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Maxis The Sims Studio ,
2016
Simulation
Microsoft Windows, OS X

INTRODUCTION

The game has the same concept as its predecessor, The Sims 3; players control their Sims in various activities and can form relationships. The game, like the rest of the series, does not have a defined final goal; gameplay is nonlinear. The Create-a-Sim and Build Mode tools have been redesigned to allow more versatility when creating game content. Emotional state plays a larger role in game play than in previous games in the series, with effects on social interaction, user interface, and personality.



GAMEPLAY

The Sims 4 is a life simulation game, similar to its predecessors. Players create a Sim character and control their life to explore different personalities which change the way the game plays out. Sims can multitask such as talk while doing a task. Sims' moodlets also change the gameplay. For example, a Sim can do a task while being either angry or totally excited.

Similar to previous Sims games, player-created challenges abound. One of the most prevalent is the Legacy Challenge, in which players create a single Sim and try to make its family line last for ten generations.

CREATE A SIM

One major change to the Sims 4 Create A Sim is that sliders have been obliterated and has been replaced by direct mouse click drag and pull. Through mouse click and drag and pull players may directly manipulate the facial features of a Sim. Players can also directly manipulate any body part including the abdomen, chest,

legs, arms and feet. This is a new feature and was not included in previous Sims games where only the fitness and fatness can be manipulated on a Sims body.

However, fitness and fatness levels may still be adjusted in Sims 4 with sliders as in previous games.

The base games comes with over 40 hairstyles for both men and women.

Selections of premade designs of Sims are available to choose from, ranging from different body shapes to ethnicities.

Six life stages are available including baby, child, teenager, young adult, adult and elder. Although the baby life stage is accessible only through the birth of a Sim and not available in Create A Sim.

Traits have returned with each Sim having three traits and an aspiration containing its own hidden trait.

Compared to previous Sims games where everyday, formal, sleepwear, athletic, party and swimwear wardrobes were restricted to having their own clothing options, all clothing options are now available across all forms of wardrobe and players are allowed up to 5 outfits per category.

BUY/BUILD MODE

In The Sims 4, build and buy modes have been combined and is now treated as a single feature.

A detailed build-and-buy system is present along with neighborhoods and landscaping. Some locked buy mode items may be unlocked through the progression of career levels.

Entire buildings and rooms can now be moved across the lot. Wall heights can also now be adjusted.

There is also a pool tool feature, with a custom version and triangular, square and octagonal pool tools too.

There are build mode cheats such as “motherlode”, which enables the player to automatically gain \$50 000 (simoleons) to buy things with.

There is now a search option to search for build and buy mode options. When building a house for your sim you can buy already made rooms which can help but costs a lot of money depending on the style of the room.

THE GALLERY

The Sims 4 includes social features, such as importing Sims and houses other people have made from The Gallery into the player’s game. This impacts the world around the player’s Sims. Players may publish their creations into the Gallery for other players to download into their game instantly.



WORLDS

The Sims 4 base game originally shipped with two worlds; Willow Creek and Oasis Springs. Both worlds contain five neighborhoods and a total of 21 lots. Newcrest became available with a free update, having three neighborhoods with five empty lots in each, for a total of 15 lots. Magnolia Promenade came with the “Get to Work” expansion pack. Windenburg was introduced in The Sims 4: Get Together expansion pack.



TIPS & TRICKS

1. Pick helpful traits

There are a host of different traits to give your Sim, but some of them can be helpful to your Sim and their friends and family. If you're trying to decide between them, there are a few that are more helpful to your Sim's emotional wellbeing:

- **Active** – Your Sim will be frequently energised and can even help pump up other Sims. It helps you build the fitness skill faster too.
- **Self-Assured** – Your Sim will be more confident and this will benefit them in a number of ways, especially in career progression.
- **Ambitious** – If you're not going to use instant money cheats, you'll have to earn money the more traditional (and realistic) way by getting a job. Ambitious Sims get some impressive moodlets from job promotions and it'll help you get a better job and more money faster.
- **Romantic** – Just as in real life, the benefits of a WooHoo with a loved one are pretty awesome. So why not make your Sim a Romantic and make it easier to get to fourth base a little quicker?



2. Take advantage of your Sims' Mood

In The Sims 4 your Sims will always have an emotion attached to them, whether that's fine, happy, sad or any other mood. Performing actions can change your Sims mood. For example, sprucing yourself up in the mirror can give your Sim the Confident emotion, which could be just the boost you need to get that promotion. There are negative ones to look out for too though. For example, if you push your Sim too hard in the gym, you'll notice the next day they might be feeling pretty uncomfortable from all those sore muscles.

3 Claim your Reward Lamps

Anyone who played The Sims 3 and its plethora of Expansions shouldn't forget to claim their Reward Lamps from EA.

As a way of saying thanks for playing The Sims 3, EA introduced The Sims 4 Rewards, which rewards gamers with in-game digital content in the latest Sims game for registering The Sims 3 and any expansion packs.

Each rewards will affect your Sims' emotions and personalities thanks to their Emotional Auras.

But, you can only claim your Reward Lamps before the end of 2015, so head to the official EA page and see which ones you can claim.

4. Pay attention to your Sims' Whims

Along with their emotional state, you'll spot up to three Whims floating above your Sim's head as thought bubbles in the bottom left hand corner. The coloured one on the far left is usually mood driven, but the other two are more generic and could come with a more complex requirement.

Make sure you check them regularly, as when completed you'll earn Satisfaction Points, which can then be spent on special potions to boost your Sims. If they aren't something you want to do, you can close a Whim by clicking on it.

GAME REVIEWS

“It’s great I really Like”

but a lot of people have some problems and please try to fix their problems also i have now problems so thank you if you help those people! =)

-Rainbow Heart



“Good little app.”

I like being able to browse the gallery when I’m not on my PC. I also like that you can que plots/Sims yo download I’d your logged in, so when you go to your PC there ready to download. It does often crash which is the only reason I give it 4 stars out of 5.

-BlueCrafter 2.0 July 19, 2016



“Easy! It’s easy to use and search”

and it syncs right up so when I get to my computer my downloads are already there. It’s basically a time waster for me for when I wish I could play but I’m not home.

-James Femmer June 27, 2016



“Just use the thing in the game.”

I downloaded to see my download counts on my lots. I logged in, and it still wouldn’t let me look at my stuff, but when I finally did get to it, it is only showing three things I’ve uploaded.”

-Jake M.



RATING:

4

★★★★★
out of 5 stars

LATEST NEWS

Screenshots from mock-up flash videos

Several screenshots from mock-up flash videos of the user interface were leaked online. On May 3, 2013, Electronic Arts sent out an e-mail to several fansites stating that there would be a big announcement on May 6, 2013, which many speculated would be The Sims 4.



The Sims 4 was revealed via gameplay demo and release trailer at Gamescom.

On August 20, 2013, The Sims 4 was revealed via gameplay demo and release trailer at Gamescom. Previews of the building and character creation systems debuted earlier in 2014. Additional game footage and the release date were revealed at the Electronic Entertainment Expo on June 9, 2014.



Gameplay was unveiled during Gamescom 2013,

Gameplay was unveiled during Gamescom 2013, held at the Koelnmesse in Cologne, Germany. Unveiled features focused on the improved Create-a-Sim with an all-new click-and-drag feature omitting the use of sliders and the addition of emotion-based gameplay.

The logo for The Sims 4, featuring the word "The" in a small font above "SIMS4" in a large, stylized blue font with a green diamond shape to the left.



Sim trailer on the official The Sims YouTube channel

On May 14, 2014, producer Ryan Vaughan unveiled another Create-a-Sim trailer on the official The Sims YouTube channel. This included a preview of what the premade Sims Bella Goth and Mortimer Goth would look like in The Sims 4.



RELATED LINKS

Play Sims 4

- <https://www.thesims.com/the-sims-4>

Tips and Tricks

- <http://www.trustedreviews.com/news/the-sims-4-tips-tricks-and-cheats>

Reviews in Sims 4

- <http://gamerant.com/the-sims-4-reviews>

Sims 4 in Youtube:

- <https://www.youtube.com/watch?v=z00mK3Pxc8w>

