

# 2026: State of the SimWorld

Wednesday, December 17<sup>th</sup>, 2025

Hello Simmers, This year's **State of the SimWorld** arrives in a format I never imagined when I began broadcasting in 2013. For the first time in twelve years, since that devoted September when this journey began, I'm delivering this address in written form rather than through our formal broadcast presentation for **SimWorld GameVision**.

As I mentioned in the About section of our new website under **SimWorld Legacy Story**, I've been watching something closely. So have many other content creators and influencers in *The Sims* community. The \$55 billion deal involving the Saudi Arabia Public Investment Fund, Silver Lake, and Affinity Partners has cast a long shadow over our beloved franchise. Most of these creators have already made their choice. They've stopped making content and separated themselves from *The Sims* entirely. Their fear is understandable: that this deal with Electronic Arts will fundamentally transform the Maxis Development team's vision for *The Sims* into something we wouldn't recognize. The diversity that has defined our characters, including LGBT representation, hangs in the balance. There's also growing concern about the potential addition of micro-transactions for nearly everything we do in the game.

As I write this, the earliest I'm aware that changes might arrive is late spring to early summer 2026. This uncertainty is one of the primary reasons I announced **SimWorld Legacy Story** in 2024 and 2025 while still on the air. I've been reading the community's concerns about whether *The Sims* will continue beyond *The Sims 4*. This iteration has been in development for over eleven years now, since 2014. When you compare that timeline to earlier editions, the pattern becomes clear: previous versions had much shorter turnaround cycles.

Here's where I stand on the story and current series. I will be monitoring this situation as it unfolds, and I'll give you updates not only through the website's News Center but also on the Discord Neighborhood. If it comes down to cutting the cord from *The Sims 4* and installing *The Sims 3* entirely from in-house CDs and DVDs, taking the story in that direction, I'm willing to make that move this coming year. In the meantime, I will continue Volume 1 with our currently planned issues starting next month in 2026. Should we move to an older game series, I'll start a fresh volume for the story. Finding content from *The Sims Resource* for *The Sims 3* wouldn't be much of a problem; the real challenge would be locating game modifications for an older series, since most modders have focused exclusively on *The Sims 4* since 2014.

There are other developments in my 2026 long-range planning. In the second quarter, I'll begin a promotion featured sitewide with banners, a promotional video, and a write-up in each issue from April through June. This promotional message will explain something significant: SimWorld's website will be shutting down in September 2026. I haven't told you this before. Before **SimWorld: Live** went to bars and tone, before we powered down **SimWorld GameVision**, I had already been quietly negotiating an ending on my own. I was trying to balance broadcasting for SimWorld while working and managing everything else, determined to avoid burnout. When I signed my contract extension for my website network in 2024, I only committed to a two-year extension on SimWorld, not knowing I would end the broadcasting side beforehand. Somewhere in my trailblazer mind, between instinct, intuition, and

what I can only describe as an astrological nudge toward alignment, the decision to leave **SimWorld GameVision** in 2024 felt right, even though I never said anything over the past year. While the website itself will be shutting down, the **SimWorld Legacy Story** will keep its name and move forward to my personal website.

Also in the second quarter, I've considered restarting the **SimWorld Insider** program on Patreon. The concept is straightforward: starting in this quarter, issues I produce would become available to Insiders **five days before the general public** can read them on our website. One incentive I'm working on for the story issues involves finding a business that would print our tabloid-sized issues on original newsprint and either send them to me or direct mail them to Insiders who want that authentic feeling of a newspaper in their hands.

As part of the SimWorld website shutdown in September, at the beginning of the third quarter for 2026, my plan is to start cross-posting and archive SimWorld content across both domains. This way, whether you visit NathanielJackson.com, my personal website, or SimWorld's active website, you'll stay informed.

As I write this, I'm putting together the issue schedule for 2026. I haven't forgotten about the occasional game broadcast from **SimWorld GameVision** that we might do on my private YouTube channel. I'd certainly like to get back to some of the games I still have on Steam and hang out for a few hours. Of course, I'll let you all know in the Discord Neighborhood when I plan these sessions.

Thank you for being part of this journey. Whatever changes come, we'll navigate them together.