

# THE SIMS

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The Sims is a simulation game for suburban life. You create your own “Sims,” build their house, and they function under your command. They might socialize, go to work, or participate in hobbies -- it’s up to you. The game was released in 2000 by Maxis and Electronic Arts. The legendary game designer, Will Wright, began his Sim games with SimCity in 1989. His games have been referred to as “software toys,” as they generally can’t be won or lost. While SimCity has its place as a majorly influential game, The Sims has far surpassed it in popularity.

- Wright lost his home in a fire, inspiring him to create a game about life.
- The Sims was originally rejected by Wright’s product selection committee, but it’s now the best-selling PC game in history, selling 6.3 million copies.
- Attracting many non-traditional gamers is a great success for The Sims. Females account for 50% of sales, and young girls all over the world are retiring their Barbies to play the game.
- Will Wright designed The Sims in an attempt to create a “virtual dollhouse,” as he puts it, where the player is the “god,” of the game.
- Many players design their Sims after themselves, and their gameplay is reflective of their personalities. Like an updated “doll play” exercise in clinical psychology, a Sims game reveals a lot about the player.
- You aren’t alone when you play The Sims; there are thousands of download sites and fan sites, making The Sims the basis for an entire online community.
- Since The Sims was first released, numerous expansions have been released, as well as sequels like The Sims 2 and The Sims Online.

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