

The Sims 2: Exotic Destiny

The Sims 2: Exotic Destiny was an idea for an expansion pack to EA's game *The Sims 2*. It was first proposed in March of 2006 on the official *Sims 2* Website by Dozerfleet Productions, then-represented by the user named CormorantEnt. Instead of this, Maxis decided to release *Bon Voyage*.

History of the idea

The idea behind *Exotic Destiny* was largely inspired by the expansion pack *Vacation*, for the original *Sims*. It began with the similar idea that Sims should be able to leave behind their homes for a time-being and visit various lots at vacation destinations. From there, the proposal evolved.

Proposed changes to the core

The following proposals were made for fixes to the core game's features:

- The player would have been allowed pick a certain number of days from a Sim's remaining vacation days to actually go to an exotic destination. This feature was implemented into *Bon Voyage*.
- A promotion will immediately allow a player to determine exactly how many additional vacation days they want (with a maximum of 15 more.) Once again, *Bon Voyage* had a similar feature.
- The normal aging system would have be disabled for exotic destinations, allowing more time away from home on vacation. This feature was never implemented. Using the *aging off* cheat is the closest one gets.
- Unemployed Sims can go on a vacation whenever they wish, provided they have the money. This is not a good idea for *Nightlife* vampires, unless you are willing to send them to a location and order a coffin to be delivered to them. This part transferred perfectly to *Bon Voyage*.
- More ways to die (see below)
- Two ways to be born (see below)
- Many of the features proposed included several that were implemented with *Seasons*.
- Travel preference attribute: In the Create-A-Sim menu, Sims would have been given travel preference attributes. These would have been similar to Turn-Ons and Turn-Offs like introduced in *Nightlife*. A Sim can be an Agoraphobic (liking to go nowhere), or a Mountain Tundra, Beach, or Swamp lover. Instead, the entire personality system was replaced with a trait-based system for *The Sims 3*.
- New neighborhood types. These were implemented with *Bon Voyage*. (See below)
- Several neighborhood decorations added. These were implemented with *Bon Voyage*.
- A huge catalog of options for winter gear and mountain climbing and hiking gear. Only some of this was implemented—in *Seasons*.
- New hunting outfits for adults will be included, and said outfits will be young-adult-accessible for those with *University*. (Though rifles are purely decorative.) These were never implemented.

- Will automatically update the game with any essentials from the *Family Fun Pack* for those who don't have it. **This didn't happen.**
- Optional Mummy outfits will be provided for Zombie Sims (if *University* is installed). Why settle for just being a zombie, when you can be a zombie with class and become a mummy? **Zombies were eventually replaced with Mummies completely—in *The Sims 3: World Adventures*.**
- Patches and built-in buffers will be included in the game so that it can protect itself from Task Normalcy Fatality Loops and other problems that occur in regards to how the cheat engine interacts with the game's reproductive and aging engines. **This was never implemented. Instead, *The Sims 3* was designed to make most of these glitches near-impossible.**

Patching BI-SWILS and CT-BILS

One of the defining features for this game would have been a safer way to give birth and a safer aging system. The patches would address common problems that occur with InSimenator and InTeenimator hacks, as well as problems with the basic design flaw of the game's cheat console itself. Normally, the conditions in the game cause what are known as TNFLs.

The most common TNFL's in *The Sims 2* are BI-SWILS (Boddler-Induced Social Worker Infinite Loop Syndrome) and CT-BILS (Corrupt Twin Birth Infinite Loop Syndrome), both of which lock the player in the game with no way to exit, whilst waiting for an event which, for any number or reasons, will never happen. The patching in *Exotic Destiny* would have done away with these problems. **Alas, this never happened.**

Confronting CT-BILS

If after two Sim-hours the second twin is present on the lot but the animation for its birth has failed to execute, the game would have then automatically reset itself and perceived the animation as having occurred after all. That way, it wouldn't wait forever for an animation that doesn't exist. **Instead, the birth system became even less stable! And in *Sims 3*, Corrupt Singular Birth Infinite Loop Syndrome exists!**

Confronting BI-SWILS

If upon the first try a Social Worker fails to pick up a Baby, Toddler, Boddler, Bild, Tild, Been, Bault, Byault, Belder, Toolder, Tyault, Tault, Teedler, Cheen, Chyault, Chault, or Chelder, then the game would have automatically force these bugged Sims to become a Child in skeleton and animation age group classification so they can be safely removed from the lot by the Social Worker.

Tenyaults, Tendaults, Telders, Yaulders, and Aulders would have been ignored, as the Social Worker doesn't care about these groups—and the player can always force-age them to correct them with the Tombstone of Life and Death on non-Resort lots. **Alas, one more feature that EA never bothered with.**

New destinations

The key feature behind *Exotic Destiny* was to be the vacation destination locations themselves. There would have been a Beach destination that you could have chosen for your Sims, or you could have had them visit a Swamp, Mountain, or Tundra. Each of these exotic destinations carried with them very specific and unique features.

Beach

The beach would have featured in several templates. One type of beach was the peninsular beach, which would have been modeled after various beaches in Florida. The other was to be the island

beach, modeled after Hawaii's beaches. Sims would have been able to do any of numerous beach-related activities, including swimming in the ocean. However, swimming in the ocean would have carried a slight danger of a shark attack.

EA decided instead to make the Beach a *lot type*, and that it would be in any of three vacation destinations in *Bon Voyage*. Floridian apparel was foregone in favor of simplicity, so only the Hawaii/Tiki theme survived. A tropical destination neighborhood replaced all the other tropical content.

Other unique features

Two ways to be born

Players would have had the option of home birth or ambulance. Under ambulance birth, a pregnant woman who goes into labor would then lie on the ground or floor. An ambulance would have arrived on the lot and catered her away to the hospital. She would have then arrived home an hour later, and the paramedic NPC would have handed the baby to her.

The baby's name is picked when the baby is handed to the mother. To avoid major bug conflicts, Teens and Young Adults would automatically be updated to support this feature.

Instead, EA decided to make driving to the hospital the default way to give birth—in *The Sims 3*.

Test replaces chimes

Gone would have been the baby chime to indicate pregnancy. Rather, Sims would have to use a pregnancy test object to find out, or else wait for vomit and other bits of evidence. The tester would have been smart; indicating how many hours remained, the mother's health, etc. **Instead, hackers invented cheat objects to do this.**

New sky effects

Inspired by Oberkorn's Sky Projector. This way, you can have Sims on the beach with a very dramatic sunset, which is not even something you can get with *Seasons* installed.

Time-of-day controlled, with a boolProp debug object for players to force effects, otherwise random. Skies could be cloudy, bright, overcast, stormy, violently stormy, blizzard, etc.

(But no rain, snow, hail, or similar effects. These would still require *Seasons*.) On pollution-level-high days in SimCity, Armageddon Red sky may occur, but would have no effect on Sims and their activities.

No such luck. EA even had a hard time putting weather into *The Sims 3*, even with its more impressive sky.

Travel preference attribute

Choose whether they like dense forests and mountains, sandy beaches, or icy polar lands more. Similar to Turn-Ons and Turn-Offs. **As mentioned above, this instead became a new personality-by-trait system in *The Sims 3*.**

Clothing

A huge catalog of options for mountain climbing and hiking gear would have been added. Other kinds of outerwear are now possible with *Seasons*.

New hunting outfits for adults, young-adult-accessible, would also have been included. (Though rifles would have been purely decorative.) A Mummy outfit would have been made. This would have allowed *University* Zombies a chance to be something slightly more dignified than just Zombies. Why settle for just being a Zombie, when you can be a Zombie with class and become a Mummy? As mentioned above, Zombies were replaced with Mummies for *World Adventures*.

Chainsaw-wielding homicidal maniac NPC

This movie villain archetype would have arrived unannounced on lots like the Streaker in *University*, but would only scare Sims into screaming, running away, and disappearing for a while. (Wouldn't have actually killed anyone with his chainsaw.) He could have chased them off the lot, but wouldn't have physically done anything to them. Being frightened by him would have had the same effect as being spooked by a ghost.

This would've only resulted in death by fright if a Sim's needs were already too low. He would have only appeared on resort lots.

He would have had a special preference for choosing Teens as terror victims and liked to hang out in swamp areas more than any other place. Once he would have scared a victim away or scared them to death, he would have then run away and not been seen again for at least 20 Sim hours. It was never expected that EA would go with this.

Expansion lot details

Exotic destinies

- Several Exotic Destination Neighborhood Templates: The Island(Hawaii), The Peninsular Beach (Florida), The Swamp(Louisiana), The Forest Mountains(Colorado and Wyoming), and The Tundra(Alaska.) EA decided to forego this in favor of Three Lakes (Mountain), Twikkii Island (Tropical), and Takemizu Village (Far East.) These would later be replaced with France, China, and Egypt for *The Sims 3: World Adventures*.
- Lot types: Residential, Community, Resort(hotels, motels, beach front cabins, etc.) This mostly came true in *Bon Voyage*.
- Sims that live on the Exotic Destination Neighborhood would have been able to operate the same as if they lived in the default neighborhood or a *Nightlife* Downtown. The Resort Lot type would have allowed Sims to move in for the duration of the selected vacation days they chose. They could have shortened the trip at any time without extra cost or consequence. The time spent on a Resort lot would determine the fee. Instead, Sims in *Bon Voyage* can own vacation lots and stay there for a certain amount of time rather than in the hotels. *World Adventures* allows a similar feature, but duration of stay in that game depends on visa levels.
- If Sims were at Resort lots (such as a motel) for too long and can't pay the bills, they would have become Townies in the default neighborhood, and the player would have lost all control of them. Children would have been taken away by the Social Worker. Babies would have been force-aged to toddlers and taken away by the Social Worker. The forced aging would have been a measure to prevent age-related bugs. Suffice to say, *Bon Voyage* and *World Adventures* don't work this way.

Death types

Sweetie the Shark

Sweetie the Shark would no longer have just been a reference on the “Sweet Tooth’s Revenge” pinball machine. Instead, Sweetie the Shark would have roamed the beaches. At any given random point (or if a boolProp-activated lot’s user shift-clicked on the water), Sweetie would have arisen. If no Sims were in the water, he would have disappeared. If there were Sims when he arrived, he would have discriminated by age—choosing the youngest Sim in the water and started a chase with that Sim. All other Sims would have fled the water.

Once the chase ensued, the Sim would have had a 50/50 chance of making it to shore. If they succeeded, they would not want to swim for at least three Sim-hours after the attack.

If Sweetie caught them, he instantly would have devoured them in a similar way to how the Cow Plant devours victims. Rather than unceremoniously spit out a tombstone on the beach though, the Grim Reaper would have arrived and planted the tombstone. If a survivor successfully plead with the Reaper and won, then the Reaper would have made Sweetie jump several feet in the air and spit the victim out. The Reaper would have then performed his ritual, and the Sim would have received a “Was Saved from Death” memory.

There are ways for Sweetie to choose victims based on age group, (which would have detected and ignored corrupt Boddler ages):

- Babies and Toddlers are not allowed in the water.
- Children are Sweetie’s first and favorite victims. The younger, the better.
- Teens are chosen only if there are no children. Teens and children the same age as one another will result in random selection by Sweetie.
- If no Children or Teens are in the water, then Young Adults will be chosen, same random rules apply. Sweetie will discriminate by semester. After this, then Adults are targeted. Elders will only be attacked when there are absolutely no younger age groups swimming.

Just like with the Chainsaw-Wielding Maniac, EA turned this offer down.

The Abominable Snow Monster

At a random point in time in the game, if a mountain is selected as the Exotic Destination, then an Abominable Snow Monster would have attacked and eaten a random Sim. This would have been as rare as the Satellite death, but could be easily forced by a player. ASM cannot attack Babies or Toddlers, but can devour Children. Unlike Sweetie, ASM discriminates towards the *oldest* Sim present.

Instead, we got Bigfoot. **And he was boring.**

Whackles

Romance Sims can kiss goodbye the days of fooling around like rabid bunnies. Now, there’s a price to pay besides possible pregnancy. Sims can contract and easily spread the most dreaded virus of them all: Whackles!

Whackles is an STD designed specifically for Sims. Sims who get it are considered in a paranormal state that they cannot leave until they die, similar to being a Zombie. There is no cure, save for a hack, for Whackles, just as there is no cure for being a Zombie.

The Whackles virus spreads to anyone who woo-hoos with someone infected. One time is all it takes. Repeatedly coughing on someone has a *slight* chance of spreading it. Kissing someone infected

increases greatly the likelihood of getting it. When a Sim gets infected, a pop-up announces: "Congratulations! You've got Whackles!!! Now you're gonna die, ha ha ha ha ha!!!"

Sims that have Whackles are more prone than other Sims the rest of their lives to rapid aspiration decay, lesser diseases, and faster comfort decay. Sunlight operates on the comfort need much the way that it does all the needs of a vampire.

Other than a possible horrible death, the worst side-effect of Whackles is that everyone who gets it is periodically tormented by a menacing hallucination they will invariably suffer from, one of an evil clown also named Whackles.

Whackles appears as an evil clown, constantly making the Sim hurt socially in the same way that the Social Bunny tries to help. Whackles sometimes generate a Repo Man out of nothing to take away all the furniture. He starts fires in random places if Aspiration is in the red. He breaks the kitchen sink whenever he visits. He clogs the toilet and torments the Sim in other ways. The only escape is death. If Sims spread him to each other, it produces a guilty memory. If he gets a Sim at just the right time, he can torment them *to death*. Because he spreads through coughs and kisses as well as sex, *even children* can contract Whackles!

EA ran as far away as possible from implementing this item.

New 1849 Prospector NPC

This old, bearded man of legend roams the Mountain destination areas, wielding a pick-axe. Answer his riddle correctly, and a large stash of gold will be added to your inventory. This can be traded in at a shop for a ton of Simoleons.

Instead, EA implemented a Ninja...which can give Sims the power to teleport.

Get Busted More Easily Global

Sims who attack more than one Sim in public on the same lot can be reported by another Sim if there is a phone on the lot. The police would have hauled that Sim home in handcuffs. This is useful for making it easier for teens to get busted. This would have also eliminated the need for the DMA NPC worker set by Valdea.com. *It was never meant to be. However, Sims in the Criminal Career in The Sims 3 can be caught and sent to jail. And teens out past curfew are often busted. However, no fancy arrest animations.*

Build Mode Changes

- Auto-basement tool—Implemented in *The Sims 3*
- More window designs—Implemented
- Swampy, rotten wood wall colorings—Implemented in *Free Time* and *Apartment Life*
- More tree types—Implemented in *Bon Voyage*
- More shrubbery options—Implemented in *Bon Voyage*
- Wild flowers and dandelions(including aged dandelions)—Not implemented
- Poison ivy—Not implemented
- Park Pads (for *Nightlife* users, as a horizontal extension to driveways so users don't need garages or multiple driveways.)—Instead, we have helipads with *Free Time*.

Buy Mode Changes

Objects

- Trashy décor and objects—**Not implemented**
- Anything else needed for an Exotic Destination, including entries previously found in *The Sims Vacation* or the *Sims 2 Family Fun Pack*.

Music

- Celtic station, featuring numerous Celtic music performances in Simlish by groups such as Celtic Woman and Clannad—**Didn't happen.**
- Caribbean station—**Something similar happened.**
- Christmas station—**Didn't happen.**
- Talk radio, which lets Sims analyze the speaker and agree or disagree with the speaker to gain logic points—**Didn't happen.**

TV stations

- Wander-I-Go Network, parodying the Discovery and Travel Channels—**Something similar happened in *Free Time*.**
- BM4AllTV, B-movies-for-all television, to go with the werewolf theme. Will spoof TNT in some ways. —**Something similar happened in *Free Time*.**

New Consoles for Sims Besides SSX3

- *Black and White 2*—**Didn't happen.**
- *Medal of Honor: Frontline*—**Didn't happen.**
- *The Sims 3*—**Heavily advertised in *Apartment Life*.**