can also access this handy guide from the Pause menu by selecting GOALS. Following the suggested goals helps your Sim unlock more Plans and progress through the game.

Following is some information that will help acquaint you with your Sims' new home. After all, who knows how long they'll be marooned on this island?!



GAME SCREEN



PAUSE MENU

If things get hectic on the island, or if you just want to take a break, pull up the Pause menu.



Plans & Ideas

As your Sim gains more skills and finds different resources, they get ideas about what they can build to make life better. Check here to see the ideas they have and what they need to accomplish them. If they have all the required resources, skills, and objects, choose CRAFT to have them churn out the creation.



Inventory

This section includes all of the things that your Sim (and their tribe, if they have one) had when they washed up on shore and the things they find or make on the island. See p. 6.

◆ **To move items around in the world,** press the  button from the Inventory menu to enter Grab Mode.

◆ **To put items into your Sim's Inventory,** enter Grab Mode and then press the  button after you've selected the item.

SURVIVAL TIP: Some resources are available throughout the island, but others can only be found in certain areas. Make a note of where your Sim finds any unusual resources so they can return there to gather more if needed.



Personal Info

See how your Sim is doing in terms of Relationships, Job, and Skills, and review their personality (see p. 4).



Island Map

Access this handy document to see where you are on the island. You can pick any place that you can see on the map and travel to it.



Game Options

Set game volume options and choose music tracks. You can also Disable Free Will to prevent the tribe members you aren't controlling from acting on their own. Enable Free Will After lets you set the number of minutes after which your controlled Sim will act on their own.



Goals

When they first wake up after the shipwreck, your Sim finds *Moneywell's Big Book of Survival* on the beach. Accomplishing the goals listed in the book is a good start to building a life on the island.



Collectibles

As your Sim explores their new island home they will find some unique items. Make sure they keep their eyes open and investigate anything out of the ordinary.



Fashion and Grooming

Change your Sim's look—put on different clothes (if your Sim has made any), dye higher quality clothes, throw away old clothing, change their hairstyle, and more.

SURVIVAL TIP: Build the Creativity skill level of your Sims to unlock hair, beard, and facial tattoo options. The higher their skill level, the more options you have.



Save/Quit

Save your progress (see p. 6), or quit out of the game.

SAVING AND LOADING

Don't abandon your Sim to their fate! Save your progress and later you can continue their adventure where you left off.

TO save a game:

From the Pause menu, select SAVE/QUIT and then choose SAVE. Next, select the MEMORY CARD slot that you want to save to and then confirm that choice.

TO load a saved game:

From the Main menu choose CONTINUE GAME, then select the MEMORY CARD slot from which you want to load your game. Confirm your choice at the prompt and your game loads.

NOTE: You can only save one game per memory card (8MB)(for PlayStation®2).

ON THE ISLAND

Will your Sim suffer without their usual comforts or can they use their skills and ingenuity to build a happy and cozy new home in paradise?

EXPLORING THE ENVIRONMENT

One of the best ways for your Sim to make the most of their new island home is to get to know the place. Wander around and check out all of the different plants. If your Sim keeps their eyes peeled, they might even find some unusual stuff that will help them build a new life on the island!

If your Sim isn't familiar with some of the plants, they will need to investigate them. This usually includes giving it a good look and the ultimate test—tasting it. But be warned, some plants might not agree with your Sim and might make them sick!

Be on the lookout for paths to different parts of the island or maybe even beyond! But beware, some exploring and travel can tax your Sim, so make sure they've got the energy for the excursion.

SURVIVAL TIP: Going from one area to another gets more taxing as your Sim progresses. The better rested your Sim is, the better they cope with these exertions—so make sure your Sim builds better, more comfortable beds when they can.

MIXING WITH THE LOCAL LIFE

Don't be surprised if your Sim sees other signs of life on the island. There are a variety of animals that thrive in these conditions. But remember, just as Sims have different personalities, so do animals—and some of them might not be thrilled about sharing their island with a Sim!

MOTIVES

Not all motives are available in the beginning, and as your Sim learns things and constructs new objects, they have more means to satisfy their motives. The information below describes the simplest ways to look after your Sim, but you will discover more ways (some of which are more satisfying) as you play.



Hunger

Curb those hunger pangs by finding and eating fruit or vegetables or, once your Sim masters fire building, by cooking and eating a meal. See *Cooking Meals* on p. 8.



Bladder

Miraculous as it might seem, your Sim came ashore with toilet paper in their inventory pack! Use it to quickly relieve this need.



Energy

Luckily, your Sim managed to hang on to a sleeping mat from the ship. To get some shut-eye, take the mat from their inventory and then choose SLEEP ON GROUND.



Social

No Sim is an island to themselves! Chat with the locals—whoever they are—and interact with the members of your crew. If your Sim is really desperate, they might be able to create a friend!



Hygiene

Just because your Sim is on a deserted island doesn't mean they can abandon bath time. A swim will at least wash off *some* of the grime.



Fun

Once your Sim has taken care of their more basic needs, they'll start thinking about having fun. Making music, playing, and viewing art that they've created can help keep their spirits up.



Comfort

Sit by the fire and bask in its warmth or take a snooze in a comfy bed.



Environment

The longer your Sim lives on the island, the more compelled they will be to make it a home. Improving their surroundings with higher-quality stuff and keeping the area trash-free can help improve their mood.

SURVIVAL TIP: Eking out a life on the island inflicts more wear and tear on your Sim's clothes. If they get really ratty and tattered, these garments can negatively impact your Sim's comfort level.

DON'T NEGLECT YOUR SIMS' NEEDS

If your Sim fails to keep their Motives satisfied, they suffer consequences. Some can be merely embarrassing, but others can be more serious, like starving to death if they haven't eaten, so make sure your Sim minds their motives. If a Sim dies and they were the last or only tribe member, it's game over for you, too!

PERSONAL INFO

Access this screen from the Pause menu to review your Sim's personality, see how good (and bad) their relationships are with others, which job they've been assigned, and which skills they've acquired.

RELATIONSHIPS

This information lets you know who your Sim knows and how good each of their relationships is. If your Sim was the only crew member on their vessel, they'll be pretty limited in who they can make friends with, but if your Sim had crewmates, who knows, maybe some of them washed ashore somewhere on the island.

JOBS

On a deserted island? Yes! But these aren't nine-to-five grinds. In fact one of the best benefits of having a tribe of Sims is that they can all take on different jobs. This helps accomplish more in a shorter amount of time since you can have more than one project underway at a time. Once a Sim has a job, they will perform that job automatically at certain times of the day when you're not controlling them.

You can assign jobs to different Sims by selecting the Home Tiki. Below are the jobs you can assign and what the responsibilities are for each.

Fish	Bring back fish once a day.
Gather Food	Bring back harvested food once a day.
Collect Resources	Bring back crafting resources once a day.
Cook Food	Cook group meals twice a day.

SURVIVAL TIP: Group meals can only be cooked on a stove, not on a fire pit.

SKILLS

See which skills your Sim has learned. Skills enable your Sim to accomplish different things, depending on the skill and the task. The occupation you assign your Sim when you create them gives them a boost in certain skill areas, so choose wisely! Below are some ideas on how to help your Sim build their various skills, but there are more methods that you will discover while playing.



Cooking

Cook a meal or harvest fruits and vegetables.



Mechanical

Make tools or build huts.



Charisma

Socialize with other Sims, animals, or—in dire circumstances—with a make-believe friend.



Body

Climb trees or spear fish.



Logic

Fish with a pole, find map and hieroglyphic pieces, or play chess.



Creativity

Sew some clothes or make some music.

SURVIVAL TIP: Generally any activity that requires skill (like climbing trees or cooking) also builds skill.

INVENTORY

Most of the things your Sim finds can be put to one use or another. Sims can harvest a variety of foods, collect things, and make stuff. Anything they brought with them to the island is also in their inventory.

You can access the inventory from the Pause menu. To quickly access useful tools and ready-to-eat food, press the  button.

YOU PLAYED THE GAME. NOW PLAY THE MUSIC.

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COOKING MEALS

Once your Sim has fire (and food!), they can prepare meals. To get your Sim cookin', approach a fire pit and choose **COOK MEAL**. Then choose an ingredient. You can cook with one to four ingredients on a stove, depending on how advanced it is. The ingredients your Sim uses to cook determine how their food turns out, and different types of foods affect Sims differently.

Lastly, the more cooking skill your Sim has acquired, the more satisfying their meals will be and the less likely they are to set fire while creating their island cuisine.

SURVIVAL TIP: It goes without saying that fires are, well, flammable. Keep any items that your Sim wouldn't want torched away from that open flame!

CRAFTING CREATURE COMFORTS

Let's face it—your Sim has some time on their hands and not many amenities. But with a bit of imagination and some elbow grease, they can make things that will help improve their quality of life. If only your Sim had a work area. Wait, maybe those two rocks and a couple of pieces of driftwood would make a nice workbench...

Once your Sim has a workbench, you can direct them to make clothing, tools, certain resources, and wall-hanging art by selecting it and choosing **CRAFT**. Objects that will be placed on the ground don't require a crafting bench to make. They can be made by choosing the appropriate plans in the Pause menu, where you can also reference all your Sim's plans. Remember, the more resources your Sim gathers and the more skills they acquire, the more items they can create.

SURVIVAL TIP: The ashes from a burned-out fire pit are good for farming. Once you've unlocked the plan for cultivatable soil, and your Sim collects enough ash, you can place individual plots of soil where your Sim can grow fruits and vegetables.

WEATHER AHOY!

Ah, the gorgeous days of blue skies and sunshine—that's island living! Unfortunately, there's another side to weather in the tropics, and it's not always as pleasant. While it may be balmy and mild one day, the next could bring tropical storms or even a hurricane, so beware and prepare for less than idyllic conditions.

SURVIVAL TIP: The weather can have seriously deteriorating effects on your Sims' stuff. Keeping prized possessions sheltered helps, and shelters made from more durable materials fare better in rough weather than those made of weaker stuff.

HOME SWEET HOME

As your Sim accomplishes more goals, they can access new plans that will enable them to craft even bigger projects, such as a shelter. Some building plans are for components that you can piece together into your own design, while more advanced plans provide pre-made structures.

To build a structure, select one of the various building plans (the bottom section of the Plans & Ideas screen) and then use the build controls below.

Once you've planned the structure, return to the game. Your Sim then needs to actually build it, but with a little bit of effort, they'll have a roof over their head in no time.

BUILDING CONTROLS

Grab/Place object	⊗ button
Rotate held object	L1 button/R1 button
Undo/Redo	R2 button
Toggle Blueprint mode	⊙ button
Pan camera (if no object in hand)	⏏ button
Delete held object	ⓧ button
Toggle roofs/walls	SELECT button
Cancel/Back	△ button

HOME LOCATIONS

Your Sim can make camp in any of the different areas of the map that they visit. Sims who are part of a tribe can declare one of those camps as their home. This is then the place where Sims will bring the resources they gather and return to when they need a rest.

To make a location a home, your Sim must have two things—a fire and a Home Tiki Torch. Once your Sim has built a fire, select the fire and choose BUILD HOME TIKI. Then, select the torch and choose DECLARE HOME.

You can change the home location at any time by performing the same action on a Home Tiki Torch in another location, but only one location can be designated as home at a time.

IT'S A TRIBAL THING

If your Sim meets up with other Sims, they can try to develop good relationships with them and, if they like them enough, they might even want to form a tribe. If your Sim forms a tribe, that enables you to control the other Sims. You can change the controlled Sim by holding the **L2** button to bring up the Sims Switcher and then go to another Sim by pressing the D-button **←/→**.

Tribes not only provide Sims with much-needed social interaction, but allow Sims to specialize at different jobs, utilizing their strengths to benefit the entire group.

To ask another Sim to join a tribe, select the other Sim and choose SPECIAL and then ASK TO JOIN TRIBE from the available actions. The two Sims must have a good relationship or you won't have that option.

LIMITED 90-DAY WARRANTY

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The Sims™ 2 Castaway

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