



Not So Berry x Berry Pastel Rainbowcy

Updated Rules by Sweetlysimss

original nsb rules by Lilsimsie and Alwaysimming

original bpr rules by Berrysweetboutique

Disclaimer:

- *you can play this challenge berry, banilla, or vanilla!*
- *the romance options are usually a mix between the color requirement listed in the nsb rules and in the bpr rules. this way it's up to YOU which color requirements you would like to follow (or mix around!)*
 - *in this challenge, adoptions **do** count toward the required amount of kids per generation*
 - *some packs are optional, while others are mandatory. keep that in mind!*
 - *feel free to change anything you want about this challenge. nothing is set in stone 😊*

Packs you'll need:

EP'S: Get to Work - City Living - Seasons - Get Famous - Discover University - Eco Lifestyle - Cottage Living - High School Years - Growing Together - Horse Ranch (optional)

GP's: Spa Day - Vampires - Parenthood - Realm of Magic - Werewolves

Index

generation one: white

rules

generation two: purple/pink/red

rules

generation three: peach/yellow

rules

generation four: orange/grey

rules

generation five: purple/yellow

rules

generation six: orange/green

rules

generation seven: teal/pink

rules

generation eight: blue/peach

rules

generation nine: lavender/green

rules

generation one: white

coming from a long line of privileged sims, you're ready to break away from your family and pursue your own dreams. you've only really felt close to your grandparent and never told anyone you were the sole heir to their old, rundown farmhouse. starting off with nothing, you pick up the hobby you were never allowed to put into practice: painting. you find it difficult to let other sims in and may come across as rude sometimes. you just need that one special sim to make you feel like it's all worth it. slowly but surely, your own family starts to grow, but not without its ups and downs...



- **traits:** creative, mean, [open slot]
- **aspiration:** painter extraordinaire **OR** chief of mischief
- **career:** none (sell paintings, produce, and harvestables)
- **spouses career:** [open slot]

rules

- ◆ GENERATIONAL RULE: paint a portrait of your heir
 - ◆ REWARD TRAITS TO BUY: mentor, speed reader, super green thumb
-
- move into a lot with the 'simple living' lot challenge (size is up to you)
 - max painting skill
 - max gardening skill
 - max mischief skill
 - max logic skill
 - have multiple different love interests, but do not settle before having a child
 - date with a purple, pink, **AND/OR** red sim
 - have only 1 child with purple, pink, or red sim and 1 alien child
 - become enemies with the spouse you decide not to go long-term with
 - ◆ optional: make at least 2 enemies
 - marry a purple, pink **OR** red sim
 - sell at least 5 masterpieces
 - have at least 2 different animals on your farm
 - ◆ choose from the following: horse, goat, lamb, cow, llama, bunny, chicken, cat, dog, rodent
 - ◆ if you choose a horse, max the horse skills: temperament, jumping, agility, endurance
 - become good friends with all of your children and animals
 - adult or elder: max the knitting and/or cross-stitch skill
 - adult or elder: become good friends with at least 1 grandchild

generation two: purple/pink/red

you could say you had the most amazing childhood. you grew up sheltered but loved by your parent and sibling. reading all those books when you were little might've set you up with some unrealistic expectations, but you're ready to explore what the world truly has to offer. this once-in-a-lifetime trip might change your world forever...



- **traits:** creative, romantic, [open slot]
- **aspiration:** serial romantic **AND** bestselling author
- **career:** author
- **spouses career:** [open slot]

rules

- ◆ GENERATIONAL RULE: paint a portrait of your heir
 - ◆ REWARD TRAITS TO BUY: always welcome, creative visionary, beguiling, great kisser
-
- max painting skill
 - max writing skill
 - max charisma skill
 - write 1 of each genre book: biography, children's book, fantasy, mystery, non-fiction, poetry, science fiction, screenplay, short story, motivation, romance, playful, sad, workout, and the Book of Life
 - ◆ bind the Book of Life to the founder to resurrect at a later stage
 - complete at least 5 bestsellers
 - complete the serial romantic aspiration by having 8 different partners and kissing 10 different sims
 - leave a sim at the altar (peach **OR** yellow)
 - ◆ have at least 2 children with the sim you eventually leave at the altar
 - have a difficult relationship with at least 1 of your children after the separation from your ex-partner
 - have at least 3 children with any other sim (or sim you eventually marry)
 - put off marriage until you're an elder:
 - ◆ marry a sim you met in a different town/world (yellow **OR** peach)
 - ◆ this sim will need to be in the culinary career

generation three: peach/yellow

you grew up in quite a hectic household. the only one who spends time with you, really knows you, is your childhood best friend. they've been with you since the very beginning. they were initially drawn to your private nature, your inquisitive mind, and your love for nature. however, when you started to notice that those traits weren't working in your favor, that other teens thought you were 'weird' and 'different', you adapted. you became a different version of yourself. they're not sure where you went, or where you are right now, but they hope to find you again very soon...



- **traits:** creative, loves outdoors, [open slot]
- **aspiration:** fabulously wealthy
- **career:** bodybuilder
- **spouses career:** [open slot]

rules

- ◆ GENERATIONAL RULE: paint a portrait of your heir
- ◆ REWARD TRAITS TO BUY: gym rat, mentor, marketable
- max painting skill
- as a child, join the scouts and complete the following badges: Arts and Crafts, Civic Responsibility, Give Back, Good Deeds, Keep Fit, Outdoor Adventurer, Scholarly Aptitude, Sociability, Young Scientist
- as a child, meet a child sim (orange **OR** grey) from a different neighborhood (world) while looking for collectibles and become their best friend
- as a teen, complete at least 4 of the following collections before turning into a YA sim: aliens (10), crystals (20), elements (15), fossils (15), frogs (25), geodes (6), mysims trophies (20), postcards (14), space rocks (4), fish (22), gardening (32), insects (21), microscope prints (12), space prints (15)
 - ◆ optional: collect all collections
- as a teen, never have any close friends, except your childhood best friend and one of the family members of gen 1 (if they're still alive)
- as a teen, date your childhood best friend (orange **OR** grey)
- as a young adult, you decide to change your life around and become the social, popular sim you've always wanted to be
 - ◆ join the athlete career
- you lose touch with your childhood best friend but realize your pregnant
 - ◆ date around, but never get into a serious relationship
- max fitness skill
- max charisma skill
- max wellness skill
- do not have a 'good friends' relationship with your child until their teens
- reconcile with your childhood best friend when you turn into an adult
 - ◆ optional: have 1 more child with your childhood best friend
- after turning into an adult, quit your bodybuilder career and continue selling collections for money

generation four: orange/grey

unlike your parents, you're more practical in nature. you decide to leave the normal world behind and travel to Glimmerbrook to see if the stories about 'spellcasters' are true. strange things happen before your very eyes and before you know it, your great-grandparent is standing in front of your face. in flesh and blood! and you're not the only one who's taken an interest in your so-called... necromancy.



- **traits:** creative, family-oriented, [open slot]
- **aspiration:** successful lineage
- **career:** none (make potions to sell)
- **spouses career:** doctor

rules

- ◆ GENERATIONAL RULE: paint a portrait of your heir
- ◆ REWARD TRAITS TO BUY: fertile, great storyteller
- max painting skill
- max parenting skill
- date three sims but never get into a serious relationship
- get turned into a spell-caster by one of them
- befriend at least 1 of the following spellcasters: Simeon Silversweater, L. Faba, Morgyn Ember
- choose 1 of the following schools of magic: practical magic, mischief magic or untamed magic
 - ◆ reach rank 6
- learn the following potions: potion of Good Fortune, potion of Plentiful Needs, potion of Nausea, potion of the Nimble Mind, potion of Magical Aura, potion of Alluring Aura, potion of Emotional Stability, potion of Perk Purging, potion of Forced Friendship, potion of Masterful Insults, potion of Rejuvenation, potion of Curse Cleansing, potion of Immortality, potion of Transcendent Charmer, potion of Prompt Resurrection
- revive your great-grandparent by using the Book of Life (gen 2) or the revivify spell
 - ◆ have a 'good friends' relationship with them
- your... necromancy caught the eye of a doctor (purple **OR** yellow) and you fall in love
 - ◆ the doctor needs to be a werewolf
- have at least 5 children with purple **OR** yellow sim
- max parenting skill
- the heir needs to reach all milestones: firsts caregiving, firsts social, fine motor, gross motor, and social
- the heir must reach level 5 in at least 1 of the following skills: creativity, mental, motor, or social

generation five: purple/yellow

the world has so many beautiful sights to offer! and you can't wait to capture them on your canvasses and with your camera. your life seems to be going swell until it suddenly doesn't. you doubt yourself, your career choices, and even your choice of partner. are they good for you? don't you deserve better? you decide to switch your life around first thing in the morning. but was it really the right choice to make?



- **traits:** creative, ambitious, [open slot]
- **aspiration:** renaissance sim
- **career:** [open slot]
- **spouses career:** [open slot]

rules

- ◆ GENERATIONAL RULE: paint a portrait of your heir
- ◆ REWARD TRAITS TO BUY: savant, entrepreneurial, connections
- max painting skill
- max photography skill
- go to university and complete the fine art degree
- travel across all worlds and take at least 1 photo of monumental places: (Batu), Brindleton Bay, Britechester, Del Sol Valley, Evergreen Harbor, Forgotten Hollow, Glimmerbrook, Granite Falls, Henford-on-Bagley, Magnolia Promenade, Mt. Komorebi, Newcrest, Oasis Springs, San Myshuno, Selvadorada, StrangerVille, Sulani, Willow Creek, Windenburg
 - ◆ optional: Sixam
- be enemies with at least 1 sibling
- choose a career and skill to max as a YA sim
- start a relationship with a colleague or former classmate (orange **OR** green)
 - ◆ have at least 1 child with orange **OR** green sim
- after turning into an adult sim, a midlife crisis hits you hard
 - ◆ quit your job
 - ◆ end the relationship with orange **OR** green sim or divorce them. you continue to have a good relationship with them
- find a new job and skill to max as an adult sim
- start a new relationship with a different orange **OR** green sim
 - ◆ have at least 1 child with orange **OR** green sim

generation six: orange/green

food is love, crime is life. chef by day, criminal by night. have you ever heard of a baking criminal? neither have you, but somebody needs to be the first. you've learned to survive and make your hobby into your business. what more do you need? do you still enjoy going to those sparkly little festivals? yes. do you enjoy the looks that cute sim throws you whenever they spot you in the crowd? also yes. and what of it? i'm tough! i'm... tough.



- **traits:** creative, foody, kleptomaniac
- **aspiration:** public enemy
- **career:** criminal
- **spouses career:** [open slot]

rules

- ◆ GENERATIONAL RULE: paint a portrait of your heir
- ◆ REWARD TRAITS TO BUY: always welcome, stoves and grills master
- max painting skill
- max mischief skill
- max cooking skill
 - ◆ optional: max gourmet skill
 - ◆ optional: max baking skill
 - ◆ optional: max mixology skill
- choose between boss and oracle career branch
 - ◆ boss: max handiness skill
 - ◆ oracle: max programming skill
- master all dishes and/or baking recipes, including dishes from the various festivals in town
 - ◆ chinese food stall: egg rolls, mapo tofu with pork, sweet and sour pork, sweet and sour eggplant
 - ◆ vietnamese food stall: goi cuon, banh mi, pho
 - ◆ mexican food stall: taquitos, empanadas, bean and cheese burrito, chicken burrito, spinach wrapped veggie burrito, tomato wrapped veggie burrito
 - ◆ japanese food stall: ramen, dango, nigiri, pufferfish nigiri
 - ◆ moroccan food stall: brochette, merguez, tajine
 - ◆ filipino food stall: siopao, lumpia, ensaymada, pork adobo
 - ◆ indian food stall: curry, samosa, bhel puri
- meet your spouse (teal **OR** pink) at one of the festivals
- have at least two children with teal **OR** pink sim
 - ◆ 1 child needs to have the 'good' trait and the other the 'evil' trait
- make at least 3 enemies
- steal something worth at least 1,000 simoleons

generation seven: teal/pink

you and your sibling have been together through thick and thin. you're complete opposites and from an early age, you have been competing with your sibling. they always seem to be in the spotlight, whereas you are left in the dark. you excel at school and decide to go all-out at university. let's see who's best!



- **traits:** creative, either good or evil, [open slot]
- **aspiration:** musical genius
- **career:** entertainer
- **spouses career:** [open slot]

rules

- ◆ GENERATIONAL RULE: paint a portrait of your heir
 - ◆ REWARD TRAITS TO BUY: savant, incredibly friendly, speed reader
-
- as an infant, reach all milestones: firsts caregiving, firsts social, fine motor, gross motor, and social
 - as a toddler: max all skills
 - as a child, max level 5 in at least 1 of the following skills: creativity, mental, motor, or social
 - as a child and as a teen, reach one of the following character values (positive **OR** negative): manners, responsibility, conflict resolution, empathy, emotional control
 - max painting skill
 - max at least 1 of the following instruments: guitar, piano, violin, dj mixing, singing, pipe organ, or drama club)
 - be eligible to apply for the 'future star' scholarship (guitar, piano, violin, dj mixing, singing, pipe organ, acting, or drama club (rank 2+), unlocks at level 3 and improves at levels 5 and 9)
 - as a teen, graduate high school with A's
 - find a pen-pal and complete the postcard collection
 - go to university and choose the Drama degree
 - join the Brainiacs
 - graduate with honors (GPA greater than 3.9)
 - make at least 3 good friends at university
 - fall in love with a fellow musician (blue **OR** peach)
 - ◆ partner needs to max the guitar skill
 - have at least 2 children
 - compose all available songs
 - all children must max the creativity skill

generation eight: blue/peach

music runs through your veins, but there's something else that piques your interest. as a young sim you've always been into drama, stories, and theatre. however, the town you live in doesn't take too kindly to people who are different, flamboyant, and attention-seeking. so you travel to Del Sol Valley where you merge yourself into the world of drama, celebrities, and paparazzi!



- **traits:** creative, self-absorbed, [open slot]
- **aspiration:** world-famous celebrity
- **career:** acting
- **spouses career:** [open slot]

rules

- ◆ GENERATIONAL RULE: paint a portrait of your heir
- ◆ REWARD TRAITS TO BUY: incredibly friendly
- max painting skill
- as a teen, max gaming skill
 - ◆ become a successful live streamer as a teen
- max acting skill
- gather signatures from all celebrities: Judith Ward, Octavia Moon, Thorne Bailey, Venessa Jeong
- become a vampire to preserve your good looks forever
- marry a co-worker of higher celebrity status (lavender **OR** green)
 - ◆ have at least 1 child with your ex-partner
 - ◆ after you gain up on them in celebrity status, divorce, or end your relationship with them
- have at least 1 child after your marriage
 - ◆ 1 child this gen needs to have the white gen 1 hair color, they'll become the heir
- have either a pristine reputation or an atrocious reputation
- become a 5-star celebrity as an adult
- after gaining a 5-star celebrity status, re-connect with your ex-partner and re-marry
- have a negative relationship with your sibling
- visit all festivals at least once: Humor & Hijinks, Spice, Flea Market, GeekCon, and Romance

generation nine: lavender/green

pfew. that was rough. eight whole generations have come before you, all with their own unique interests, drama, and dreams. you, however, want to take it easy. you surround yourself with simple things, friends and family, and your garden. you love the earth and want to preserve it for future generations. what will the universe have in store for you next?



- **traits:** creative, freegan, [open slot]
- **aspiration:** master maker
- **career:** none
- **spouses career:** [open slot]

rules

- ◆ GENERATIONAL RULE: paint a portrait of your heir
 - ◆ REWARD TRAITS TO BUY: money tree, incredibly friendly, frugal
-
- max painting skill
 - give the lot the 'simple living' lot trait
 - max fabrication skill
 - only decorate your house with objects bought at the Flea Market and by rummaging through trash/the dumpster
 - have at least 3 good friends and 3 enemies
 - make an off-grid club (i.e. in someone's house or at a park)
 - accept every invitation to parties/outings with friends
 - marry one of the club members (color up to you!)
 - max gardening skill
 - have a fully grown garden that is able to provide for you so you don't have to buy anything
 - ◆ only eat what is available
 - own solar panels, wind turbines, and a recycler
 - adopt at least 1 child