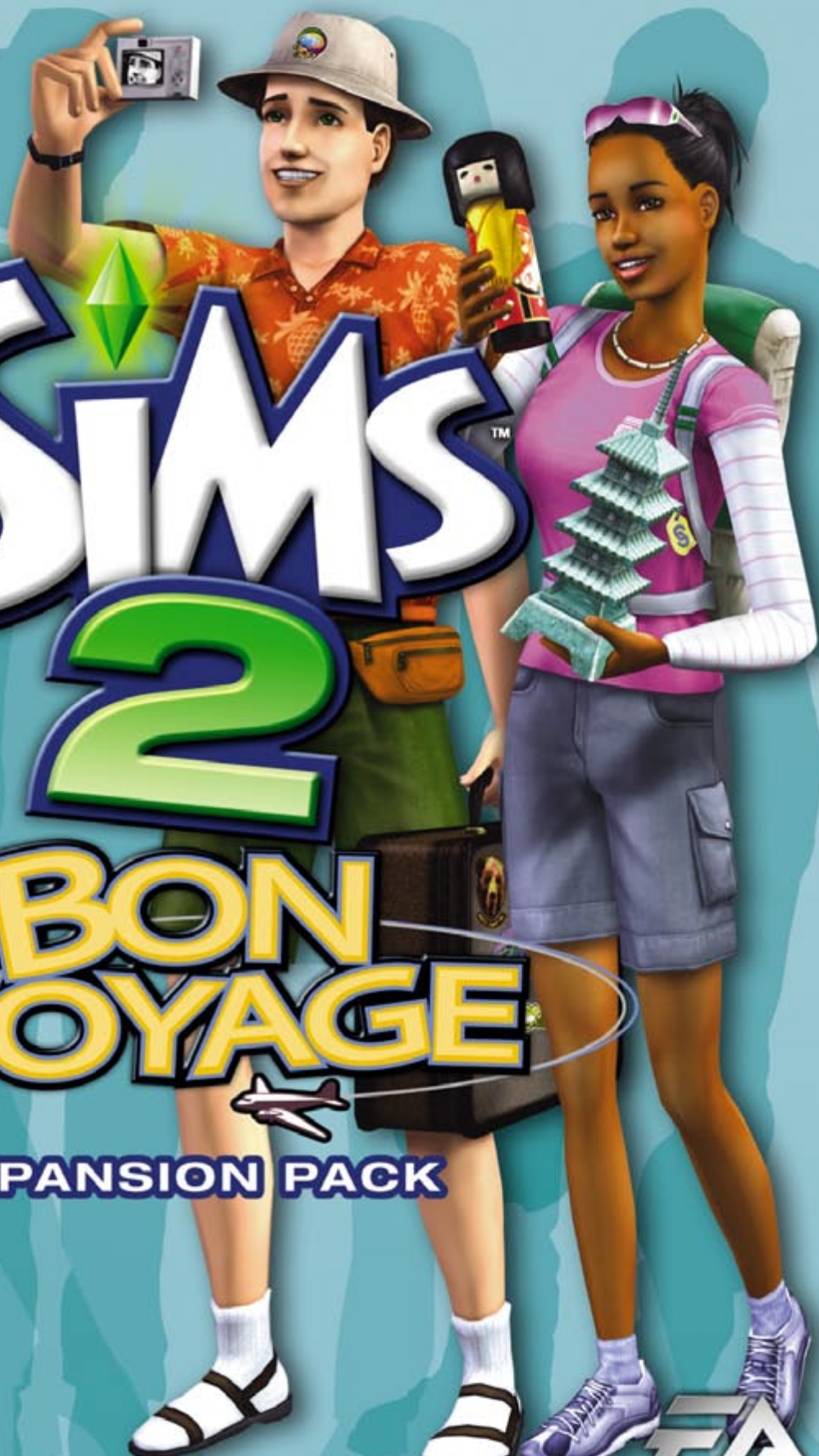


STAT TABLES FOR ALL
The SIMS 2
OBJECTS



The SIMS 2

BON VOYAGE

EXPANSION PACK



BASED ON A GAME
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PRIMA Official Game Guide

Greg Kramer



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Contents

Chapter 1: What's New	1
Chapter 2: Vacationing	5
Chapter 3: Vacation Accommodations	27
Chapter 4: Vacation Collectables	39
Chapter 5: Vacation Destinations	56
Chapter 6: New Objects	70
Chapter 7: New Socials	102
Chapter 8: New NPCs	112
Chapter 9: Build More Additions	123
Chapter 10: Jobs by Career Level	128
Chapter 11: Objects	154
Chapter 12: Socials	202

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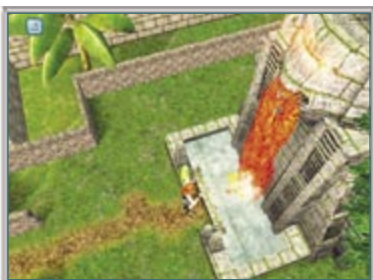
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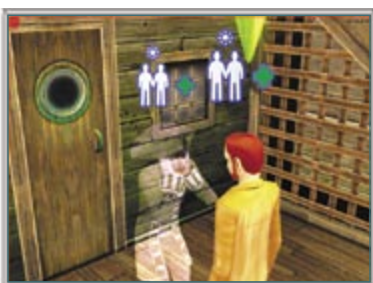
CHAPTER 1: WHAT'S NEW



Bejewel your Sims with a new appearance option.



Putting soap in this fountain isn't a great idea; the monkey god does not approve.



The ghost of the pirate Edward Dregg has such a musical laugh!

- ◆ **Tours:** Send your Sims away for a few vacation hours on nine thrilling tours of local attractions. They'll always face an unexpected dilemma that sends them home with something surprising. See the Vacationing chapter.
- ◆ **Vacation Benefits:** Sims can bring the results of a good vacation home with them thanks to the new Vacation Benefit reward system. See the Vacationing chapter.
- ◆ **Vacation Destinations:** Three new built-in vacation destinations come complete with hotels, Community Lots, and vacation homes that highlight the many features in *The Sims™ 2 Bon Voyage*. These destinations demonstrate what's possible with the tools and resources now at your creative fingertips and are detailed in the Vacation Destinations chapter.
- ◆ **Vacation Homes:** A new kind of ownable real estate, available in vacation neighborhoods, lets your Sims buy and use a second home. See the Vacation Accommodations chapter.
- ◆ **Walk to Lot:** Sims now have a new way to move between their home lots and Community Lots thanks to the new public phone and "Walk to Lot..." self-interaction. No more waiting for the taxi! See the Vacationing chapter.

Miscellaneous New Features

New Turn Ons/Turn Offs

Sims are attracted to one another for myriad reasons, but each Sim's personal Turn Ons and Turn Offs play a very significant role. In fact, maximum attraction is impossible without at least one Turn On. *The Sims™ 2 Bon Voyage* adds 14 new possible attraction features:



In Create-A-Sim, assign your new Sims some existing Turn Ons/Offs or try out the new ones.

- | | | | |
|---------------------------------------|---|---------------|---|
| ◆ Athletic |  | ◆ Logical |  |
| ◆ Charismatic |  | ◆ Lycanthropy |  |
| ◆ Creative |  | ◆ Mechanical |  |
| ◆ Good at Cleaning |  | ◆ Plantsimism |  |
| ◆ Great Cook |  | ◆ Robots |  |
| ◆ Hard Worker (Job Level 6 or higher) |  | ◆ Unemployed |  |
| ◆ Jewelry |  | ◆ Zombiism |  |

CHAPTER 2: VACATIONING

Campgrounds



Campgrounds are a bit rough hewn, but they're a bargain!

Campgrounds work a lot like hotels. Instead of specific rooms, your Sims won't call any individual tent home, but can have the run of any one on the lot. Best of all, they're free.

Vacation Homes



Ah, vacation homes. All the comforts of home, but without the nagging obligations of bills, jobs, and school. Unfortunately, your Sims can only stay there for a short time before they have to go home.

If the party spends the entire stay in a vacation home—a residential lot located in a vacation neighborhood—they pay no daily fee for accommodations. The expense of a vacation home is its original purchase price. Once that's paid, its owners can stay for free whenever they like. And, unlike normal homes, vacation homes don't have bills to pay every three days. Nice deal if you can afford it!

Honeymoons

Traditionally, when a couple gets married or joined, there would only be a honeymoon if the marriage occurred with the help of the wedding arch object. And even then, the honeymoon consisted of a brief trip off-lot and a Mood boost upon return. Now everyone can have a real honeymoon, as long as they plan ahead.

A honeymoon must be booked *before* the engaged Sims are actually joined or wed. If no honeymoon is booked, none will occur, not even the old kind.



The honeymoon booking process is a bit simpler than normal vacations.

When an engaged Sim uses the phone or computer's Vacation menu, they get an extra option: **Book Honeymoon**. Because a honeymoon only ever involves the two happy honeymooners, the only decision the booking Sim must make is how long the trip should be. There's no need to create the guest list; we already know who's coming along... and no, in-laws are not welcome!

NEW: Non-Home Lot Marriage

Until now, Sims could only be wed or joined on their respective home lots. No weddings in the park, no wedding chapels, no casino weddings. Nope. Home or nothing. Well, not any more.

Sims can now get married pretty much anywhere: Community Lots (owned and unowned), hotels, campgrounds, vacation Community Lots, and dorms lots. Almost anywhere your Sims can go, they can get married.

And don't worry about that honeymoon you booked for your Sim. As long as the wedding doesn't occur in a vacation destination, the airport shuttle will come to the lot just as it would on a home lot.

This also means that you can't set the departure date, because you don't actually know when the wedding will occur. Rest assured, however, that shortly after the happy couple ties the knot (whether it's a minute or a week after the trip was booked), the vacation will begin. The downside to this is, of course, that your Sims won't get the book-ahead discount on airfare, but that's a small price to pay for wedded bliss.

You'll still have to make any house-sitting arrangements if there are to be unattended minors or pets left behind. See House-sitting, below.

Once the wedding/joining happens, you'll receive the usual warning that the shuttle is en route. From this point forward, the honeymoon proceeds like any other vacation.

CHAPTER 4: VACATION COLLECTABLES

Unlike Digging for Treasure, beachcombing doesn't leave any unsightly holes that bring down Environment score or need to be filled in.

Objects

Most often, beachcombing Sims will unearth objects that can be placed on the ground or surfaces in their home (or vacation home lot). Possible finds include:



Conch



Colored glass



Clam



Starfish

Found objects are placed directly into your Sim's inventory, from which they can be dragged and sold (each fetches §430) or put on display.



Beach treasures can be placed for decoration or used as a conversation starter.

Once placed as decorative objects, these beach treasures offer three benefits:

- ◆ Boost to Environment score: The effect isn't large, but every little bit counts.
- ◆ Fun for Viewing: As with all decorative objects, their decorative qualities can be converted into Fun satisfaction if your Sim uses the object's View interaction.
- ◆ Share Discovery Story with...: Each placed beach treasure offers the Share Discovery Story with... social. Choose a Sim to tell about one of these fascinating objects to satisfy Fun and Social and build Daily relationship.

Jewelry

Beaches conceal pieces of jewelry that can't be bought in stores. When your Sim finds these trinkets, they don't appear in inventory, but rather become available as jewelry options via the Change Appearance interaction (on mirrors, vanities, etc.).



note

The Change Appearance tool now contains a new "Rings, Bracelets, Necklaces & more" panel for applying jewelry.



CHAPTER 5: VACATION DESTINATIONS

Local Simology

- ◆ High Body skill
- ◆ High Active
- ◆ High Sloppy
- ◆ Maximum fishing skill
- ◆ Disliked Gesture: Island
- ◆ Turn On: Stink
- ◆ Increased Relationship and Fun from Play socials
- ◆ Increased chance of rejecting jokes

Vacation Mementos

- ◆ Ate flapjacks ("Enjoy a hearty mountain meal")
- ◆ Befriended Bigfoot ("Make a furry friend")
- ◆ Examined the tree ring display ("Tree rings tell an interesting tale")
- ◆ Got a bull's-eye at axe throwing ("Hit that target")
- ◆ Learned deep tissue massage ("Learn to work out the tension the mountain way")
- ◆ Learned to chest pound ("Pound your chest like a true mountaineer")
- ◆ Learned to slap dance ("Learn to dance like the mountain men")
- ◆ Slept in a tent ("Sleep under the stars")
- ◆ Went on a mountain vacation ("Explore the wilderness")
- ◆ Won at log rolling ("Stay on the log and win")

Hotels

Axe Wood Campgrounds (Free)



Blau Hills Resort (\$\$\$)



- ◆ Double: \$722
- ◆ Double: \$712
- ◆ Double: \$664
- ◆ Double: \$521
- ◆ Double: \$484
- ◆ Split Double: \$438

Hunter's Bedrock Inn (\$\$)



- ◆ Double: \$411
- ◆ Double: \$406
- ◆ Single: \$379
- ◆ Split Double: \$408
- ◆ Triple: \$553
- ◆ Triple: \$555

Sky Vista Hotel (\$\$\$\$\$)



- ◆ Double: \$914
- ◆ Split Double: \$915
- ◆ Double: \$1,135
- ◆ Double: \$1,055
- ◆ Triple: \$1,289
- ◆ Single: \$945

Three Lakes Cabins (\$\$)



- ◆ Split Double: \$410
- ◆ Single: \$309
- ◆ Double: \$450
- ◆ Triple: \$790

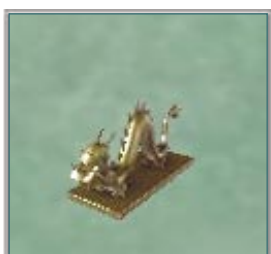
CHAPTER 6: NEW OBJECTS

The Frog of Good Tidings



- ◆ Price: \$420
- ◆ Need Effects: Environment 3

Dragon?



- ◆ Price: \$430
- ◆ Need Effects: Environment 3

A Beary Good Friend



- ◆ Price: \$465
- ◆ Need Effects: Environment 4

Unknown Ancient Leader by Tropicool Inc.



- ◆ Price: \$505
- ◆ Need Effects: Environment 4

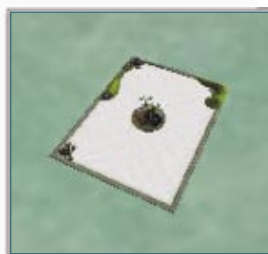
Serenity Squared by Fountains of Maine



- ◆ Price: \$580
- ◆ Need Effects: Environment 4

A Far East-themed fountain (known as a *Shishi Odoshi*). Like all fountains, it freezes in the winter and can be temporarily vandalized with the Add Soap interaction.

Sand Waves Zen Garden



- ◆ Price: \$1,250
- ◆ Need Effects: Comfort 2, Fun 1, Environment 10



note

The Zen garden is a *big* object (six by eight tiles), perhaps too big for many residential lots.

Interactions:



note

Grooming sessions can be resumed if your Sim is interrupted. The pattern will, however, fade from the point at which the Sim stopped, so don't stay away too long if you want to pick up where your Sim left off.



Zen gardens can be havens for quiet introspection...and unnatural levitation.

Interaction	Menu	Availability Daily A to B Above	Availability Daily A to B Below	And/Or	Availability Lifetime A to B Above	Availability Lifetime A to B Below	Crush or Master/Mine	Love/Go Steady or Pack	Personality (Pet)
Tell About Travels	Talk	-20	100	Or	-20	100	—	—	Outgoing
Tell Dragon Legend	Main	-100	100	And	-100	100	—	—	—
WooHoo/Try for Baby	Hammock	85	100	And	65	100	Required	Required	Not Autonomous
WooHoo/Try for Baby	Sauna	85	100	And	65	100	Required	Required	Not Autonomous
WooHoo/Try for Baby	Tent	85	100	And	65	100	Required	Required	Not Autonomous

Sim-to-Sim Interactions

Top Menu Interactions

Listen to Dragon Legend



◆ Who: Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder

Always accepted. Listening to the Dragon Legend feeds a Sim's Fun and Social.

Sing Sea Chantey



◆ Who: Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder



note

For instructions on how to acquire the Sing Sea Chantey interaction, see the Ghost Captain in the New NPCs chapter.

To perform this social, the Sim must have learned the song from either:

- ◆ The Ghost Captain Edward Dregg on a lot with the pirate ship object
- ◆ A Sim who knows the song

Once the Sim has been taught the Sea Chantey, he can perform it by using this social on other Sims.

The more singers there are (up to four), the more Social each Sim will get.

Take My Picture



◆ Who: Child/teen/young adult/adult/elder to child/teen/young adult/adult/elder



note

For full details on the new snapshot-taking system, see the Vacationing chapter.

Level 3 Careers

Career	Job Name	Logic	Body	Creativity	Mechanical	Charisma	Cooking	Cleaning	Friends	Hours	Days Off
Adventurer	Multiregional Sim of Some Question	0	2	0	0	2	0	0	1	2p–8p	Sun & Wed
Artist	Canvas Stretcher	0	0	0	0	0	0	0	0	7a–2p	Mon & Wed
Athletic	Rookie	0	2	0	0	0	0	0	0	9a–3p	Tue & Wed
Business	Field Sales Rep	0	0	0	0	2	0	0	0	9a–4p	Tue & Thu
Criminal	Bookie	0	0	1	0	0	0	0	0	11a–6p	Tue & Wed
Culinary	Fast Food Shift Manager	0	0	1	0	0	0	0	0	5p–10p	Wed & Thu
Education	Substitute Teacher	0	0	0	0	1	0	1	2	8a–3p	Sun & Sat
Gamer	Trash Talker	0	0	1	0	0	0	0	0	3p–9p	Mon & Tue
Journalism	Internet Movie Critic	0	0	1	0	1	0	0	2	2p–8p	Tue & Thu
Law Enforcement	Patrol Officer	0	2	0	0	0	0	0	0	3p–11p	Wed & Fri
Law	Legal Secretary	1	0	0	0	0	0	1	2	9a–4p	Sun & Sat
Medical	Nurse	1	0	0	0	0	0	2	0	7a–2p	Mon & Thu
Military	Drill Instructor	0	1	0	1	0	0	0	0	7a–1p	Mon & Tue
Music	Coffee Shop Sound Engineer	0	0	0	1	0	0	0	1	1p–8p	Tue & Fri
Natural Scientist	Ratkeeper	0	0	0	0	0	0	0	0	9a–4p	Sun & Fri
Paranormal	Psychic Phone Pal	0	0	0	0	0	0	0	0	8p–3a	Sun & Wed
Politics	Lobbyist	0	0	0	0	0	0	0	0	8a–2p	Sun & Sat
Science	Field Researcher	1	0	0	0	0	1	3	0	9a–3p	Wed & Fri
Show Business	Screen Test Stand-In	0	0	0	0	0	0	0	0	10a–5p	Mon & Sat
Slacker	Convenience Store Clerk	0	0	0	1	0	0	0	0	9a–3p	Mon & Tue

CHAPTER 10: JOBS BY CAREER LEVEL

# Work Days	Daily Salary	Weekly Average	Energy	Bladder	Hygiene	Social	Hunger	Fun	Comfort	Game
5	\$375	\$1,875	-8	-3	-3	-3	-6	3	-1	<i>Seasons</i>
5	\$231	\$1,155	-8	-8	-10	-3	-4	-10	-3	<i>University</i>
5	\$322	\$1,610	-48	-48	-48	0	-36	30	-48	<i>The Sims™ 2</i>
5	\$350	\$1,750	-56	-56	-21	28	-28	-21	-56	<i>The Sims™ 2</i>
5	\$385	\$1,925	-56	-35	-56	28	-42	35	35	<i>The Sims™ 2</i>
5	\$182	\$910	-40	-30	-40	20	-30	15	15	<i>The Sims™ 2</i>
5	\$452	\$2,260	-10	-2	-8	2	-3	-5	-2	<i>Seasons</i>
5	\$225	\$1,125	-8	-3	-8	-3	-6	4	-1	<i>Seasons</i>
5	\$287	\$1,435	-4	-8	-4	4	2	3	3	<i>Seasons</i>
5	\$552	\$2,760	-64	0	-64	80	-48	8	-64	<i>The Sims™ 2</i>
5	\$365	\$1,825	-8	-6	-2	2	-6	-8	-2	<i>Seasons</i>
5	\$476	\$2,380	-56	-56	-21	28	-28	-21	-56	<i>The Sims™ 2</i>
5	\$560	\$2,800	-48	-30	-24	0	-36	30	-18	<i>The Sims™ 2</i>
5	\$223	\$1,115	-5	-5	-7	3	-8	-2	-7	<i>Seasons</i>
5	\$325	\$1,625	-8	-8	-10	-3	-4	-10	-3	<i>University</i>
5	\$252	\$1,260	-8	-8	-10	-3	4	-10	-3	<i>University</i>
5	\$504	\$2,520	-48	-48	-18	24	-24	-18	-48	<i>The Sims™ 2</i>
5	\$448	\$2,240	-48	-36	-48	-18	-36	18	-24	<i>The Sims™ 2</i>
5	\$420	\$2,100	-8	-8	-10	-3	4	-10	3	<i>University</i>
5	\$210	\$1,050	-48	-48	-18	24	-24	-18	-48	<i>The Sims™ 2</i>