



THE SIMS NATION MAGAZINE

ISSUE ONE: JAN 2021



CC

RING IN THE NEW YEAR WITH OUR
HOTTEST CUSTOM CONTENT FINDS!

SIMS MOBILE VS

SIMS FREEPLAY:

What's the difference?

EXCLUSIVE INTERVIEW

AL GETS UP CLOSE AND PERSONAL WITH
GAMECHANGER SIMMERDOWN MAL!



PLUS



THE SIMS NATION
STORY TIME!



THE SIMS NATION MAGAZINE

TABLE OF CONTENTS

Editor's Note 03

Win-it-Wednesday Winner Feature: 04
A Moment with Mansi

RacePlays: *The ASMR Simmer* 05



Of Passion and Precision: 07

*An Exclusive Sims Nation Magazine
interview with Game Changer
Simmerdown Mal*

Fresh and Fashion-forward: 17
Fabulous Custom Content finds with ShellybeMe

January Calendar of Events 32

The Sims Nation Word Search 33

Mobile vs. FreePlay: 19
What's the difference?

The Sims Nation Story Time:
*A collection of original short stories
written by Simmers, for Simmers*

- The Clan [S. Nolan] 13
- Heavy is the Head [Alaeryn] 15
- The Key [Kiki] 16





FROM THE EDITOR

The year 2020 was the terrible beauty that changed us.

We learned to love from a distance. We learned that democracy is delicate, and that it cannot stand without every raised voice. We learned that racism and systemic brutality are still deeply ingrained in the fabric of many communities and that it is up to us to root it out.

During that difficult year, though it is soon to be a distant memory, Simmers connected with one another the only way they knew how. You shared your builds, your time, your Sims, your fears, your triumphs, your worries, your kindness, and your resilience; you did all of this through the pixelated worlds we all build for ourselves but which grow entwined with the worlds of others. You advocated for more representative skin tones. You made inspiring, palatial builds that made our jaws drop. You made the mods and created the custom content that dazzled us. You told moving stories and shared them across social media so that Simmers everywhere could lose themselves, just for a while, in your astounding masterpieces.

Sims Nation Magazine strives to highlight the incredible things Simmers create every day for one another. We hope to make you proud and to inspire you with every issue. But beyond that, we hope to make you think, to stretch your comfort zone, and to encourage you to reflect on life outside of yourself.

As we delve into 2021 with quietly high hopes, let's keep the hard-earned lessons of 2020 close to our hearts. Remember one another. Remember the strong, the isolated, the joyful, the meek, the wild, the honest, and the downtrodden; continue creating for Simmers everywhere, continue reaching out despite the odds, continue finding hope and joy in the world only you can create.

Always and forever,

Alaeryn Emlu'rathian
EDITOR-IN-CHIEF

A Moment with **MANSI**

Written by Alaeryn Emlu'rathian
Photos by Mansi



Mansi's Sims never miss the freshest fashions!

Creating magical moments within the Sims Mobile, given the confines of the game, can prove exceedingly challenging. However, this is a feat that Mansi, a frequent Win-it-Wednesday champion, manages during her whimsical gameplay. Her bright, well-dressed, and attractive Sims often steal the show. Mansi captures endearing expressions and heartwarming moments with her keen, patient eye, and the result is nothing less than magic. Enjoy a snippet of her Sims' lavish lifestyles in this brief glimpse into her world.



Mansi's Sims can often be found lounging at the exclusive seaside resort Edgewater Quay



Mansi relishes every magical, whimsical moment of her gameplay.

RacePlays

ASMR SIMMER

Written by Alaeryn Emlu'rathian
Photos by Race

Sims Mobile, after a few months of habitual play, can easily become repetitive. Players tap through recycled animations and participate in predictable playable events for prizes, and this experience can feel taxing for the seasoned player.

RacePlays, an avid Sims Mobile player who produces visually stunning videos saturated in vivid colors, breaks the pattern of player boredom.

When Race logs into Sims Mobile, she creates Sims and homes that are truly unique, with eye-popping wardrobes and psychedelic set-ups. But perhaps Race's greatest asset is her voice.

When Race narrates her videos, she does so in tones of bright silk. Race oozes positivity; her narration is gentle, nurturing, almost motherly. Her videos dazzle viewers with dizzying colors and light, while her narration soothes them into a near meditative serenity. ASMR connoisseurs may recognize her dulcet tones; its lovely, soft-spoken range might trigger the autonomous sensory meridian response in those who are sensitive to such pleasant, satisfying voices. That is, listening to Race's gentle voice just may soothe viewers to brain-melting, tingly relaxation. Race's style feels heavily influenced by the era of disco. She infuses decadent bungalows with wild colors, sumptuous decor, and fantastical Sims of all shapes and sizes.



Rail-thin blue Sims with rose-colored shades coexist with pale, voluptuous Sims with kitten faces. Wizeded, green-skinned Sims with thick mustaches parade alongside half-cyborg women. Race has created a bevy of brightly-dressed forever children who scamper in hidden gardens and golden pathways.

Race takes the time to break away from the repetitive humdrum that can be Sims Mobile gameplay through masterful storytelling.

She finds beauty in the smallest moments of the game, telling new tales even from recycled animations.

Race often narrates her Sims, like her sunny, blue-skinned Sim Loki, as they perform simple actions, finding meditative uniqueness in those animations.

Whether her Sims are eating apples from the refrigerator, engaging in the writing hobby, or simply enjoying their light-dappled gardens, Race builds an immersive, interesting world again and again. Her edits are similarly psychedelic with uplifting messages and often images of her beloved cat.

Simmers who are stressed, anxious, or hungry for the truly unique, the strange, the colorful, the fantastic, should tune into RacePlays on Facebook or YouTube. Grab a cup of tea, curl up comfortably, and relax with Race in her rich, wonderful world.



OF PASSION AND PRECISION: GETTING TO KNOW SIMMERDOWN MAL

INTERVIEW BY ALAERYN EMLURATHIAN

One would be hard-pressed to find a Game Changer as unique as Simmerdown Mal.

Deeply entrenched in Sims Mobile history and the many fan-made Sims factions, Simmerdown Mal is a Game Changer who understands Sims Mobile on an unprecedented level.

Mal utilizes the sheer depth and breadth of her game knowledge alongside her unmatched eye for meticulous precision to create the well-ordered, concise resources upon which many in the Sims Mobile community-at-large rely. But there is far more to Mal than simply her immense “with-it-ness.” She is equal parts kind and thoughtful, gentle and exacting. I sat down with Mal for an up close and personal interview, and her answers were as thorough and eye-opening as one might expect.



A: Mal, it's such a pleasure to speak with you! Thanks for agreeing to an interview with Sims Nation Magazine. Let's start off simply: where are you from? When did you start playing the Sims?

SM: Thanks for reaching out and having me as part of your Sim Nation Magazine article. You're an amazing writer and I'm looking forward to reading your magazine.

Well, I've moved around quite a bit in the U.S., and when I lived in Florida many years back, a good friend of mine introduced me to the original Sims title. She showed me her game and expansions, and soon after my family got me The Sims for Christmas, and I spent about a year building homes with the Rosebud cheat. I haven't really played much of the other Sims titles until [The Sims Mobile.]

I recently left the South this past year for a new job in the North. I'm learning new customs and rules, like one about the "Parking Chair." For example, if someone unburies their car after a snowstorm and reserves that cleared out spot with a chair [but then] someone else removes that chair to yonk the parking spot, there will be a neighborly feud the likes of which you've never seen. It's a legit rule with a Wiki article too!

A: Despite your immense presence online and in various Simming communities, you are still a very private person. Tell us a little more about you --what are some facets of your life or personality that inform the way you Sim? How has quarantine treated you?

I work in education and was raised by a reference librarian. I suppose that strongly influences my personality and informs the way I play because I like organization, being able to reference information and answers quickly, and helping answer questions that others may have about the game. Like so many others, the quarantine kicked my ass, and at the start of it I was taking a break from TSM and GC content. This past year was particularly difficult for everyone, and I don't know many who made it out of the year unscathed. I'm thankful for support systems, both within my family and the TSM community, who helped me through it. You included, Al! Let's hope 2021 is better and kinder to us all

A: You are a bonafide gamer with a penchant for titles like Cyberpunk 2077 and Elder Scrolls. What is it about the Sims that so thoroughly piques your interest?

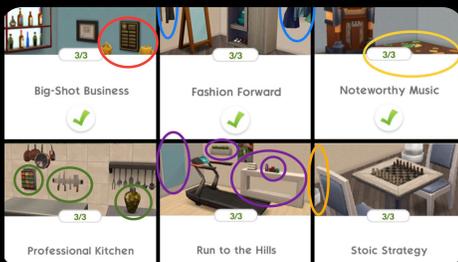
SM: Good question! Games like the Elder Scrolls, Fallout, Saints Row, and Cyberpunk 2077 appeal to me because I love open world adventure games. Starting out in TSM as a new player initially felt like an open world game to me because of the amount of storyline objectives that we had that we could explore and complete freely. Unfortunately, those storylines in TSM were completed very quickly, so I became interested in something else entirely: creating resources. I enjoy creating resources for players more than I actually enjoy playing The Sims Mobile. I'm looking forward to the day when we see more storylines added to the game.

A: Let's jump into the Sims Mobile. You started your Sims Mobile journey at the game's March 2018 hard launch. However, you remain well-versed in some of the beta features from its soft launch in 2017. What are some aspects of the beta game that you wish remained in the hard launch version?

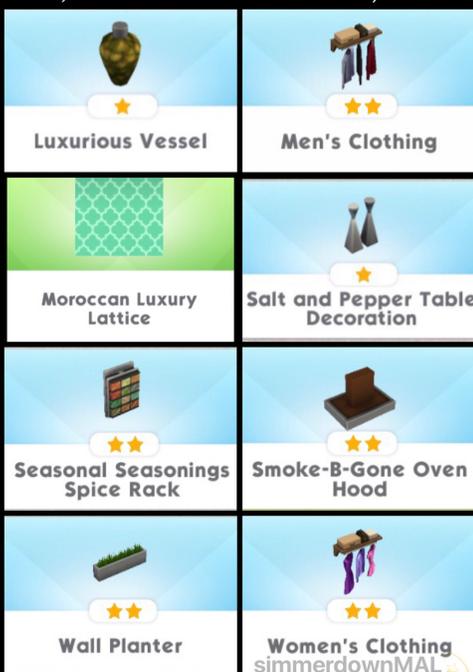
SM: My interest in the beta game isn't [about] the gameplay that existed back then. It's all about having the items, Al! I'm kinda a completionist gamer and try to unlock every achievement I can, and I'm fascinated by all things rare and unique in TSM.

Many players in the community get hyped about having items that others don't, or knowing about glitches that others don't. It's exciting having something that players may consider a little more rare, different, and special. There was a period early on into TSM when players could move Sims into their homes who had a rare hairstyle or a dress only offered in the beta game at the time. When I think of seeing those early beta items, I remember that it encouraged players to meet others and trade Sims. So my fondness for beta items stems from memories like that where players connected, shared items, and worked together to have something rare and unique from the beta game. I miss that.

Here are examples of beta items seen in career collection thumbnails, and players may recognize that five of these items have found their way into our game since the global launch:



Specifically, these beta items made it into the game after the global launch in one way or another. (I left out the coat tree, but that's another one)



These are some of the beta items we haven't seen added back into the game that I'm hoping land in the Eco Workshop:



And this hairstyle seen on @karenkerenonly's Sim is a white stag. It's a beta item with an unknown name, for now, that I hope to see freely added to the game for everyone.



A: You're a Game Changer now, of course, but you started as an extremely involved, wily Sims Mobile player.

You help run Sims Mobile Central, and your Sims Mobile Subreddit recently reached 10,000 users! How does it feel?

SM: It feels exciting to see a community you're a part of grow and to help contribute to that growth with a group of friends. I've always considered the sub to be a really chill and supportive community, and there have been some extraordinary players along the way who have been so generous with their time and support managing the sub, including: Max, Nips, Steph, Yani, and TheDailyDK.

The subreddit doubled in size from December 2019 to 2020, which is amazing and crazy at the same time. Nowadays, much more of my time is spent on the Sims Mobile Central Discord server creating more in depth resources with a team of amazing players, and we are looking at ways to connect the two platforms in a way to better share these resources somehow.

A: Enlighten us: how did the Game Changer selection process feel to you? Tell us about the moment you discovered you'd been chosen as a Game Changer. Is there anything you miss about the days when you weren't a Game Changer?

SM: The process I experienced was easier than I expected. I asked to become a GC and was told it would be run by some folks. It was the middle of the night when I read that I had been extended a position into the program, and I remember feeling too excited and nervous to sleep. After I read the message I suddenly wasn't sure if it was something I truly wanted. I was anxious about the time commitment and the impact it might've had on my relationships with other players, so I messaged a friend for insight before accepting the position. And absolutely --I miss several things about the days before I was in the GC program. I suppose what I miss most is speculating with players about what is to come in the game. Since I know some things in advance, I can't participate anymore in those convos hypothesizing and analyzing every tweet or hint with my friends. I now sit on the sidelines making faces at my screen, especially when someone is spot on with their predictions. It makes me want to high five my screen when I see my friends being so clever. More often than not, the GC role can feel more like being a publicist making content deadlines and a bystander in the community, rather than being an active player in the game.



r/SimsMobile
u/simmerdownMAL · 52d · i.redd.it · Sub...



r/SimsMobile Reached 10k Members - Thank you for being here!

ANNOUNCEMENT



r/SimsMobile has 10,000 members!

So many members! Members as far as the eye can see!

This subreddit for The Sims Mobile game was created in May of 2017 to be a source for players to hear about game news, to meet other players, and to share builds, fashion, tips, memes, and more with each other.

Today the sub grew to 10k members! Thank you to everyone who has posted, commented, upvoted, or simply stopped by to read along. This is an amazing, kind, and supportive community. Thank you for being part of it.



Jan 20, 2021 at 10 AM Local Time

STEP	ACTION	COST	DURATION
0	Earn 25 Simoleons.		

CHAPTER 1			
1	Un-spinach your teeth.		
2	Find Wumples a snack.		15min
3	Change a lightbulb.	5	
4	Dance for Wumples.	5	30min
5	Complete 4 short events.		
6	Tap a table to meditate.		2h

CHAPTER 2			
1	Tap a table to watch "Popular Fantasy Series."		15min
2	Tap a table to post fan theories online.	15	2h
3	Complete 4 short events.		
4	Appreciate pickles!	10	
5	Discuss dream vacations.		1h
6	Complete 2 standard events.		

CHAPTER 3			
1	Examine tables around town for fingerprints.	5	30min
2	Check mirror for tooth-spinach.		
3	Discuss gnome theories.	5x5	
4	Complete 4 long events.		
5	Clean your sofa.	5	
6	Tap a counter to bake cookies for bake sale.	15	2h

CHAPTER 4			
1	Check mirror for other dimensions.	15	
2	Wash dishes.		2h
3	Complete 4 standard events.		
4	Debate minutia with troll.	10	1h
5	Complete a quick event.		

CHAPTER 5			
1	Read giant book for book club.	15	2h
2	Complete LlamaZoom tasks.		
3	Sleep for science!		30min
4	Go on wild gnome chase.	15x3	
5	Complete 2 long events.		
6	Scrub perpetually sticky counter.		1h



simmerdownMAL



Lovable Lion Hat



Handsome Hamster Hat

A: You are well-known for your beautifully concise, user-friendly Game Changer resources. Tell us more about your thought process when creating these resources. How do you see yourself improving what is already top-notch in the future?

SM: That's kind of you to say -- thank you. When I became a GC I wanted to create graphics that were quickly and easily digested and also cut out information that was not as important to how my friends and I played the game. It was important for me to try to be concise, so I created some mock drafts of Wumples Walkthroughs using past quest info and shared them with a dozen friends to seek their input on how we all liked information to be presented. I've tried to be concise with my information and stick to that model since. Regarding future content, I always take in feedback from players and also try to explore a few new things every now and then.

My biggest concern right now is time commitment, particularly with creating heavy batches of content within short windows. Of course I aim for self-improvement, and I think all GCs try to do so, but at this rate, I might need to start taking vacation time from work every other month just to keep up with the content for updates.

It's not sustainable for me as it is right now, so I personally don't know what the future holds for content improvements in 2021. I think one of my hopes this year may be to find a way to divide and conquer the content with other GCs who may be willing to work together. Suggestions are welcome.

A: In addition to your wonderful resources, you are also known for your unflinching honesty. You always land on the side of the players, and you have long advocated for more meaningful gameplay and smoother mechanics in the Sims Mobile. Lay it on us: what are your hopes for the Sims Mobile? What's on your Sims Mobile wish list?

SM: As you said, meaningful gameplay is at the top of my TSM wishlist. I miss the days where it seemed events and quests frequently included heirlooms as prizes for new storylines, and where we could then complete those stories on our own timeline. But I won't belabor that wishlist item more than I already have. Other hopes of mine for The Sims Mobile include:

- A substantial update to parties and socializing/interacting with players inside the game
- An even more substantial update to fix the growing list of bugs and glitches
- In-game messaging and notifications about major TSM news, and upcoming events and quests
- An incentive in re-running events for veteran players to stick around and play through them again
- Gender neutral CAS
- Seasons, terrain manipulation, and/or environmental objects to place on lots (sand, rocks, etc)
- An Izzy Shop overhaul, possibly retiring every Izzy outfit into CAS & creating an entirely new fashion season for Izzy to dole out with fun new effects

A: While you openly criticize Sims Mobile, it is evident that you have great fondness for the game. What are some of your favorite aspects of the Sims Mobile that you want to see continue?

SM: The party system is what sets The Sims Mobile apart from all other Sims titles, and it's really the only element inside the game that allows you to interact with other players. In my opinion, the party feature is so great because it is the marriage of so many varying interests in the game that brings many kinds of players together. When hosting a party, the builders get to showcase their newest home creations and designs, the fashionistas get to showcase their sims adorned in the latest CAS trends, the storytellers get to snap pics and interact with other players' Sims and role-play in the party chat, and the social butterflies get to create and send personalized invitations to friends they've made in the community to play host and follow-up with custom-made "party favors" when thanking their guests for attending. I keep hearing that the party feature is sorta underutilized by players at large, but I'll swear up and down that it's what kept the veteran players in the game for so long. Why? Because these online interactions became genuine and meaningful for many mobile simmers, and probably in an unsuspecting way. I'd like to see this aspect of gameplay continue and develop further.



A: As a Game Changer, you have a birds-eye-view of the various, scattered Sims Mobile communities. What are the strengths that you see in the community at large? What do you wish would change about the community as a whole?

SM: The biggest strength of the community at large is how players support each other when one among us experiences a horrible glitch and has been wronged by lackluster and/or unhelpful customer support. Regardless of which TSM group a player hangs in, players support one another by suggesting troubleshooting steps or making their voices collectively louder to get a fellow player help in their time of need. The strongest evidence of that was the "death glitch" players experienced when their games reset numerous times this past year. Without that overwhelming community support, we would have lost many of our friends. There was a time when I wished that leadership from every TSM group would form some kind of an alliance, or "Council of Elrond" (LOTR reference) to talk about emerging issues seen in their respective communities and be able to have a dialogue with GCs and Gurus alike as a group. There are many groups and thousands of players within them, that it would be impossible for the Firemonkeys team to see everything and take note of isolated or trending issues in all of them. I envisioned leaders across multiple groups coming together and representing their members' voices to lay it all out on the table together.

Throwback to my Oct '19 "Twinning with the SimGurus" themed party where I asked guests to all dress and look like the Gurus:

Yet, because of intergroup conflicts, it seems like a pipe dream. I honestly don't know what the answer is to resolve community conflicts, but I do wish for more intergroup collaboration, sharing, and support. It seems like things may be baby-stepping in that direction.

A: You are and have always been a proponent of community-wide Sims Mobile events, and you've made quite a dent in the community through your work with Sims Mobile Central. What is it about community events that endear you so thoroughly? What is your favorite kind of event or challenge?

SM: I do enjoy community-wide Sims Mobile events, but I won't dare steal LaPrem's thunder for making a dent in community events and challenges with Sim Mobile Central. She's fantastic and spearheaded that with LifeInAPan. These events and challenges appeal to me because, well, sometimes the game can be hella boring and monotonous, so we have to create our own fun! But seriously, I enjoy community events because players are able to express their creativity, their wit, and their many talents, in one joint effort and collective moment in time. Outside of events, I may not get to see player X's stunning builds, or player Y's sharply dressed Sims, but community-themed events allow all of that to be showcased in a way that we are limited to see from within the game. My personal favorite kinds of events have been both CAS or Sim-related ones because they're quick and dirty, thus making them easier for more players to participate,

and also events we've seen that support greater causes and address some real issues--Breast Cancer Awareness, Mental Health/#LeanOnMe, and Pride Month-themed events all come to mind, as I got to see players open up in safe spaces about things that weigh them down and then witness members of the community lift these players back up.

A: I remember a lot of joy and enthusiasm in various Sims Mobile communities around pride month, a time when many of us proverbially "come out of the closet" to celebrate our unique stories. How do you see the Sims Mobile representing the vast spectrum of human experience? Where do you see it falling short? How can it better represent LGBTQ people, particularly those of color?

SM: Pride Month was an exciting time in the community because there was a lot of celebration and unity shown from the devs, the players, and multiple communities. That sort of uniform visibility and support is empowering and can affirm players' identities and make them feel seen and heard. I see The Sims as a franchise representing the vast spectrum of the human experience through representation and freedom of expression within several titles. For example, Sim customization and the diversity of clothing in CAS [are a] means to express yourself or your Sims. In my opinion, TSM specifically falls short in that area in a few ways:

1) Unlike other Sims titles, [The Sims Mobile] lacks the freedom of gender expression in its gameplay by not having a gender neutral CAS.

2) Another area that falls short is placing items that support cultural diversity behind a paywall. Maxis placed items celebrating Día de Muertos and Lunar New Year in limited-time packs. This tells me as a player that the studio supported diversity, but only at an additional cost to players. I'd love to see Firemonkeys correct this by placing these items of cultural significance into the Eco Workshop.

3) TSM can better represent and support LGBT and QTPOC players by providing Sims in these communities more prominent roles in their storylines, pack artwork, and sample images of prizes provided to GCs. For example, we've seen a few limited-time romantically themed packs, like Date Night and Cupid's Crush, but the only time we've seen Sims of the same gender in artwork and depicting love is during Pride Month. What about the other eleven months?



**Connect with
SimmerdownMal:**

Twitter: @SimmerdownMAL
Reddit: r/SimsMobile
Discord: Sims Mobile Central



THE CLAN

By Sarah N.
Photos by Sarah N.

CHAPTER ONE

Staring out across the horizon, Blaze sat on the rocky edge of the cliff and contemplated everything that had just happened

He'd messed up.

Big time.

Sighing, he watched as the sun slowly rose, as if it were too tired to grace the Earth with its rays. He'd never intended for the night to go down like it did. He'd just wanted to have a few drinks with some friends and enjoy the start of his three-day weekend.

Blaze should have known better.

Closing his eyes against his threatening headache, Blaze sighed again, this time more out of irritation with himself than anything.

Blaze Woodworth was a contemplative man, one who didn't usually make decisions on a whim. At 6'4, he always had a thoughtful glint in his baby blue eyes. Though he harbored a secret, Blaze lived a life of modest transparency, enjoying his time on this plane and taking in all that life had to offer. Many considered him an outsider and he supposed he was with his daring choice in clothing and cotton candy pink hair. But he didn't see the point in joining in with the social norms.

He didn't get to take in the scenery like he did today very often. Usually, he was secure in his home by now. But today...today he needed something to put his life into perspective. He'd experienced many lifetimes it seems, but this one was more challenging.

A ringing pierced the silence Blaze had been enjoying and he let out a frustrated grunt as he dug the phone from his pocket. Looking at the display, he saw it was the last person he wanted to talk to.

"What?" he answered in a gruff voice.

"Blaze, what are you doing? You know it isn't safe for you out there!"

Rolling his eyes, Blaze picked his words carefully. "I'm fine, Ehren. I'm somewhere safe and will take shelter soon."

"Blaze, you know Jax doesn't like it when you do that..." Ehren Cahill replied, his voice cutoff by Blaze's curt laugh.

"I really don't care what Jax likes and doesn't like. I'm fine", he said, then disconnected the call.

Living under the rule of Jax O'Reagen was difficult but the life he was subject to. As an enforcer for Southwest territory, Blaze was duty bound to Jax and the rest of the O'Reagen clan, a servitude that was passed down to all of the first-born males of the Woodworth family.

There was an unspoken war between the O'Reagen clan and the Murdock clan to the north, one that had been raging for years.

Blaze thought it pointless but did his job to enforce the border between the two territories. He knew the enforcers from the Murdock clan had eyes on them all the time, but until they made the first move, he let them be.

Standing, Blaze took one last look at the rising sun, wishing with everything he had in him he could feel the heat on his face.

Taking refuge in the cave he had claimed as his escape, Blaze pulled the makeshift door closed behind him and settled down on the bed he'd previously stored and let himself succumb to the coma-like sleep that took him over.

To be continued...





**The crown is his by
birthright...**



**But mine
by destiny.**

BECOME A LEGEND PRODUCTIONS PRESENTS...

HEAVY IS THE HEAD

Prince Ahmad [Monologue]:

I knew the truth as soon as I could recognize myself in the mirror. Tall and golden-haired, I saw my mother in myself. I saw the essence of humanness, of West Manhood. I bore little resemblance to the elven bloodline from which I sprang, and so I knew painfully, as much as I craved the crown, that it would never be mine.

I watched my brother Ali, the picture of an elven prince, with his silver hair and properly pointed ears, ascend to favoritism in my father's eyes. Though he was too soft, too gentle, too forgiving, my father favored him. He fumbled through deportment, struggled with even sword training, and yet my father favored him.

He was favored for his unmistakable elvenness.

I was cast aside for my humanity.

Slowly, despite my love for my own brother, I began to deeply hate him....

[To be continued....]



Dark, white stars, dark green trees. A girl named Phoebe living in Sims 3. She thought she lived in a shell. She was alluring but not flirty. But she was in love with all sims. She wanted to make Simseternity and break the shell.



She danced so much that she made energy. She had discovered her inner energy, and she could move more! The creative team borrowed that energy and made Sims 4.

Then the sky became blue and the sun shone brighter. The girl was sad; she thought Sims could make it on their own.



The Sims with the mean trait banished her though to live in Sims 2 for her behaviour.

Phoebe didn't leave home for a long time but one day she just started walking. Everyone called her crazy until she reached the world of Sims 4.



She started to make friends. She lived happily with other Sims. She even found a partner for woohoo! She realised to be human all she needed were feelings. If she had kept that energy and infused it with feelings she would have gone to Simseternity.

THE END?



CUSTOM CONTENT FINDS



FRESH AND FASHION- FORWARD WITH

ShellyBeeMe

While the Sims 4 offers many clothing options for Sims of all gender-expressions, Simmers who play on PC are able to download "custom content," fashions that other players create and make available, often for free! Darte77 is one of those talented creators. Darte77 creates fashionable and high-quality clothing items and accessories for male Sims. This creator's items are urban, stylish, and hip. Darte77 has created snazzy options for just about every clothing category from "Everyday" to "Athletic" to "Cold Weather." No matter the occasion, Darte77 has you covered.

1

Model: Ahmad
Top: Leather Vest
Bottoms: Leather Pants (Version 1)
Shoes: Old Boots

2

Model: Alaeryn
Top: Rolled-Sleeved Shirt (Suspenders)
Bottoms: Slim-Fit Trousers

3

Model: Olivia
Top: Racer Leather Jacket
Bottoms: Leather Pants

4

Model: Ophidius
Top: Linen Shirt w/out Beaded Necklace
Bottoms: Linen Slim Pants
Shoes: Leather Slip-Ons

5

Model: Romalyn
Top: Roll Sleeved Shirt w/Vest
Bottoms: Slim-Fit Trousers

6

Model: Romalyn
Top: Open Shirt
Bottoms: Linen Shorts
Shoes: Leather Slip-Ons

7

Models: Ahmad and Ali

Ahmad
Top: Hoodie 10
Bottoms: Jeans (No Belt Version)
Shoes: High Top Sneakers

8

Model: Ali
Top: Double-Breasted Long Coat w/Turtleneck
Bottoms: Jeans (No Belt Version)
Shoes: Old Boots

Ali
Top: Hoodie 09
Bottoms: Jeans (No Belt Version)
Shoes: High Top Sneakers

SIMS MOBILE VS. SIMS FREEPLAY: WHAT'S THE DIFFERENCE?



Article by Alaeryn and Karen B.

The plunge into the often confusing waters of mobile Simming can prove overwhelming for many players. As mobile gaming has become ubiquitous, with its deluge of similar-looking match three, strategy, and lottery games, sheer player choice has flooded the market. Simulation games, particularly concerning the Sims franchise, are also plentiful. Players looking to put pixel people into their pockets have two major Electronic Arts mobile titles from which to choose: The Sims Freeplay, which appeared on the mobile market in 2011, and The Sims Mobile, which launched worldwide March 2018.

While both mobile iterations of the Sims offer prospective Simmers the opportunity to build extravagant homes, dress their treasured Sims, and craft their own stories within their unique worlds, there are vast differences between the two games concerning appearance, gameplay mechanics, Create-a-Sim and Build/Buy systems, and the offered live events.

While both mobile iterations of the Sims offer prospective Simmers the opportunity to build extravagant homes, dress their treasured Sims, and craft their own stories within their unique worlds, there are vast differences between the two games concerning appearance, gameplay mechanics, Create-a-Sim and Build/Buy systems, and the offered live events.

Appearance

Freeplay

The clearest difference between FreePlay and Mobile is the appearance of both the playable Sims and each game's assets.

Pros:

FreePlayers enjoy a vast trove of intricately designed build/buy items and well-textured, varied items such as hookahs, dishwashers, finely upholstered sofas, and extravagant glowing lights. The build items are inarguably stunning. FreePlayers construct enormous homes befitted with a wide array of styled pieces.

In Freeplay, one can win and purchase stylish furniture inspired by Tudor England, the bright sands of Morocco, the clean, natural lines of Scandinavian interior design, and much more.



Cons:

FreePlay is immediately recognizable as the older of the two iterations.

The Sims and assets of Sims Freeplay are akin to the textures and appearance of Sims 2. Customization in Sims FreePlay is deeply limited.

Players only have a few faces to choose from, and all Sims share the same wiry body type. That is, Simmers are unable to create plus-sized Sims or even Sims with certain, funkier hair colors.

Appearance

Sims Mobile

Pros:

The Sims Mobile inherits its playful, polished, clay-like appearance from the Sims 4, the latest iteration of PC and console Sims. **There is no doubt that Sims Mobile is a beautiful game:** its slick user interface and vivid Sims models



engross players worldwide. Recent updates gave the game new photo options and lighting ability. Home lot lighting, much like FreePlay, now toggles from day to night lighting. Carefully crafted areas such as the Waterfront offer unchanging, golden lighting perfect for stunning photos. Mobile players enjoy a selection of beautiful assets enormously pleasing to the eye. In addition, **Simmers are able to customize their Sims the way they uniquely envision.**

Mobile Simmers can create thin Sims, plus-sized Sims, athletic Sims, voluptuous Sims, blue-skinned Sims, Sims with bulbous, protruding noses, grey-skinned zombie Sims -- the possibilities are nearly endless!

Cons:

Sims Mobile, despite its glossy appearance, has **drawn fierce criticism for poor textures, image stretching, and object clipping.** That is, some objects, particularly long hair, sometimes seem to disappear into clothing.



Mobile's assets are also much more limited in number than Sims FreePlay's assets. While Mobile's furniture is lovely, Mobile players are limited to choosing from the same sorts of furniture: sofas, arm chairs, cabinets, tubs, desks, and a limited number of unique items.

Gameplay

Freeplay

Pros:

FreePlay offers a robust gaming experience. FreePlayers enjoy gameplay that is remarkably similar to that of the PC and console iteration: they are able to craft entire neighborhoods of unique Sims and homes, control over thirty playable Sims at a time, and cater to those Sims by fulfilling their classic Sims needs.

The underlying mechanic that governs Sims FreePlay is *time*. There is no way to click through an action to speed it up. Players must to complete a task or spend in-game currency complete given tasks.

Predictably, Social Points and Life Points are the currency that cost a pretty real-life penny to purchase. The chronically busy or impatient may feel pressured to purchase these in-game currencies to auto-complete such time-draining tasks as “Say Goodbye to Crystal” for a whopping 14 hours and 15 minutes. *Ouch*.



Sims FreePlay INNER CHILD'S PLAY QUEST WALKTHROUGH

Send Sim to park	Instant
Talk to Crystal	30s
Think about Party	4m 30s
Consult with Thinking Man Statue	12m
Talk with Crystal	1h 15m
Send Sim Home	Instant
Change Clothes (with wardrobe)	Varies
Go to Crystal's House (using a phone)	Instant
Talk to Crystal	1h 15m
Greet the Kids	4h 30m
Talk to Crystal	2h 15m
Agree to Help	1h 15m
Prepare Party Food	2h
Eat Party Food	4m
Call Party Troopers (using a phone)	3h 30m
Greet Barbara	3h 20m
Bag Barbara for help	8h 20m
Look at Self in Mirror	2h
Be Silly with Kids	5h 25m
Scream out Some Tunes	2h 40m
Discuss Pilates with Dylan	6h 15m
Whack the Pilate	8h
Collect Candy	2h
Eat Party Food	4h 30m
Comfort Dylan	2h 15m
Waka Barbara Yaga	4h 30m
Find the right object: White Sink- Use Watering can	1h
Reason with Barbara	2h 15m
Bag to Barbara Yaga	4h 10m
Read cookbook "Best Birthday Cakes"	3h
Bake Dylan's Cake	5h
Ask Barbara for Help	15m
Photograph the Cakes	7h 44m
Enjoy a Piece of Cake	6h 30m
Sing Happy Birthday	8h 12m
Clean up Mess	5h 15m
Say Goodbye to Crystal	14h 15m
Send Sims Home	Instant

WIN A TREEHOUSE FOR PRETEENS, TEENS, AND ADULTS

OUTDOOR DECORATIONS

Kid's Treehouse

FIRST ONE IS FREE. A SECOND COSTS 60 LP

IMAGES FROM GIRL WHO GAMES

Sims FreePlay is well-designed, brimming with thoughtful animations that players can use for storytelling. Sims mull over coffee makers, climb stairs, skip, makeout, watch animated screens, hide when afraid, dance in place, get pregnant, garden, woodwork, create fresh fashions, practice spellcasting, delve into potion brewing, dip candles, dabble in glassblowing, ride horses, master archery, conquer the high dive, splash in pools, and much, much more. The hobbies and careers in which FreePlay Sims can participate are plentiful, each more interesting than the next.

Gameplay

Sims FreePlay hobbies include:

- Fishing
- Ghost Hunting
- Fashion design
- Diving
- Woodworking
- Figure Skating
- Karate
- Ballet
- Teen Idol
- Horse Tricks
- Vaulting (Horseback riding)
- Show Jumping (Horseback riding)
- Cooking
- Toddler Playhouse
- Bird Feeding
- Quilting
- Seashell Collecting
- Snorkeling
- Surfing
- Arcade Machine
- Skill Tester
- Pinball Machine
- Juggling
- High Striker (Carnival Hobby)
- Dog Obedience
- Dog Agility
- Cat Show
- Spell Casting
- Broomstick Flying
- Salsa Dancing
- Break Dancing
- Catwalk Modeling
- Bowling
- Archery
- Jester
- Survivalist
- Storytelling
- Musical expression
- Finger painting



Gameplay

FreePlay Sims enjoy cars, pets, near constant live events with highly-desirable prizes, and special unlockable lots such as ski resorts, shopping malls, parks, night clubs, bingo halls, castles, beaches, and even hidden fairy gardens.

There are many careers FreePlay Sims can master. While the vast majority of these careers are “rabbit holes,” areas that the player can neither physically see nor interact with, some of these careers are “active.” Players can send their Sims to these career sites and actively perform tasks like ID checking (the acting career), providing training demos (police career), and giving check-ups (medical career.) The active careers not only allow Simmers to take part in their Sims’ professional lives, but also offer the ability to upgrade work sites. Police officers can unlock squad cars, actors can unlock costume departments, doctors can unlock pharmacies, and much more.

The full list of FreePlay careers are as follows:

- Police Officer (active)
- Artist
- Musician
- Firefighter
- Athlete
- Politician
- Scientist
- Teacher
- Real Estate Agent
- Actor
- School (for kids)

There is no doubt that the game’s main currency -- time -- can be difficult to come by.

Players who hope to enjoy freeplay without spending their own hard-earned cash may find it overwhelming to complete live or timed events



Gameplay

Sims Mobile:

Pros:

Gameplay in the Sims Mobile is far more visually appealing and **fast-paced**. Mobile Sims do not have classic Sims “needs” to fulfill, and while Sims Mobile events can take real time, **players can actively speed up events by clicking through them**. In-game currency like cupcakes and SimCash allow players to accelerate events even further or skip them all together.

There are a handful of careers in the Sims Mobile, and all of them are careers that players can actively engage in. While their Sims work in fashion design, or as a model, or as a scientist, doctor, or even a guru, Sims Mobile players can expedite their experiences by clicking pink starred bubbles and completing smaller actions on the job.



Sims Mobile Sims can choose employment as:

- A Secret Agent
- A Barista
- A DJ
- A Business person
- An Attorney
- A Chef
- A Doctor
- A Surgeon
- A Photographer
- A Stylist
- A Fashion Designer
- A Model
- An ASOS Fashion Designer
- A Marine biologist
- An Astronaut
- A Choreographer
- A Wellness Guru

Gameplay

What sets Sims Mobile apart from even the PC and Console versions are its social facets. Players can visit the homes of their friends at weekly parties and interact with another player's Sims whenever they desire. In this way, Simmers forge friendships, engage in virtual relationships, and work together to tell the stories they want with in-game friends in real-time.



Cons:

The Sims Mobile cannot boast many of the hobbies and life aspects that many Simmers have come to expect from a life simulation game.

At the time of writing, Sims Mobile Sims cannot enjoy the company of pets or weather variations like snow or rain. The Sims Mobile has a limited number of careers and hobbies in which they can engage. While Sims Mobile Sims can play the piano, write, or cook as hobbies, the fun is absolutely limited.

Sims Mobile hobbies include:

- Cooking
- Writing
- Guitar
- Piano
- Internet Icon
- Yoga

In addition, Sims Mobile animations are also limited. Sims cannot climb stairs. They watch black television screens while clapping their hands in excitement. Children do not attend school, and their caretakers read books to them while the children remain standing nearby.

Thus, although players can click through events to speed them up, this experience can become stale for players after they witness the same tired animations again and again.

Create-a-Sim

Freeplay

Pros:

The Sims Freeplay includes a wide variety of beautiful clothes that players can peruse. In addition, the game offers new clothes through live events and purchasable packs

Cons:

The Sims FreePlay Create-a-Sim experience, especially as a new player, can feel limited. When creating a Sim, players have a small selection of facial presets from which to choose. **Body types do not vary, and players must purchase each swatch of a desired clothing piece separately and for full price.** Players unlock new clothes, hair styles, tattoos, skins, and make-ups through live events, but these unlockables often only come with a few very expensive clothing swatches. FreePlayers can easily drop thousands of simoleons on a single top.



Create-a-Sim

Sims Mobile:

Pros:

As one might expect, Sims Mobile's glossy clothing catalogue is **incredibly pleasing to the eye**. Most clothing items come in six more color swatches. After purchasing the initial base item, players can purchase extra color swatches for just a few simoleons.

The Sims are highly customizable in the Sims Mobile. Players can use in-game sliders to shrink or enlarge noses, mouths, chests, arms, and practically any other body part a player would like.

Unlike in FreePlay, Simmers can create Sims with green, blue, or gray skin without having to unlock such skins from a quest.



Cons:

While the CAS options are beautiful, they are currently limited in number.

As a relatively newer game, Sims Mobile pales when its CAS size is compared to that of Sims FreePlay's CAS. Players often report visual clipping for items like long hair, boots, and high collars. Sometimes, players also witness visual stretching effects on items like dress buttons.

Build/Buy

Sims FreePlay:



Pros:

As the elder of the two iterations, **Sims FreePlay** has a massive **build/buy infrastructure**. Simmers can create large, palatial builds, comfortable cabins, modern homes, and the exotic homes of faraway places with ease. This is because FreePlay offers a **plethora of build features like balconies, pools, basements, bay windows, mezzanines, functional staircases, and more**. It also boasts a large repertoire of stunning, variable furniture pieces. With enough Simoleons, FreePlayers can also purchase house templates. The game offers these new pre-builds every two weeks.

Cons:

Freeplay's build camera **only offers a bird's eye view** when building. There are also only a few Because the game's assets only come in a few colors for which players must play full price, it can be difficult to design a cohesive home, especially as a beginner.

Build/Buy

Sims Mobile:



Pros:

Once more, the Sims Mobile offers an inarguably beautiful build/buy experience. Players can create rooms of varied shapes, build massive palaces with up to four stories, and befit homes with well-designed furniture pieces. From country chic to modern industrial, Sims Mobile furniture is sure to please all palettes.

Cons:

While the Sims Mobile offers many different furniture pieces, the features that are offered very rarely have meaningful animations associated with them.

For example, although Sims Mobile players can furnish their homes with stunning staircases, Sims Mobile Sims cannot climb those staircases.

If this were not enough, Sims Mobile lacks many build features some would call essential. Currently, players cannot construct balconies, mezzanines, porches, basements, pools, attics, or dormers.

SIMS MOBILE VS. SIMS FREEPLAY:



The Bottom Line:

Although Sims FreePlay and Sims Mobile are both life simulation apps that fit EA's Sims experience into player pockets, they couldn't be more different. **Players who are searching for robust gameplay and quirky quests would do well to delve into Sims FreePlay.** However, **players who want a fast-paced, slickly beautiful game with a modern look and a social twist will find hours of enjoyment with Sims Mobile.**

Which one is *your* favorite?

CALENDAR



of events

MON	TUE	WED	THU	FRI	SAT	SUN
				1 -SFP: MAGICAL MOROCCO LIVE EVENT	2 SPOTLIGHT SATURDAY	3 SO-LONG SUNDAY
4 #TSMZODIACCHALLENGE BEGINS NEW MEMBER MONDAY	5 -SFP: HIJABS ADDED TO WARDROBE TIPS & TRICKS -SFP: MATERNITY PACK #17	6 TSM: BRONZE, GOLD, AND SILVER LUX LIVING PACKS -BOUTIQUE BEDROOM PACK FREE WHEN YOU PURCHASE BRONZE, GOLD, AND SILVER	7 THROWDOWN THURSDAY -SFP: "HANS ON" PLAYER FAV. EVENT	8 FREEPLAY FRIDAY	9 WUMPLES WISHLIST #46 SPOTLIGHT SATURDAY	10 SO-LONG SUNDAY
11 -TSM: WINTERY RETREAT PACK -WINTER WONDERLAND TREASURE HUNT -EXPLORER'S KIT PACK FOR TREASURE HUNT	12 TIPS & TRICKS -SFP: SIMCHASE \$23: "SPA SKIRMISH"	13 WIN-IT-WED -SFP: HOBBY EVENT COUNTRY HOMESTEAD	14 THROWDOWN THURSDAY	15 THE SIMS NATION MAGAZINE MAIDEN ISSUE RELEASE FREEPLAY FRIDAY	16 SPOTLIGHT SATURDAY	17 SO-LONG SUNDAY
18 NEW MEMBER MONDAY	19 TIPS & TRICKS -TSM: WONDERFUL AND WARM PACK (MALE CAS ITEMS)	20 WUMPLES WISHLIST #47 WIN-IT-WED TSM: TREASURE HUNT CATCH UP PACK	21 THROWDOWN THURSDAY	22 FREEPLAY FRIDAY	23 SPOTLIGHT SATURDAY	24 SO-LONG SUNDAY
25 NEW MEMBER MONDAY -CHARMING CRAFTS SWEET TREATS SHOWDOWN -TSM: COLLECTION OF CRAFTS PACK	26 TIPS & TRICKS	27 WIN-IT-WED	28 THROWDOWN THURSDAY	29 FREEPLAY FRIDAY #TSMZODIACCHALLENGE ENDS	30 SPOTLIGHT SATURDAY	31 WUMPLES WISHLIST #48 SO-LONG SUNDAY



Sims

Llama Zoom

Sweet Treat

Freeplay

Mobile

Treasure Hunt

Knox

Izzy

Custom Content

Firemonkeys

Emily

Storage

CAS

T S T N E I T T E F N O C O L
R E F R E E P L A Y R G I L U
E E W L K E U K C O L C A S D
A C S Y L D R Y C Q R M T M R
S E U C E R R G Q L A O L E O
U A H S F A O D S Z P B S C P
R G S Y T R R A O K G I Z Z Y
E W T E P O Q O I W L L R A A
H A O K N G M E R E R E E M T
U L C N A T O C N M Y K O I A
N I T O A C K N O X A R Y L E
T C H M K S R U O N E H P Y R
E J G E O T K Q H G E A Q N T
R Y I R H F D S E M A N V E T
V I N I T I E E I A R T T E E
E J D F V R I L O L B A O N E
S I M S F F Y I O S E V L E W
N J M O R O W K E G A R O T S