



THE SIMS NATION MAGAZINE

ISSUE FOUR | APRIL 2021



EXCLUSIVE INTERVIEW

with

SimGuruJack

**CHECK OUT
THIS MONTH'S
WHITE ROOM
CHALLENGE
RESULTS!**

GET TO KNOW **LIZZYUK**,
STORYTELLER EXTRAORDINAIRE!

CHAPTER FOUR
of "The Clan" is
HERE!

SPRING
INTO FRESH,
FLORAL FASHIONS
With *ShellyBee!*

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WHITE ROOM CHALLENGE RESULTS

OUR STAFF.

EDITOR IN CHIEF :
ALAERYN EMLU'RATHIAN

EXECUTIVE GRAPHICS EDITOR :
IRIMIEL EMLU'RATHIAN

STAFF WRITER:
SARAH N.

CUSTOM CONTENT REPORTER:
SHELLYBEE SIM

CONTRIBUTORS:
KAREN B.



FROM THE EDITOR

People with autism do not want your pity.

While the difficulties that accompany this particular brand of neurodiversity can be vast, autism spectrum disorder (ASD) can also bestow a number of unique blessings on those diagnosed. In 2020, the American Center for Disease Control (CDC) reported an increase in the prevalence of autism; one in every 54 children are diagnosed as autistic, rendering the disorder more common than many may assume.

Again, this is not the tragedy some make it out to be.

People with autism do find many aspects of day-to-day life difficult: their neurodiversity makes social situations and unspoken social cues troublesome to navigate; certain physical sensations such as loud noises or cold surfaces may irritate them untenably; inflexible thinking patterns may also make maintaining friendships, understanding others, and comprehending nuanced, non-literal language almost impossible. At its core, autism is a phenomenon that can be difficult to wrap one's mind around. It is more than "social awkwardness," though many people with autism grapple with that more commonly than the neurotypical. Autism changes the way a person understands other people. People with autism may have trouble understanding sarcasm or empathizing with another's feelings. Conversation, though enthusiastic, may be largely one-sided as the person with autism waxes on about some special interest, regardless of the other party's responses. They may have trouble with eye contact, with social touch, with appropriate social distance, and "reading the room."

But people with autism also maintain the sort of specialized focus of which many neurotypicals could only dream. This focus, this divergent manner of thinking, often makes people with autism phenomenal problem-solvers, brilliant writers, dedicated scientists and engineers, and more. People with autism often love facts, and they adhere to the most pure, unbridled truth possible. In this love of absolute truth, there is absolute beauty.

We need more research on the phenomenon that is autism, but people with autism do not need your pity.

Autism is a difference to be understood, not a disease to be cured.

Join Sims Nation Magazine this month as we listen to people with autism, work to understand their nuances, and celebrate their neurodiversity in all its inspiring forms.



A. Em

ALAERYN EMLU'RATHIAN
EDITOR IN CHIEF

ACTUALLY AUTISTIC

BY ALAERYN EMLU'RATHIAN

Discussions about neurodiversity can easily run off the rails. While scientists have studied phenomena like autism closely for decades, there is still much we neither know nor understand about how the brain works and why some are born with such radically different neural pathways. Thus, thanks to misrepresentations and overblown archetypes in the media, some people imagine those with autism as either uncommon, eclectic geniuses or socially inept souls who sputter and stumble through life.

But there is no one way to be autistic. Autism is a spectrum, a special sort of neurodiversity that affects how one communicates, experiences the world, and understands other people. People with autism may find their senses aflame, hyper-aware of every bright light, loud sound, or cold surface. They may have difficulty “reading the room” or understanding non-literal language. However, autism often shapes a person’s unique personality, granting them a special intensity unfathomed by neurotypicals.

The best way for a neurotypical person to understand a person with autism is to listen to them in their own words. This month, Sims Nation Magazine sat down with LizzieUK, an ardent Simmer with Asperger’s Syndrome, a form of autism. Lizzie’s resolute focus has allowed her to take on even the most daunting of Sim challenges, to complete twenty novels before the tender age of eighteen, and to craft intricate stories that her over 2,000 followers can enjoy.

Lizzy spoke to us about her experiences as a Simmer with autism in her own words below.



MY #ACTUALLYAUTISTIC EXPERIENCE

When my parents first told me they thought I had “Asperger’s Syndrome,” I thought it was a terminal illness and I was terrified. I was about ten at the time, and had been on the waiting list for an assessment for years without my knowledge. Asperger’s Syndrome is a type of high-functioning autism, and it took me years to come to terms with the fact that it’s who I am – it’s who I’ve always been. By definition, it is “a developmental disorder related to autism and characterized by awkwardness in social interaction, pedantry in speech, and preoccupation with very narrow interests.”

Of course, though, autism is a spectrum – so that doesn’t define every individual with Asperger’s Syndrome. People will identify with different parts of it. After a series of tests that I found to be completely bizarre, I was diagnosed with Asperger’s Syndrome. I remember, they told me that they wanted to watch me play – and I was shocked. I didn’t let anyone watch me play. I knew it was different to how other children played and, I realise later, involved (and involves) a substantial amount of stimming (“Behaviour consisting of repetitive actions or movements of a type that may be displayed by people with developmental disorders, most typically autistic spectrum disorders; self-stimulation) but whatever it was, it was private.

It felt like my life was going to change forever when I heard those words – “We can only come to one very clear conclusion – Elizabeth has Asperger’s.” People say not to let autism define me but, to an extent, it does. I had no help after my diagnosis, I was simply presented with it and left to figure it out – and it took a lot of time. Socially, a lot of things go over my head – I can never tell when people don’t mean what they’re saying, I have very strong morals, I don’t pick up on social divides or hierarchies and I was left out a lot as a child. I’m still left out a lot now, but it’s more painful now – because my social skills have improved since then and I actually notice it.

Life with autism is hard sometimes. We aren’t correctly represented in the media – more often than not, there aren’t even attempts made. We aren’t talked about, and we’re very rarely accommodated for. It’s impossible for neurotypical people to fully understand the levels of exhaustion that come from social interaction, how overwhelming ‘simple’ things can be. Some people say “everyone is a little autistic” – and it is incredibly insulting to hear that. Yes, it’s a spectrum – but you’re on the spectrum or you’re not. Autistic people can feel so alienated from those around them, and some people think that we don’t feel – but it’s the opposite. Everything we feel, see, hear, smell and taste is intensified. Since its discovery, it’s been labelled as a ‘disorder.’ Our brains function completely differently to those of neurotypicals – so neurotypicals decided there must be something wrong with us.

Since finally figuring out what autism really is, I don’t consider it a disability – I may function differently to others and react completely differently to neurotypical people, but it has its assets as well. Without my autism, I’d be a completely different person. My autism has led to levels of focus that have allowed me to write 20 novels by the age of 18, and the dedication to publish one. It’s led me to my passion and talent for languages, which I will be pursuing at university level starting in September. It’s led me to my adoration of rock and metal music. It’s led me to all my wonderful “special interests” – although I personally find that term quite condescending – and one of those is The Sims 4.



I wanted the game from the moment I discovered its existence – finally, all the stories I was constantly playing out in my head could be right in front of me on a screen. It was a while before I managed to get hold of a copy, but it’s something I never take for granted. I love being able to create and share my stories – it’s what I’ve always loved doing through books, songs and The Sims 4. I have a lot of save files that I switch between nowadays – and, of course, it’s all scheduled. My oldest save file is the 100 Baby Challenge, and I’m now on 95 babies after two years – I can’t believe how close I am to the end. I have two save files which I edit and add dialogue, and turn them into proper stories like the accounts I see on Instagram – The Random Legacy, following the Hayashi family in San Myshuno and The Mermaid Legacy, following the Costa family in Sulani. I also have ‘Alessa’s Legacy’ where Twitter decides the life of my sims, and all my other save files are just shared via screenshots – The 100 Baby Challenge, The Alien Legacy, The Time Lord Challenge, The Alphabet Legacy Challenge, The Wheel Spin Legacy, The Disney Princess Challenge, The Vampire Coven Challenge, my new Big Brother save, The Magic Legacy and The 100 Baby Competition (two matriarchs competing to reach 100 babies first.)

I could talk about my ‘special interests’ forever. Special interest doesn’t seem to cover it, they’re more like... all-consuming passions. The Sims 4 is very close to my heart, and I love having it available to me as a creative tool through which to share my stories. My other main interests are languages and rock and metal music – especially symphonic metal. If you want to hear more about my save files in The Sims 4, I’m very happy to talk you through every one of them in great detail.

If you take anything away from this, let it be this quote from Graeme Simsion – *“Always a mistake to underestimate an Aspie.”*

Connect with Lizzie on Twitter: [@sims4lizzyuk](https://twitter.com/sims4lizzyuk)





Spring has arrived for the northern hemisphere, and this may leave Simmers craving the floral pastels that remind them most of the season.

ShellyBee is here to deliver the custom content goods that will please any sharply-dressed Sim in a fresh spring mood.

Check out our springtime look-book that features the color blue, an homage to Sims Nation Magazine's month-long Autism Acceptance event.

1



4



3



2



5



1. MODEL: OLIVIA
TOP: SWEETDREAMSZZZZZ (TSR)
SHOES: DALLASGIRL

3. MODEL: LONDON
OUTFIT: PAIGE (TSR)
SHOES: DALLASGIRL

5. MODEL: ALAERYN
SHIRT: SIMMIEV (TSR)
SHOES: SIMS 4

2. MODEL: TRINITY
PANTS: REMARON (TSR)
SHOES: DALLASGIRL

4. MODEL: DEJA
OUTFIT: DANSIMSFANTASY(TSR))
SHOES: DALLASGIRL

6



9



8



7



10



6. MODEL: CELINA
OUTFIT: SIFIX (TSR)
SHOES: DALLASGIRL

8. MODEL: MEL
OUTFIT: MISSFORTUNE (TSR)
SHOES: DALLASGIRL

10. MODEL: ALAERYN
PANTS: SIMMIEV (TSR)
SHOES: SIMS 4

7. MODEL: TANISHA
OUTFIT: ESYRAM(TSR)
SHOES: DALLASGIRL

9. MODEL: MONIQUE
OUTFIT: JOMSIMS (TSR)
SHOES: DALLASGIRL

THE MAN BEHIND MOBILE: A MOMENT WITH SIM GURU JACK

INTERVIEW BY ALAERYN EMLU'RATHIAN



Game design is a tricky thing, a many-headed beast composed of competing numbers and entangled, coded systems. Designers must sort out the many problems that may plague a certain mechanic or feedback loop while also dreaming up new ones to keep the game feeling fresh.

Sim Guru Jack is one of the brilliant minds behind the slick game experience that is Sims Mobile. A stunning game that places your favorite pixel people into your pocket, Sims Mobile marries the beauty of Sims 4 with the convenience and mobility of portable, personal devices.

Jack has been working diligently behind the scenes alongside a team of other designers to make the Sims Mobile experience feel unique, rewarding, and replayable. The results have been imaginative, immersive game updates such as the Eco Workshop and recurring playable live events such as Sweet Treat Showdown. The reception of such changes to the game has oscillated from furious enthusiasm to steadfast skepticism. Dedicated players salivate for more absorbing features and addressed glitches. Just what are Firemonkeys' overall hopes and visions for this game? The answer is complex and ever-changing.

Luckily, Sim Guru Jack is equal parts approachable and hilarious; Sims Nation Magazine sat down with him to uncover what it's really like behind the Sims Mobile curtain.



Alaeryn: Sim Guru Jack! It's fantastic to speak with you! How's life?

SimGuruJack: It's fantastic to speak with you too! Life is good, I'm healthy, I'm happy... not much to complain about.

Al: Where are you from? What video games did you play while growing up?

Jack: I grew up in a rural-ish town in Victoria, Australia. Whilst I could've been exploring the great outdoors I preferred to stay cooped up inside playing games like Speed Freaks, The Sims Bustin' Out and Kingdom Hearts on my various consoles.

Al: When did you know you wanted to tackle game design?

Jack: Well, when I finished high school I applied for a bunch of different degrees to study at uni. I applied for Games Design thinking "what the heck, may as well." Turns out I was meant for it because I was rejected for everything else! I wasn't thinking about a long-term career, I knew I just liked video games so I wanted to learn how the sausage was made.

Al: The global struggle against Coronavirus is far from over, but how stoked are you to return to some semblance of normalcy soon? What are you gonna do first?

Jack: We're actually pretty fortunate here in Australia, things are pretty normal in most states. I can go out with friends, see a movie, etc. One of the first things I did do was sit and have a coffee at a café and read, I missed that the most.



"WE TRY TO ADD A RANGE OF DIVERSE CONTENT THAT REPRESENTS DIFFERENT TYPES OF PEOPLE EVERY UPDATE."

Al: What is your overall vision for the Sims Mobile?

Jack: To be an immersive, on-the-go Sims experience.

Al: Where do you see the game going in the future?

Jack: Hopefully we can keep adding all the highly requested features and content that people have asked for!

Al: Since Firemonkeys took over Sims Mobile development, there have been several quality of life changes and additions to gameplay. Players can now craft beautiful items in Eco Workshop, we can dig and discover relics in return for varied game assets, and now the way we navigate and experience the game through its UI has also improved. What was your favorite update so far and why?

Jack: I'd have to say Eco Workshop, but I'm heavily biased because I worked on that feature from the start. There are different levels of game designer and I'm sort of in the middle (neither junior or senior), so when I got the opportunity to design that from the ground up, it was a big deal for me. It's been great to see players continue to share what projects they get each week! Apart from that, I think the Day & Night update was an incredibly impressive feat from the team.

Al: When you design player-pleasing updates for the Sims Mobile, do have any go-to criteria you like to hit? How do you ensure that a certain update will keep players playing and even Sims Mobile veterans satisfied? Do you believe Sims Mobile veterans are satisfied with the game?

Jack: We often look at retention as a metric for that sort of thing. So retention being how long a player stays in the game for once they install. We can usually pinpoint when and why they dropped out, so if we see that people stop playing at a certain time we can target that area of the game to improve on or add something new for the player to do. That's very data driven. The other way is just to see what Twitter thinks!

Al: Let's talk coding -- do you enjoy it? Do you do a lot of it as a Mobile game designer? Tell us about the most difficult aspect of Mobile design and how you cope.

Jack: I love it! By that I mean I love that my job doesn't involve coding at all, because I'm terrible at it haha. The hardest part for me would be making sure I don't get "stuck in the weeds" of a design. Meaning, when you're going deep on numbers and how a specific part of a design feels, it can be easy to lose sight of the bigger picture. Maybe it turns out that it's not really that much of an issue, or is only a problem for you as a player but wouldn't be for the regular TSM player. It depends, by not losing sight of the real goals is important.

Al: Was there a time when you really grappled with a design or coding issue? How did you resolve this?

Jack: A particularly tricky part of the Eco Workshop was working out how to make all the different upgrades still feel impactful. They are lots of different types and you want to make sure that spending Recycle Tokens on an upgrade always feels worthwhile. The solution ended up being to have a diverse enough range of upgrades so that one type of upgrade can happen less frequently and make a major impact, while still keeping a long enough list of upgrades to work through.

Al: Sims Mobile inherited much of its overall appearance and assets with Sims 4; though, since Firemonkeys took over development, it has taken on a few features of Sims FreePlay as well. What are your favorite parts of Sims 4 and Sims FreePlay that you hope make it to Sims Mobile?

Jack: Hard to answer this question without giving away naughty secrets or getting people's hopes up! There are lots of things I'd love to add to TSM from other Sims titles.

Al: One of the most outstanding facets of Sims Mobile is how customizable the Sims are. Sims can be nearly any body size and shape. How do you hope to push representation and inclusivity forward in Sims Mobile?

Jack: Yeah this is definitely something we've thought about more and more. We try to add a range of diverse content that represents different types of people every update. We've also added more diverse content for free into the base game. It's definitely something we'll keep doing!

Al: Parties, Sims Mobile's multiplayer-light feature, is one that allows players to interact with one another, see new homes and objects, and chat with other players. What is your overall vision for parties and how they'll continue fitting into overall gameplay?

Jack: Parties are this interesting feature that is mostly played by our most dedicated players. It's scary to touch because you don't want to upset people who are fond of it. We've made small updates and I can see that being a thing we potentially continue to do, sanding down the rough edges.

Al: Without spoilers that'll make EA side-eye you, how do you see the Sims Mobile build experience changing in the future? What is your vision?

Jack: There's not really one singular vision that drives The Sims Mobile. It's a huge group effort and everyone gets a say in what they want to see. So I don't even get to decide that! Stop looking at me EA! I didn't say a word!

Al: Is there anything else you'd like our readers to know? Words of encouragement for game design hopefuls?

Jack: For game design hopefuls, be open to all aspects of video games because there are design lessons to be had by working on or playing any type of game. They are all finished solutions to a puzzle that someone had to work out. Sometimes the solution was not great but that's useful to understand as well.

Connect with Sim Guru Jack on Twitter: @SimGuruJackS

THE CLAN: CHAPTER 4

WRITTEN BY SARAH N.

Ehren Cahill was tired of playing second fiddle to Blaze.

For so long, he fought and clawed his way to the top only to have this man constantly be one step ahead of him.

It was frustrating.

Ehren was standing behind the bar washing the glasses when she walked in. The air instantly shifted, becoming almost stifling. He looked at her and flared his nostrils, trying to detect her scent. She'd figured out a way to mask it somehow, something not many people can do.

He put down the glass he was washing and was about to step around the side of the bar when Blaze stepped up to the woman. A growl escaped Ehren's throat.

"He is ALWAYS in the way," he thought.

Ehren listened in to the conversation, catching that her name was Maren and that she was the new entertainer.

She seemed too innocent to be a dancer, but that innocence intrigued him.

He watched as she averted her eyes, refusing to look Blaze in the eye. Most women get lost in Blaze's sea blue eyes. It was part of his magnetism. He used it to his favor, but seemed to not be able to do this with Maren.

Glancing up to the window of Jax's office, he saw the owner of the company watching Blaze.

Ehren watched Jax turn and leave his office, heading to the stairs to intercept the two as they ascended them.

"This can't be good," Ehren said to himself.

Blaze and Jax always seemed to go for the same women, throwing Ehren the scraps. Both men had something going for them, blessed with good looks or money. Ehren had his strength, but that's it.

His face was disfigured, caused by scars from previous fights. While Blaze was the brain and Jax the employer, Ehren was the brawn.

It worked for him, but sometimes, he wanted to be seen and appreciated like Blaze was.



Ehren stepped outside and went to the balcony behind the building. Leaping up to it, he peered through the window, watching Jax and Maren.

There was something about this woman he couldn't quite figure out, something familiar.

He closed his eyes and listened to her speak, the tone of her voice calling up a memory he had locked away.

'No...please, no!'

Opening his eyes, Ehren looked at her again. Only this time, he replaced her long, brown hair with a short, blonde bob. He replaced her deep brown eyes with green eyes. Suddenly, he realized why the air was static, why there was something about her that was familiar.

They'd met before.

From deep in his gut came a laughter he hadn't heard in a long time. It was evil, sinister and every bit belonging to him.

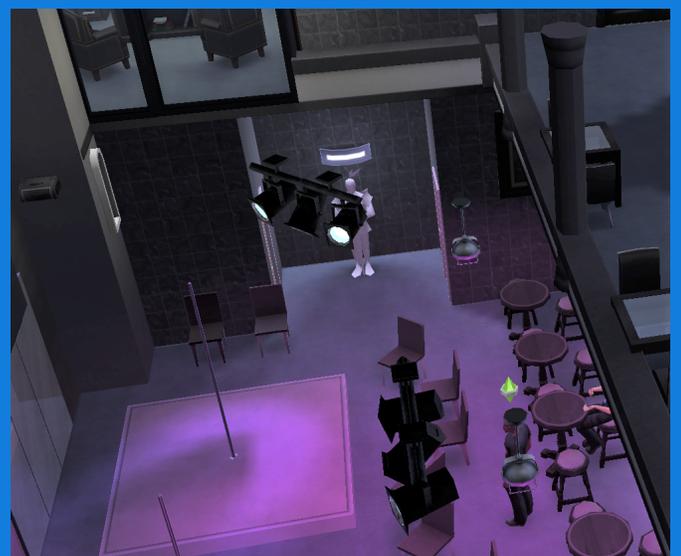
"She came back!" he thought, almost giddy.

How Jax and Blaze didn't recognize her, he had no clue. Well, he could see how Blaze didn't...he didn't participate in such things. But Jax...he'd tasted her and knew her well.

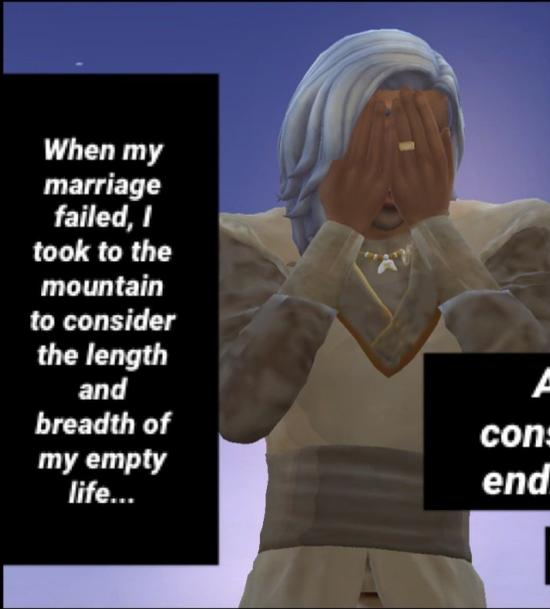
Life was about to get interesting again.

Ehren couldn't wait.

To be continued...



RISE OF THE DRAGON PRESENTS:



When my marriage failed, I took to the mountain to consider the length and breadth of my empty life...



But suddenly in my dark hour...

And I considered ending it...

An angel of ice came unto me...



*He told me to take heart. To stoke the fire in my belly. To keep the courage of my ancestors. To remember that I am the *dragon.**



"Fear not. For I am with you. No man will hurt you again. Not as long as I draw breath."

STORYTIME: ANGEL OF ICE



WRITTEN BY ALAERYN

EXT. DAWN.

A snow-wreathed mountain swaddled in blue sky.

ALAERYN: [Monologuing] When my marriage failed, I took to the mountain to meditate, to consider the length and breadth of my long and empty life.

I considered the foolish parade of men and women I'd introduced into my bed and knew them as my own desperate reaching for meaning and connection.

I thought about my life. I wanted to end it.

When I stood on the precipice of my own sorrow, he came to me.

Suddenly the sky cracked, and he stood before me a blue-skinned savior. He held my chin and pressed my racing heart to his own.

???: Take heart, Genesis. Thou art the life dragon, first of our kind, the beginning and the end.

ALAERYN: How can I? When my life lies at my feet in petty pieces? I am the dragon, but my mortal heart beats and breaks. This pain is—

???: The pain of your ancestors. The pain of a heart deeply devoted to what you have created. Look at your life through the lens of creation. See what you have done, what you will continue to do.

ALAERYN: Who... who are you?

???: I am the steadfast frost who will cool the fires of your misery. Look into yourself and know me. You, who stirs the embers of life, are the reason for my existence. I have come to serve you. To love you out of your sorrow. Do you understand?

ALAERYN: /Na'ba./ Yes.

???: *drawing ALAERYN into his arms*
Those mortal men you loved could never know you. But I... I am a part of you. I am your kind. No man will ever harm you again. Not while I draw breath.

They share a cool and comforting kiss, and hope fills ALAERYN's heart

ALAERYN: What shall I call you?

???: What name would please that sweet tongue?

ALAERYN: After a long pause Azrael. My blue, beloved ice angel.

AZRAQUEL: It will be done.

[To be continued...]



BUILDING NEWCREST

BY SARAH N.

If you are a player of Sims 4, then you know the town of Newcrest and how it is relatively empty. Sure, you can buy a lot and build on it, but it isn't nearly as much fun when there is absolutely no hustle and bustle going on.

When I play, I typically enjoy building because it is relaxing and I can be creative. So when a friend of mine told me about a challenge that she was doing called the *Build Newcrest Challenge*, I practically ran to my computer to participate.

There is a challenge called the Build Newcrest Legacy challenge, but that isn't what I did. I actually just built up a little town, complete with a mall, restaurant, apartments, homes, parks, etc.

It took me several months to finish and now that I'm done, I want to share with you!

Newcrest Commercial Area

Every town has to have a bustling downtown area and Newcrest is no different. In my build, I wanted to keep all the commercial areas close together to make a small downtown area.

First up we have Perk Me Up Coffee Shoppe, which is a cute little retro coffee shop and ice cream parlor. It has fun colors and plenty of seating. In the back is a romantic garden area that is perfect for first dates.

Next to Perk Me Up is Le Sul Cafe, a hip farm to table restaurant that is a hotspot among celebrities and regular folks alike. With a vegan menu as well as the best selections of steak cuts around, there is something for everyone.

If you are looking for a first edition book, something that is out of print or a book that is on the banned list, The Dusty Bookshelf will probably have it. It is the place to be for bibliophobes, complete with a computer area, outdoor seating and a chess table. Outside, vendors set up for coffee to help fuel game night as The Dusty Bookshelf hosts tabletop RPG games.

If you want to shake your groove thang, Club Xinix (pronounced zeeniks) is the place to be! With live music or a DJ, a great time is sure to be had. Upstairs, you can have cozy seating to get away from the crowds but still enjoy the show. This is the first stop for all the up and coming pop or hiphop bands. Newcrest Mall is your one stop shop for just about anything. The first floor has a men's clothing store called Menz Thredz, a place where men are guaranteed to find something. Next door to it is The Pink Boutique, the first stop for women's fashion. Across the hall is The Kids Area, the best place for all your children's needs. Finally, on the first floor you will find The Household, a place to for all your decor needs. The second floor has an oddities shop called That's Weird, a figurine or garden gnome shop called It Figures and a place for the hobbyist in your life called The Hobby Hole. If you want to get a family picture, senior picture or any picture taken, stop by Shots Fired!, the photography studio. Across the hall, you can learn to paint or host a ladies night out with paint and wine at Paint Me, Jack. On the third and final floor, you can seek care for whatever ails you at Urgently Cared For or head over to Fit In This Fitness, the best (and only) gym in town!

Need a place to host an event? Check out Lakeside Venues! The first floor has a reception area as well as a place to have a wedding. Upstairs, find bride and groom suites and outside, a lovely place for an outdoor wedding. Lakeside Venues has a full kitchen, a bar and is the place to get say "I do!"

Knock over some pins, play some pingpong, or sing some karaoke at Newcrest Lanes. This is the place to be on a Friday night, with eight lanes of bowling, an arcade, and the best karaoke in all of the Sims universe. Grab a bite at the concession stand, catch a game on one of the TVs or join a bowling league! If rock or country music is more your speed, check out The Bar, a little hole in the wall joint that has a dance floor and jukebox inside and a stage for bands outside. There are two bars inside and one outside to keep you refreshed and plenty of seating to unwind and have a fantastic time.

With such a quaint but busy downtown, Newcrest is the neighborhood for those who work in the city but want to enjoy a quiet, slower home life.



LAKESIDE VENUE FIRST FLOOR



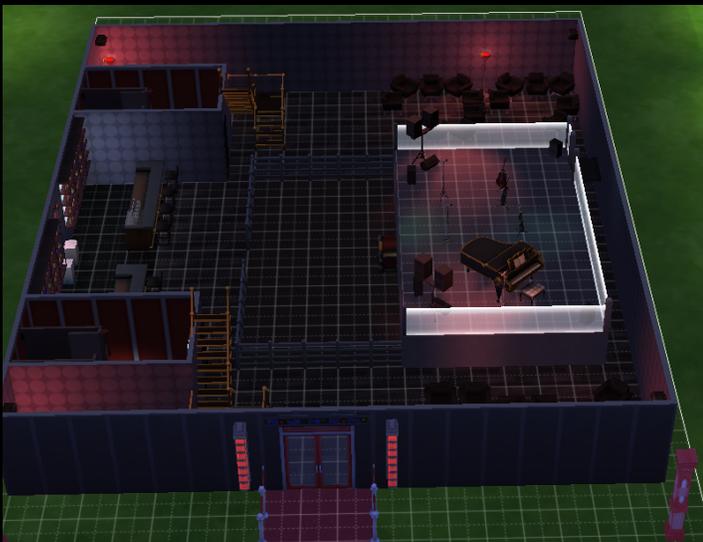
LAKESIDE VENUE SECOND FLOOR



LAKESIDE VENUE OUTDOORS



LE SUL CAFE



CLUB XNIX FIRST FLOOR



CLUB XNIX SECOND FLOOR



PERK ME UP COFFEE SHOP



THE BAR



THE DUSTY BOOKSHELF FIRST FLOOR



THE DUSTY BOOKSHELF SECOND FLOOR



NEWCREST LANES



NEWCREST MALL FIRST FLOOR



NEWCREST MALL SECOND FLOOR



NEWCREST MALL THIRD FLOOR



NEWCREST BEFORE



NEWCREST AFTER

THE SIMS NATION

WHITE ROOM

CHALLENGE



5X5 | 1 SOFA | 1 FLOOR LAMP | ONE CARPET
THEME: MYSTIC

If it's one thing Simmers can agree on is that we all appreciate a damn good build. Building requires both artistry and painstaking precision, especially when building in such robust Sims iterations as Sims 4. In addition to making good use of exterior design know-how, the best Sims build designers can outfit a room with alarmingly good taste. From industrial sensibilities wrought in iron, glass, and steel to the sharply geometric beauty of Art Deco, there is no shortage of design styles to choose from in the Sims.

Every couple of months, Sims Nation will now host a brand new challenge called the *White Room Challenge*. A quirky contest with direct connections to HGTV's Design Star competition, the White Room Challenge provides Simmers with an all white room and encourages them to redecorate it according to a theme. While Simmers are restricted to the given dimensions of the room and the delineated furniture placement, they can use whatever style of furniture they desire and add whatever they like to the room.

April's challenge required Simmers to transform an all-white room, befitted with only a floor lamp, loveseat, and rug, into a mystic sanctuary. The challenge participants created rooms of pure tranquility. Check out the beautiful submissions from: [@simsmemo](#), [@Neelgamer1](#), [@She_Phoenix](#), [@KayBee416](#), [@ShellyBeeMe](#), [Fenny](#), [@ilo1s4](#), and [u/MyLifestyle_tsm!](#)



Fenny



Karen B. [@KayBee416]



u/MyLifestyle_tsm



Marina [@She_Phoenix]



Tamago [@simsmemo]



Neel [@Neelgamer1]



Iloisa [@ilo1s4]

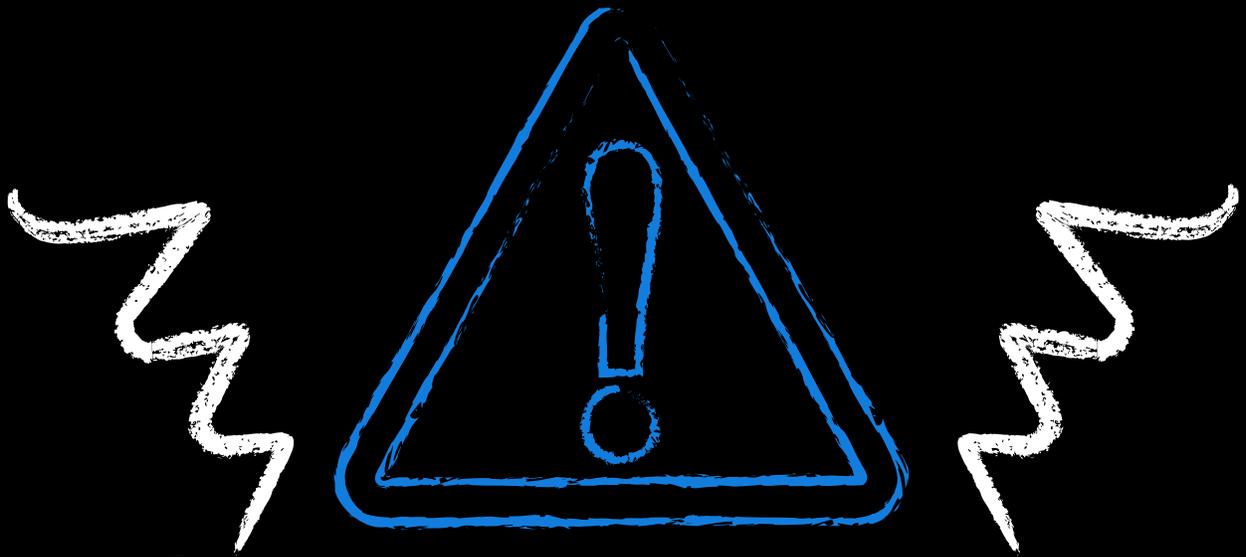


Shelly B. [@ShellyBeeMe]



Autism
Spectrum
Disorder
Asperger
Behaviors
Development
Autistic
Sensory
ASD
Awareness
Social
Intervention

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