

the SIMS

BOARD GAME

933864



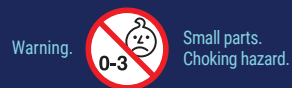
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Made in China.



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LEARN
TO PLAY
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2-5 PLAYERS
AGES 12+

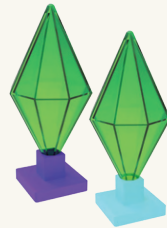


INSTRUCTION MANUAL

CONTENTS



Board Pieces
x3



Plumbob Movers
x5



Turn Order Cards
x5



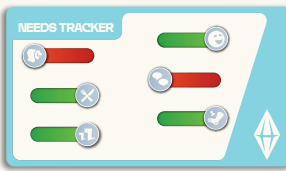
Interaction Die
x1



Venue Cards
x6



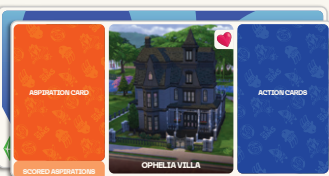
Action Cards
x115



Needs Trackers
x5



Aspiration Cards
x27

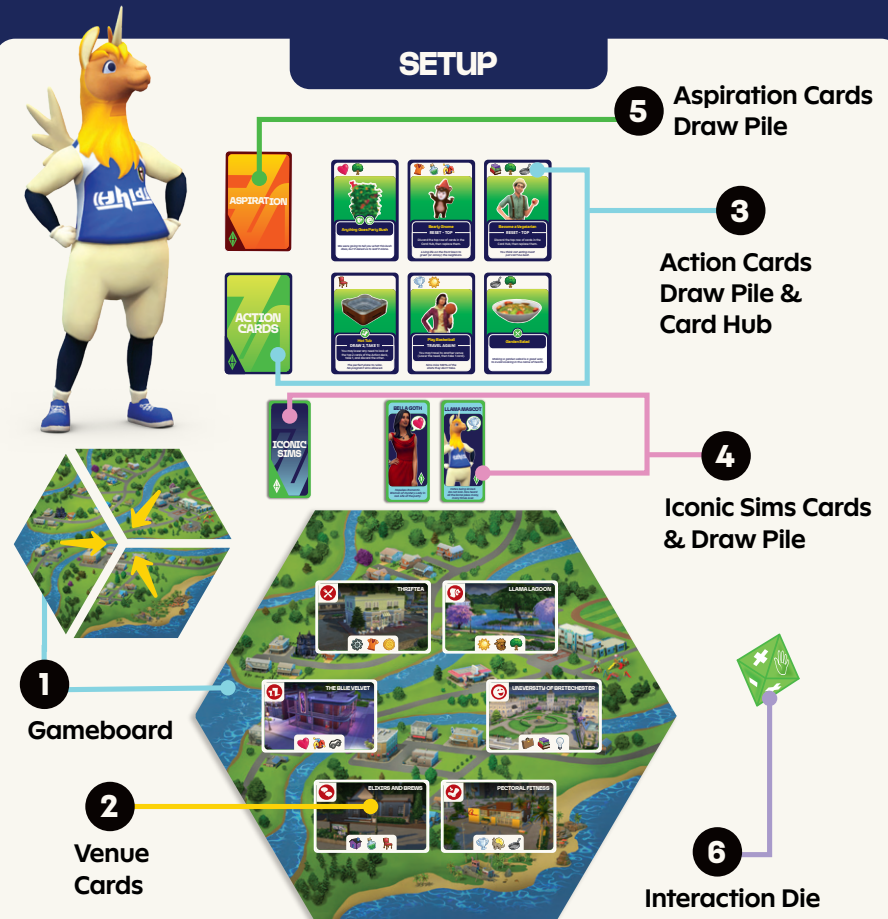


Home Cards
x18



Iconic Sims Cards
x18

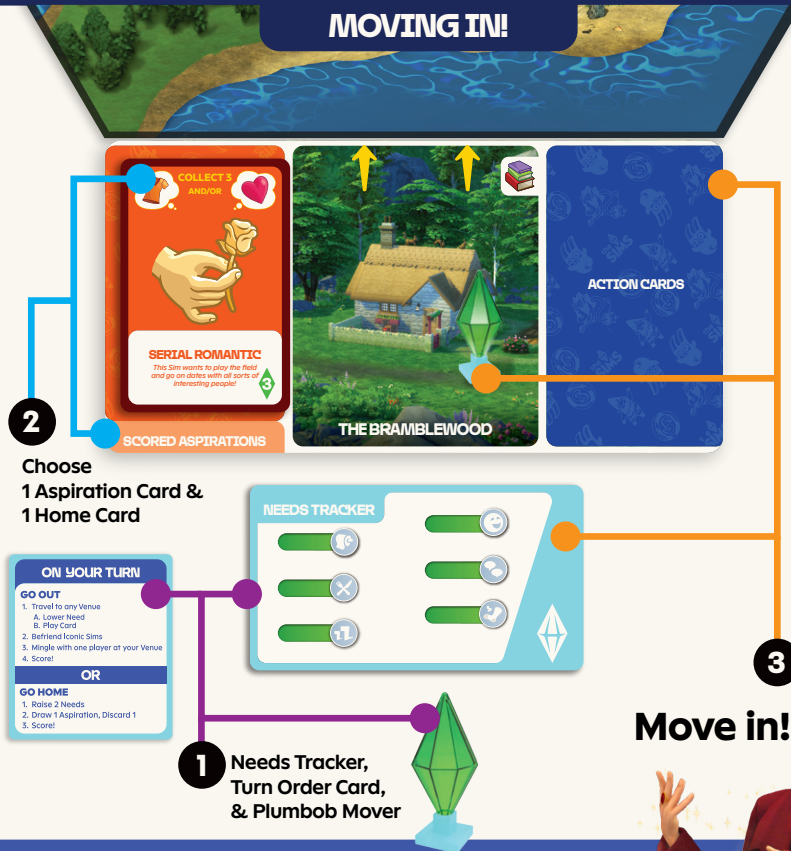
SETUP



MOVING INTO THE NEIGHBORHOOD!

- 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. Use whichever sides have your favorite locations!
- 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 deal two face-up cards next to the board below the Card Hub. Place the remaining cards nearby as a draw pile.
- 5 Shuffle the Aspiration cards to form a draw pile.
- 6 Set the Interaction die to the side of the board.

MOVING IN!



COMPLETE SETUP BY MOVING IN!

- Each player takes a Needs Tracker, Turn Order card, and the Plumbob Mover that matches in color. Set all Needs on the Needs Tracker to FULL (green).
- Each player draws two Aspiration cards and two Home cards and chooses one of each to keep. Discard unused Aspiration cards. Unused Home cards can be returned to the box.
- "Move in" by placing your Home card on the edge of the board nearest you. Place your Plumbob Mover and Aspiration card on your Home card. Place your Needs Tracker below your Home card.
- The player who most recently moved in real life goes first.

OBJECT OF THE GAME & SCORING

The object of the game is to be the **first player to end your turn with 8 points**. You get points in two ways:

NOTE: You can enjoy a longer game by agreeing to play to 10 points.

1 EACH ASPIRATION YOU COMPLETE — 3 POINTS

At the end of your turn, you complete your Aspiration if your collection of Action cards shows three SIMbols matching your Aspiration (in any combination). The SIMbol on your Home card can count as one of the three.

Collect 3 of these SIMbols...

... like this!



2 ICONIC SIMS — 1 POINT EACH

Iconic Sims move from the board to your home when you take an Action card that shows their interest. Iconic Sims in other players' homes can move to your home when Iconic Sims Move (see page 10).



ON YOUR TURN

Choose to **Go Home** or **Travel** and follow the steps below. Either way, at the end of your turn, you score (see **Scoring**), then the player to your left takes a turn. During most of your turns, you will Travel.

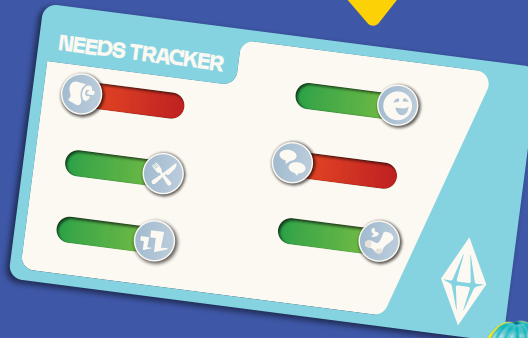
NOTE: Before you take your turn, be sure to replenish any Action cards and Iconic Sims cards that were taken during the previous turn.

GO HOME

Choose Go Home if you have to recharge your Needs or look for a new Aspiration. Move your Plumbob Mover to your Home card, then:

1 Raise Two Needs:

Choose two of your Needs and raise them from EMPTY (red) to FULL (green).



2 Draw one Aspiration card, then discard one:

You can discard the new one or the one you already had.



ON YOUR TURN...CONTINUED

TRAVEL

During most turns, you will Travel by moving to any Venue and taking a new Action card.

1 Move:

Move your Plumbob Mover onto a Venue whose Need is FULL on your Needs Tracker.

A Lower the Need shown at that Venue from FULL to EMPTY.

B Take an Action card from the Card Hub that has at least one SIMbol matching your Venue and place it "in your Home," face up to the right of your player board.

Some Action cards let you raise a Need from EMPTY to FULL, and some have special actions you perform when you take them. The "Iconic Sims Move" action is described on page 10.



Raise this Need!

Perform this Action!

TIP: The Action card you take must have a SIMbol that matches your Venue, but other than that you can take whichever card you think is best! Look for cards that match your Aspiration or the interest of an Iconic Sim, or that have special actions you want to take.



Stack your Action cards so you can see the SIMbols you've collected!

NOTE: You can move to any Venue and take any Action card that matches that Venue - it doesn't have to match your Aspiration.

TRAVEL...CONTINUED



2 Befriend Iconic Sims

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



3 Interact

If other players are at your Venue, you must choose one to interact with. Starting with you, both of you must roll the Interaction die and apply the result:



Raise one of your Needs.



Lower one of your Needs.



Take one random Action card from the other player.



SCORING



SCORED ASPIRATIONS

After you Travel or Go Home, check to see if you have completed your Aspiration. If you did, tuck it under your Home card so only the name and points are showing, **then draw one new Aspiration card.**

Do not discard your Action Cards. They can be used to complete future Aspirations



! IMPORTANT:

- You can only complete an Aspiration at the end of your turn, and only once per turn
- If you already have three SIMbols matching your new Aspiration, you must wait until the end of your next turn to complete it



1+1+3+3=8. Victory!

The last thing to do is check to see if you have 8 or more points. If you do, you immediately win the game! Completed Aspirations are worth 3 points each, and Iconic Sims in your home are worth 1 point each.

You can't win on another player's turn, even if you have 8 points.

GAMEPLAY

ICONIC SIMS MOVE

❗ **NOTE:** You can start playing without reading this section. Come back when someone takes a card that says "ICONIC SIMS MOVE!"

When someone takes a card that says "ICONIC SIMS MOVE!", all Iconic Sims currently in players' homes will move, looking for another player who might interest them.

EVERY player picks up **ALL** the Iconic Sims in their home, then passes them around the table to the left.

You can keep any Iconic Sims card you are passed if you have their interest on your Action cards or Home card, otherwise keep passing them. Continue until all Iconic Sims have stopped moving. Some players may end up with an Iconic Sim they had before.



Player 1



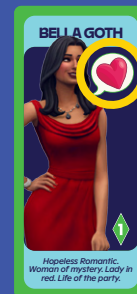
BEFORE



Player 2



Player 3



Player 1



Player 3



AFTER

Player 2



Player 1 takes the Cowplant on their turn, causing Iconic Sims to move! Everyone picks up their Iconic Sims and passes them to the left:

Bella Goth:

Neither Player 2 nor 3 have ❤️, so Bella Goth goes all the way around and ends up back with Player 1.

Rory Oaklow:

Player 3 doesn't have 🐮, but Player 1 does on their new Cowplant card, so they keep Rory Oaklow too!

Bob Pancakes:

Player 3 has 🍳, so they get to keep Bob Pancakes.

