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[The Sims 2 Cheats, Tips, Tricks and Glitches \(PSP\)](#)

Your Sims will collect memories which shape who they are

The Sims 2 is the first entirely-new generation of The Sims, the ground-breaking game that allowed players to create and control virtual people. The Sims 2 challenges you to direct the journey of your Sims' lives as they grow from infancy through childhood, teenage life and adulthood. Starting with a personality that you give them (or that they inherit from their parents), your Sims will develop in unique ways based on your choices and influence. As they progress through life, your Sims will collect memories which shape who they are, what options they have and how they behave. These experiences can have a short or long-term effect on relationships between family members and friends. Experiences between Sims when they are children can affect their relationships as teens and adults. Your Sims can have casual friendships or make life-long enemies. For the first time, in The Sims 2 you control your Sims over an entire lifetime. With the ground-breaking addition of genetics, your Sims now pass their **DNA** down through generations giving you a more vivid and in-depth Sims experience. Every life choice you make has a relevant and dramatic effect on the lifetime of your Sim. It's up to you to take your Sims from the cradle to the grave, fulfill their dreams, and push them to extremes in The Sims 2.

Cheats
Cheat mode: Enter the "Buy Perks" screen from the Info menu then hold L + R + Square. A "Cheat" perk will appear, showing a free Woo-Hoo icon. Buy it to get a money boost, some skills, clear your needs, and fill your **Needs**.

Easy money: Build up your Creativity then paint and sell paintings. Once your Creativity is all the way up you will earn 500 Simoleons for each painting. Max out your Creativity and get an easel. Use it, and when the canvas appears on the easel, select "Cancel". The painting will be done, earning you 500 Simoleons in two seconds.

Ghost Sim: Do not eat or drink anything, and your Sim's Sanity diamond will decrease. Once it is no longer filled, your Sim will die and turn into a ghost. You can easily call the Grim Reaper and tell him you want to live once again. You need to have a lot of Sanity points if you want to have a full Sanity diamond. However, there are a lot of choices to pick which kind of Sanity diamond increase to buy. Still, you need the correct amount of Sanity points to get it. If you want to stay as a ghost, you will be able to float in mid-air. However, all you can do is just float and go in houses or places. To get more Sanity points once living again, go up to a person and scare them. You cannot go to the bathroom or make food.

Passing out: Try eating a little bit. Then, walk around a lot. Eventually, your Sim's Sanity diamond will decrease to the point where you fail in chatting, flirting, or imitating against another person. In the house you bought, go into the music room. The ghost will scare you, making your Sanity diamond decrease. Afterwards, after your diamond is all the way decreased, your Sim will fall on the floor and feel strange, which will make you start from your new house. You will get thrown over the fence of your house, but will feel better afterwards. It will take 500 Simoleons to get you back on your feet, and you will lose all your Sanity points.

A Three Way Feeling mission: When your Sim feels hungry, give it some food. Then, after it is done eating, it will have to go to the bathroom. After it is done going to the bathroom, it will lose Hygiene points. Make sure the Sim washes its hands. Afterwards, the cycle will start again after you go to the bathroom; it will be hungry again.

Baker mission: To get the bakers to leave the room so you can hack in to his secret room, examine the dresser in their bedroom. Then, give the wife the note. You can now hack into his secret room.

The Night-Beast mission: Annie Howell is the night beast. She will tell you if you intimidate her.

Tychno: Baby Tychno is in the secret sublevel in the laboratory. Intimidate the person in black.

Second ghost goal: Go to the Rossum's house and complete their set of goals to get to the graveyard, which is in the meeting house at Deadtree. This

can be very difficult -- Keep saving the game the farther you get. **Kine Sunrise Ritual:** When you get to Kine Dairy you must buy the pamphlet from Roland. Read it, then go into Kine Dairy. Go to where you see the man blocking the door and answer his questions. 1. Always stay with the herd. The stray cow falls into the thicket. 2 Always keep your eyes on the cow in front of you attention yields obedience. 3. Always look to the future. The path behind you is strewn with manure. 4. Always be wary... the enemy tips the cow who sleeps. If you answer correctly the doors should be open. You need to see Sara Starr. She is in a tannic/brown robe. Chat with her until you get to "Chat 3". She will teach you the gestures. You can only do the Kine Sunrise Ritual between 6:00 p.m. and 2:00 a.m. in-game time. When starting the Kine Sunrise Ritual they tell you only two buttons. The buttons are wrong. The correct buttons are as follows: The Crown of Horns... press Up. The Sacred Cud... press Left. Lowing at the Moon... press Right. Fertilizing the Field... press Down. **Flirting with same gender Sim:** You can flirt with a Sim that is the same gender as yours once the other Sim's Flirting bar is filled up all the way. **Winning chats, flirting, and intimidation:** If your Sanity level is high, you will have a better chance in winning all social games. **Look like a zombie:** In the "Create a Sim" screen, choose the green-white like skin. **Glitches**
Sanity diamond full: Do social games with different Sims. Try completing their Flirt and Chat stats to have a complete Sanity diamond. It should be white once filled up all the way. After you filled it up to the top, Chat and Flirt with six more Sims. Note: Do not imitate against them. After chatting and flirting with six more Sims, your Sanity diamond will still be full. Save and quit the game, then play as the person that you were playing with before. You will notice that your Sanity will be 100% great, and will not decrease. **Chatting with Mambo Loa:** Try standing a few feet away from her. Then, do a social game, and do chat. If you complete the third chatting process, it will look like Mambo is hugging nothing but the air.