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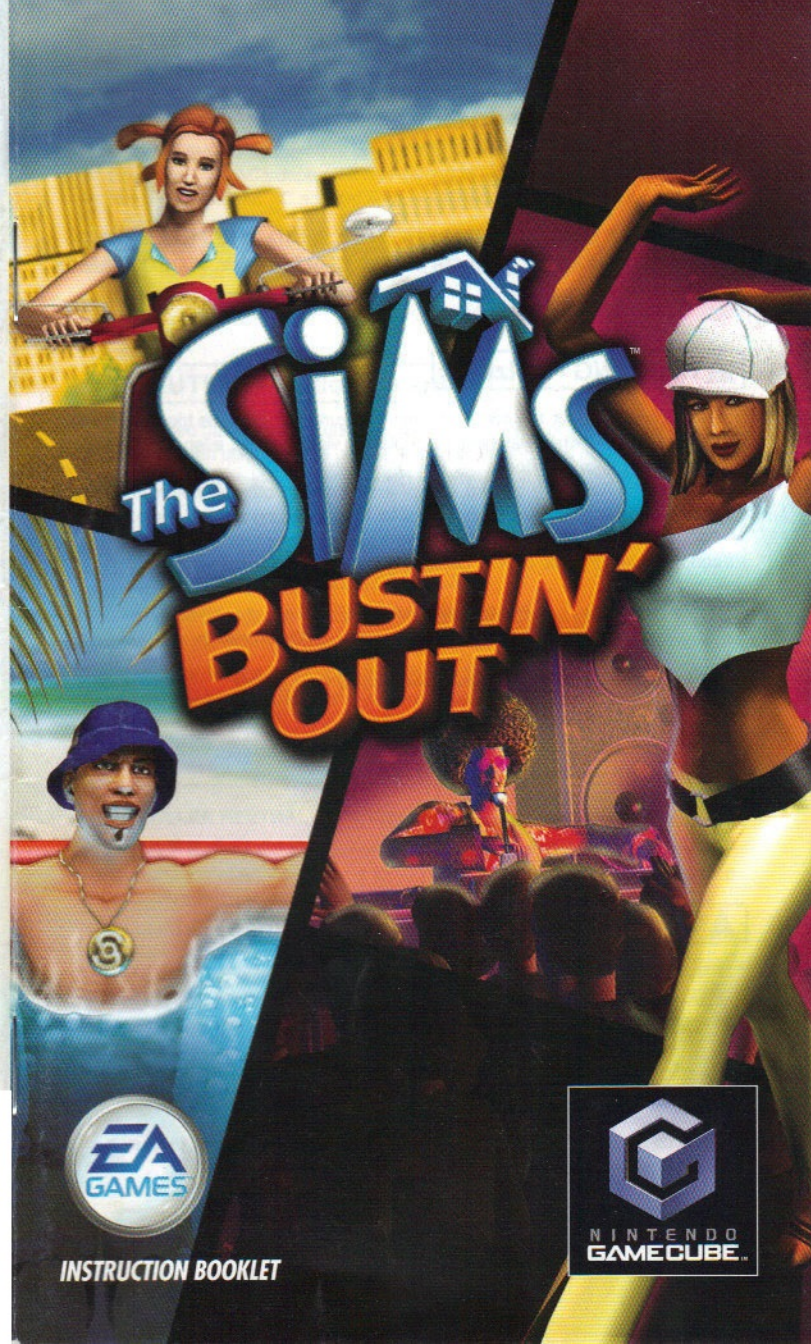
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INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

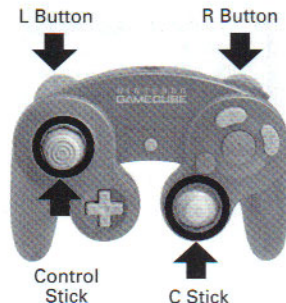
The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



THIS GAME IS COMPATIBLE WITH THE GAME BOY ADVANCE PORTABLE VIDEO GAME SYSTEM.



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GETTING STARTED

NINTENDO GAMECUBE™

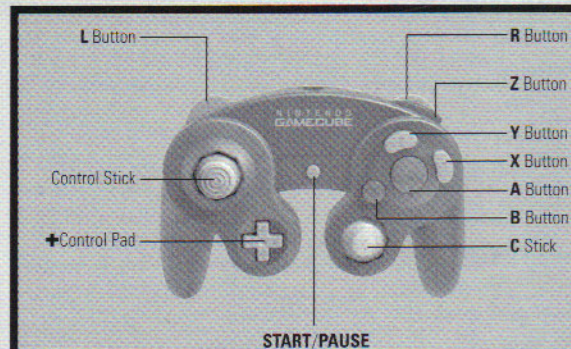


1. Turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Make sure a Nintendo GameCube™ Controller is plugged into the Nintendo GameCube™ Controller Socket 1.
3. Press the OPEN Button to open the Disc Cover then insert the *The Sims™ Bustin' Out* Game Disc into the Optical Disc Drive. Close the Disc Cover.
4. Press the POWER Button to turn on the Nintendo GameCube™ and proceed to the *The Sims Bustin' Out* title screen. If you can't proceed to the title screen, begin again at step 1.
5. At the *The Sims Bustin' Out* title screen, press START/PAUSE to advance to the Main menu (> p. 8).

Note: A Nintendo GameCube™ Memory Card is required to play *The Sims Bustin' Out*. Make sure you have a Memory Card inserted in either Nintendo GameCube™ Memory Card Slot A or Memory Card Slot B.

COMMAND REFERENCE

NINTENDO GAMECUBE™ CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight Menu Items	+Control Pad ↕
Cycle Choices/Move Sliders	+Control Pad ⇔
Select/Go to Next Screen	A Button
Return to Previous Screen	B Button



COMPLETE CONTROLS

Keep your Sims on their toes with these controls.

ACTION CONTROLS

Select action	A Button
Cancel action	B Button
Follow Sim	Y Button
Move cursor	Control Stick
Edit/Cancel action	L Button/B Button
Change Sim	Z Button

ENVIRONMENT CONTROLS

Zoom/Rotate	C Stick
Change game speed	R Button
Walls up/down	X Button
Pause game	L Button

INTERFACE CONTROLS

Access Career Panel	+Control Pad ←
Access Relationship Panel	+Control Pad ⇒
Access Motives Panel	+Control Pad ↑
Access Personality Panel	+Control Pad ↓
Access Modes menu (Buy and Build modes)	START/PAUSE

INTRODUCTION

Get up lazybones! It's Mom. I'm glad that you're going to be around the house to help me out, and make no mistake, I will expect you to help out. I'm not here to pick up after you. Anyway, I don't want to be alone at a time like this. I can't believe Malcolm is treating me like this, that louse! And after I gave him the best years of my life! Well, all of my hopes are on you now. I know you'll make me proud—or else. So quit your loafing around and get up and find a good job. I want to see you working hard and moving up in the world. After you make it big, you had better remember who helped you get your start.

Now I know you think I'm a nag, but here are a few things that you should keep in mind:

- First and foremost, take care of yourself. You won't succeed if you neglect your needs (> *Motives* p. 10). And, yes, that means bathing more than once a week! No one likes a grump and that includes your boss, so be sure to go to work in a good mood if you want to get promoted.
- Certain jobs are more accessible from certain locations. When you get promoted, think about moving to a new home that's on a direct bus line for your new position. You know bosses hate employees who are always late!
- I want you to be successful, but you have to get some enjoyment out of life too, you know! Keep your goals in mind and work hard, but find a balance between work and play. There is a fine line between having a strong work ethic and being a workaholic bore.
- It's okay to change career paths, but remember when you start on a new career, you have to start at the bottom rung of that career ladder, which means more hard work before your dear ol' Mom will have any respect for you again.
- And lastly, remember to clean up after yourself, eat right, and wear clean underwear!



For more information on *The Sims Bustin' Out* and other EA GAMES™ titles, visit EA GAMES on the Web at www.eagames.com.



SETTING UP THE GAME

It's easy to bust out of the house. Just follow the guidelines below and your Sim will be making their way in the wide world in no time.

Note: Be sure that you have a Memory Card inserted while you play. You cannot play *The Sims Bustin' Out* without a Memory Card.

Note: You need a Memory Card that has room for at least 1 File and 161 Blocks of memory free for *The Sims Bustin' Out*.

Note: *The Sims Bustin' Out* auto-saves every time you complete a level, or visit another location. To save your progress within a level, > *Saving and Loading* on p. 22.

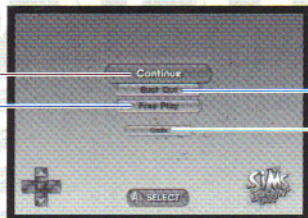
MAIN MENU

Bust out into a level-based game, play along side a friend in 2 Player Bustin' Out mode, and more at the Main menu.

Note: To access all of the options from the Main menu, you must play through the first sequence in Bustin' Out mode and save that game.

Load a previously saved game from your Memory Card

Call all the shots— with no pre-set goals, you're totally in charge of plotting out your Sim's life



Create a new Sim and send them on a path out of the house and into the world

See who had a hand in helping *The Sims* bust out

CREATE A SIM

From color of hair to choice of footwear, design your Sim from the ground up.

- You can create and save one *Bustin' Out* Sim per Memory Card and six families in Free Play mode.

Last/First Name

Use the text entry interface to create a name for your Sim.

Personal

Distribute the personality points to craft a distinct personality for your Sim. The more points you allocate to each personality trait, the more your Sim's personality reflects that trait.

Body

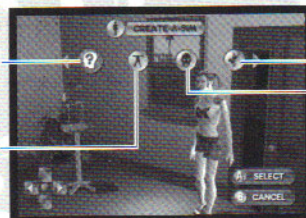
Determine the body shape of your Sim and select which clothes they wear.

Face

Choose from the different facial characteristics (hair style and color, eye shape and color, lips, and more) to set what your Sim's face looks like.

Determine the gender and age (adult or child) for your Sim and set their personality characteristics

Adjust your Sim's body appearance



Click to save your created Sim

Determine the look of your Sim's face and hair and whether or not they're wearing glasses or a hat or makeup

PLAYING THE GAME

Your Sims just want to be happy. A little guidance from you helps them stay on track. Keep their needs met, balance work and play, and make sure they spend time with Sim friends.

GAME SCREEN

The Game screen displays a wealth of information that lets you know how your Sim is doing.



SUB MENUS

Press the **+Control Pad** to view pop-up windows that display your Sim's condition in more detail.

MOTIVES

⇨ Press the **+Control Pad** ⇑ to view your Sim's motives.



Hunger

A hungry Sim is a grumpy Sim. Your Sim stops their stomach from grumbling by eating a snack, preparing and eating a meal, ordering (and eating) a pizza, or snagging a plate o' vittles at a neighbor's house.



Hygiene

Keep your Sim looking—and smelling—fresh and clean. Wash their hands, brush their teeth, shower, or bathe.



Energy

Catch a few ZZZs so that your Sim is bright-eyed and bushy-tailed. For a quick burst of energy, down a cup of java or a shot of espresso.



Social

Talk, joke, and interact with other Sims to keep your Sim feeling connected. Keep in mind that anti-social behavior doesn't make your Sims feel any better socially. And be careful, anti-social Sims may make enemies rather than friends.



Comfort

Put your Sim's feet up. Nap, have a seat, or take a relaxing bath.



Bladder

If your Sim's gotta go, they've gotta go. Use a toilet—and don't forget to flush!



Fun

All work and no play is a sure-fire way to grump out your Sim. Sims enjoy watching TV, reading books and newspapers, playing games, dancing, and more.

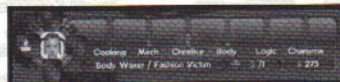


Room

Sims are happiest in clean, well-lit homes with nice furnishings. Keep their surroundings nice by adding some decorative items to boost your Sims' moods.

CAREER AND SKILLS

There are initially seven different career paths that your Sim can take. Each one has its own set of required skills and offers its own rewards. In addition, there are several more career paths that you can access in Free Play mode (> *Free Play* on p. 16). For more information on careers and building skills, > *Careers and Skills* on p. 17.



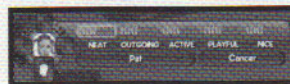
RELATIONSHIPS

Sims are happiest when they're well-liked. Keep your Sim in the social swing by making friends and developing strong relationships with their fellow Sims.



PERSONALITY

A Sim's personality is a mixture of several different characteristics that you set when creating your Sim (> *Create A Sim* on p. 9).



PAUSE MENU

From the Pause menu you can take a look at your current goals, access Buy or Build modes, and more.

➤ Press **START/PAUSE** to bring up the Pause menu.

Goals	View your goals and see which you've accomplished for the given level.
Buy	Get your Sim's hands on some new stuff (➤ <i>Buy Mode</i> on p. 14).
Build	Construct a dream home or add on an extra bathroom (➤ <i>Build Mode</i> on p. 15).
Careers	View the career tracks and see what you qualify for (➤ <i>Careers and Skills</i> on p. 17).
Options	Turn Free Will, Rumble Feature, Fast Forward Toggle, and Auto Center ON/OFF, or adjust Music and Sound Effects volumes.
Save	Save your progress to a Memory Card.
Quit	Exit back to the Main menu.

BUSTIN' OUT



BUST OUT!

Bustin' Out mode allows your Sim to leave home and seek their fortune out in the wide Sim world. In this level-based mode, your Sims make friends, find roommates, and advance their careers as you try to help them move up in the world and into Malcolm's Mansion.

Start in one career and move up to level 10 or change careers to give your Sim's life a bit more variety. There are seven main careers in the game. When you make it to the top of a career, your Sim earns a special reward for their hard work.

Your Sim starts out under the watchful eye of Mom and then leaves the family nest to seek their fortune out in the "real world."

Be mindful of the goals of each level. They help your Sim as they move on (and up) in the world.

- When your Sim accomplishes a goal, they earn a reward. Different goals earn different rewards, from objects your Sims can buy to new social interactions they can engage in.

Once your Sim is promoted to a certain level at a residence, a pop-up appears. This usually indicates its time for your Sim to move on. In *The Sims Bustin' Out* moving is simple, just hop on the scooter and select MOVE OUT and your Sim travels with ease to their next abode.

➤ To begin a two player game, make sure you have a second Controller plugged in and press **START/PAUSE** while in a 1 Player game.

➤ Press **START/PAUSE** on the second player's Controller to enter into the game.

- You must have two Memory Cards inserted to play a two player game.



MEET MALCOLM LANDGRABB

The miserly Malcolm Landgrabb is your Mom's recently divorced ex-husband. While he's considered a very successful man, his social skills leave something to be desired. Putting himself and his fortunes before everything and everyone else, Malcolm is systematically going through town and taking back all of the things that he ever gave your mom or his children, Mimi and Dudley.



BUY MODE

Shop 'til your Sims drop. Buy mode lets your Sims purchase all the goodies that their Sim hearts desire. So long as they can afford it, that is. Sims have no credit cards for impulse spending.

- Special objects are overall more satisfying for your Sims. For instance, a smaller, less expensive TV is less entertaining than a monster-screen TV.
- The meter to the right is your house's Feng Shui meter. Adding items to your house increases your home's Feng Shui. Every house can only have a certain amount of items stored in it to achieve a perfectly balanced Feng Shui. If you acquire too many items, you'll need to remove some from your house before you can buy more.
- As your Sim acquires more Simoleons, sell back lower quality goods (for a reduced price) and upgrade to newer, better stuff.
- To access Buy mode, press **START/PAUSE** to bring up the Pause menu and then press the **+Control Pad** \leftrightarrow to select the Buy Mode icon.

TO BUY AND PLACE AN ITEM:

1. From the Buy Mode screen, highlight the icon for the type of item you want to purchase and press the **A** Button. The catalog for the selected category of items appears.
2. Press the **+Control Pad** \leftrightarrow to browse and then press the **A** Button when the item you want to buy is highlighted. The item appears as a cursor on your screen.
3. Press the Control Stick to locate an item you've purchased.
 - To rotate the item, press the **L** Button or the **R** Button.
4. Once the item is situated where you want it, press the **A** Button to place it.

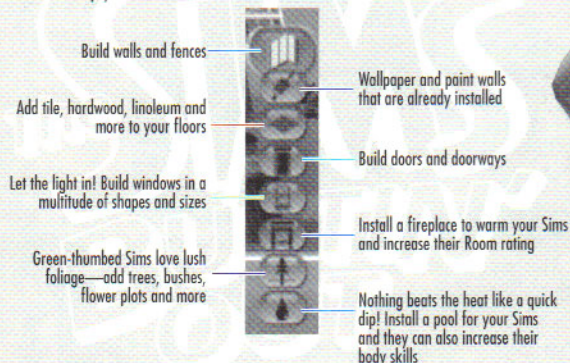
TO RELOCATE OR SELL AN ITEM:

1. From the Buy Mode screen, choose an item type (any type will do) and then press the Control Stick. The grabbing cursor is activated.
2. Move the cursor to the object you want to relocate and press the **A** Button.
 - To sell it (at a depreciated price), press the **Y** Button.
- Items depreciate after midnight in all game modes except Free Play. In Free Play, items do not depreciate.
- To reposition it, move the cursor to a new location and then press the **A** Button to place it in the new position.

BUILD MODE

From cozy cottages to grand mansions, Build mode lets you construct dream homes for your Sims.

- You must be a resident on a lot to build on that lot.
- To access Build mode, press **START/PAUSE** to bring up the Pause menu and then press the **+Control Pad** \leftrightarrow to select the Build Mode icon.
- In Bustin' Out mode, you can add to the existing structure. Or you can choose to demolish the structure and sell all of the belongings of the Sim and start over from scratch. If you do decide to rebuild, you must spend as much as the original house and it's furnishings cost or the difference is subtracted from your Sim's account when they move.
- In Free Play mode, you can evict a family and destroy the current lot to start over with an empty lot.



TO BUILD WALLS AND FENCES:

1. Select the type of item you want to build from the Build menu and the specific item from the sub menu. The item appears onscreen.
2. Press the Control Stick to position the item and then press the **A** Button to place it.
3. Press the **A** Button while moving the Control Stick along the line that you want to place your wall or fence. Then press the **A** Button again to install it.
 - To undo an installation built, but not installed (before you press the **A** Button), press the **B** Button.
 - To tear down items previously built, press the **Y** Button and then use the Control Stick to highlight what you want to tear down. Once it's highlighted, press the **A** Button and it's history.
 - Building other items is similar to locating items in Buy mode (➤ p. 14).

FREE PLAY

Create a Family, move them into a house, and let life run its course. In Free Play, there are no established goals—you decide what each family member pursues and accomplishes. All without ever having to hold down a job!

TO BEGIN PLAYING IN FREE PLAY MODE:

- From the Free Play menu, pick a lot on Free Street.
- To continue playing with a previously created family, choose ENTER HOUSE.
- To create a new Sim family, select CREATE FAMILY.
- To send a Sim family packing, choose EVICT FAMILY.

CREATE FAMILY



- Create multiple Sims as you would create a single Sim (➤ *Create A Sim* on p. 9). Then, move them in to an empty lot. You can also move them into an inhabited lot if you evict the family that currently lives there.
- You can create and save up to six families of up to four family members per Memory Card.

Once your family is moved into their new lot, you can access the Buy and Build modes to make their house a home. For more information on Buying, ➤ p. 14. For more on Building, ➤ p. 15.

CAREERS AND SKILLS

There are seven career paths, plus five bonus careers (for Free Play mode only) in *The Sims Bustin' Out*. Different careers require different skills. Be sure to choose a career which also suits your Sim's personality.

MOVIE STAR



The path of a movie star starts at the Mall. Your Sim hams it up to encourage shoppers to spend, spend, spend. Outgoing Sims are good candidates for this career path and must hone their charisma and creativity skills among others if they want to achieve real fame.

MAD SCIENTIST

Sims start out as a lowly Lab Cleaner on this career path. If they get really good at keeping the rodent cages clean and sterilizing test tubes they just might need to think about improving their mechanical skills to be noticed for a promotion.



GANGSTER



To successfully work their way up in a life of crime from vandal to top gangster, Sims must be in good shape and have a flair for creativity. What, you thought just anyone could lie, cheat, and steal?

FASHION VICTIM

Scaling the heights of fashion requires that your Sim look fabulous in nothing but their unmentionables and learn to creatively charm the who's who of the fashion world. Keep your Sim fit and active if they want to advance in this career where looks *are* everything.



PARAMILITARY



If your Sim has a yearning to keep peace throughout the Sim world, they might consider taking on a life in the military. Beginning as a latrine cleaner, Sims on this path emphasize logic skills and keep their well-toned bodies in fighting shape.

Some Sims are lovers, not fighters. If your Sim falls into that category, a life on the counterculture career path might be in their cards. Sims on this path keep their bodies fit and pure and work on charisma so that they can enchant other Sims with their alternative lifestyle.

COUNTERCULTURE



JOCK



These die-hard sports fans give it their all when they start off their careers as the mascot of their favorite teams. Achieving the strength and stamina of a prime athlete helps them advance in their chosen career. Charisma skills ensure that they're well-spoken on the highlight reels at 11:00.

BONUS CAREERS

There are five bonus careers that you can access in Free Play mode. Bust out as Rock Star, Slacker, Artist, or Computer Geek, or make your millions as a sneaky Swindler.

- These careers are available in Free Play mode only.

SKILLS

While your Sim may have a very engaging personality and all the friends in the world, without proper skills they're destined to a low-paying job with little or no respect. A little education goes a long way to helping your Sim get ahead.

Cooking

There's nothing like a good cook. Your Sim can improve their culinary skills by studying cooking (from a book in a bookcase) or by serving up drinks from the SlushRush Portable Bar.

Mech

Sims with high mech (mechanical) skills are handy to have around. They can fix broken appliances and keep the whole house running smoothly. Grab a book to study mech or amp up your fun by using the Invention Workbench.

Creative

Let your Sim's imagination run wild. Creative Sims love to paint, play musical instruments, or even make pottery.

Body

Get your Sim off the couch and into shape by using a treadmill, weight bench, or climbing wall.

Logic

Elementary, my dear. Sims who play a lot of chess or gaze at the stars through a telescope develop sharp logic skills.

Charisma

Sims with high charisma have more than a way with words, they can charm their way into—or out of—anything. Sims gain charisma by practicing speaking in front of mirrors, or by using the NostalgiCo Microphone.

CONNECTING TO A NINTENDO™ GAME BOY® ADVANCE

Connect your Game Boy® Advance to your Nintendo GameCube™ and transfer your Sim from the Nintendo GameCube™ version of *The Sims Bustin' Out* and back.

When you connect your Game Boy® Advance to your Nintendo GameCube™ for the first time, you unlock a new item—the Game Cabinet—for purchase in the Nintendo GameCube™ version of *The Sims Bustin' Out*. Buying and placing the Game Cabinet allows you to play different mini games on the connected Game Boy® Advance.

- Simoleons earned during these mini games are transferred back to *The Sims Bustin' Out* on the Nintendo GameCube™ upon completion of the game.
- Your Sim's motives will continue to decline as your Sim interacts with the Game Cabinet. If any of your Sim's motives fail, the connection is terminated.

SIMS ON THE GO

While connected, you can download your Nintendo GameCube™ *The Sims Bustin' Out* Sim to the Game Boy® Advance as a playable character. Then disconnect and take your Sim anywhere! As you play the character, any developments or changes to motives, skills, and Simoleons can be saved and uploaded back to the Nintendo GameCube™.

TO DOWNLOAD A SIM FROM YOUR NINTENDO GAMECUBE™ TO GAME BOY® ADVANCE:

1. Make sure you have connected your Nintendo GameCube™ - Game Boy® Advance cable to the Nintendo GameCube™ and Game Boy® Advance.
2. From the Main menu on your Game Boy® Advance copy of *The Sims Bustin Out*, select GCN LINK.
3. Load or create a Sim on your Nintendo GameCube™.
4. From your Sim's house, select their vehicle and then choose TRAVEL TO GBA SIMVALLEY.
 - If you don't have a vehicle, try getting a job to unlock the Scooter.
 - Your Sim is transferred to the Game Boy® Advance with their motives, skills, and Simoleons.

After playing, save your Sim to the Game Boy® Advance in the save slot labeled "GCN Slot."

TO UPLOAD FROM YOUR GAME BOY® ADVANCE TO YOUR NINTENDO GAMECUBE™:

1. Make sure you have connected your Nintendo GameCube™ - Game Boy® Advance cable to the Nintendo GameCube™ and Game Boy® Advance.
 2. From the Main menu of your Game Boy® Advance copy of *The Sims Bustin' Out*, select GCN LINK.
 3. Load your *The Sims Bustin' Out* saved game on the Nintendo GameCube™. A screen appears with two options: MOVE SIM BACK or FORCE SIM BACK.
 4. Choose MOVE SIM BACK to return your Sim to the Nintendo GameCube™ with all their new data (Simoleons earned, skill points earned, etc.) intact. The Transferring screen appears.
 5. If you successfully managed to return your Sim to the Nintendo GameCube™, the Game Boy® Advance displays its save slot labeled "GCN Slot" as "empty."
 - If you successfully managed to return your Sim to the Nintendo GameCube™, a message on the Game Boy® Advance appears saying "Send Complete Thanks for visiting!"
- ➔ If you don't want to transfer your Sim back from the GBA, or if your Sim is no longer stored on your GBA, choose FORCE SIM BACK to lose your progress on the GBA. This reverts your Nintendo GameCube™ Sim to the point immediately before you sent them to SimValley. You can force a Sim back without having a Game Boy® Advance connected to the Nintendo GameCube™.

SAVING AND LOADING

Save your Sim's painstaking progress in life on a Memory Card.

- The game auto-saves whenever you move to or visit another location.

TO SAVE A GAME:

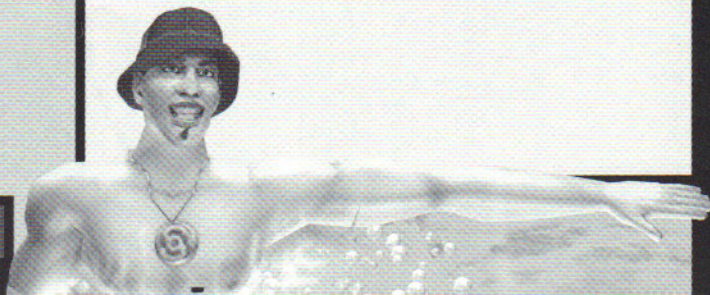
- ➔ From the Pause menu, select the SAVE icon. A prompt asks you to confirm that you want to save. Select YES.
- If you save on the same Memory Card, your previously saved game is overwritten.

TO LOAD A GAME:

1. From the Main menu, choose CONTINUE. The Memory Card Selection screen appears.
2. Choose the Memory Card from which you want to load a game. A prompt appears asking if you want to load *The Sims Bustin' Out* game data. Press the A Button to load the file and continue your game.

Note: Never insert or remove a Memory Card when loading or saving files.

THE SIMS
BUSTIN'
OUT



CREDITS

Very Special Thanks: Will Wright, Creator of *The Sims*

Executive in Charge of Production: Sinjin Bain

Design Director: Michael Perry

Producer: Morgan Roarty

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Special Thanks: Luc Barthelet, Lucy Bradshaw, Bing Gordon, Bruce McMillan, Don Mattrick, JF Prata, Paul Lee, Kim Spratto, Tiburon Studios, Larry Landry, Kurt Reiner, Knut Grossmann, Kyle Winslow, Debbie Carlin, Suzanna Zecovic, Phil Simon, Suzanne McNamee, Griptonite Games, Edge of Reality, Paul Pedriana, Elle Ko, Zeeshan Shaikh, Robert Wong, Nery Ramos, Manuel Mendez, John Yu, Blair Hamilton, Armando McClain, Tam Fong, Eric Kornblum, Scott Whitney, Cindy Cox

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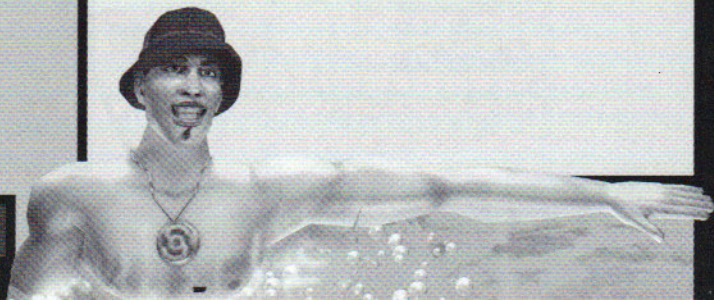
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