

Jefferson: Character Motives

[CTG Home](#)
[Software](#)
[Jefferson](#)
[Search](#)

Physical	Mental
Energy	Alertness
Comfort	Stress
Hunger	Environment
Hygiene	Social
Bladder	Entertainment

Happiness is a product of the motives, and is measured in four time-frames:

- **Current:** The immediate aggregate value of happiness.
- **Daily:** Happiness averaged over one "game day."
- **Weekly:** Longer-term happiness.
- **Lifetime:** Rolling average of long-term happiness.

[To Top](#)

[Comments?](#)

Confidential and Proprietary
Information

Copyright © 1996, 1997,
Maxis Inc.