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The Sims Makes History

By Kadence Buchanan

A recent online survey of PC gamers has revealed that "The Sims" is one of the most popular and best-selling games of all time.

Electronic Arts, distributors of the game, announced that the virtual-life game created by Will Wright and Maxis, has sold over 7 million copies worldwide (2002) to dethrone Myst as the top-selling computer game of all time. If you combine The Sims with all its expansion versions, The Sims series will have accounted for more than 13 million sales worldwide.

The Sims was first released on February 4, 2000 and, since then, seven expansion packs and a sequel, The Sims 2, have been released.

The great appeal of the game is that, instead of meeting a set of objectives, players engage in a fully interactive environment and are encouraged to make choices about everyday living. It is up to the player to decide how he wants to spend his "virtual day," with the only real objective being how to organize his time and activities to help him reach his personal goals.

Like real people, Sims (which also refers to the virtual character in the game as well as the game itself) have a certain amount of free will, which means they can choose to ignore a player's commands and do something else that they think is more important, just like real people. For example, you may want to make them go to the supermarket or visit a friend, but if their energy level is too low, the Sim may just decide to sleep instead to build up his energy reserves.

The game calls for players to make decisions for their Sim characters about personal development (such as adding specific activities like exercise and reading to enhance creativity, and logic), personal hygiene (how often he must clean the house, do the dishes or take out the garbage), personal finances (what kind of job does he take on and how does he spend his income), eating, and sleeping.

Let's say the Sim does not have enough eat or sleep, or has not created a healthy environment, they could get sick and die. If the Sim does not have enough recreational activities, his fun level bar falls and he becomes depressed (but never to the point that he commits suicide).

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Players also have control over how their Sim character relates with other characters. They can make their Sim a nasty person who insults, slaps or even attacks other Sims, which usually means they get insulted, slapped and attacked in return.

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Features Of The Sims Computer Game

By Jeff Clark

Sims City and other Sims games in the series are among the most popular computer games on all time. They are enjoyed by millions around the globe and for good reason. The games are fun and have the unique twist that the fate of the little Sims characters is in your hands alone.

The goal of the Sims is to direct the lives of the city dwellers in the game. Their actions and destiny is tied to the decisions you make in their daily lives.

The game is set in a suburb of the city, but this is not your average suburb. The inhabitants are small polygonal characters whose actions you control. They behave in human like ways, they talk to each other and make gestures and hunker down for TV. They even fight and hurl insults. They tell jokes and even take baths.

The audio for the game is quite good, the background music is quite excellent and the sound effects such as door slamming and toilet flushing are close to authentic. Their speech is mostly gibberish but they are easy to understand due to facial expressions and tonality.

The graphics are of the quality Sims fans have come to expect, quite detailed and colorful.

You can start the game with a pre generated family or a single character. Each character has his own personality traits and job skills. These come together to determine how well the Sim will do at his job and be able to provide for his family. The Sim has to look through the paper to find a job and once he does, a car appears at the same time each day to whisk him off to work. It is vital your Sim finds a job because he can't buy things if he isn't employed, including food.

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You must also watch over your Sim's needs. Each has a lifebar for such indicators as hunger, comfort, energy, fun, and bladder. The bars continually drain and then fill back up when you meet a need. If you neglect your Sim, he will suffer and possible die.

You also have to help your Sim buy appliances so he can cook, and furnish his house as it must always grow or his room meter will drain out.

The Sims is a lot of fun and is a unique sort of game which will get you hooked on it. It's good for some laughs and unexpected things happen frequently like your Sim catching the house on fire while cooking. It takes a lot of work to monitor your Sim to keep him safe and happy.

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