

Newsletter

Hello dear community members,

Today you get the fourth newsletter. In irregular intervals, you will from time to time get one, in which we call your attention to important improvements and general things.

This time there are again a few changes in the team and in the forum.

Remember our new domain: www.allaboutsims.net

But you probably already know all. Despite all the changes, be sure, our attitude does not change.



Fun Exchange Helpfulness Creativity Sims

Let us therefore so directly to the current team.

The team currently consists of:

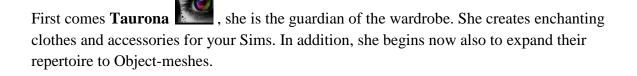
our new site operator and **ADMINISTRATOR**. Besides, she still adso9965 operates her own little page. The www.sims-factory.de



There, she is also working on a regularly published magazine.

Next there's still **King Leo** , he is also an **ADMINISTRATOR** and is responsible for the technical advice and makes way for wall hanging. He creates interesting pictures and Sims.

Here are our SUPER MODERATORS





Next is **Shayali**, she is a great talent and surprises with new great creations.

It then follows **Cayami (1)**, a good architect and also mesher.

Here we find also **matomibotaki** *interset*, a great architect and very good mesher.

As we come now to the next category, our **MODERATORS**.

Here only one is active at the moment. That's the good **Mr. Hudson** Do not be surprised if he is not very talkative. He's just a Forumbot and not a man. He has different roles relieve the actual team.

It is our core team, each of them is characterized by high level of commitment and expertise. If you have questions, so provide them. Each of us will be only satisfied when you are.

This is followed by our great **DESIGNERS**

Here works Abuk0

, an excellent mesher with a penchant for anything unusual.

But that's not enough, the team is supplemented by:

our diligent **NEWSREPORTER Fireman1984**

He provides us with all kinds of news around the ledge. Besides, he tried his hand already on the creation of game content. We are excited about what we will see from him.

Another area fill our **GUEST DESIGNER**

Here we find **Thamira** , providing us with great houses.

Next is **chefnepot Mathematical**, she created great poses and Sims.

Then we find **ArcticWolf** an exceptional builder. Most of its houses have surprises in store.

Also, here shows **Annett85** what she can. She makes colorful clothes and beautiful patterns.

And last but not least, we find here **Gergana** which fills her area with unusual fashion.

A new area is filled by the **FILMMAKERS**.

Here are **Eduardo Castelinne** a wonderful musician and Sims filmmaker

and

, an excellent filmmaker, at home.







What you get everything with us?

Since you can only say a lot.

There is detailed information about the game for each playing member. We help each member with any kind of problems. It starts with game-related topics and ends at the 1: 1 support for computer problems of all kinds. In the forefront our team helps each of our members with advice and practical support. But even the members help members. Otherwise it would be no community. This ultimately means community and nothing else, we want to be.



And because we are now called about Sims. There are now also areas for Sims 1, 2 and Medieval

, there is also all



We have a **lexicon** in which you will find information about the game. In addition, you will also find information on creating objects plus general information about the computer.



For those members who are interested in creating your own game content itself, there are plenty of detailed tutorials. And every question receives an answer. Nobody stays in the rain!



In addition, there is a very simple way to support us financially. The Forum operates an **Amazon store**. That is, you go through our links for Amazon and buys quite normal. You have no disadvantages, but the forum will receive a small commission.



We thank you for your support in funding our site.



Plus there are tons of great downloads. We have a large database of the most amazing things. And constantly comes something. We have set ourselves a high quality standard. All new meshes gets their information about the polygons that have an influence on your game liquid. Likewise gets their information about the texturing options.



In addition, there is a community exchange where everyone can share his self-created things with the other members. Please note here, also here the rules of our quality standards apply.

The exact rules can be found here: <u>New regulation in the Sims Exchange</u>

And if someone is looking for something specific, but do not find one, then simply represents an order. If it is feasible, you will certainly get your desire fulfilled. Please note also the corresponding rules: <u>Rules for the request forum</u>



Periodically there are also competitions with us. The bring not only fun, but also small prizes and perhaps a place in our Hall of Fame where the winners get a place of honor.

Pay attention to the announcements in the forum.

Otherwise, we offer you some entertainment.

For direct Smalltalk we have our shoutbox. Since you can talk to your hearts content. As long as you keep yourselves to the rules.

We have a chat area in which you can omit you about God and the world.



Brand new

There is now a wide range. A range for Sims machinima, these are films that are shot with Sims. A very elaborate and great thing.

Some of them have cinema quality!

We work together with the English forum <u>http://simatography.webs.com</u> .



Those set also the annual Sims International Film Festival out.



There are also tutorials we translated in order to provide our German speaking members.

In this area, some filmmakers have their own area in which they present their films.

Conclusion

So, that was it probably, on the whole.

By the way, we look forward to active participation in the forums happening. Dare quietly to participate you. We do not bite! On the contrary. Do not be afraid to ask questions.

There are no stupid questions!

And even if you cannot speak German, which is not an obstacle. With English, we are also just fine. Ask our Californian guest designer **Arctic Wolf**, who belongs practically to the family.

Even if you can neither German nor English, we try to understand you and respond anyway. Why are there translation machines? Since the conversion to UTF8 character set also all special characters can be displayed correctly.

But now really is the end.

Have fun now, with us, with our site and with the Sims.

