The Cuckoo Clock

The tuning variables are in Edith Constants. Use the Constant Editing dialog box in Edith to set the tuning variables.

Main Simulation:
Main:

Hands update every five game minutes. The clock chimes every six hours (i.e. midnight, 6 AM, noon, 6 PM). At 6 it chimes six times, at midnight and noon it chimes twelve times. The Cuckoo Clock adds "**Room Impact**" to the room score.

Interactions:
View:

This is available autonomously if they haven't viewed it that day and their fun motive is less than "**Max Fun**" and the clock is chiming. It is always available by user direction.

Sims either like it, hate it, or don't care. This is determined the same way as paintings and sculptures so a Sim will always have the same outcome no matter which one they are looking at. This is true even if they are visiting other Sims houses.

If they like it they will run approve and "**Fun**" will be added to their fun motive if their fun motive is below "**Max Fun**".

If they hate it they will run disapprove and "**Fun**" will be subtracted from their fun motive.

Otherwise they will run shrug and their motives will be unchanged.