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EA Announces The Sims 4 is Coming to Consoles on November 17th

Packed with a Plethora of the Same Great Gameplay Content from the Best-Selling Life Simulation PC Game

View the Xbox One and PS4 Official Trailer [here](#).

REDWOOD CITY, Calif.--(BUSINESS WIRE)-- Electronic Arts Inc. (NASDAQ:EA) and Maxis today announced *The Sims™ 4*, the previously PC/Mac-only game that celebrates creativity, inclusivity and freedom of choice, will be coming to Xbox One and PlayStation® 4 players worldwide on November 17th. From creating unique Sims and building amazing homes to developing Sim's relationships and pursuing careers, *The Sims 4* delivers the same emotional connection our PC players cherish to a new wave of console players. Fans will enjoy being empowered to create and control people in a vibrant virtual world as they experience life's unpredictable, entertaining moments along the way.

This Smart News Release features multimedia. View the full release here:

<http://www.businesswire.com/news/home/20170726005194/en/>



"The addition of a console-version of *The Sims 4* has been long-awaited by fans and newcomers alike, and we at Maxis are beyond excited to bring *The Sims* to new platforms," said Executive Producer, Lyndsay Pearson. "The game delivers a beautiful *The Sims* experience on console and comes packed with tons of the fan-favorite content, so players can look forward to the unique gameplay, self-expression, and fun that have come to be tentpoles of *The Sims* brand. The possibilities to play with life are as endless as the players' creativity."

As with *The Sims 4* on PC, console players can experience and test life's limits in a world where there are no rules. Fans will have the power to create unique Sims, customizing everything from their hair color

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and style to their fashion choices and life aspirations. With the room-based Build Mode, players can design and pick décor, effortlessly building their dream home. In the mood to explore? Sims can check out the various neighborhoods and dynamic venues the world offers.

The Sims 4 on console gives players the unique gameplay the PC base game has to offer, plus many of the additional content updates added to *The Sims 4* post-launch. After the console game launches, fans can also look forward to periodic game updates and extra content releases.

From Maxis and the talented team at Blind Squirrel Games, *The Sims 4* will be available worldwide on November 17, 2017 for Xbox One and PlayStation 4. Pre-order *The Sims 4* on console* now and receive *The Sims 4* Perfect Patio Stuff pack, featuring hot tubs and tons of bonus décor for your outdoor oasis. Players who can't wait to get *The Sims* party started can pre-order *The Sims 4* Deluxe Party Edition today and receive the full game three days early on November 14th. The Deluxe Party Edition includes special content like a Flaming Tiki Bar, outrageous costumes, silly animal hats and more, plus *The Sims 4* Perfect Patio Stuff featuring hot tubs. For more details and to pre-order *The Sims 4*, visit www.TheSims.com/Console. EA Access members will also get to play *The Sims 4* up to five days before its worldwide launch, starting on November 9th, via the Play First Trial**.

To join *The Sims* conversation, please like *The Sims* on [Facebook](#), follow on [Twitter](#) and [Instagram](#), and subscribe to the [YouTube](#) channel.

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About Electronic Arts

Electronic Arts (NASDAQ:EA) is a global leader in digital interactive entertainment. The Company develops and delivers games, content and online services for Internet-connected consoles, mobile devices and personal computers. EA has more than 300 million registered players around the world.

In fiscal year 2017, EA posted GAAP net revenue of \$4.8 billion. Headquartered in Redwood City, California, EA is recognized for a portfolio of critically acclaimed, high-quality brands such as The Sims™, Madden NFL, EA SPORTS™ FIFA, Battlefield™, Need for Speed™, Dragon Age™ and Plants vs. Zombies™. More information about EA is available at www.ea.com/news.

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