

Virtual Families

The Official Game Guide



LAST DAY
OF WORK

Care and Feeding of Your Virtual Family

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WELCOME AND CONGRATULATIONS!

Congratulations on adopting one or more of the little people living in your computer! Your little family will need a lot of love, care, and feeding if they are going to thrive. This guide will go beyond the basics and will help you to ensure that your virtual family grows and succeeds for many generations.

Basic Features



REAL-TIME GAMEPLAY!

Virtual Families runs in true real time. Your little family continues to live and grow, even when your computer is off or you are not playing. When it is night for you, it is night for your virtual family. Check back often to care for them and see what surprises await you!



ARTHUR'S TIP

If you leave your family alone for too long, they might feel abandoned. If you are not going to check on them for several days, you can freeze time by pausing the game with the spacebar.

MOVING AROUND THE HOUSE AND YARD

To explore the house and yard, click and hold anywhere on the ground and drag the mouse to scroll the map to a location that interests you.



SELECTING SOMEONE

To select a little person, simply click on one of them. When a person is selected, important



information, such as their name, their status, and what they are doing is displayed at the bottom of the game screen. Click the "Detail" button to see even more information about them.

MOVING SOMEONE

Click on one of your little people and drag them with the mouse to lift them off the ground and carry them around the house and yard. Dropping them on different objects will cause them to attempt to interact with those objects. Try dropping someone on the bathroom sink to see what happens. Try dropping someone on a weed in the yard to see what the little person does with the weed.



DIRECTLY INTERACTING WITH THE HOUSE

Some objects, such as the TV, can be turned on and off by the player. Other objects, such as the computers, are usable only by the people living in the house.



The Process of Adoption



A screenshot of a 'Virtual Families Certificate of Adoption' form. The form is on a parchment-like background with a decorative border. At the top, a banner reads 'Virtual Families Certificate of Adoption'. Below it, a smaller banner says 'CONGRATULATIONS'. On the left, there is a small portrait of a woman with dark hair, wearing a purple top and black skirt. Below the portrait is a gold star seal that says 'Last Day of Work Seal of Approval'. To the right of the portrait is a table with personal details. At the bottom of the form are two buttons: 'Adopt' and 'Try Again'. A green pen is shown on the right side of the form, and a paperclip is on the top left.

Name	Wifi
Age	26
Gender	Female
Profession	Beginner Soup Inventor
Salary	\$60/day. Has \$92 in the bank.
Wants kids?	Not Really
Likes	computers, strolling
Dislikes	

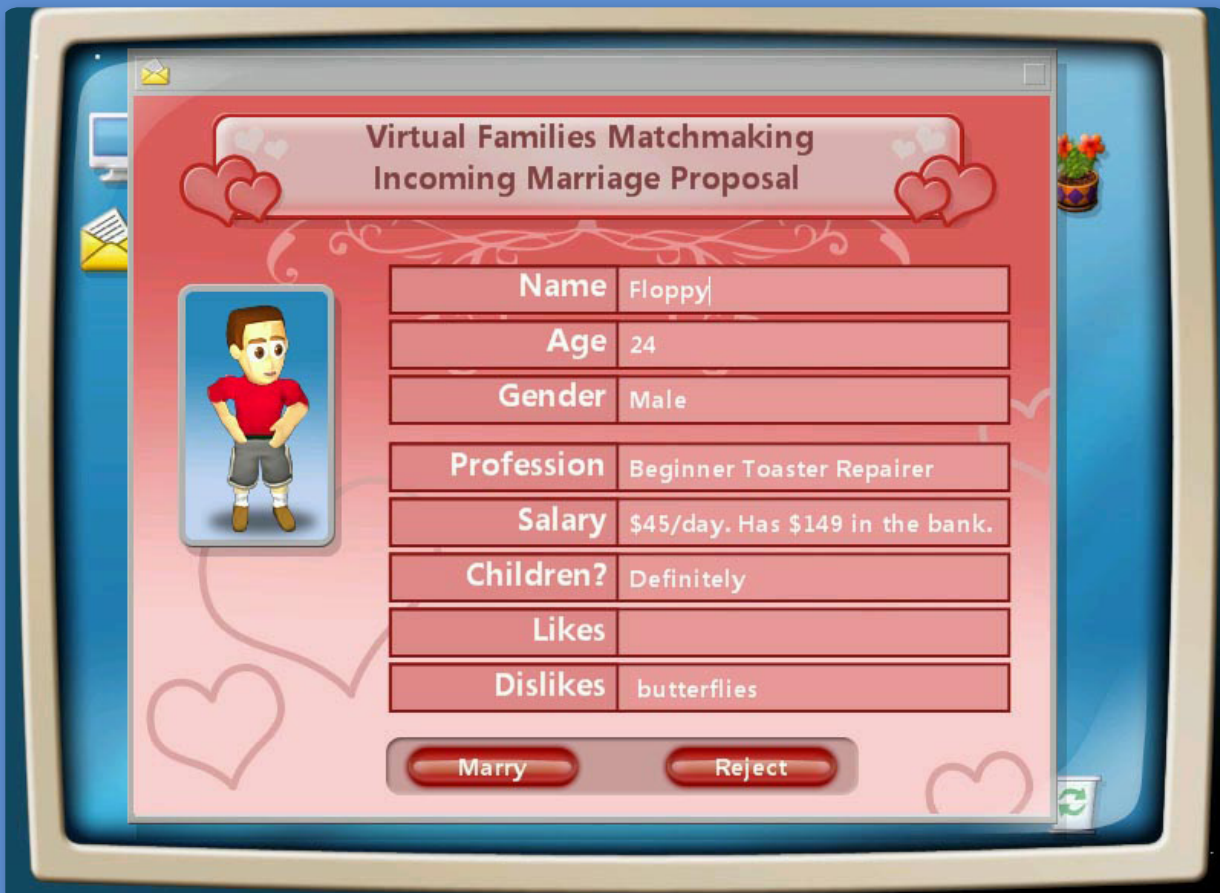
Choosing and adopting a virtual person is the first, and maybe most important step, in Virtual Families. You need to find someone who appeals to you and who will be a great start to your new virtual family. When deciding which person to choose, you should consider their appearance, their age, their profession, how much money they have, their desire to have children, and other personality quirks.

ARTHUR'S TIP


Be careful when you reject one, because you don't get to go back and see them again. The rejected candidates are placed in other suitable homes.



Incoming Marriage Proposal



**Virtual Families Matchmaking
Incoming Marriage Proposal**

	Name Floppy
	Age 24
	Gender Male
	Profession Beginner Toaster Repairer
	Salary \$45/day. Has \$149 in the bank.
	Children? Definitely
	Likes
	Dislikes butterflies

From time to time, your adoptee may receive incoming marriage proposals from the Virtual Families Matchmaking Service. The most important things to consider when deciding to accept or reject a marriage proposal are the traits that will affect compatibility between your adoptee and the person who is proposing marriage. Incoming marriage proposals arrive less frequently as time goes by, so you will want to carefully consider each proposal that you receive. Couples who disagree strongly on their desire to have children often have more difficulty staying happy in their relationship. Note: Some marriage proposals come from individuals who have unusually large bank accounts, which can be an irresistible attribute when you're just starting out.

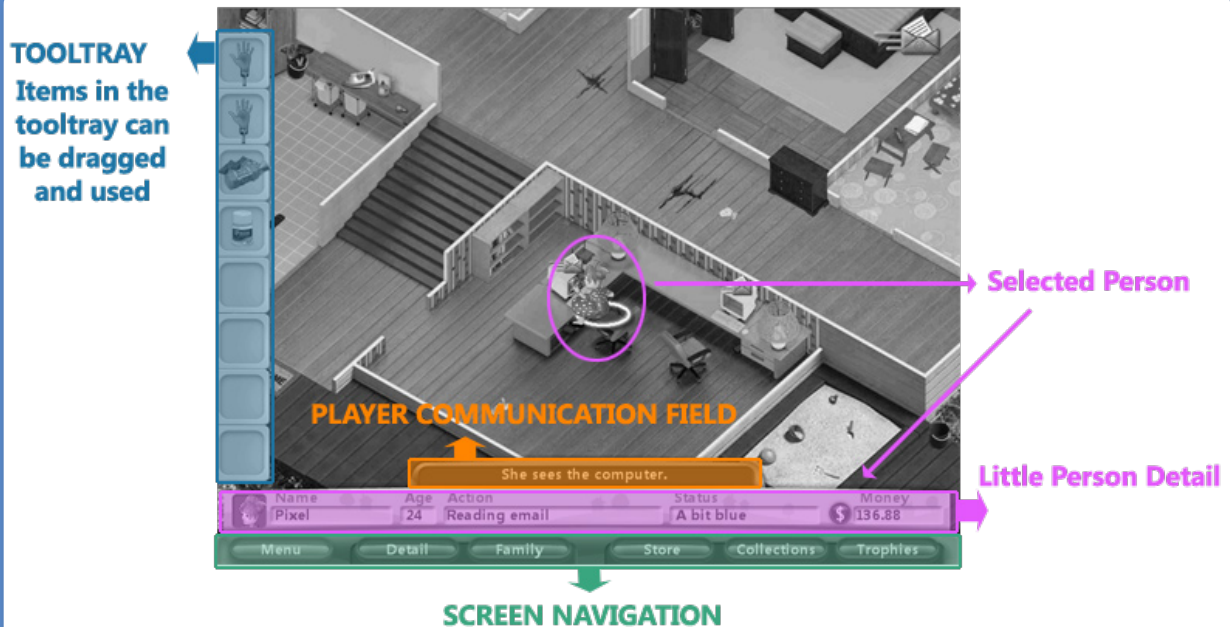


ARTHUR'S TIP

Be careful when you reject one, because you don't get to go back and see them again. The rejected candidates are placed in other suitable homes.

Main Screens

MAIN SCREEN



This screen is where most of the action takes place. You can scroll around, pick up your little family members, and help them interact with their new home. You can also use items, medications and deploy groceries from this screen, as well as directly interacting with elements in the house (like the fridge!).

Virtual Families

Main Screens

DETAIL SCREEN

This screen shows detailed information about the selected person such as their key stats.

The left side shows a picture of the person we are looking at, along with their name and basic information such as age, gender and how many children they have. If you would like to give your person a different name, you can do that by changing the name below the person's picture. Backspace to erase all or part of the name, and type in the new name that you would like to give them. You can scroll through the details for each of your family members by clicking on the left and right arrows on each side of the portrait.

The top section on the right side of the screen shows detailed information about their career: their profession, their current career rank, and their salary, as well as displaying a progress bar that lets you know how far they have advanced toward

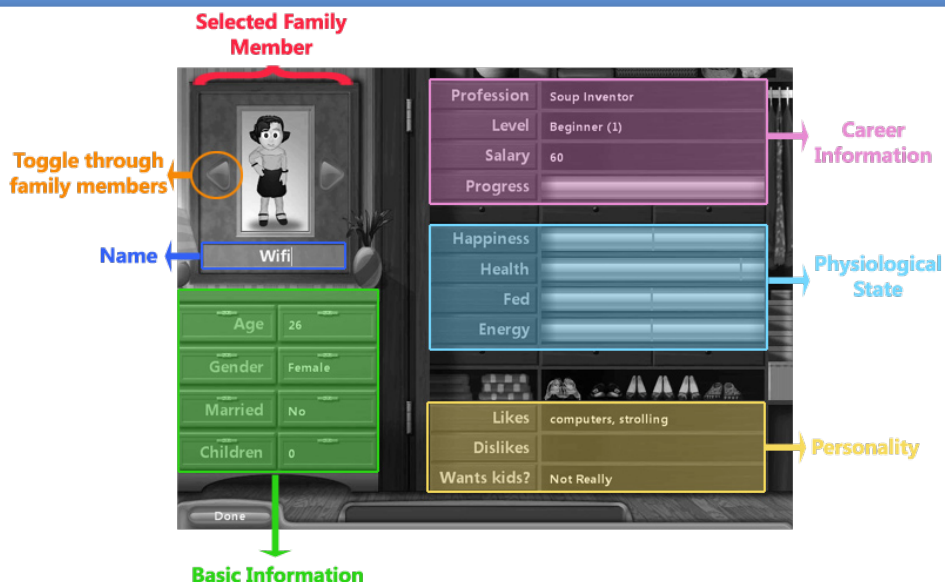
their next promotion.

The middle section on the right side of the screen shows their current physiological state. These status indicators provide essential information that will help you to understand their needs and their behaviors. People with very low happiness tend to not be interested in doing many things around the house. People who are not well fed tend to obsess about food and food-related tasks.

The bottom right section of the screen contains details about their personality, including things they like, things they dislike, and their desire to have children.

ARTHUR'S TIP

Everyone loves a "runner" -- someone who 'likes' running. Did you know that the likes and dislikes of your adoptees can be manipulated by things you can purchase in the store?



Main Screens

STORE SCREEN

This screen is where you shop for your family with the money gained from work and other money-making opportunities that you will find in the game. To find more about any item, simply click on it to display a description of the item that includes such things as what it does, how to use it, and whether or not you can return it to the store. You will have the choice to buy the item from the description page or return to the store screen. There will be an additional confirmation before you make a purchase.

Groceries

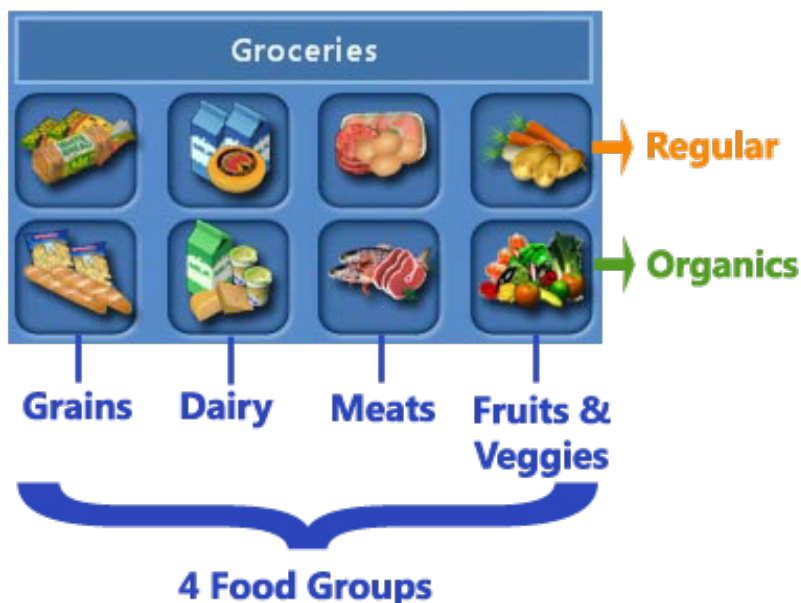
It's important to keep your virtual family well fed with a variety of nutritious foods. Buying from all 4 food groups will provide the healthiest diet for them. Some types of foods are more expensive than others, and you may have to feed your little family less expensive foods when you're just starting out...



To help manage food expenses and make the money go farther, watch for sales, especially on the more expensive foods, and stock up on sale items when they are available.



Buying organic food makes your little friends a little happier and also provides more food for each bag of groceries that you buy.



Main Screens

– STORE SCREEN Continued

Varied Items

It's important to understand that these items are restocked regularly from an inventory that includes several dozen different items. Keep an eye on this section as you play the game to see what items become available. The items offered for sale in this section always include two outfits of clothing: one for a male and one for a female. The outfits that are offered also change regularly, and they are the only items in this section of the store that allow you to purchase more than one (matching sailor suits for the twins!).



Medicines

Your virtual family members may become sick or require medical assistance. Each medical product available in the store is described briefly here, and more detailed strategies for handling illness and treatment is described elsewhere in this guide:



Throat lozenges – used to treat a sore throat.



Peptic syrup – used to treat stomach upset.



Anti-inflammatory pill – used to treat headaches and general pain.



Antitussive syrup – used to treat a cough that won't go away.



Cortisone cream – used to treat rashes and itchy skin.



Antihistamine – used to treat sneezing and seasonal allergies.



Penicillin – used to treat an underlying bacterial infection.



Vancomycin – used to treat serious bacterial infections. Use with caution.



Baby Boost – used to help couples make babies easier. Its effect is permanent. Caution: may cause twins!



Doctor Consultation – used to obtain a medical doctor's diagnosis for a family member.

To use any item purchased from this section, click on the item in the tool tray, then move the item to the desired family member, and click on them to administer the medication.

Main Screens

– STORE SCREEN Continued

Home Improvement

Home improvements are items that can be purchased to make the house and yard more attractive, enjoyable, and comfortable for your little family. Once purchased, the items are instantly delivered and installed in the house or yard.



ARTHUR'S TIP

Money cannot buy happiness. Well, actually that's not true; it can buy a little. Having nice things in the house can gradually improve your family's mood.

Career Room Upgrades

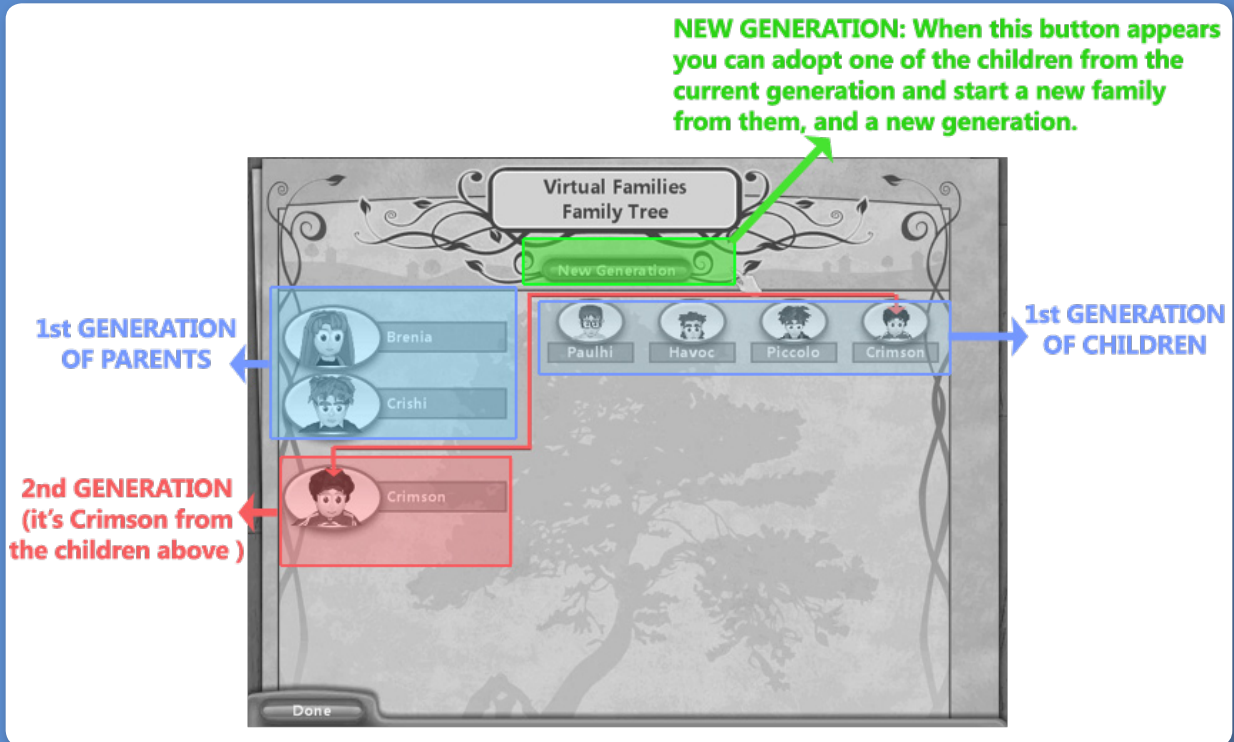
In Virtual Families, you can renovate and upgrade the rooms that your adoptee and their spouse work in. When you upgrade a career room, you help the people who work in that room make career progress more rapidly and earn promotions more quickly. Remember that these upgrades will remain in the house through successive generations, as long as the house is occupied by the descendants of your original adoptee.



Returns & Exchanges

If you decide you don't want something you purchased from the Varied Items or Medicines section, the store allows the item to be returned if it is unused. If an item can be dragged from the tool tray to the store, it is returnable. Once you've dragged an item to the store, you will be asked to confirm that you want to return it. Keep in mind that the returned item may not be put back on the shelf immediately for resale, and you may have to wait for it to be restocked at a later time to be able to buy it again. Groceries, home improvements, and career room upgrades are not returnable, so choose your purchases carefully.

Main Screens



FAMILY SCREEN

This screen displays the family tree, where the generations of parents, children, and grandchildren that have lived under your guidance can be viewed and examined. If you click on a person's portrait, you will see some of their details, and you can also add a note about them which will last through the generations.

Progressing To A New Generation

When it becomes possible to transition to the next generation, a button will appear at the top of the family tree. You will be able to transition to the next generation if there are children in the family (at home or in college) and one or both of the parents has passed on.

When you choose to transition to the next generation, you will be able to select one

of the children to take over the house. To start a new generation, just push the New Generation button in the Family Tree. The child you choose will move back home, starting their adult life in the house at about the same age as their parents did. The other family members will move out to let them have the space they need to have their turn to begin a family.

ARTHUR'S TIP

Just because the transition generation button appears does not mean you have to press it. You decide when the next occupants of the house will begin their own family. Don't worry; they will always begin occupying the house at a reasonably young age.



Main Screens

COLLECTIONS

When you see something in the yard that could be one of the many collectible items that appear in the game, drag someone to it. They will bring it back to the house, and if the item is not already in their collection drawer, they will add it to their collection. If it's an item that they have already collected, they will bring it to the office and sell it online for quick cash. Your collections persist between generations.

There are 4 different categories of collectibles:



Picture Pieces



Bugs



Old Coins



Nuts & Twigs



ARTHUR'S TIP

Some collectibles only appear in certain circumstances. Bugs only appear when it's wet outside. Pieces of the old picture are torn up in the shed and will start to appear around the yard after the shed has been opened.

TROPHIES

This screen is where you can check your progress on a wide variety of achievements. Your trophies do not reset when you transition to future generations, so you can continue to work on them as you progress through successive generations. Some of the trophies are easy to obtain, and some are much more difficult. Some trophies are even awarded for collecting trophies!

Trophies

	Gettin' paid You earned \$100.	COMPLETED!
	Bring home the bacon You earned \$1,000.	373 of 1000
	Mind on my money You earned \$10,000.	373 of 10000
	Trump this! You earned \$100,000.	373 of 100000
	An eventful week You have encountered 10 email or house events.	1 of 10
	Never a dull moment You have encountered 50 email or house events.	1 of 50
	Marry rich You married someone with more than \$200 in the bank.	
Marry for love		

Done

Main Screens

FAMILY BANK ACCOUNT

To get to the family bank account, push the green dollar sign.



The bank popup will give you information about how much money your family is currently making and how much interest you will receive on your bank balance. Note that the projections on this screen are only estimates, and the information presented here should be used only as a rough guide to the family's financial situation. The actual account balance that your family will have depends upon such things as how much time they spend working, changes in their work environment, various events that occur each day, and how much of their money is spent on necessities and luxuries.

ARTHUR'S TIP

Only spend what you need to. Interest can add up fast.



Family Bank Account

Current Balance: \$	571.65
Current Interest Rate: %	10
Approx. daily income from Alex: \$	105.00
Next Interest Payment: \$	57.17
Tomorrow's Projected Balance: \$	733.82



OK

Interacting With Your Family Members

Although it's a lot of fun to watch your family go about their daily lives, there are many ways that you can interact with your family and directly influence their lives and behaviors. One of the most important tools you have to guide your family are the two colored gloves in the tool tray: the praising glove and the scolding glove.

PRAISING & SCOLDING

In Virtual Families, you can use the gloves in the tool tray to praise or scold any behavior that you see your little people doing.



To praise someone, grab the green glove and touch them with it while they are doing something you want to encourage. You will see a rainbow and some sparkles when praising is successful. They love being praised, but if you praise one behavior too many times, they will get annoyed and run away. When you praise a behavior, the little person will stop to acknowledge that you have praised them, and then immediately restart that behavior.



To scold someone, grab the red glove and touch them with it while they are doing something you want to discourage. You will see a red cloud, and your little friend will run away! They hate the red glove, and it can ruin their mood, so use it wisely.



ARTHUR'S TIP

There are also candies that are sometimes available in the store that have an effect similar to praising your little friends. These give a much stronger reinforcement than just using the glove.

Interacting With Your Family Members

HOW TO FEED YOUR FAMILY MEMBERS:



FEEDING

Your little family needs to be fed. Buy groceries and drag them from the tool tray onto the kitchen table. If they have enough food in the fridge, they will prepare a yummy meal! Make sure you try to buy a healthy variety of food so that your little friends will be happy and well nourished.



Interacting With Your Family Members

CAREER & WORKING

Your little people need to work to provide for their needs and buy extras for the family. They will work in the kitchen, in the office, or the workshop behind the house, depending on the type of job they have. Drag them to the appropriate station to initiate work.

Work Space

There are three main areas where your adult family members can work:



1) Office

In the office, people can work on careers and home businesses that involve the computer, the Internet, and that type of work.

Examples: accountant, lawyer, or video game designer (like Arthur).



2) Kitchen

In the kitchen, people can work on food-related careers.

Examples: caterer, barbecue sauce inventor, or meat grader



3) Workshop

The workshop is for careers that involve using the hands, such as repairing and tinkering.

Examples: pen designer or silverware polisher.

When you are adopting someone, keep in mind that, while the starting salaries obviously differ from career to career, the pay curves can differ significantly and in unexpected ways.

ARTHUR'S TIP

Some of the careers that start with very low salaries have the highest salaries at rank 8.



Interacting With Your Family Members

– CAREER & WORKING Continued

Wages

All of the careers that your little friends have are home-based jobs. They are a bunch of tiny entrepreneurs! Each time they finish a work cycle they will receive a small amount of money. In addition to this small payment each time they successfully complete a work cycle, they receive a portion of their current daily income in regular payments every hour of the day.

For example: if someone's current salary is \$240 per day, they will automatically earn \$10 every hour, plus they will receive a small bonus for each completed work cycle, which is paid at the end of the cycle. You will hear the sound of jingling coins each time someone earns money or interest is paid on the family's bank balance.

Promotions

Each time a work cycle is completed, progress is made toward a promotion, until the person reaches Master career rank. You can see a person's current progress, as well as their current rank, on the detail screen. When someone gets a promotion, their pay rate changes immediately. Purchasing career room upgrades doubles or triples the rate with which they receive promotions. The highest rank possible is rank 8, Master. Getting promoted is a huge source of satisfaction to anyone, especially your little friends.

ARTHUR'S TIP

They will continue to work while the game is turned off, proportional to how much they have been trained to do so.



Virtual Families

Interacting With Your Family Members

CURING ILLNESS



From time to time your little ones will get sick, just like in real life. It's up to you to make sure they receive the correct medical care for their illness.

How do you know they are sick? How do you diagnose their illnesses?

If someone is not feeling well, it will say so in their status field on the main screen. They will also exhibit symptoms and tend to be lethargic and unproductive. If you suspect someone is sick, observe them for a while and see if they exhibit symptoms. Sometimes they will moan or cough when you pick them up.

How do you treat them?

The symptoms they exhibit indicate which medicine would be appropriate to make them feel better. Their illnesses can be grouped into several categories, as described below.

Common Pain, Colds, and the Flu

- **Coughing** – needs cough syrup
- **Sneezing** – needs antihistamine
- **Itchy** – needs cortisone cream
- **Headache and general pain** – needs anti-inflammatory pill
- **Sore throat** – needs throat lozenges
- **Upset stomach** – needs peptic syrup

Bacterial Infections

Sometimes a person can be sicker than you think. If various symptoms keep coming back for someone in your family (usually within an hour after curing a symptom), they might need antibiotics. If you cannot seem to keep them well, and they keep getting sick with a single symptom, try giving them some penicillin. If they consistently have two symptoms, and they seem to be a mess, they might need the stronger antibiotics.

WARNING: Use antibiotics with caution: they are very hard on the body and should not be given when not necessary.



ARTHUR'S TIP

If someone is sick in the house, you should cure them quickly. Illnesses are often contagious and can spread through the house like wildfire.

Interacting With Your Family Members

– CURING ILLNESS Continued

Calling The Doctor!

If you are not sure how to cure someone, and you can afford it, you can purchase a doctor consultation. You will be given a single-use stethoscope that you drag onto the sick person, and you will immediately receive a full diagnosis from a very qualified doctor.

Baby Boost!

Some couples can benefit from the baby boost medication. If they keep trying unsuccessfully to making a baby, you can give them the baby boost medicine which permanently improves their ability to make a little one. A doctor's consultation can help you determine if baby boost would be beneficial. Careful though, applying too many doses can cause twins or even triplets!

Depression

Just like people in the real world, your little friends can get the blues sometimes. There are many things you can do to improve the mood of your virtual families.

- Keeping the house neat and clean is important-- a messy house can bring anyone down.
- Scolding someone too much can make them depressed. Praising is the cure for this.
- Leaving a family or individual with an illness for too long can really affect their mood. Keep everyone healthy.
- Worrying about food or money is a very common cause for depression.
- Mismatched couples will tend to need more love and care in order to stay happy. An easy solution is attentive matchmaking.
- Couples who want children will be happier when they have some.
- Someone living alone is more vulnerable to depression than someone in a lively family.
- Buying nice things for the house can make people happy (yes, money CAN buy happiness!).

ARTHUR'S TIP

Note that changes in happiness tend to be gradual. You just need to get their mood on the up-swing, then give it time. Don't expect instant results here, but you will see their mood improve over time.



Interacting With Your Family Members

GROWING YOUR FAMILY

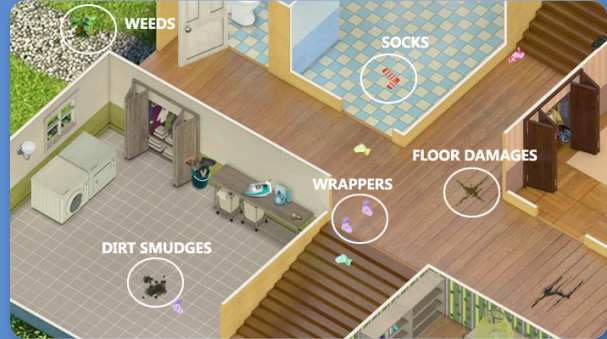


Drag an adult male onto an adult female or vice versa to encourage mating. If they want children and are ready to grow the family, they will decide to have some privacy. If they are not quite ready to make a child, you can often encourage them by trying again immediately. There are many factors that can influence whether or not a couple will produce a baby, such as:

- their desire to have children
- how well nourished they are
- their happiness levels
- their physical health
- the age of the parents
- how long it has been since the last attempt
- room in the house for more children

Children will tend to go off to college around age 18, and you may not see them again until one of them is selected to inherit the house.

CLEANING & MAINTENANCE



The house will need to be cleaned and maintained. Over time dirt, wrappers, and weeds can appear. You can clean them up by dropping someone on them. You can make repairs and improve the house, too, but these things are usually a bit more complicated. Remember, a tidy house is a happy house!

Interacting With Your Family Members

HOUSE REPAIRS

There are parts of the house and surroundings that have fallen into disrepair and would benefit from the tender loving care. Improving and repairing the house will leave it in a nice state for the generations to follow.

The Shed – It's missing a doorknob. How can you open a door without a doorknob? Even once you find it, though, you'll need the key. Now WHERE did the past owner hide the key?

The Workshop – The outside walls need plaster work. You'll need to find some plaster in the store, mix it up, and set the family to work. It will take several cycles of work to finally fix that wall up, so be patient. It might even take more plaster than one package provides.

The Leaky Hose – This leaky hose on the northeast side of the house is draining water pressure from the house. Some waterproof tape will be the first step here.

The Wilted Windowbox Flowers – These flowers need to be watered. There must be a watering can around somewhere.

Floor Damage in the House – The damaged hardwood floor can be repaired using purchasable repair kits. It's tiring work so you might want to get the whole family involved.



Leaks and Fires in the House – These annoying occurrences happen more in older houses. You can fix these when they occur using the right tool or resource around the house. The fires will eventually burn out on their own if you can't find an extinguisher. Buying an upgraded toolkit will allow your repairs on these pesky malfunctions to last much longer.



Events

From time to time your family may experience various events. These events can come via email to your family or just happen spontaneously. Spontaneous events will just appear in a pop-up message on the screen (like in Virtual Villagers).

SPONTANEOUS EVENTS

These events will appear randomly on your screen, and they can be anything from a strange, unopened package left at the door to an orphaned child looking for a new home.

Choice Events

These events require a choice between two different possibilities.

A Scratch-Off Lottery Ticket



Someone is selling scratch-off lottery tickets door-to-door. The ticket costs \$20, and you can win some money or win nothing at all.

Buy one lottery ticket

No, thanks, I will keep my \$20.

No Choice Events

These events require no choice.

The Broken Window

Someone left a note on your doorstep:

You know that basement window that got broken the other day? I was messing around with my pea shooter, and my aim was a little off. I've been feeling bad about it ever since, and I want to help pay for the damage. Here's what's left of my allowance.

Very Sorry
Sam

OK

EMAIL EVENTS

Once in a while, your little family members will receive emails, and you will see a blinking email icon at the top right of your screen and on the computers.



Incoming Email

To read an incoming email, just drop a little person on one of the computers.

Subject: The Bad Cookies

Dear Felesse:

You know those oatmeal-raisin cookies you baked for me last week? I really appreciate the nice gesture, but one of the raisins was rock hard and chipped my tooth. I had to see the dentist, and I think it's only fair that you should pay half of the bill. That comes to \$5. You know how I hate going to the dentist!

I'm still grumpy,
Uncle Denny

OK

Outgoing Email

Sometimes your little friends will even send YOU an email.

To: Carla
From: Tiny

Hello,

I'm still getting used to this big house. We could use some more food around here. Could you help us out? It's been raining a lot. Sometimes I watch it from the window. Well... I guess that's enough for now.

Bye for now,
Tiny

OK

Happy Life

How you shape your little people's behavior is completely up to you! Your family continues to do what they have learned from you, based on what you encourage or discourage. Their happiness and success depend on you, and they need you. Remember to check back often to care for your little family members! Have fun!



Strategies & Tips

It can be a lot of fun seeing how many generations you can produce in Virtual Families. Just remember that each generation needs to have at least one child to pass the house on to. There are different ways to accomplish that goal, including having a single mom or dad adopt a child, if you're lucky enough to have an orphan appear on your doorstep.

It can be tempting to pause your game whenever you are not actually playing, but keep in mind that your little people will make the most progress if you let the game continue while it is off. Your little people are very robust, and they will be fine overnight (or even an entire weekend), as long as you make sure that they have enough food. You might have to pick up a few socks, do some weeding, and buy some more food, but your little people will also have earned more money for you to spend.

Sometimes, things in the house will occur that require a little extra thought and action. There are mini-puzzles for you to solve that enable your little family members to do everything from brightening up the house to extinguishing a fire. Some of these mini-puzzles can be solved from the beginning of the game, and others require purchases or solving other puzzles first.

Your little family members won't use a room where there is a malfunctioning plumbing fixture or an appliance fire. If things are going wrong in the house, and you can't yet figure out what to do about them, simply reset the malfunction by quitting and restarting the game or switching player slots for a fast, easy solution!

Your neighbors can sometimes be very generous and thoughtful, and you don't always have to purchase some of those extra items for your family.

Career room upgrades are long-term investments. You will probably be into your second generation (or later) before you are able to upgrade all of the career rooms in the house. Even if your original adoptee achieves Master level before you can fully upgrade the career room they work in, subsequent generations will make career progress much faster when they work in that room.

It can be very expensive to feed and care for a lot of children, but they can also be a huge help around the house, even if they don't all fit around the kitchen table. You will also have more choices when it comes time to transition to a subsequent generation.

There are many things you can do to improve the happiness and health of your family members, some of which are not obvious. You can buy items from the store that will help them in various ways, and even picking various things up will improve their mood.

Strategies & Tips

– STRATEGIES & TIPS Continued

Interrupting a person will have different results, depending upon what they were doing. Interrupting someone who is carrying something will always cause them to drop it, but it's not usually lost.

Some items return to the place they got them, while others, such as collectibles, are either stored in the collections drawer or immediately sold.

The mood and physical condition of your family will have a significant effect on the things that they choose to do. They are also greatly influenced by the time of day, and it can be fun to check on them at different times of the day to see what new and interesting things your little family is doing.

If you don't like the weather, you can change it!

Try turning off the TV while someone is watching it!



Complete List of Random Tips

If you praise every behavior, how will your family members know what to do?

If you punish too many behaviors, your family members can get depressed.

Your virtual friends have minds of their own.

All work and no play makes Jack a dull boy.

It can be hard to live alone.

The house and its improvements are passed through generations.

Your new friend will be happiest with a compatible spouse.

Two people who work in the same room can share resources.

Not all jobs are equal.

Different careers have different pay curves.

Life is full of drama.

Money can't buy happiness... well, maybe it can buy a little.

Your little friends sometimes leave appliances running.

It's nice to repair the house for future generations.

An untidy house can wear down anyone's cheer eventually.

The weeds in the yard are relentless!

Different illnesses require different treatments.

Your virtual family is in the same time zone as you are.

Your little friends appreciate affection from you.

Couples who want children won't be as happy without them.

Couples who do not want children may still have them.

Couples differ in their ability to have children.

Gently selecting peeps doesn't disrupt what they're doing.

You live, and you learn.

If your virtual friends are very sad, make sure they have food.

Professional advancement can be a great joy in life.

A large family can be a great source of joy... and loose socks.

They do not like the red glove at all.

Children tend to move out at a certain age.

Complete List of Random Tips

– COMPLETE LIST OF RANDOM TIPS Continued

It's nice to stay indoors when it rains.

If your hand gets tired, give it a rest!

Praising a behavior reinforces it.

Who made this house?

Your working friends get paid hourly, too.

Save or spend? Gain bank interest or get shiny new stuff?

You can encourage meals and discourage snacking.

There is more to life than just making money.

Learn from yesterday, live for today, hope for tomorrow.

If someone is sick a lot, consult a doctor.

Happiness is a choice that requires effort at times.

Medical treatment is expensive.

It's never too late to have a happy childhood.

Random events can be good or bad.

It's good to wait for your perfect match... but for how long?

The ability to make children slowly decreases with age.

Marriage proposals come less frequently with age.

Older family members start to slow down.

Older family members change their idea of what is fun.

Kids can swim!

Collecting bugs? Try when it rains...

Keyboard Shortcuts

There are several shortcuts to navigate around the game. Here are some of them:

- "T"** → will take you to the trophies screen.
- "D"** → will take you to the details screen.
- "S"** → will take you to the store screen.
- "C"** → will take you to the collections screen.
- "B"** → will take you to the bank screen.
- "F"** → will take you to the family screen.
- "ESC"** → will always take you back to the previous screen. From the main screen, ESC will take you back to the game's menu screen.

Also, while you're on the main screen, the numbers on your numeric key pad will zip you around the house and yard.

ARTHUR'S TIP

Try using the keypad while you are dragging someone. It's a great way to fly around and find collectibles.



Game Options

From the main menu you can click on Options to set various settings in the game. You can adjust the music and sound volume, turn on and off individual songs based on your preference, set the game to play in 'windowed' mode, pause the game, and even reverse night and day (for those players who can only play in the evening, etc).

Options

Sounds

Music

Music Tracks

1

2

3

4

Fullscreen

On

Off

Pause Game

Yes

No

Reverse Day/Night

Yes

No

Done

System Requirements

WINDOWS SYSTEM REQUIREMENTS

Windows 2000, ME, XP or Vista
Download size: 50MB
DirectX 7.0 or better
256 MB of RAM
700 MHz Processor



MAC SYSTEM REQUIREMENTS

Mac OS X 10.3.9 or later
Download size: 50MB
Intel or 500 MHz PowerPC G4 processor
256 MB of RAM (768 MB for iBook or G4 iMac)
32 MB of VRAM

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