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GameGuys met some producers in their visit to EA Sims Division studios. After the *Hidden Springs*

walkthrough, today we can watch a video interview to

The Sims Medieval Nobles & Pirates

producers. You can watch the video

[here](#)

In [their preview](#) they told some just known facts, so we quote just something:

- The expansion's three different endings depend on what quests are ultimately undertaken and the outcome of those quests.
- As you play these quests, it sort of affects your standing and the relationships with the pirates and nobles. So, you might get more pirates hanging out in your town or more nobles hanging out in your town.
- The most noteworthy of which are a collection of avians (parrots for pirates and falcons for nobles) and interrogation/torture chairs. The birds can be used for socializing, tormenting other sims, and finding treasures.

We also updated the [Pirates and Nobles gallery](#) with some new pictures.

Credits to [Simprograms](#) and [SimsVip](#) for these finds.