

During the last month of November, several articles about **The Sims Medieval** were published. For the less informed, this is a spin-off of The Sims 3 set in the Middle Age that will be released in March 2001. Let's see what's new and where we got so far.

First off, on Nov 9th a community event dedicated to Medieval took place in France, and many sites attended the event, like *Larem &Go*, *L'Univers Sim*, *Jeux Video*, *Sims Minitroll*. [SimPrograms](#)

offers a list of articles (Google translated from French) and some pictures.

Also, [many reviews of the game](#) have been published, but they are mostly about known and old information.

[GameSpot](#), instead, has a pretty interesting article with three new screenshots (that you can find in this article and in our gallery) and a [video](#)

. Let's check it out.

Extract from GameSpot

"[...] You'll steer your domain toward one of a handful of different kingdom-based goals aligned with four different kingdom statistics: well-being (general health and economy), security (military strength), culture (provided by artists and minstrels), and knowledge (provided by the arcane research of wizards).

Your typical Medieval kingdom includes not only a monarch's castle (with stony add-ons on either side, such as knight's barracks), but also marketplaces (which can house a town square, a blacksmith, and other crafting services), docks (a home for seafaring ships, which can be used for commerce, diplomacy, and adventurous travel), the gallows (the home of the stocks, where unlawful sims are imprisoned, as well as the pit of the beast, where condemned sims are executed), and a leisure area. This is the home of the fictitious sport of kingball.

We then revisited the throne room to catch up with the monarch, who was busy with matters of diplomacy. Medieval's diplomacy model lets you make nice with your neighbors after you make that first diplomatic contact with them by traveling to their castles by boat. After you do so, their nations appear next to yours on the game's old-timey map along with information on your general relations level with them, as well as any trading resources they may have to offer and any ongoing edicts that are on the table.

Written by Paperpin

Wednesday, 01 December 2010 10:14 - Last Updated Wednesday, 08 December 2010 18:01

