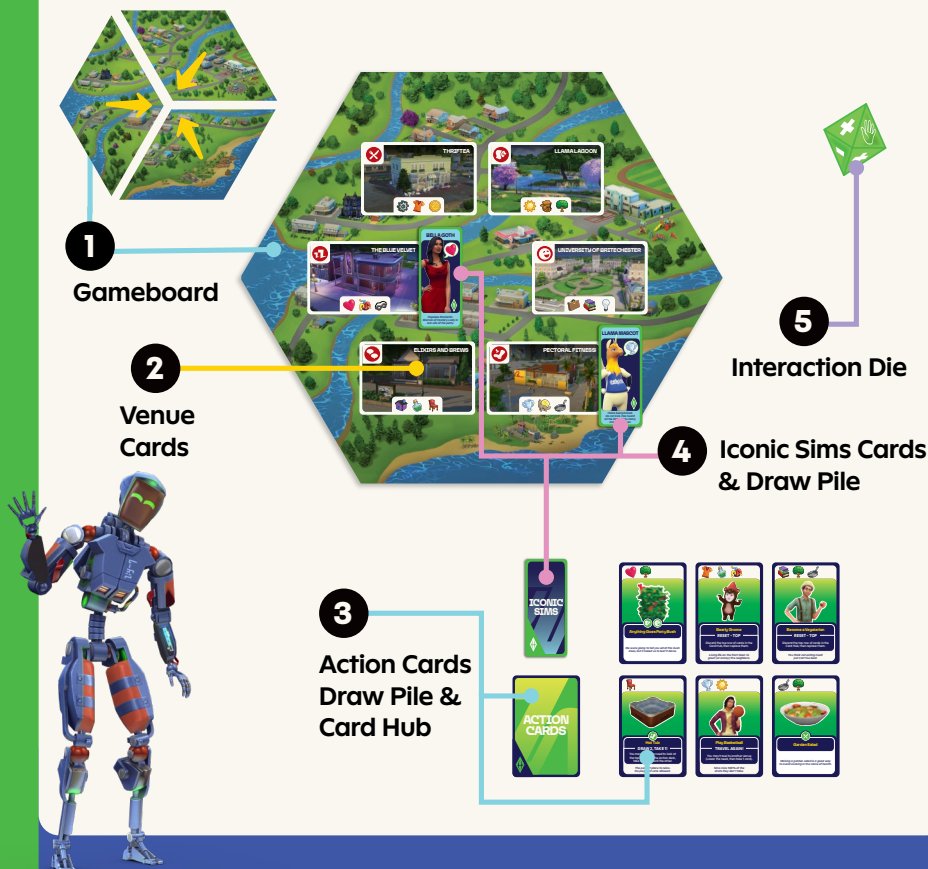


1 PLAYER
AGES 12+



**SINGLE PLAYER
INSTRUCTION MANUAL**

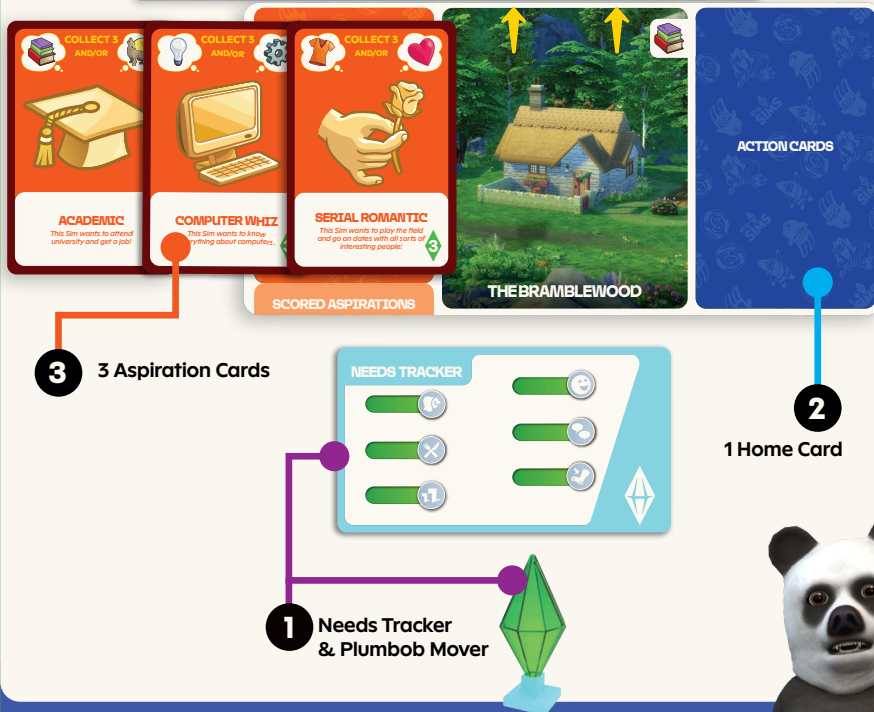
SINGLE PLAYER SETUP



SETTING UP THE GAME

- 1 Assemble the board pieces as shown above to form the gameboard.
- 2 Place the Venue cards onto the board, one in each of the six spaces.
- 3 Shuffle the Action cards, then deal six face-up cards next to the board in two rows of three to form the "Card Hub." Place the remaining cards nearby as a draw pile.
- 4 Shuffle the Iconic Sims cards, then draw two of them. Place each one at the Venue that matches their interest. In the single player game, Iconic Sims hang out at the Venues.
- 5 Set the Interaction die to the side of the board.

SINGLE PLAYER MOVING IN!



COMPLETE SETUP BY MOVING IN!

- 1 Take a Needs Tracker and a Plumbob Mover. Set all Needs on the Needs Tracker to FULL (green). Leave the Turn Order cards in the box—they aren't used in the single player game.
- 2 Choose any Home card you like and return the rest to the box.
- 3 Shuffle the Aspiration cards and deal three face-up cards in front of you, or feel free to choose any three Aspirations you want! Return the rest of the Aspiration cards to the box. These are your Sim's Aspirations for their whole life!



OBJECT OF THE GAME

When playing solo, the points don't matter!
Instead, you have two goals.

1

LIVE YOUR BEST LIFE BY COMPLETING YOUR THREE ASPIRATIONS

You can work on your three Aspirations in any order. For more details, see the Scoring section (page 6).



2

MAKE FRIENDS BY HAVING THREE ICONIC SIMS AT YOUR HOME

Iconic Sims behave differently in the single player game. They live at the Venues on the board, and you interact with them by visiting their Venue and rolling the die!

The ICONIC SIMS MOVE Action card works differently too (page 7).



You win as soon as you accomplish both goals, and you lose if your Needs run out and you can't recharge them.

GAMEPLAY

Every turn, you will **Go Home** or **Travel**, following the steps below. After each turn, replace any cards you took or discarded from the Card Hub. Then, it's your turn again! Cool!

! NOTE: Gameplay is slightly different from the multiplayer version.

GO HOME

In order to Go Home, you must have a set of three identical SIMbols in your collection.

1

Move your Plumbob Mover onto your Home card, discard the Action cards used to make the set, then raise ONE of your Needs from **EMPTY** to **FULL**.

! Note: Home card bonus: You can use the SIMbol on your home card as part of the set. You never have to discard your Home card.



TRAVEL

1

Move

Move your Plumbob Mover onto any Venue card. *(This step is the same as in the multiplayer game!)*

A

Lower the Need shown at that Venue. If you can't lower the Need, choose a different Venue!

B

Take an Action card from the Card Hub that has at least one SIMbol matching your Venue.

If the card you chose shows one or more Needs, raise those Needs from EMPTY to FULL. If it has an action, perform that action. Then place the card "in your home".



Raise this Need!

Perform this Action!

2

Befriend Iconic Sims

Take any Iconic Sims from the board whose interest SIMbol matches an Action card you took this turn.



Oh my... there's interest!



GAMEPLAY

TRAVEL CONTINUED

3 After you move, interact with Iconic Sims

Interact with each Iconic Sim at your Plumbbob Mover's location by rolling the die and applying the effect below:



Good Interaction



Raise one of your Needs. Leave the Iconic Sim at the Venue.



Awkward Interaction



Move the Iconic Sim card to the center of the board. These Iconic Sims can be obtained with an **ICONIC SIMS MOVE** action card (See page 7). Draw a new Iconic Sim and place them in the Venue that matches their interest.



Come on Over!



Place the Iconic Sim in your home. Draw a new Iconic Sim and place them in the Venue that matches their interest. If the new Sims ends up at the Venue with your Plumbbob mover, you can immediately interact with them too!

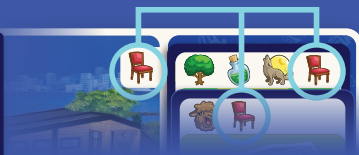
BONUS: If you now have four or more Sims at your house, it's a party! Raise any one Need from **EMPTY** to **FULL**.

SCORING

After you Travel, check to see if you can score.

Score by collecting a set of **three SIMbols** that match one of your Aspiration cards in any combination. The SIMbols can be on Action cards in your collection or on your Home card.

Take the completed Aspiration card and the Action cards used to complete it, flip them face down, and place the pile nearby.



BONUS: Completing an Aspiration feels good. Raise any one Need from **EMPTY** to **FULL** immediately!

NOTE: You can complete your three Aspirations in any order!



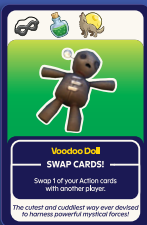
ACTION CARD EFFECTS



ICONIC SIMS MOVE!

Choose **one** Iconic Sim on the board whose interest matches a SIMbol in your collection. Place that Iconic Sim in your home. If that Iconic Sim was at a Venue, draw a new Iconic Sim and place them at the Venue matching their interest.

BONUS: If you now have four or more Sims at your house, it's a party! Raise any one Need from **EMPTY** to **FULL**.



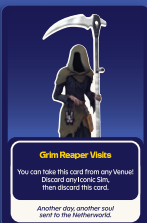
SWAP CARDS

Instead of swapping with another player, swap with any Action card in the discard pile. You don't increase your Needs or perform the action on the card you swap for—you just get its SIMbols.



Don Lothario Makes a Move

As soon as this card appears in the Card Hub, immediately roll the die for each Iconic Sim card in play (on the board and at your home). If you roll a **+** that Iconic Sim goes out with Don Lothario. Return them both to the box and stop rolling. If you don't roll a **+** for any of the Iconic Sims in play, place the Don Lothario card in your home, where he counts toward one of the three Iconic Sims you need to win!



Grim Reaper Visits

As soon as this card appears in the Card Hub, immediately return all Iconic Sims you had an awkward encounter with, the ones in the center of the board, to the box, along with the Grim Reaper card. If there are no Iconic Sims in the center of the board, return all of the Iconic Sims in your home to the box, then place the Grim Reaper card in your home, where they count toward one of the three Iconic Sims you need to win!



Watch Out! It's Mrs. Crumplebottom!

As soon as this card appears in the Card Hub, immediately turn your collection of Action cards over, mix them up, and discard two at random. Then discard this Watch Out! card.

the SIMS

BOARD GAME

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