

The Sims 4

An RYG Analysis

Platform: PC (Windows 7 only)
DRM: EA Origin and Sony DADC
Digital Distributor: EA Origin

Developer: EA Maxis & The Sims Studio
Publisher: Electronic Arts

RYG's ASSESSMENT

Our Thoughts

About The Sims 4

RYG Disclaimer

Availability

52%

BARGAIN BASEMENT MATERIAL

64% and Below

Despite the lack of varied building, gameplay and content features as seen in previous Sims franchises, The Sims 4 attempts to cut a focused and straight path with its intent on breathing new life into its Sims in how they behave, emote and interact with other Sims.

However, their attempt in making a "leaner" Sims 4 comes at considerable cost in comparison to its previous iterations. What we found to be severe letdowns were EA's exhaustive tracts of legal jargon nested within their Privacy Policies, Terms of Services and End User License Agreements that are designed specifically to harvest players information and restrict the way players can play The Sims 4. The other letdown was EA's non disclosure of the use of another DRM/Distribution system in which they were legally obligated to disclose to all players.

Please refer to each section for our results we've evaluated and our summarised thoughts to gain a better understanding of how The Sims 4 affects PCs.

The Sims 4 is a Life Simulation game that blends character creation with home/interior building and elements of role play between other non-playing (or playing) characters. This is Maxis's, The Sim Studios's and Electronic Arts's fourth version of a long and extensive franchise spanning 14 years. The Sims 4 is available through **Origin**, EA's in-house distribution platform and storefront for PC games.

This Windows version of The Sims 4 (Version: 1.0.671.10) was purchased through EB Games independently with RYG funds for the purposes of evaluation and product testing. The Sims 4 was evaluated on the following system specs: Windows 7, Intel i5-4460, 16Gb RAM, AMD Radeon R9 290 as well as an i7-3517U, 8Gb RAM and Intel HD Graphics 4000.

Origin: <https://www.origin.com/en-au/store/buy/sims-4/pc-download/base-game/standard-edition>

Recommended System Specs

OS: Windows 7 (64-bit) or above (*Windows version tested*)
CPU: Intel i5 or AMD Athlon X4 or above (*Chipset released in 2009*)
GPU: NVIDIA GeForce GTX650 (or AMD Radeon HD 7750) or above
(*GPUs released in Sept 2012 and Feb 2012 respectively*)
RAM: 4Gb or above
HDD: ~9Gb or above (*~9Gb was used in this evaluation*)

Source: [EA Origin](#)

Looking at how much information is provided on Divinity: Original for the purposes of making an informed decision on EA Origin prior and on release. More information on The Sims 4 can be found through the [official website](#).

1. Product Info

Note: The Sim 4 will require EA Origin regardless of where the game was physically or digitally purchased.

See Also: The Sim 4 “[Create A Sim](#)” Demo.

See Also: Refer to Section 7. “DRM and Activation” in this report on how Sony DADC is implemented in The Sims 4 in detail.

- ✓ The Sims 4 released globally on 4th September 2014
- ✓ The Sims 4 is sold through multiple vendors ([Ubisoft](#) and [GameStop](#))
- ✓ Minimum and recommended specs provided
- ✓ Demo provided prior to the launch of The Sims 4
- ✓ Readme found on /Origin Games/The Sims 4/Support/
- ✓ The Sims 4 / EA Origin [EULA](#), [Privacy Policy](#) and [TOS](#) fully accessible on ea.com
- ✓ All game-related information can be found on [EA Origin](#)

- ✗ Available only on Windows
- ✗ DRM-Free options of The Sims 4 not provided
- ✗ Base game sold as multiple “editions”
- ✗ Download specifications not provided prior to purchase
- ✗ DRM Notifications impartially provided (Sony DADC not disclosed)
- ✗ No advice on how The Sims 4 would utilise Sony DADC DRM Technology

Multiple Editions of Sims 4 can be compared on [Wikipedia](#). They include Standard, Digital Deluxe, Premium and Collector’s Edition. The Mac and Linux versions of The Sims 4 have yet to be announced or confirmed.

On Sony DADC: The first-time launch of The Sims 4 will confirm with EA’s Amazon Servers, which will then write a DSS registry key (dubbed Digital Software Services) confirming a successful activation of The Sims 4. More information on the DSS key can be found in Section 7. DRM and Activation in this report.

EA has provided both various information portals for players to assess and make an informed decision on purchasing and playing The Sims 4, such as system specifications and various editions of The Sims 4 sold with a starter DLC pack.

This, however, is largely dependent on whether players want to investigate the (legal) obligations and potential forfeiture of certain rights in surrounding the purchase, modification and play of The Sims 4. Some players may take issue with the secondary DRM system implemented without genuine notification or advice.

Looking at EA Origin as an end-to-end digital distributing platform for PC games in respect of The Sims 4. More information on EA Origin as a service can be found through their [official website](#).

- ✓ Available worldwide through [www.origin.com](#)
- ✓ Minimum and recommended specs provided
- ✓ Multiple payment options provided (Credit Card or Paypal)

Extra Notes

Our Thoughts

2. Digital Distro

See Also: [What is EA Origin?](#)

Note: EA will provide a full refund for the purchase of The Sims 4 provided it meets specific requirements through Origin, such as purchase date(s), product's refund eligibility and first time game launch. Please refer to "[Origin Great Game Guarantee](#)" for further details.

Note: At the time of evaluating The Sims 4 the USD and AUD prices for the base game were \$59.99 USD and \$79.99 AUD respectively.

Note: Players, however, can [combine multiple EA Origin Accounts](#) through the Origin Client Manager.

Our Thoughts

3. Privacy Policy

Note: There are 8,074 words found on [EA's Privacy Policy](#), last updated on 28 June 2013.

See Also: Readability Statistics on EA's Privacy Policy can be found on [Read-Able](#). Please note that these statistics serve as a guide on the general readability and comprehension of EA's current privacy policy.

Note: EA's Privacy Policy fail to describe what constitutes "Personally-Identifiable" Data in Section 3. Non-Personal Data, as described in Section 4 states that with your EA Origin Account, non-personal information can be linked / identified.

- ✓ Payment receipt provided via. Email once purchase has been made
- ✓ Free and unlimited access and downloads after purchase of The Sims 4
- ✓ Can [backup purchased games "offline"](#) (e.g. external or optical drives)
- ✓ Refunds offered for pre-orders
- ✓ Refunds and/or exchanges offered for purchased games
- ✓ Can access personal data

- ✗ The Sims 4 is priced inconsistently across global regions
- ✗ EA Origin is required, including for gameplay
- ✗ DRM Notifications impartially provided (Sony DADC not disclosed)
- ✗ No advice on how The Sims 4 would utilise Sony DADC DRM Technology
- ✗ User account creation is required including date of birth and residence
- ✗ Currency Notification not provided prior, during and after purchase
- ✗ Download specifications not provided prior to purchase
- ✗ Cannot play The Sims 4 without the launch of EA Origin
- ✗ Certain warranties waived (excluding physical merchantability warranties)
- ✗ Cover waived against any unforeseeable damages, disruptions of service
- ✗ Terminating EA Origin account requires a pay-by-the-minute phone call to EA
- ✗ Account termination voids past purchases and licenses to play them
- ✗ Consumers prevented from disputing and validating Origin TOS breaches
- ✗ Can't review and question changes made to Origin TOS
- ✗ Past purchases voided after refusing to accept Origin / The Sims 4 TOS

Unlike other PC gaming digital distribution platforms EA has a bold [refund / exchanges policy](#) for games that might not meet players expectations.

However, their Origin platform may require some key improvements in disclosing relevant information, such as price comparisons across regions, download requirements for various Internet connection bandwidths as well as an accessible [Terms of Service](#) much like their Great Games Guarantee Policy.

This section covers the Privacy Policy of The Sims 4's drafted through Electronic Arts. This is relevant as The Sims 4 requires a one-time online activation, a persistent Internet connection to access The Sims 4 Gallery / Community in-game as well as a periodic connection to EA servers in offline mode.

- ✓ Privacy Policy found on [ea.com](#)
- ✓ Policy applies to The Sims 4 and EA Origin
- ✓ Privacy Policy written such that those 15 years and younger can understand
- ✓ Policy specifies what information are collected at specific areas of the platform
- ✓ Info is predominately stored at the US and The Netherlands
- ✓ Info is used solely for payments, opt-in email campaigns & acct management
- ✓ Third party advertisers and analytic providers listed on [privacyappendix.ea.com](#)
- ✓ Visible opt-in / opt-out process upon signing into EA Origin
- ✓ Users can access their EA Origin account details
- ✓ Users can modify their EA Origin account details
- ✓ Can review changes made to the Privacy Policy through [EA Privacy Contacts](#)

- ✗ Privacy Policy not formatted for easy reading on the Web
- ✗ Players not visibly notified of any changes made to the Policy
- ✗ Players not consulted on future revisions to the Privacy Policy
- ✗ "Personally-identifiable" and "non-personal" info are intertwined
- ✗ Assurances of safety and security of information not provided

Our Thoughts

4. EULA TOS

Note: EA will provide a full refund for the purchase of The Sims 4 provided it meets specific requirements through Origin, such as purchase date(s), product's refund eligibility and first time game launch. Please refer to "Origin Great Game Guarantee" for further details.

See Also: EA's Permission Request Form in relation to using their content for your website / video channel.

Note: There are 4,370 words in The Sims 4's EULA (found in-game), 4,811 words in EA Origin's EULA and 9,772 words found in EA's TOS. Please note that there are very similar wordings and phrases found in both The Sims 4 and EA Origin's EULAs.

- ✗ Users have limited control over the "non-personal" data provided
- ✗ Users can't validate what non-personal data they've provided
- ✗ Players cannot export their information tied to their EA Origin account
- ✗ User data is retained by EA for an extended period of time
- ✗ No specific information on how info will be used in the event of a sale/merger
- ✗ Users must accept ALL changes made to the Policy before playing The Sims 4

Some interesting things to note with EA's revised Privacy Policy are its revised language designed to clearly explain what/how/why data's extracted from player's interactions with The Sims 4 as well as a huge list of third party advertising and analytic providers that they may use for their services.

What hinders their positive appraisal is their long-winded nature to explain how they can use non-personal data to identify their customers as well as their strong-arm statements such as "if you do not want to use this technology, do not play" as stated in Section 5 of their Privacy Policy.

Players will not be advised on specific events, such as general changes to the Policy Wording (even though the last change was made in 2013) or if information is handed over as a requirement to the proper authorities.

This assesses The Sims 4's End User License Agreement (EULA) bundled through EA Origin as well as EA's Terms of Service (TOS). This excludes any other (third-party) EULA that would not specifically apply to the general use and gameplay of The Sims 4.

- ✓ EULA / TOS is found on ea.com
 - ✓ Refunds and/or exchanges offered for purchased games
 - ✓ Can back-up copies of The Sims 4 once EA Origin installs game on PC
 - ✓ Permitted to create free "mods" of The Sims 4
 - ✓ Will need to contact EA in respect to monetising videos for The Sims 4
 - ✓ Won't blacklist specific background services or software
 - ✓ Users can criticise or provide criticism about the game without reprisals
-
- ✗ EULA / TOS only covers The Sims 4 and EA Origin (Not Sony DADC)
 - ✗ The Sims 4 / Origin EULA and TOS was not formatted for easy reading
 - ✗ The Sims 4 / Origin EULA and TOS was not written for easy reading
 - ✗ Drafted to abide by the laws of the US with expectations to **some AUS warranties**
 - ✗ Users not visibly notified of any changes made to the EULA / TOS
 - ✗ Players not consulted on future revisions to The Sims 4 / EA Origin EULA & TOS
 - ✗ Can't review and query changes made to the EULA / TOS
 - ✗ License to play the game only provided
 - ✗ Terms and conditions for EA Origin / Sony DADC DRM aren't clearly defined
 - ✗ Circumvention of EA Origin / Sony DADC DRM prohibited
 - ✗ The Sims 4's source code isn't to be modified or reverse-engineered
 - ✗ Warranties waived (excluding physical merchantability warranties)
 - ✗ Cover waived against any unforeseeable damages, disruptions of service
 - ✗ Termination process dictated by Electronic Arts
 - ✗ Arbitration process isn't freely-provided and is requested by EA
 - ✗ (Class) Legal action is waived if players pursue arbitration

5. Installation Setup

Note: We found that ~9.2 Gb of HDD space was required.

Extra Notes

In similar comparison to EA's Privacy Policy, it's very difficult for players to sift through more than 19,000 words between EA's TOS and The Sims 4 & EA Origin's EULA and determine what they can or can't do with their game.

Interestingly EA does have an easy-to-fill-out form for people to fill out in respect to permissions to use EA-related content on their website(s) and video blogs.

This looks at how at how The Sims 4 is installed on Windows PCs only. This includes looking at the file and registry structure as well as any extraneous files and third-party applications that may need installing.

- ✓ Custom installation options are provided
- ✓ Currently-executing background software won't interfere with installation
- ✓ All Sims 4 game files installed to the correct destination
- ✓ Error-free installation

- ✗ No installation logs of files and registry keys
- ✗ Extra Origin & Sony DADC files / keys found outside of installation folders
- ✗ Installation completed beyond 60 minutes on ADSL2+ connection

File directories of interest in relation to The Sims 4:

	\Common Files\EA Installer\The Sims 4\
(Main directory)	\Origin Games\The Sims 4\
(VP6 Codecs & VC++ 2013)	\Origin Games\The Sims 4__Installer\
(Game files)	\Origin Games\The Sims 4\Data\ \Origin Games\The Sims 4\Game\
(Game executables, Config Files)	\Origin Games\The Sims 4\Game\Bin\ \Origin Games\The Sims 4\Game\Bin\Core\ \Origin Games\The Sims 4\Support\
(Savegame and modding info)	\Documents\Electronic Arts\The Sims 4\

File directories of interest in relation to EA Origin:

(Main and Program files)	\Origin\ \Origin\legacyPM\ \ProgramData\Electronic Arts\ \ProgramData\Electronic Arts\EA Core\ \ProgramData\Electronic Arts\EA Services\License\ \ProgramData\Origin\ \AppData\Local\Origin\ \AppData\Local\Temp\Origin\ \AppData\Local\Temp\Origin\
(Previous versions of Origin)	
(Activation files)	
(User Profiles)	
(Temporary installation files)	

Registry keys of interest in relation to The Sims 4:

\HKEY_LM\SOFTWARE\Wow6432Node\Maxis\The Sims 4\
\HKEY_LM\SOFTWARE\Wow6432Node\Origin Games\
\HKEY_CLASSES_ROOT\Applications\Login.exe
\HKEY_CLASSES_ROOT\Applications\MessageDlg.exe
\HKEY_CLASSES_ROOT\Applications\PatchProgress.exe

Registry keys of interest in relation to EA Origin:

Note: Players can link these Sony DADC registry keys to the first time launch and activation of The Sims 4.

In regedit select these keys, then hit File, Export. Players can then save these keys as text files and can view their timestamps coinciding with the activation of The Sims 4.

Our Thoughts

6. Patches Updates

Note: This version of The Sims 4 was evaluated with the 5th September Patches (up to version 1.0.671.10).

Our Thoughts

```
\HKEY_CLASSES_ROOT\eadm\  
\HKEY_CLASSES_ROOT\origin\  
\HKEY_CLASSES_ROOT\origin2\  
  
(Sony DADC Registry Keys) \HKEY_CU\Software\DSS\Product Activation\  
(Sony DADC License Info) \HKEY_CU\Software\DSS\Product Activation\...\License Info\  
                          \HKEY_CU\Software\DSS\Product Activation\...\User Data\  
(Readme linking to Sony DADC) \HKEY_CU\Software\DSS\Product Activation\Readme\  
  
\HKEY_CU\Software\Electronic Arts\EA Core\  
  
\HKEY_LM\Wow6432Node\Electronic Arts\  
\HKEY_LM\Wow6432Node\Origin\
```

While a lot of these files and registry keys are scattered across multiple directories away from the main installation directories they are harmless if a complete uninstallation is required. Thankfully The Sims 4 will keep all savegame data in the event of an (accidental) removal of the game.

The installation of Sony DADC registry keys coincide with the first-time activation of The Sims 4. Players can trace the timestamp of the creation of these keys to the time and date at which they launched the game via. Regedit (See Note above).

This looks at how at how The Sims 4 is updated through the EA Origin and after the main installation of The Sims 4. More information on the latest updates can be found through [EA's Help Site](#).

- ✓ Can opt-in / opt-out of automatic updates
- ✓ No other DRM files or registry keys are installed
- ✓ Can install patches manually without the client manager
- ✓ Details of patches provided via [EA's Help Site](#)
- ✓ Players can be advised of game patch's availability through EA Origin
- ✓ Can play The Sims 4 with the latest patch

- ✗ Day-one patch required
- ✗ Requires ALL patches to play The Sims 4 & access all online features
- ✗ No installation logs of files and registry keys
- ✗ Rollback option not provided
- ✗ No plans to sunset EA Origin DRM

EA Origin only supports an automated update function for players and provides a detailed section on any changes these updates will alter. Rollback options aren't provided. However, The Sims 4 was tested to be playable even after the installation of the latest patches post 5th September 2014.

7. DRM Activation

Note: Contact EA Support in order to merge multiple EA Origin accounts.

Note: Refer to Section 1B. Technological Protection Measures within The Sims 4 EULA.

Extra Notes

Our Thoughts

8. Gameplay

This looks at how at how The Sims 4 is activated through EA Origin and/or through the first launch / run. This may include any other extra user accounts required, serial keys, online activations / verifications and/or hardware checks.

- ✓ Instructions provided on the activation process
- ✓ Won't interfere with currently-executing background services
- ✓ Firewall and AV settings aren't modified during activation
- ✓ Unlimited online activations to any one PC
- ✓ Can play single-player game offline
- ✓ Can transfer activation/game to another EA Origin account
- ✓ Unlimited installations
- ✓ Support and troubleshooting process provided
- ✓ Activation is simple and hassle-free

- ✗ Can't verify the safety and reliability of the activation process
- ✗ Activation pathway isn't explained
- ✗ No offline option
- ✗ A non-transferrable user account is required
- ✗ Further details required in creating an EA Origin Account
- ✗ EA Origin and Sony DADC DRM are implemented
- ✗ Limited to 5 hardware activations within a 24-hour rolling period

The first-time launch and activation of The Sims 4 will involve the following steps:

- 1) Game will contact 159.153.98.92 and 159.153.228.75 via. SSL to determine the validity of the game copy. These servers are linked to proxy.novafusion.ea.com and accounts.ea.com
- 2) The servers will write several Sony DADC registry keys within \HKEY_CU\Software\DSS\Product Activation\ confirming the activation of The Sims 4
- 3) Players will enter into the main game window of The Sims 4

As per Section 5, Installation, of this report players can determine the link between the Sony DADC registry keys and the first-time launch of The Sims 4 by analysing the timestamps of the registry keys via. regedit. These registry keys can be removed manually after the removal of The Sims 4.

From what we can find there are no notes anywhere on EA's sites and in its documentation for The Sims 4 that they're using Sony DADC as a secondary DRM service in its online-activation functionality.

As far as we can understand EA are obligated to disclose what and all DRM technology they're using on all their PC games after the class action settlements against players affected by The Sims 2 and Spore.

While we found that they pose no damage to players PCs we do find EA's non-disclosure somewhat odd.

This looks at how the gameplay of The Sims 4, including any in-game settings, performance, optimisation, functions and accessibility features.

- ✓ Can play on minimum specs (tested on Intel HD 4000)
- ✓ Can play a backup copy of the game
- ✓ Disc not required for gameplay
- ✓ Can play game in fullscreen mode
- ✓ Can play game in windowed mode

- ✓ Separate Volume Controls provided (Master, Object, Music, Voice, FX, UI)
- ✓ Can play The Sims 4 in multiple languages (UI-influenced only)
- ✓ Can play offline
- ✓ Can access DLC offline
- ✓ Can play without connectivity issues on an ADSL connection
- ✓ Can play error-free for more than 5hrs
- ✓ Won't interfere with services and background software
- ✓ Will resume at the last checkpoint or manual save point
- ✓ Can manually save gameplay of The Sims 4
- ✓ Can modify savegame and/or ini file

- ✗ Limited in-game video settings provided
- ✗ Only playable on fixed keyboard and mouse configurations
- ✗ Cannot play The Sims 4 with a console controller
- ✗ Will "phone home" even in EA Origin's "Offline Mode"
- ✗ EA won't advise players that they are connecting in offline mode
- ✗ Can only play on one PC at a time per game / account
- ✗ DRM and monitoring services will operate during and after gameplay

Extra Notes

On Minimum Settings: We looked at The Sims 4 using a PC with an Intel HD Graphics 4000 chipset on Lowest Graphic Settings and/or with graphical additions / features turned off (Otherwise known as Laptop Mode in-game).

In-game video settings include the following:

- *Display type (Windows vs Full Screen)*
- *Resolution*
- *(Capped) Screen Refresh Rates*
- *Vsync*
- *Graphics Quality*
- *Uncompressed textures*
- *Post Processing Effects*
- *Laptop Mode*
- *Sims*
- *Objects*
- *Lighting*
- *Reflections*
- *Visual Effects*
- *Edge Smoothing*
- *3D Scene Resolution*
- *View Distance*

Included are in-game screenshots and links of in-game video settings:

- 1) **LAPTOP MODE**
- 2) **VERY LOW**
- 3) **LOW**
- 4) **MEDIUM**
- 5) **HIGH**
- 6) **ULTRA**

From what is available in-game it will appear as if much of the in-game visual settings are tied in smoothing edges, increasing shadows and adding reflections to any reflective surface. All textures in-game perceptively appear to not change regardless of the settings applied. There is a very slight increase in visual quality when uncompressed textures mode is selected.

The Sims 4 will connect to the following servers in off and in online mode:

54.86.239.79 - Amazon Web Services (SSL)	23.37.139.27 - Akamai Technologies (Verisign)
54.236.131.164 - Amazon Web Services (SSL)	159.153.98.92 - EA (SSL) (proxy.novafusion.ea.com)
54.236.113.68 - Amazon Web Services (SSL)	159.153.235.32 - EA (gostelemetry.blaze3.ea)
54.208.228.235 - Amazon Web Services (SSL)	159.153.228.75 - EA (SSL) (accounts.ea.com)
23.23.225.248 - Amazon Web Services	
107.22.199.119 - Amazon Web Services (Origin)	

Our Thoughts

While it's great that EA have attempted to accommodate players with low-end PCs we did find that it did come at the cost of visual quality. Like many Sim games there's little way in customising keyboard/mouse settings and, like many EA games, The Sims 4 will connect to its servers, even in Origin's "Offline Mode".

9. **PC Checkup**

Looking at whether The Sims 4 will modify certain PC settings before, during or after gameplay without Players permission / consent.

- ✓ PC clean after scanning for viruses
- ✓ PC clean after scanning for malware and spyware
- ✓ PC clean after scanning for rootkits
- ✓ HOSTS wasn't modified
- ✓ Played The Sims 4 without major errors
- ✓ Start-up settings remain unaltered
- ✓ No DRM /monitoring services running after shutting down game
- ✓ System configuration files remain unaltered

Our Thoughts

The Sims 4 is a clean game for the most part and won't impact on players PCs nor alter its settings outside of its gameplay.

10. **Uninstall**

Note: Please refer to our notes on Installation in this report in fully removing The Sims 4 and EA Origin from any Windows system.

Looking at how clean, efficient and effective the removal process is for The Sims 4 (How much legacy material is there after the removal of The Sims 4?)

- ✓ Direct uninstallation shortcut provided
- ✓ Backup savegames prompt provided / Savegames retained
- ✗ Numerous files within /AppData/ and /ProgramData/ remain
- ✗ Some Registry Keys (including Sony DADC's keys) remain

Our Thoughts

Players will need to search through their systems (files and registry keys) in fully removing EA Origin and The Sims 4 from their systems. Thankfully they can do so without any administrative rights or privileges

RYG's VERDICT

52%

BARGAIN-BASE- MENT MATERIAL

64% and below

SHOWS PROMISE & POTENTIAL

Between 65% and 84%

WORTH SUPPORTING

85% and above

Despite the lack of varied building, gameplay and content features as seen in previous Sims franchises, The Sims 4 attempts to cut a focused and straight path with its intent on breathing new life into its Sims in how they behave, emote and interact with other Sims.

However, their attempt in making a "leaner" Sims 4 comes at considerable cost in comparison to its previous iterations. What we found to be severe letdowns were EA's exhaustive tracts of legal jargon nested within their Privacy Policies, Terms of Services and End User License Agreements that are designed specifically to harvest players information and restrict the way players can play The Sims 4. The other letdown was EA's non disclosure of the use of another DRM/Distribution system in which they were legally obligated to disclose to all players.

Please refer to each section for our results we've evaluated and our summarised thoughts to gain a better understanding of how The Sims 4 affects PCs.



Colophon

This analysis of The Sims 4 was compiled by Lisa and Martin Pham. Typeface used is ITC Stone Sans. RYG thanks Anna Henriksson, **Josh Bush**, **Ethan Lee**, **Adam Ames** and **David Hatch** for their insights and suggestions in the design of this analysis. The Sims 4 was bought with RYG funds through EA Origin.

Disclaimer

These analyses are only a guide and represent RYG's perspective into The Sims 4 as a product. We believe everyone should perform their own research and reach their own conclusions. This is one view of many. Again, we thank you for taking the time to read our analysis of The Sims 4 and hope you continue to support our work.