

General rules;

I have been involved in fandoms for over a decade now, and I also love the Sims games, especially Sims 4. While I was struggling to fall asleep one night, I came up with the idea for this challenge.

I recommend Normal or long lifespan because some of the gens might be challenging, if not impossible on short lifespan. I also wouldn't really blame you if you turn off aging for a bit to get everything done, since this is for fun, and if the game is more fun that way go ahead. I would suggest trying to avoid that if you can though.

Like with most other challenges, build cheats and resetting are fine, but you can only use free real estate and money cheats for your founder's first home. Try to avoid cheating needs or quitting without saving.

Mods are allowed, although try not to use them for cheats.

Once your heirs complete the goals for their current life stage, you can age them up early if you want to. I will probably end up doing this myself sometimes.

Gen 1 Percy Jackson

Colour theme sea blue

Be a merperson,

Either start as a teen living with your mom and stepdad and fall for your romantic partner before aging up, or start as a young adult already moved out and pretend.

Your loving mother raised you, and your first stepfather was a lazy slob who abused your mother, so vacations to the beach were welcome breaks from your normal life. Your second stepfather was a kind teacher who helped you finish school. You never met your birth father until you were a teen, and he was never very involved in your life. You meet your partner as a teen, and eventually, you aspire to marry them and have a family. You hope you will be a better parent than your father was. You have always

loved the ocean and want to do your part to help clean it, but you also grew up in the city and love it too.

have the adventurous, child of the ocean and loyal traits.
Complete the beach life and big, happy family aspirations.
Either move to Sulani as a young adult, or go on vacation there more than once

Marry your high school sweetheart with the genius trait
Optional: go to university
Optional complete the city native aspiration
Max the conservationist career.
Complete the seashells collection.
Optional, adopt a large black dog and name her Mrs. O'Leary and a horse named Blackjack

Gen 2, Grimm

Colour Emerald Green.
You had a loving family and you decided that you wanted to help people who weren't as lucky as you. Once your family told you that other supernatural beings exist, and not all of them are friendly, you read everything about them that you could find, for when you would eventually face the bad ones. As the years go by you make some supernatural friends who help you along the way.

Complete the mind and body aspiration as a child

Reach the top of the Detective career.

Traits: Self-assured, bookworm, and ambitious

Max vampire lore and romance skills.

Cure at least one vampire.

Complete the Friend of the world and soul mate aspirations

Have at least two werewolf friends. Become a friend of both werewolf packs.

Create a club where you spend time with your supernatural friends.

Marry a spellcaster and complete the magical artifact collection.

Gen3 Harry Potter

colour Gold

You had a happy, if a bit strange childhood surrounded by supernatural beings, once you become a teen you realize that you have inherited magical powers from your parents, but you also find that you seem to have incredibly bad luck and someone must have it out for you since you've had too many close calls for them to just be accidents. Whether you like it or not, you definitely seem to be chased by death.

Traits: good, generous, chased by death

Be a spellcaster

Learn every spell and potion.

join and reach the top of the politican career.

Complete both spellcaster aspirations

Marry another spellcaster with the goofball trait.

Have at least three children.

Gen4 Death Note

colour theme blood red

It's clear from a young age that you are extremely intelligent, your parents hope you will use your smarts to better the world like they and your ancestors have worked to do, but there's also something not quite right about you, and once you are a teen, you set your mind to eliminating all the bad people in the world with only you left to lead those who remain, so you become a reaper to help fulfill your dreams. You find a partner who agrees with your goals, and they stay with you no matter how terribly you treat them.

Get as many infant milestones as possible.

Max all the toddler and child skills.

Have the evil, noncommittal, and genius traits
Complete the whiz kid aspiration as a kid.
Complete Leader of the pack and seeker of secrets aspirations.
Optional: go to university before joining the reaper career
Max logic and charisma
Reach the top of the reaper career
While working, never revive any dead Sims.
Date a celebrity, but never marry them. If they propose to your sim, you can accept to keep them happy, but don't have the wedding.

Gen5 Heartland

Colour brown
Your parents always focused more on their careers and their dreams instead of you, so you find love in your incredible connection with horses, they respond to you so well that you make your career from training and competing with them, but you also want a family of your own and you want to be a great parent unlike your own family.
Horse lover, outgoing, and family-oriented traits
Max horse riding and parenting.
Own and train more than one horse during your life.
Finish the championship rider aspiration and the super parent aspiration
Not sure if it's possible, I haven't playtested this yet, but if you have businesses and hobbies, have a business where you teach horse riding.
Spouse must have the animal enthusiast trait, and own a vet clinic and open it at least once

Gen6 Star Wars

Colour yellow,
You had a great childhood, but horses just aren't your thing. You didn't inherit your parent's gifts with animals, instead you enjoy working with your

hands and dream of building a rocket and going to space. You also take up robotics and plan to build a servo once you get enough parts.

You can skip the Battu portion of this gen if you don't have the pack, or just really don't want to do it. I won't blame you.

Have the lovebug, paranoid, and hot-headed traits

Marry your childhood friend.

reach the top of the astronaut career

Complete the nerd brain aspiration

Max rocket science and robotics

Build a servo

Travel to Sixam.

Vacation in Battu at least once and complete one of the aspirations.

While in Battu get a droid.

Have twins, you can use mcc for this if you're having trouble with it.

Gen7 Lord of the Rings/ The Hobbit

colour, white

You grew up surrounded by so much technology, but it never really interested you. You wanted human interaction rather than robots, and you'd rather explore your own world rather than leaving it to find something else. You also find yourself drawn to the arts rather than any of your parents' interests. Once you're old enough, you move out to a home with just the basics. You find you enjoy hosting parties and make quite a few friends, you're not really looking for romantic love, but you eventually find it anyway. You don't miss technology, and you are happy with the life you have made for yourself.

Complete the artistic prodigy aspiration as a kid.

Be a freelance writer.

Traits: Foodie, music lover, creative

Complete the party animal and Jungle explorer aspirations.

Max the writing and singing skills.

Complete the crystal collection.

Have a garden.
live on a lot with the simple living lot challenge.
Go on vacation to selvadorada at least once.

Gen8 The Hunger Games

colour sunset orange

For the most part, you had a good childhood, but while your parents were throwing parties, you were happier on your own. You did enjoy when they would take you on vacation, but they would sometimes throw parties even there. You enjoyed being outdoors and exercising rather than socializing for hours. Once you're a teenager, you wander off during one of your parents' parties. You run into someone, and you recognize them as the local baker's kid. You find yourself meeting them often as you escape from parties, and they want breaks from their unhappy family. You didn't think you would ever fall in love, but you are proven wrong when you fall for them. It takes a while for you to be ready for marriage and kids, as you and your partner focus on your other goals in life, but in the end, you are ready and happy once you do.

have the Loves Outdoors, unflirty, and loner traits

, max fitness and herbalism

Complete rambunctious scamp aspiration as a child.

Complete the outdoor enthusiast and bodybuilder aspirations.

Meet and date your partner as a teen.

Don't marry or have kids with them until you're adults.

have at least two children.

Complete the military career

Your sim's spouse must max the baking skill

Optional: max the singing skill.

Optional: have your sim's spouse own and run a bakery

Optional, if you get the phone call about the motive trials, have your sim participate.

Gen 9 Supernatural

colour gray/Silver

Your family was happy, although because your parents were often busy because of their careers, you and your older brother were sometimes left home alone. You and your brother occasionally manage to convince your parent to share stories from the military, some of them leave the two of you wondering what else might be out there in the world. You are smart, and you make it into law school, but one night your dad disappears. He does return, but he claims he was abducted by aliens. This reminds you of your mom's stories and reignites your and your brother's interest in the supernatural. You dropped out of law school, it was what your parents wanted for you, but not really what you wanted. Instead, you join your brother and become a paranormal investigator. While you're working, you hear about a town where the locals act very strangely, and you decide to look into it.

Be the youngest child

Traits: overachiever, geek, and bro.

Get into university but drop out and become a paranormal investigator. live in a haunted house that also has the spooky and on hallowed grounds lot challenges

max the medium skill, and the research and debate skill.

Become a spellcaster if you aren't already, but you don't have to learn them all; just learn the practical and untamed spells and potions.

Complete the Ghost historian aspiration and the Strangerville mystery aspiration.

Be best friends with your oldest sibling.

Live with your older sibling for your entire young adult life and solve the strangerville mystery together.

If either of these siblings dies by anything besides old age, have their sibling bring them back.

There are no specific goals when it comes to romance for this gen, do whatever you want, just make sure they have a child so you can finish the challenge.

Gen 10 Pirates of the Caribbean

colour black

Fabulously wealthy aspiration and serial romantic aspiration
criminal career

kleptomaniac, child of the islands and erratic traits.

live off the grid in Sulani

Own a boat

Max mischief and mixology skills

Never commit to a partner or marry.

Optional: complete the sticky fingers aspiration.

If your sim has children, let the other parent raise them. If you want to continue playing the extra gens, you can move a child in with your sim and make up a story about why your sim has to raise them instead.

Optional extra gens

Teen Wolf

Colour beige

You were bitten by a werewolf as a teen, but you have a best friend who sticks by you no matter what, and while you're figuring out your new abilities, you make some new friends along the way.

Have the animal enthusiast, cheerful, and clumsy traits.

Complete the goal-oriented teen aspiration.

Complete the werewolf initiate aspiration, and then complete one of the pack-related aspirations that unlock afterward, as well as the friend of the animals aspiration. Get werewolf sympathy from one or more of your sim's

friends. Turn at least one of your friends into a werewolf and have them join your pack.

Reach the top of the football, scouting or cheerleading after-school activity. Create a club of your teen friends, at least three of them have to also be an occult sim of some kind.

Open a vet clinic and max the pet training and vet skills.

Marry someone with the erratic trait.

The MCU

colour ruby red.

Traits: Materialistic, romantic, perfectionist.

Max all toddler skills.

Complete the creative genius aspiration as a kid

Reach the top of Computer club as a teen.

Complete the Renaissance Sim and neighborhood confidante aspirations

Reach the top of the Secret agent career

Max programming and handiness skills

Inheritance cycle

saphire blue

Complete the scouts after-school activity

Have the socially awkward art lover and rancher traits.

Be a spellcaster and use your abilities, learn almost all the spells and potions. Except for the mischief ones.

Have a farm or ranch and make some money that way. reach the top of the gardener career. Max the gardening and wellness skills.

Complete the freelance botanist and inner peace aspirations.

Have a cat named Saphira.

Marry your first crush.

The Maze Runner,

colour Dark green,

Get as many infant milestones as you can before they age up.

Max all toddler and child skills.

Traits, Maker, Skeptic, and Proper

Complete the mind and body aspiration as a kid,

Complete the overachiever aspiration as a teen.

Reach the top of an after-school activity.

Complete the academic and collector aspirations.

Reach the top of the scientist career.

Live off the grid and keep a garden.

max the gemology and rock climbing skills.

The sims

colour, lime green

Traits: Mean hates children, macabre,

Reach the top of chess club, and complete the live fast aspiration as a teen.

Join and reach the top of the business career.

Max thanatology painting, and cooking skills

Complete the grilled cheese and villainous valentine aspirations.

have multiple children, all with different partners.

Grow a cow plant.

Drown a sim in a pool.

Seduce the grim reaper, and if you want to, have one of your kids with him.

If they show up, fight the burglar.