The Sims
Seasons

EXPANSION PACK

Summer · Autumn · Winter · Spring

MANUAL

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Introduction

The calendar has finally caught up with your Sims. Summer gives way to autumn, autumn to winter and winter to spring, and the neighborhood changes with every turn.

MAKE SOME WEATHER

Each season brings its own weather. Summer is hot and dry. Spring and autumn bring showers, and an autumn shower can grow into a thunderstorm. Winter opens with a heavy snowfall that keeps the ground white until spring. Your Sims bundle up, shovel the drifts, throw snowballs and come inside for hot cocoa.

AROUND THE HOUSE

About two hundred new things to buy, build and enjoy: a backyard ice rink, a kiddie pool, a pumpkin carving table, a bonfire circle with benches, an apple tree that keeps a calendar, and seven complete style collections, from the Seaside Cottage to Grandma's Holiday Parlor.

HOLIDAYS AND FESTIVALS

The last two days of every season are holidays: no school and no work. Summer brings block parties and fireworks, autumn brings trick-or-treaters. Winter brings the Winter Lights festival, with carolers, stockings, presents to open and a mood boost for every well-decorated home.

OUT ON THE TOWN

Community lots follow the seasons as well. Buy fresh vegetables at the spring farm stands, lemonade and fries in summer, enter the pumpkin carving contest or get lost in a corn maze in autumn, and visit the Winter Market, where Santa listens to the children's wishes and compares them with their report cards.

NEW SEASONAL CAREERS

Five new careers run with the calendar: Mountain Resort, Horticulture, Agriculture, Festive Events and Seaside Resort. Sims work only in their busy seasons and take it easy the rest of the year.

New to The Sims Seasons

There is nothing to switch on: just play, and watch the year go by.

THE SEASONAL CALENDAR

A Sim year has four seasons of **eight days** each, always in the same order: summer, autumn, winter and spring. A new household starts its first year in summer.

Each home lot keeps its own calendar, counted from the days the family has lived there. When your Sims go out to a community lot, they bring their season with them: the lot shows the same season, the same weather and even the same amount of snow they left at home.

WHERE THE SEASONS DON'T GO

Some places keep their own climate. The snowy vacation lots stay in winter all year. The other vacation islands, the beach lots and Magic Town are left exactly as they were.

WATCHING THE SEASON CHANGE

The new season doesn't arrive all at once. The ground changes color gradually, autumn leaves pile up under the trees, and trees, shrubs and flowers put on their new look. To see where you are in the year at a glance, look at the new season icon in the control panel (see *Interface Changes*, p. 21).

SEASON HOLIDAYS

Days 7 and 8 of every season are **season holidays**: the summer holidays, the autumn holidays, the winter holidays and the spring holidays.

- Children stay home. The school bus doesn't come, and their grades don't drop.
- Adults get the day off *with pay*: their usual day's salary is paid into the family funds, and the car pool stays away.
- At 10 PM the evening before, a notice tells you that tomorrow is a holiday, so nobody waits at the curb for a car pool that isn't coming.

WEATHER

The weather follows the season, and it is the same everywhere in the neighborhood on the same day: if it's raining at home, it's raining downtown.

SUMMER	Hot and dry. It never rains in summer, so the garden is up to you.
AUTUMN	One or two showers a season, lasting a few hours. Some of them turn into thunderstorms.
WINTER	A heavy snowfall on the first day of winter, and sometimes a lighter one later on. Once it has settled, the snow stays until spring.
SPRING	Up to two light showers. Some springs stay dry.

RAIN AND YOUR SIMS

A Sim caught outdoors in the rain gets wet: Hygiene and Comfort drop a little, and more in a thunderstorm. Swimmers don't mind, since they're wet already. To stay dry, take an umbrella from an **Umbrella Stand**, eat under the canopy of a **patio umbrella table**, or sit out the shower under the roof of the **Belle Époque Wrought Iron Gazebo**.

RAIN AND YOUR GARDEN

A good shower waters every thirsty plant outdoors: flower beds, potted plants and vegetable plots alike. In a rainy spring the garden practically looks after itself. In summer it doesn't rain at all, so keep the watering can handy.

SNOW

Snow settles on the lawn, piles up into drifts and covers patios, paths and driveways. Drifts next to each other grow together into one big drift. On a home lot that wasn't being played during the first snowfall, the snow is already waiting when you return. In spring the drifts melt away by themselves.

DRESSING FOR THE WEATHER

Your Sims know what to wear without being told.

WINTERWEAR

In winter, Sims change into their winter coats when they step out of the door, and back into what they were wearing when they come in again. Sims who are already outside when winter arrives change as soon as they are free. In spring the coats go back into the closet.

RAINCOATS

When it rains (and there's no snow on the ground), Sims heading outdoors put on a raincoat at the door and take it off when they come back in. There are four styles: a belted trench coat, a hooded anorak, a rain cape and, for the kids, a bright slicker, each in six colors. Every Sim already owns one. To choose a different one, visit the **Fair-Weather Friend Rain Gear Rack**: browse, try one on and buy the coat you like, for §60 to §120.

MUDROOMS

The **Coat Rack** and the **Mudroom Bench** keep the coats and boots by the door. Have your Sims **Bundle Up** before they brave the snow, **Put On Raincoat** before the rain, and **Hang Up Coat** when they come back. A Sim who skips it tracks slush into the house, one puddle at a time.



Trying on a raincoat, and picking an umbrella.

SNOW DAYS

Click a snow drift for some winter fun:

SHOVEL SNOW	Clears the drift away for good, or at least until the next snowfall.
SNOWBALL FIGHT	Challenge another Sim. Expect a **Snowball Payback**.
MAKE A SNOWMAN	Every yard needs one.
MAKE SNOW ANGEL	Also on any snowy patch of ground. Lie down, flap, and leave your mark. Watch out for friends with snowballs.

Too much snow on the driveway? Pick up the phone and call the **Snow Removal Service**. Stan or Sue will be right over with a shovel.

AUTUMN LEAVES

In autumn, leaves pile up on the ground around trees that drop them, a little more every day. Sims can **Rake Leaves** (one patch leads to the next) and children love to **Jump in the Leaves**. Whatever is left when autumn ends is gone by the first day of winter.

THE GARDEN THROUGH THE YEAR

Every tree, shrub and flower in the game, from the base game, every expansion pack and the Maxis downloads, now has a look for each season: blossom in spring, full green in summer, red and gold in autumn, bare branches under snow in winter.

PLANTS IN WINTER

In winter, everything planted outdoors rests, flower beds and potted plants on the porch alike. Outdoor plants don't dry out, and they can't be watered. Nobody tries, not even the gardener or the butler. They wake up again in spring. Indoor plants are a different story: keep watering them all year round.

The new flower beds (the **Hollyhock Hollow** Cottage Flower Bed, the **Half-Barrel Tulip Planter** and the **Grave Matters** Marigold Bed) and the **Sill Life** Window Box drink their fill whenever it rains, and they handle the frost all by themselves.

VEGETABLE PLOTS IN WINTER

Outdoors, the vegetable garden plot and the grape and berry vine plot rest under the snow all winter. The vegetable rows disappear under straw and snow, and the vines under spruce boughs. Nothing grows, nothing gets weeds and nothing dies: whatever was planted waits under its blanket and carries on in spring exactly where it left off. Until then there is nothing to water, weed, plant or harvest. Plots indoors grow all year as before.

Two days before winter, if anything is still growing outdoors, a **First Frost** notice reminds you to harvest what is ripe.

POTTING BENCH

Sims who **Pot a Plant** at the Potting Bench (§450) learn gardening technique as they go. Beginners raise lavender, rosemary and geraniums; experts raise hydrangeas, boxwood topiaries and poinsettias. Pots and soil cost §15 a plant. Keep the plants or sell them.

APPLES AND CIDER

The **Four Seasons Apple Tree** blossoms in spring, grows apples in summer and drops its leaves in autumn. **Harvest Apples** twice a year for a crate each time, then take the crate to the **Old Orchard Cider Press** to press cider or apple juice. On a cold day the cider comes out hot. Drink it within three days, or it turns to vinegar.

HOLIDAYS AND FESTIVALS

Each season has its own celebrations. You don't have to schedule anything: keep the right things around the house and the neighbors will do the rest.

SUMMER: BLOCK PARTIES AND FIREWORKS

On a fine summer day, light up the **Grill-Master BBQ** and choose **Throw Block Party**. A shout over the fence brings the neighbors running about a quarter of an hour later. The grill won't light in rain or snow. After dark, the **Big Bang Family Fireworks Crate** puts on a show the whole street can watch. Keep it away from the hedge, though: fireworks can start a fire.

AUTUMN: HARVEST NIGHT

Put a **Sugar Shock Candy Bowl** out in autumn, and some evening between 6 and 10 PM a few neighborhood kids in costume will come knocking. Keep the bowl filled. If a trick-or-treater finds it empty, there will be booing, stomping and a yard full of toilet paper. Have someone clean it up, or wait for rain.

Get in the mood with the **Trunk-or-Treat Costume Trunk** (fourteen costumes, from Headless Horseman to Pretty Princess), a game of apple bobbing, and a freshly carved jack-o'-lantern on the porch.

PUMPKIN CARVING

Carving at the **Gourd Vibrations Pumpkin Carving Table** builds Creativity. Beginners hack out lopsided faces, while masters carve moonlit scenes. The finished pumpkin goes on display, glows after dark, looks its best in autumn and, like all great art, eventually rots.

WINTER LIGHTS

The winter holidays (days 7 and 8 of winter) are the **Winter Lights** festival.

DECK THE HALLS

Every Christmas decoration on your lot earns points: a Christmas tree or menorah 3, the Light-Up Ceramic Christmas Tree 2, and every other holiday piece 1 (the Gift Heap, the Stocking Rail, and the wreath, icicle lights, nutcracker, candle arch, snow globe and village cottage from the Winter Market). With **4 points** or more, the whole household gets a lift in Fun, Comfort and Social every winter morning, with a bigger lift on festival days.

CAROLERS

On festival evenings, a home with at least 2 points may get a visit from Holly, Gus and Ivy, who gather by the mailbox and sing. Your Sims can **Listen**, **Give a Treat** or, if they really must, **Send Away**.

PRESENTS AND STOCKINGS

Sims can add presents to the **Jolly Good Gift Heap** all year (§30 each) and **Shake a Present** to guess, but nothing gets opened before winter, and then only one present per Sim per day. On winter nights somebody fills the **Hung With Care Stocking Rail**: one stocking per family member, with candy, a toy or a few folded Simoleons. Grouchy Sims, the ones short on Nice, may well find a lump of coal instead.

SEASONAL CAREERS

Five new career tracks appear in the newspaper and on the computer. Each is a **seasonal job**: Sims work only during their career's season and are on a paid break for the rest of the year.

MOUNTAIN RESORT	Winter
HORTICULTURE	Spring and summer
AGRICULTURE	Autumn
FESTIVE EVENTS	Autumn and winter
SEASIDE RESORT	Summer

ON BREAK

Out of season, the car pool doesn't come, performance stays where it was, and nobody can be fired for staying home. A **retainer of 20%** of the daily salary is paid every day. A notice tells you when a job goes on break, and another when the season starts again and what time the car pool will come.

THE SEASON-END REVIEW

On the first day of the break, the boss looks back over the season. A Sim who did good work and has the skills and friends for the next level is promoted, with a promotion bonus. Poor work means a demotion. Sims can still be promoted during the season as usual.

SEASON HOLIDAYS AT WORK

In season, the season holidays are paid days off, the same as for everyone else. Festive Events is the exception: those Sims make the holidays happen, so they work them, at **double pay**.

PERKS OF THE TRADE

- Mountain Resort levels 1 to 7 earn 50% hazard pay on snowy days.
- An Avalanche Forecaster or higher brings home a warning the evening before it snows.

Every level comes with its own work clothes, and some levels with their own car pool (see *On the Job*, p. 14).

CAREER TRACKS

Daily pay is the in-season salary. Hours are on a 24-hour clock.

MOUNTAIN RESORT

Winter

	LEVEL	HOURS	PAY
1	Snow Shoveler	6–12	§310
2	Snowplow Driver	4–10	§420
3	Ski Lift Operator	8–15	§550
4	Snowmaking Technician	17–23	§680
5	Ski Patroller	8–15	§860
6	Avalanche Forecaster	6–13	§1,060
7	Mountain Rescue Leader	9–17	§1,300
8	Lodge Manager	10–17	§1,540
9	Resort Director	9–16	§1,870
10	Alpine Resort Mogul	10–15	§2,310

HORTICULTURE

Spring and Summer

	LEVEL	HOURS	PAY
1	Leaf Raker	7–12	§150
2	Lawn Mower Jockey	7–13	§210
3	Hedge Sculptor	8–14	§280
4	Greenhouse Keeper	6–12	§380
5	Landscape Designer	9–15	§480
6	Arborist	7–14	§630
7	Master Gardener	8–15	§810
8	Orchid Breeder	9–15	§990
9	Estate Garden Designer	10–16	§1,200
10	Botanical Garden Director	10–15	§1,460

AGRICULTURE

Autumn

	LEVEL	HOURS	PAY
1	Farmhand	5–11	§240
2	Fruit Picker	6–13	§350
3	Tractor Driver	6–13	§480
4	Beekeeper	6–12	§640
5	Orchard Foreman	5–12	§810
6	Vintner	9–16	§1,030
7	Gentleman Farmer	7–13	§1,320
8	Agronomist	8–15	§1,670
9	Grain Baron	7–14	§2,090
10	Agribusiness Tycoon	10–15	§2,750

FESTIVE EVENTS

Autumn and Winter

	LEVEL	HOURS	PAY
1	Mall Elf	10–16	§150
2	Haunted House Scarer	18–24	§220
3	Parade Float Builder	9–15	§300
4	Fireworks Technician	16–23	§390
5	Event Coordinator	12–19	§510
6	Light Show Designer	15–22	§660
7	Festival Organizer	10–17	§840
8	Parade Producer	11–18	§1,050
9	Head of Holiday Cheer	10–16	§1,320
10	Festival Impresario	17–22	§1,720

SEASIDE RESORT

Summer

	LEVEL	HOURS	PAY
1	Deck Chair Attendant	10–16	§220
2	Ice Cream Truck Driver	12–19	§330
3	Sandcastle Sculptor	9–15	§440
4	Boat Rental Skipper	8–14	§570
5	Dive Master	9–15	§750
6	Harbor Master	6–13	§970
7	Cruise Director	16–23	§1,230
8	Beach Resort Manager	10–17	§1,540
9	Yacht Captain	9–16	§1,940
10	Admiral of Summer	11–15	§2,420

ON THE JOB

Every level of every seasonal career has its own uniform, and the car pool comes in style.

MOUNTAIN RESORT

From a hi-vis snow-crew parka, through a lift-crew jacket and the red ski-patrol jacket with a white cross, to a Nordic lodge sweater and, at the very top, a camel overcoat with a fur collar. From Ski Lift Operator to Mountain Rescue Leader, a red **Snowcat Shuttle** picks your Sim up.

HORTICULTURE

A green groundskeeper's polo, then a canvas potting apron with pockets for the pruners, then garden tweed. Leaf Rakers up to Arborists ride to work in the green **Landscaper Truck**.

AGRICULTURE

Denim bib overalls and a plaid shirt, a veiled beekeeper suit for the Beekeeper, a vintner's waistcoat, and a western suit with a bolo tie for the barons. Farmhands up to the Orchard Foreman bounce along in a rusty red **Farm Pickup**.

FESTIVE EVENTS

An elf costume (striped tights included), a ragged ghoul robe for the Scarer, a crew hi-vis vest, a red blazer with a headset, and gala wear at the top. Float Builders up to Parade Producers board the candy-striped **Festival Trolley**.

SEASIDE RESORT

A striped beach-staff polo, a wetsuit, crisp nautical whites, resort linen and, for the Admiral of Summer, gold-braided dress whites. The Ice Cream Truck Driver and the next two levels are collected by the **Ice Cream Truck**.

OUT ON THE TOWN

Community lots follow your Sims' calendar, and the new stands, stalls and attractions open only in their own season. The rest of the year they stay shuttered.

SPRING: THE FARM STANDS

Hank's Tomato Stand, Walt's Carrot Stand, Clementine's Lettuce Stand and Mabel's Green Bean Stand sell vegetables by the bundle of five, straight to your Sim's pantry at home. The growers are always happy to **Chat About the Harvest**. *(The vegetables come from The Sims Unleashed.)*

SUMMER: LEMONADE AND FRIES

Marigold squeezes ice-cold lemonade at the **Fresh-Squeezed Lemonade Stand**, and Chip keeps the fryer hot at the **Boardwalk Fry Shack**.

AUTUMN: THE PUMPKIN CARVING CONTEST

On a community lot with at least three pumpkin carving tables, your Sim can **Enter the Pumpkin Carving Contest**. Other visitors join in, and once there are three carvers, everyone carves at the same time. Then the judge, Cornelius Gourd, inspects every pumpkin and names the winner, the most creative carver. If that's your Sim, the prize is **§1,000**. At the end, your Sims take home their own jack-o'-lantern, the very design carved on their table. Before the contest, **Ask About Pumpkin Carving** for a tip or two.

AUTUMN: THE CORN MAZE

Plant the **A-Maize-ing Corn Maze Row** in any pattern you like, put **Hollow Jack** at the way in and the **You Made It!** post at the way out, and add a lantern checkpoint or two inside. Sims can **Walk the Corn Maze** alone, or **Gather a Group for the Maze** and get lost together.

WINTER: THE WINTER MARKET

Three timber chalets open in winter: Holly pours hot cocoa at the **Hot Cocoa Chalet**, Rudy grills at the **Hot Dog Chalet**, and Ivy sells holiday decorations at the **Christmas Decorations Chalet**. Children ride the **Peppermint Kiddie Carousel** while their parents wave from the rail, and a trio of musicians plays at the **Winter Market Bandstand**, where Sims can **Listen to the Band** or **Dance to the Music**.

WINTER: SANTA'S CANDY-CANE THRONE

All winter, Santa Claus holds court on his throne. Children can **Ask Santa** once a day. Santa has a quiet look at their report card: a grade of B or better earns a present, and anything worse earns a lump of coal. Grown-ups can **Ask Santa for a Present** too. It does not go well.

ICE SKATING

The **Frozen Assets Grand Ice Rink** has room for eight skaters. When the ice melts, community rinks turn into a roller track, so the skating goes on all year.

TAKING IT HOME

Decorations from the Winter Market, Santa's presents and his lumps of coal go into your Sim's inventory. Back home, they are unpacked onto the lot near your Sim (or near the mailbox). Move them wherever you like.





The Peppermint Kiddie Carousel, and a grown-up asking Santa for a present.

NEW NPCS

Meet the seasonal locals. Most of them work for a living, so be nice: it's cold out there.

SANTA CLAUS	Hears children's wishes at the Winter Market, all winter long. Reads report cards.
CORNELIUS GOURD	The jury of the Pumpkin Carving Contest, in a navy blazer. Ask him about pumpkin carving.
HOLLY, RUDY AND IVY	Run the cocoa, hot dog and decorations chalets at the Winter Market.
NIKOLAI, NOELLE AND JASPER	The bandstand musicians: a fiddler, a guitarist and a singer.
MARIGOLD AND CHIP	Summer's lemonade and fries sellers.
HANK, WALT, CLEMENTINE AND MABEL	The spring growers at the farm stands. Each grew every vegetable personally, and will tell you about it.
THE CAROLERS	Holly, Gus and Ivy sing at decorated homes on Winter Lights evenings.
SNOW SHOVELERS	Stan and Sue of the Snow Removal Service. Call them and they'll clear your drifts.
TRICK-OR-TREATERS	The neighborhood's small ghosts and pirates. They remember an empty candy bowl.

Around the House

Here are the new objects that make the most of each season. You'll find them in Buy mode under their usual categories.

FOR EVERY SEASON

HOT COCOA MAKER §95	A mug takes the chill off and passes for a light snack. Extra cozy when it's cold outside. Kids can use it too.
BIRD FEEDER §60	Fill it with seed and **Watch Birds**. More birds come when there's snow on the ground.
"MORNING ABLUTIONS" BIRDBATH §320	Robins drop in. Keep it filled and scrubbed. It freezes in winter.
"FLUTTER INN" BUTTERFLY HOUSE §150	Butterflies from spring to early autumn. Kids chase them and never catch one.
GOOSE IN SEASONAL OUTFITS §45	A concrete porch goose that changes into a new outfit every season. Nobody has ever seen it change.
YULETIDE BONFIRE CIRCLE §950	A fire ring with four benches. Warm hands, roast marshmallows, sing or tell a story. The colder the night, the better it feels.
HAMMOCK §380	Two trees, one length of canvas and nothing to do. Trees included.
WROUGHT IRON GAZEBO §3,000	Three benches under a lacework dome that keeps off sun and rain.
DRIFTWOOD PERGOLA §2,400	Three plank benches and a sea breeze. The open roof keeps off a little sun, but no rain.

SUMMER

SIR SOAKSALOT LAWN SPRINKLER §75 — Turn it on and Sims run and jump right over it. It waters nearby flowers, too.

SPLASH 'N SKID WATER SLIDE §220 — All the shrieking of a pool at a fraction of the price.

LIL' LAGOON KIDDIE POOL §180 — Splash around or sit and cool off. Refill it with the watering can.

CASTLES IN THE AIR SAND SCULPTURE PIT §200 — Sculpting builds Creativity. Rain washes the masterpiece away.

ICE CREAM MAKER §130 — Six cones a batch, and better cooks make better flavors.

"THROWING SHADE" PATIO UMBRELLA TABLE §650 — Keeps diners cool in the sun and dry in a shower. It folds itself up when a storm rolls in.

AUTUMN

DUNK-O-RAMA APPLE BOBBING TUB §90 — Hands behind your back and in you go. Great fun, not so great for the hair.

JACK-O'-LANTERN §45 — Ready-carved, with a candle that lights itself at dusk.

MR. RATTLES §850 — A motion-activated skeleton that waves at grown-ups and lunges at kids. Keep him out of the rain.

WINTER

FROZEN ASSETS BACKYARD ICE RINK §2,800 — Skating builds Body. Couples can **Skate Together**. The ice comes with the frost and goes with the thaw.

LIGHT-UP CERAMIC CHRISTMAS TREE §90 — Grandma made it in a 1974 ceramics class. It's worth 2 Winter Lights points.

STYLE COLLECTIONS

Seven complete looks to furnish the house, each with its own seating, beds, lighting, decorations and much more.

SEASIDE COTTAGE

Whitewashed wicker, navy stripes and a lighthouse on everything, for a house decorated by somebody who has never sailed. Includes the Berth Bed, the Ice Chest Refrigerator, the Lobster Trap Side Table and "Gull, Disappointed".

COUNTRY KITCHEN

Honey oak, gingham and almond appliances, and geese and ducks everywhere you look. Includes the Heart Cutout Rocking Chair, the Cow Print Kitchen Counter and the Almond Wall Phone with Long Curly Cord.

GRANDMA'S HOLIDAY PARLOR

The good room, furnished between 1955 and 1985 and saved for the holidays ever since: crushed velvet, brass and a console TV. Includes the Console Hi-Fi, the Mantel Clock with Westminster Chimes, Your Dad's Console and the Beige Box 386 Home Computer.

SUNROOM

White wicker, hanging ferns and a slow ceiling fan, for iced tea and catalogs. Includes the Wicker Chaise, the Tall Sunroom Window and the Glass Patio Slider.

PATIO CLASSICS

Backyard furniture made for the outdoors, from the white resin chair to the Peacock Fan Chair.

GINGERBREAD HOLIDAY

Peppermint stripes, gumdrops and icing on everything, including the Snowman Toilet and the Gingerbread House Bed.

HARVEST HAUNT

Homemade Halloween, campy rather than scary. Includes the Bat-Wing Armchair, the Portrait with Following Eyes and the Creaking Haunted Door.

New to The Sims

These features are new to The Sims and come with The Sims Seasons.

INTERFACE CHANGES

THE SEASON ICON

A small icon next to the family funds in the control panel shows the current season: a sun, a leaf, a snowflake or a blossom. Hold the pointer over it to see the season's name. It appears on every lot that follows the seasons.



The season icon, next to the family funds.

THE CALENDAR

Click the season icon to open the calendar. It tells you which day of the season it is (for example, "Summer, day 2 of 8."), whether today is a holiday or how many days are left until the next one, and how many days are left until the next season begins.

NOTICES

Pop-up messages keep you up to date on the calendar. They tell you about:

- Holidays, the evening before (for example, "Tomorrow: winter holidays! No school or work.").
- The first frost, two days before winter, if anything is still growing in the vegetable plots.
- Seasonal jobs going on break, starting again, season-end reviews and holiday pay.



A seasonal job goes on break, and starts again.

JOB PANEL

The five seasonal careers have their own icons and pictures in the job panel.

BUILD/BUY MODE TOOLS AND HOTKEYS

THE EYEDROPPER

Seen a lamp you like at the neighbors' place, or want another tile of that floor? Pick up the eyedropper and click on it. The catalog jumps straight to it.

AN OBJECT	Opens its Buy mode catalog page (or its Build mode tool) with the object ready on the cursor.
A FLOOR	Selects the Floor tool with that floor.
A WALL	Selects the Wallpaper tool with that wallpaper.
SHIFT + CLICK A WALL	Selects the Wall tool with that type of wall. A fence or an unpainted wall always selects the Wall tool.

To use the eyedropper, click its button below the Undo and Redo buttons in Build mode, or press **E** in Build or Buy mode. As you move the pointer over the lot, a tool tip names what you would pick. Press **Esc** to go back to the tool you were using.



The eyedropper button in Build mode.

NEW HOTKEYS

E	Eyedropper (Build and Buy modes)
Shift + click	Eyedropper on a wall: pick the wall type instead of the wallpaper
Esc	Put the eyedropper away and go back to the previous tool
Click the season icon	Open the calendar

All the other controls and hotkeys work the same as before.