

'The Sims 4' adds emotional, multitasking Sims

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"The Sims" are getting in touch with their feelings.

The fourth edition of Maxis' successful life-simulating game will include more emotional versions of the virtual people whose lives players can manipulate.

"The Sims 4" producer Lyndsay Pearson says the developers have focused on crafting more believable Sims who can perform multiple actions—like walking and talking—at once.

The sequel also will make it easier for gamers to build homes for their Sims by picking pre-designed rooms and plopping them together to create a house.

Pearson says "The Sims" franchise has now sold more than 170 million copies worldwide. The Electronic Arts Inc. people simulator is the best-selling PC game franchise in history.

More information: www.thesims.com

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