

11 May 2009

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Coming in June  
Electronic Arts

## [The Sims 3 Is Ready to Face the World](#)

### *Goes gold*

Electronic Arts will be in quite an interesting position in the coming weeks, as *The Sims 3* is now said to be gold, which means that no more changes are made to the code and that the game is not being multiplied so that people can get their hands on a copy when the official release date of June 2 arrives. The publisher is still taking in quite a bit of money from sales of *The Sims 2* and its various add-ons launched over the last five years.

The game is set to arrive for the PC and will cost 49.99 dollars at retail or through digital distribution (Electronic Arts should really think about bringing down the price on the downloadable version of the game).

Those who are real fans of the Sims franchise also have the option of taking home the Collector's Edition of [The Sims 3](#) that will set them back 69.99 dollars and which includes the game, a USB drive, an in-game car (quite the Italian hot rod, apparently), a pack of stickers and a cheat guide.

Initially, *The Sims 3* was said to come way earlier in the year, on February 20, but Electronic Arts chose to delay it in order to make sure that it created enough hype for the title and that it managed to add that extra polish layer to it. *The Sims 3* is set to offer the complete social experience, with more interesting Sims and able to actually walk the streets of the city they live in.

Recently, [Electronic Arts](#) announced that it was implementing a complex social network-like system for the online portion of the game. Players will be able to upload photos and videos of their characters while also having the option of accessing a store and getting new items that can be used in their games.