



The March Of Time

A Sims 4 Decades Challenge

This challenge is set in North America and takes your sims through nearly two centuries of history, from the 1850's to the present day. Do your sims have what it takes to set out to the new world and build a home from the ground up? Will their bloodline survive the many wars and hardships to come? This challenge is meant to take place over several generations, each facing their own unique hurdles and opportunities. The main goal is to have your founding sim's descendants survive all the way until the current day, and there will be many twists and turns along the way.

This challenge was heavily inspired by the Decades Challenge by Zombie Cleo as well as other modified rule sets like CuteCoffeeGal's and Kosmic Hippie's Decades Challenges and the Simerican Settlers challenge by Vintage Sims. For the most part, all I've done is fit them together to extend the timeline. I've also modified and added some parts to increase the difficulty and immersion a little bit. Please check out the original challenges if you haven't already, they're all wonderful!

Aging and Time

You can use [this](#) spreadsheet template to track time and your sims birthdays. Just make a copy of the document and add in your sims date of birth as you go along. The original was made by CuteCoffeeGal, I've tweaked it to make it work for the 1850's.

Each Sim day is 6 months; every 2 days the year changes; every 20 days the decade changes.

Example:

- Day 1: Early 1890
- Day 2: Late 1890
- Day 3: Early 1891
- Day 4: Late 1891
- And so-on...

The average life expectancy for someone born in 1890 was mid-forties. However, life expectancy increased steadily, and by 1950, average life expectancy had increased to closer to 70. To mimic this, there are 2 different calculations - one for those born before 1950, and one for those born 1950 and later.

All Sims start off the same:

- Baby: 1 day, ages up at 6 months old
- Infant: 3 days, ages up at 2 years old
- Toddler: 8 days, ages up at 6 years old
- Child: 14 days, ages up at 13 years old
- Teen: 12 days, ages up at 19 years old

For Sims born before 1950:

- Young Adult: 26 days, ages up at 32 years old
- Adult: 36 days, ages up at 50 years old
- Elder: 14 days, dies late 50s/early 60s

For Sims born 1950 and later:

- Young Adult: 32 days, ages up at 35 years old
- Adult: 60 days, ages up at 65 years old
- Elder: 56 days, dies late 80s/early 90s

I recommend keeping a spreadsheet (template here) to keep track of when your founders and children should age up. Make sure to write down birthdays as soon as children are born. You can use the calendar to track the year by adding holidays on the day when you would move on to the next decade.

Alternate Aging/Time

If you don't want to calculate birthdays and keep track of a spreadsheet, you can consider a new decade to begin once your eldest heir becomes a teen. It's not perfect, but it is simpler at least. In this case, use the normal lifespan.

Recommended Mods:

- [MC Comand Center](#)
- [Relationship and Pregnancy Overhaul](#) (Just the Core Library and the Fertility and Protection modules are suggested))
- [Toddler and Children Die from Anything](#) (you don't need this is you're not playing with the extra life expectancy/child mortality rules)

Where to find Historic CC:

- [MMCC Lookbooks](#): Great inspiration with links to cc finds! Use her directory to find the historical ones.
- [Antiquated Plumbobs](#) : So much stuff. Check out their "Antiquated Brindleton" save if you want a historical setting for your sims.
- [Historical CC Finds](#): You can sort by decade with this one!
- [Sims 4 Historical CC](#)



1850's

Getting Started

Your sims have taken a big leap and have set out to start a new life. The year is 1850 and they've just bought a parcel of farmland. Now they'll need to find a way to work the land to support themselves and their soon to be growing family. Where will this new journey take them?

Starting Sims

- You may start with one Young Adult and find them a spouse, or you may start with a married couple, both Young Adults. (I'd recommend the later, life expectancy ain't that long!)
- I'm not including rules about sexual orientation, gender identity or interracial marriages. You can absolutely include these things in your game if you wish, just keep in mind that local communities would likely treat your sims differently if they step too far outside the societal norms of time.
- There are no restrictions within CAS - have fun with decade appropriate clothing!

Building

- Build a small, 1-2 room rustic cabin on a larger lot if possible. Good starting worlds to begin with include Henford and Bagely, Chestnut Ridge, Oasis Springs, Brindleton Bay, etc. No big cities yet!
- There is no electricity or plumbing yet. All appliances must function off grid and you can only use candles and fireplaces for light. You can add the Off Grid and/or Simple Living lot challenges as well for extra difficulty.
- Only outdoor toilets (outhouses or bushes) and bathtubs, no showers. Bathtubs can be indoors.
- Use only wood/stone to build your property. This includes walls, floors, furniture. No wallpapers, and as few metal objects as possible.
- Try to only use your starting funds, but use a money cheat if you need to. Set your household funds to \$100 once you're finished building.

Career:

- Men can make a living through Woodworking, Gardening, Painting, Fishing, Searching for Collectibles, Beekeeping or Animal Husbandry (mini goats, sheep, cows, chickens and horses all allowed).
- No formal careers yet, the local town isn't well established enough for that. Men can take on odd jobs that fit the time (handyman, manual labour, fishing)
- Women take care of the children, cook for the family and keep the house in order. They can make money by helping with Gardening, Beekeeping, Flower Arranging, Candle Making, or Knitting.

Lifestyle:

- No parties or events other than Weddings and Family reunions. You can invite sims to your lot, or visit them at their house (feel free to create other settlers homes and families for you sims to interact with)
- No taking vacations.
- Grow a cow plant for the 1860s (You'll use this to kill off sims that die in war. You can also use cheats or mods to kill off sims.)
- Turn off Fame for all sims.
- Remove holidays that don't make sense for the time. Keep a couple like Harvestfest and Winterfest.
- Only men can vote on Neighbourhood Action Plans.
- Pets like cats, dogs and horses are allowed, but they cannot go to the vet or be neutered/spayed. Small pets like hamsters are not allowed yet.

Relationships and Woohoo

- Your sims must always "try for baby" and not "woohoo". Alternatively, you can download the RPO mod [here](#). This allows a pregnancy risk with all woohoo actions and also allows for a more realistic cyclical pregnancy risk for women.
- Teens may not "Mess Around"
- No pregnancy tests
- Your sims may only get a divorce if one of them committed adultery.

Children:

- Your heir will be your male sim's eldest true born son. If you have no surviving male children, your eldest daughter can marry, and her husband will become the new heir.
- When picking traits for your children, you can randomize the trait 3 times and pick a trait from the results.
- Have babies at home, no going to the hospital. Optionally, roll on the death table below to simulate complications during childbirth.
- No bottle feeding, only breastfeeding.
- Children do not need to go to school, and teens cannot attend high school. They can help in the garden, go fishing, help with cleaning etc.
- Men must find suitors for their children. All daughters must be married before moving from your home lot. Male children can be moved out once they become Young Adults.

Life Expectancy and Death: (Optional)

Life was dangerous! In the 1800's, life expectancy was much lower and there were much higher rates of infant mortality and complications during childbirth. To simulate this, we'll do death rolls when mothers give birth, when children age up and whenever your sims get sick. This part of the challenge is optional. Feel free to skip this if you don't want to include it in your game.

Use a random number generator to roll a number between 1-100. If you roll a number on the list, your sim has died.

Age	Aging Up or Birth (death occurs on these numbers)	Illness (death occurs on these numbers)
Birthing Mothers	1	
Newborns	1-20	1-20
Infants	1-15	1-20
Toddlers	-	1-10
Children - Adults	-	1-5
Elders	-	1-30



The civil war brings hardships by the dozen. Men are drafted by the thousands, leaving the women to take care of the homestead in their absence.

War:

- All male teens, young adults and adult sims are drafted to fight in the Civil War on the first day of this decade. Have them each eat the cowplant cake on the first day of the decade (or when they become young adults). Roll a die. If the number is odd, they must eat a second slice before the negative moodlet goes away. They will die at war.
- Surviving sims sent to war must be kept separate from your main household and may not have a career for 7 days. You can build a hidden area on your lot or move these sims to a separate household. After 7 days, they may return home and must take on a negative trait if they haven't already. (example: Erratic, Paranoid, Mean, Non-committal, Clumsy, Hot-Headed, Gloomy, Lazy, Slob)
- These rules apply to ALL male teens, young adults and adults. If they became teens during the first 8 days of the war, they are still drafted.

Career:

- Men can now join the Military Career or Writing Career (though Typewriters are not yet around, either use mods for a journal or just pretend they're writing by hand).
- Women can make a living through Gardening, Woodworking, Beekeeping, Painting, Candlemaking, Fishing, Scavenging or Knitting.
- Unmarried or widowed women can join the Education Career, but must quit when they become married.

Lifestyle:

- Everyone in the household must pitch in with childcare and household chores.
- You can now host parties and social events if it makes sense for the time.



The war is over, but the hardships are not. The 1870's kick off with an economic depression that sends the whole country down a dark spiral. Banks are going under, sims are losing their jobs left right and center. Will your settlers find a way to survive?

Building:

- You cannot move or change your home until this decade is over.

Career:

- Due to the Economic Recession, any working sim loses their job. They cannot find work again for 7 days.
- Your household funds have been lost to the banks! Reduce your existing funds by 50%, or for an extra challenge reduce your funds to only \$100.
- After 7 days, men may now join the Criminal (Boss Branch) or Gardener Career, along with all previously mentioned careers.

Lifestyle:

- Your sim can only cook one family sized meal for the whole household per day. Other than that, your sims will need to scavenge, go fishing or garden for more food.
- Sims may only create small paintings.
- Your sims can now use typewriters!

Children:

- Primary school is becoming more common. Children must now attend school.
- Teens may attend high school (an "Academy") if you choose, but it costs \$2000 per student in tuition.



1880's - The Industrial Revolution

The economy is finally recovering, bringing in money for much needed developments. Railways cross-cross the land, making transportation much more accessible. Many sims start to give up farm life for the comforts of the city.

Building:

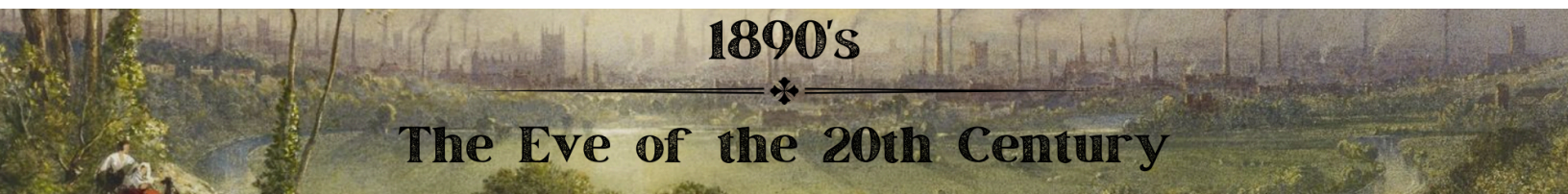
- After the Industrial Revolution, many Americans gave up farm life and moved to the city. From now on you may now move your sims to another lot if it is fitting for the decade.
- You can take out a loan if you want to in order to move to a home in town. The SimCity Loans mod is great for this.
- Single, working men may live in apartments now but must move home or get their own home if they get married.
- You can now decorate with wallpaper.
- Carpet is gaining popularity; you may use carpet in your house.
- Phonographs are now allowed for listening to music!
- You can build a small greenhouse if you like, but nothing commercial.

Career:

- Men may now join the Business Career (Management or Investor), Entertainer Career (Both Branches), Doctor Career, Education Career (Both Branches) and Law Career (Both Branches)
- Women can now join the Entertainer Career (Musician). Widowed women may join the Education Career.

Lifestyle:

- All sims aging into a teen or young adult during this decade must take on one of these traits. Self-Assured, Genius, Perfectionist, Ambitious, Materialistic, Maker, or Proper.
- Sims may now get married on another lot.
- Men may now attend Britechester and can study Art History, Communications, Culinary Arts, Drama, Economics, Fine Arts, History, Language and Literature, and Psychology.
- If you move to town, start using the new death rolls table found in the 1910's rules. You live closer to doctors and are more likely to survive complications.



With the turn of the century on the horizon and urbanization well underway, sims are celebrating and enjoying any luxuries they can. The Women's Suffrage movement is beginning, and will continue to build momentum in the years to come.

Building:

- Indoor plumbing was gaining popularity among the upper-class Americans. You can now have indoor plumbing if you have over 50,000 Simoleans.

Career:

- Men may now join the Education, Painter (Either Branch), Critic (Either Branch), Doctor or the Scientist Career. They can also take on part-time work as a fisherman, manual laborer or a handyman.
- It is the beginning of the suffragette movement and women want rights! Unmarried and Widowed women can join the Entertainer Career (Comedian Branch), Writing (Author Branch), or Education Career. They can also take on part-time work as a Babysitter.
- Teens and Elders cannot have part time work.
- Everyone can write and sell books from home now.
- Men may open a restaurant or retail store if they have enough money.

Lifestyle:

- You can now hire a maid or butler, but may not hire a nanny.
- Men and Women may attend Brichester University. All majors are allowed except Culinary Arts, Psychology and Computer Science.

Children:

- During this decade, your sims must choose from one of these traits as they age into a teen or young adult: Creative, Art Lover, Bookworm, Foodie, Music Lover, Perfectionist, Romantic, Dance Machine, Proper, Generous.
- Teens must now attend high school, but you no longer have to pay tuition.



1900's
❖
The Greatest Generation

Rapid urbanization brings in new technologies like the telephone and automobiles, and adds fuel to the fires of the Women's Suffrage Movement. With the middle class growing, sims are making the most of their lives by throwing lavish parties, going to the theater and listening to ragtime music.

Building:

- Indoor plumbing and electricity is now available no matter your economic class. You can remove the Off Grid lot challenge if you had it. However, electricity is still only really used for lighting, and showers are not available. Tubs only.

- Wallpaper and upholstery are allowed.
- Phonographs can be used to listen to music!

Lifestyle:

- Your sims are out to have a good time! Every sim that ages up to a teen or young adult must choose one of these traits: Cheerful, Goofball, Romantic, Dance Machine, Noncommittal, Music Lover, Insider, Outgoing, Self-Assured, Materialistic, Snob, Self-Absorbed, Proper
- Married women are still not allowed to work.
- Your sims can now go on vacations.



Sims are shipped off to fight once again as America enters World War I. Women are left to provide for their families alone, and the Suffrage movement picks up steam.

War:

- All male teens, young adult and adult sims are drafted to fight in World War I on the **10th day of this decade**. Have them each eat the cowplant cake on the first day of the decade (or when they become young adults). Roll a die. If the number is odd, they must eat a second slice and will die at war.
- Surviving sims sent to war must be kept separate from your main household and may not have a career for the **rest of the decade**. After that, they may return home and must take on a negative trait if they haven't already. (example: Erratic, Paranoid, Mean, Non-committal, Clumsy, Hot-Headed, Gloomy, Lazy)
- These rules apply to ALL male teens, young adults and adults. If they become teens during the war, they are still drafted.

Building:

- Drywall/Painted Walls and Upholstery are allowed.
- Murphy beds are allowed.

New Death Rolls Table:

- Modern medical practices are improving. Use this new death rolls table if your sims get sick or age up.

Age	Aging Up or Birth	Illness
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	(death occurs on these numbers)	(death occurs on these numbers)
Birthing Mothers	1	
Newborns	1-10	1-10
Infants	1-10	1-10
Toddlers	-	1-5
Children - Adults	-	1-3
Elders	-	1-20

Career:

- Once men return from war they are permitted the following careers: Business (Management), Criminal (Boss), Critic (either branch), Culinary (Chef), Doctor, Education (either branch), Engineer (Mechanical), Entertainer (Musician), Freelancer (Writer), Gardener (either branch), Interior Decorator, Law (either branch), Military (Officer), Painter (either branch), Politics (Politician), Scientist, Writing (either branch).
- All women may now join the Culinary Career (Chef Branch), Writing Career (Both Branches), Acting Career (Get Famous), and Gardener Career, even if married.
- Part-time work: Men can be a fisherman, lifeguard, or manual laborer. Women can be a babysitter, lifeguard, or a manual laborer. Teens and Elderly cannot have part-time work.

Lifestyle:

- Women may not have a Political career, but they are encouraged to participate in activism and protests.
- Children and teens are now allowed to join the Scouting Career.
- All women are encouraged to grow a "Victory Garden".
- Soccer is gaining popularity in the USA, your sims can get a soccer ball and sign up in school.
- Portable generators are allowed.

Children:

- Once the war starts your teenage daughters may drop out of school to help at home.
- Teens who do not earn a C or higher in high school must be sent away to another household.



1920's - The Roaring Twenties and Prohibition

The economy is booming, jazz music is in the air and women have fought for their right to vote. The times are turning, bringing in some much needed social reform. This is also the beginning of Prohibition, an attempt to lower crime rates and boost the public morale.

Building:

- Women can now live alone.
- All forms of lighting are allowed.
- Radios are allowed, but only Talk Radio.
- Movies are allowed (but not TV shows). Recommend that you use this sparingly as movie theaters would have existed in this decade, but televisions would not be in the home for many more years.
- Surrealism paintings are allowed.
- Wind turbines are allowed.
- Upright vacuum cleaners are available.
- Photo booths are allowed.

Career:

- Male Sims are permitted the following careers: Business (Management), Criminal (Boss), Critic (either branch), Culinary (either branch), Doctor, Education (either branch), Engineer (Mechanical), Entertainer (Musician), Freelancer (Writer), Gardener (either branch), Interior Decorator, Law (either branch), Military (Officer), Painter (either branch), Politics (Politician), Writing (either branch). Sims may NOT join the Scientist career anymore.
- Female Sims are allowed to work if they are widowed, divorced, single, or if their husband does not bring in enough money. They are permitted the following careers: Criminal (Boss), Culinary (Chef), Entertainer (Musician), Freelancer (Writer), Gardener (either branch), Interior Decorator, Painter (either branch), Writing (either branch).
- Young Adults are encouraged to work in the Criminal (Boss) career.
- Part-time work: Men can be a fisherman, lifeguard, or manual laborer or handyman. Women can be a babysitter, lifeguard, manual laborer, or retail employee. Teens and Elderly cannot have part-time work.

Lifestyle:

- **Women can now become heirs!** They are no longer forced to move out when they marry.
- Add a new holiday: Armistice Day (Fall Monday): No Decorations, Day Off, Traditions - Remembrance, Tell Stories, Thankful Spirit
- Events other than weddings and family reunions are allowed (except baby showers, play dates, and slumber parties).
- Women can vote on Neighborhood Action Plans.
- Rock climbing is allowed.

Prohibition:

- No alcohol of any kind is allowed! You cannot drink beer, nectar, etc.



1930's

The Great Depression

A massive stock market crash triggers the darkest economic depression your sims have ever seen. Thousands of families are plunged into poverty. To make things worse, the Dust Bowl puts extra strain on the food supply. Your sims will need to pull together to make it in these hard times.

Building:

- During this decade your entire household can live in an apartment, as many families couldn't afford their own home.
- You may only move to a different lot if you are downgrading or moving into an apartment.

Career:

- Any working sims lose their jobs at the start of this decade. They may not work again for a week.
- Teens who aren't in school must scavenge, fish and/or garden during the week of unemployment.
- The silent film era is over. Sims may have the Acting career.
- Part-time work: Men can be a fisherman, lifeguard, or manual laborer. Women can be a babysitter, lifeguard, manual laborer, or retail employee. Teens and Elderly cannot have part-time work.
- War veterans may now receive a pension of \$100 a day/\$700 per week. Use the money cheat for this.

Lifestyle:

- Your sims have lost money to the banks during the stock market crash! Lower your household funds by 50%. You can use "testingcheats on" and "money (amount here)" to make the change. To make it more difficult, you can lower your family funds to \$100.
- You may only pay your bills once your electricity has been shut off.
- Sims may only have one hot-cooked meal per day. Otherwise they must eat food found from scavenging, fishing, and gardening.
- Sims cannot create medium or large paintings, only small paintings.

- Sims may purchase a camera and tripod.
- Prohibition is over, your sims can drink alcohol again.
- Small pets are gaining popularity. You can now have hamsters and rats as pets.

Children:

- During this decade teens are not required to attend school. They can help out around the house instead of you wish.



A horrific World War breaks out and men are sent off to fight overseas again. As the country shifts to a wartime economy, everyone must do their part to support the war efforts. Women flood the workforce and the country undergoes rationing in order to provide for it's armies.

War:

- All male sims who are young adults when the decade begins are drafted for war. Have them each eat the cowplant cake on the first day of the decade (or when they become young adults). Roll a die. If the number is odd, they must eat a second slice and will die at war.
- Teens, Adults and sims who become Teens DURING the decade are not drafted, but can enlist voluntarily. Women can also enlist as army nurses (same risk and rules as fighting).
- Surviving sims sent to war must be kept separate from your main household and may not have a career for 7 days. After that, they may return home and must take on a negative trait if they haven't already. (example: Erratic, Paranoid, Mean, Non-committal, Clumsy, Hot-Headed, Gloomy, Lazy)
- Any male young adult/adult sim who does not go to war MUST take on a full time career.

Building:

- Every house must have a Victory Garden with at least 4 plants.
- Every house must have a radio, and someone must listen to it for at least an hour each day.
- Simple coffee makers, jukeboxes and thermostats are now allowed. Fitness equipment is available, but only for sims in the Athlete or Military Careers.
- Large commercial farm greenhouses are allowed.
- You may use washing machines and dryers.

- You may use the photo studio items (with the exception of the electronic backdrop).

Career:

- Male Sims are permitted the following careers:
 - Actor, Athlete (Bodybuilder)
 - Civil Designer (Civic Planner)
 - Criminal (Boss)
 - Critic (either branch)
 - Culinary (either branch)
 - Detective
 - Doctor
 - Education (either branch)
 - Engineer (Mechanical)
 - Entertainer (either branch)
 - Freelancer (Fashion Photographer, Writer)
 - Gardener (either branch)
 - Interior Decorator
 - Law (either branch)
 - Military (either branch)
 - Painter (either branch)
 - Politics (Politician)
 - Scientist
 - Secret Agent (either branch)
 - Veterinarian
 - Writing (either branch).
- Young Adult veterans cannot have a career until they have served active duty for a minimum 7 Sim Days.
- Young Adult male Sims who are **NOT** veterans or at war **MUST** have a career.
- Single Female Sims **MUST** have a career. Once they are married, they may keep their career or leave to become a housewife, their choice. They are permitted the following careers: Actor, Athlete (Bodybuilder), Civil Designer (Civic Planner), Criminal (Boss), Culinary (either branch), Engineer (Mechanical), Entertainer (either branch), Freelancer (Fashion Photographer, Writer), Gardener (either branch), Interior Decorator, Law (either branch), Military (Officer), Painter (either branch), Secret Agent (either branch), Writing (either branch).
- All sims can have the following part time work including teens:
 - Babysitter
 - Fast Food Employee
 - Fisherman - males only
 - Lifeguard
 - Manual Laborer
 - Retail Employee
 - Handyperson

Lifestyle:

- Sims may only have one hot-cooked meal per day. Otherwise they must eat food found from scavenging, fishing, and gardening.
- Interracial marriage is still not legalized, but relationships with sims outside of one's ethnicity begins to be more common.
- Sims can take medicine when they are sick.
- Babies can be born at home or at the hospital.
- The GI Bill was introduced in 1944. From this point forward, any veterans can receive half of their tuition for free (use the money cheat to give the household the funds).
- Sims can now major in Culinary Arts or Psychology at university.
- The veterinary profession became more common - you may take your pet to the vet if they are sick. Also, spaying/neutering is an option!

Children:

- Teens are no longer sent away for bad grades.
- School is not mandatory this decade. Anyone can stay home to help keep the family afloat.

1950's - The Red Scare and the Civil Rights Movement

Although this decade begins with the Korean War, it also brings in the civil rights movement, Rock n' Roll and the Golden Age of Television. The world is rapidly changing in these post war years.

War:

- Your **eldest son is** drafted to fight in the Korean War when he becomes a Young Adult. Your **eldest daughter** volunteers as an army nurse when she becomes a Young Adult. Have them each eat the cowplant cake on the first day of the decade (or when they become young adults). Roll a die. If the number is odd, they must eat a second slice and will die at war.
- Teens and Adults who are not drafted can enlist voluntarily. Women can volunteer as army nurses. (same risks and rules as fighting)
- Surviving sims sent to war must be kept separate from your main household and may not have a career for 7 days. After that, they may return home and must take on a negative trait if they haven't already.

Death Rolls:

- Modern medical practices are improving greatly. No more death rolls when aging up.

Building:

- Sims can live in apartments at any time.

- **Showers are allowed!**
- Carpet, patterned, and brick flooring is allowed.
- Private pools are allowed. Sunscreen, snorkeling and float loungers are allowed.
- Televisions are allowed! Only the first three cheapest TVs are available, and they can only be used from 6am to 9pm. News and TV Classics channels are allowed.
- All painting styles are allowed.
- Radio listening requirement is lifted.
- Pop music is allowed.

Career:

- All previous careers are permitted, with the following changes:
 - Critic (either branch) --- all sims
 - Education (either branch) --- all sims
 - Veterinarian --- all sims
- All previous part-time work is permitted with these changes:
 - Diver --- all sims
 - Fisherman --- all sims
- Women should quit their job while they have Babies, Toddlers, or Children. They may work again when they have Teens.
- Sims can now own and make money from Rental Properties.
- World War II Veterans now receive a pension of \$250/day.

Lifestyle:

- Change the name of Armistice Day to Veterans Day.
- Sims may freely divorce for any reason.
- Cell phones can be used for chatting (pretend they are wall phones).
- Sims can have unlimited hot meals.
- You are allowed to hire a nanny.
- With the commercial availability of formula, bottle feeding is allowed.
- Sims can paint any size painting.
- Smoke alarms are allowed.
- Playground equipment is allowed (but not ball pits).

Children:

- Adoption is allowed!
- Elementary and high school are both mandatory again.

1960's - Counterculture, Civil Rights and the Vietnam War

The younger generation is pushing hard for change. Civil Rights Movements are center stage, and recreational drugs are becoming popular. Another war looms on the horizon, and anti-war protests pop up across the country.

War:

- Your first two teens that become young adults are drafted/volunteer for the Vietnam War, regardless of gender (women are volunteering as nurses). Use the same method with the cow plant cake as mentioned in previous wars. They must only serve for 5 days.
- Any teen, young adult or adult may also enlist voluntarily if they choose.
- Any sim returning from war must take a negative trait, but will earn a \$250/day pension after they return.

Building:

- Young adults want independence, moving out of their parents' house is encouraged.
- Young adult sims can move to an off-grid hippie commune.
- Women can move out and live alone.
- You may have fancier sofas, beds, chairs, tables, and stairs.
- Tea Brewers are allowed.
- Yoga/meditation items and incense are allowed.
- Lava lamps became popular in the late 1960s.
- Action and Comedy TV channels are allowed.
- Space heaters, kotatsu tables, and in-home hot springs are allowed.

Relationships:

- Sims can now legally marry outside of their ethnicity.
- Same sex relationships are more accepted, but marriage is still not legal.
- Birth control methods now exist. You no longer have to try for a baby when woohooing.
- Teens can mess around.

Careers:

- All previous careers are permitted, with the following changes:
 - Astronaut (Space Ranger) --- males only
 - Business (Management) --- all sims
 - Conservationist (either branch) --- all sims
 - Doctor --- all sims
 - Politics (Charity Organizer) --- all sims
- Part-time work remains unchanged.
- Women can take maternity leave in the third trimester and after the baby is born.

Lifestyle:

- Making money through artistic means is gaining popularity. Careers like artist, writer, musician and actor are encouraged.
- All sims can attend Brichester University, and all majors are available.

- Sims are encouraged to join and/or start anti war protests

1970's - Environmentalism and Individualism

Another decade full of social and technological change, the 70's are known as the start of the Environmental Movement. Disco, funk and rock music fill the air and the first personal computers are created.

War:

- The Vietnam War rages on in the early days of this decade. If you did NOT have 2 children drafted last decade, the requirement stands and your first children to become young adults are enlisted. Use the same rules as mentioned in the previous decade.

Relationships:

- Sims no longer need to get married to continue their lineage, though it is still highly encouraged by society. (children born out of wedlock can become heirs)

Building:

- The Eco Lot trait would be appropriate now.
- Solar panels are now used in homes.
- Microwaves and dishwashers are allowed.
- Plastic furniture is allowed.
- You may upgrade appliances like stoves, fridges, sinks, and showers.
- DJ equipment is allowed.
- NuDisco music is allowed.
- Civic Public Access and Romance TV channels are allowed.

Careers:

- All previously mentioned careers are permitted, and the Detective Career is now available for women.
- Part time work remains unchanged.

Lifestyle:

- Festivals and city events are allowed.
- Lottery tickets are allowed.
- Aqua Zips are allowed.
- You may now use Pride items from CAS and Build/Buy.
- Snowboarding is allowed.
- Zoomers Food Delivery Service is allowed.
- Sims are still encouraged to join protests

Children:

- Sims that age up to teen or young adult during this decade must take one of the following traits: Loves Outdoors, Art Lover, Cheerful, Childish, Creative, Dance Machine, Party Animal, Goofball, Insider, Music Lover, Non-Committal, Outgoing, Self-Absorbed, Self-Assured, Vegetarian, Freegan, Green Fiend, Recycle Disciple, Nosy, Generous

1980's - The Neon Decade

Consumerism, flamboyant fashion, hip-hop, and the birth of the internet! Personal computers become more common and the first video games are created. While the Cold War and a recession has everyone on edge, no direct conflict occurs and the decade passes by relatively peacefully.

Building:

- Computers are allowed for gaming, you may use gaming consoles with televisions.
- Television time restriction is changed, 6am to 2am.
- Marble flooring is allowed.
- Fitness equipment (including the training bot) and using the TV for fitness are allowed.
- Politisim and Sports TV channels are allowed.
- Bed upgrades are allowed.
- Hot pots are allowed.
- Handheld vacuum cleaners are available.

Career:

- All previous careers are permitted, with the following changes:
 - Astronaut (Space Ranger) : Women are now permitted
 - Business (Investor) : Women are now permitted
 - Politics (either branch) : Women are now permitted
 - Tech Guru (Start-Up Entrepreneur)
- Part-time work remains unchanged.
- One Sim in this generation MUST be in the Business career.

Lifestyle:

- Men and women can now attend Foxbury Institute and get any degree.
- Cell phones are now allowed.
- You can now use cheap computers for gaming.
- You can now watch tv from 6 am-2 am.
- Ball pits are allowed.
- Domesticated hedgehogs are a thing – you can own a hedgehog (but still not a bubalus).
- The music production table is allowed.
- Science Babies are allowed.
- In CAS, top surgery scars are allowed.

Children:

- Any Sims that age up to teen or young adult during this decade must take one of the following traits: Active, Ambitious, Dance Machine, Geek, Genius, Self-Assured, Materialistic, Snob, or Perfectionist.

1990's - The Millennium Bug

The 90's brought in a cultural explosion of alternative music, grunge, boy bands and hip-hop. The internet is taking the world by storm, and with the end of the Cold War and the new Millennium on the horizon, a wave of uncertainty washes over the country.

Y2K:

- When you hit Late 1998, the family must prepare for the Y2K Disaster.
 - Build a temporary shelter using cheap furniture. Keep your bunker free of electronics.
 - Your household must hunker down in the bunker for the last three days of the decade. No going to school, no work, hospital visits, etc. and no electronics!

Building:

- Computers are allowed for socializing, and laptops are now allowed. Plopsy is also now available.
- All restrictions on showers, appliances, furniture, are lifted.
- Conspiracy theorist paraphernalia and decor is now allowed.

Careers:

- All previous careers are permitted.
- All previous part-time work is permitted, along with being a Barista (for all sims).
- Men can now take paternity leave.

Lifestyle:

- Television time restrictions are lifted.
- Kids Radio, Alternative, World Music, and S-Pop music are allowed.
- Kids Network, Cooking Channel, and World Culture Network TV channels are allowed.

Children:

- Any sim that ages up to Teen or Young Adult must take one of the following traits: Creative, Gloomy, Romantic, Art Lover, Bookworm, Music Lover, Freegan, Vegetarian, Recycle Disciple, Green Fiend, Outgoing, Self-Absorbed, Cheerful, Insider.

2000's - The 21st Century

In the aftermath of the Y2K scare, the 2000's were a time of technological progress and societal change. With the introduction of social media platforms, the print media industry begins to collapse. The War on Terror kicks off with many new “temporary” measures being introduced in response to the events of 9/11.

9/11 and the War on Terror:

- On the first day of this decade, all your teen/adult sims must listen to the news on the radio and/or on TV for at least several hours.
- For the first 7 days of this decade, your sims must listen to the news in the morning to find out the “terror alert level” (these alerts were found to be completely baseless in terms of actual threat. Nonetheless, they were used for political purposes and your Sims think they are very real). Use a number generator to get a random number between 1-100. The levels are as follows (they were barely ever below Elevated):
 - 0-25 : Elevated - Your sims can go about their lives as normal.
 - 26-80: High - Your sims can go to work and school, but should avoid travel to other cities unless it's essential.
 - 81-100: Severe - Your sims are too afraid to go about their daily business. They should hunker down at home, skip work and school and may not travel to other cities.



- From now on, a passport is required to go on vacations to destination worlds (Granite Falls and Selvadorada). Deduct an extra \$500 per sim the first time you travel to one of these worlds.

Building:

- Computer usage restrictions are lifted.
- All restrictions for build/buy more are lifted.
- All music types are allowed.
- All TV channels are allowed.

Career:

- All previous careers are available, with these changes:
 - Writing (Journalism) – Journalism is removed because print media is dying!

Lifestyle:

- The robot vacuum is allowed.
- The video production table is allowed.
- The fabricator is allowed.
- Social Bunny is allowed.
- All cellphone restrictions are lifted.

2010's - The Digital Age

A decade of relative peace, the 2010's were known for the growing popularity of smart phones, social media and internet culture. The whole world feels much closer than it did before.

Building:

- Property prices have been rising and rising, and it's getting harder for younger generations to secure housing. The average property value has nearly doubled since the 90's. Any time your sims move or buy property, they must pay TWICE the unfurnished cost.

Career:

- Sims can now join the Social Media (both branches) and Freelancer (Digital Media) careers. Journalism is still not allowed.
- Women still cannot join the Covert Operator branch of the Military career.
- All part time work is allowed.

Lifestyle:

- Same sex marriage is now legalized!

- Trendi is allowed.
- Drones are allowed.

2020's - A Global Pandemic

A decade overshadowed by a gripping pandemic. The Covid-19 virus is spreading rapidly throughout the world, and will take millions of lives before a vaccine is created. Will your sims make it through this stressful and isolating time, and to the end of this challenge?

Career:

- Women may now join the Covert Operator branch of the military career. All career restrictions are now lifted, except for Journalism.

Covid-19:

- In response to the global Covid-19 pandemic, countries are closing their borders and putting their citizens on lockdown to slow the spread.
- For the first 7 days of this decade, your sims are on lockdown. After that, anytime they get sick they must lockdown for another 3 days.
 - During lockdown, sims are not allowed to leave their home lot, except for a short daily walk. If your sim is in the **Medical** career and they do not have symptoms, they must still go to work while on lockdown.
 - Any sim who has a job must work from home while on lockdown. If their job doesn't allow them to, they must quit. The exception is sims in the **Medical** career, who must always go to work at the hospital.
 - No in-person interactions with sims outside of your household. You can always chat on the phone or online.
- If a Sim gets sick you cannot give them medicine. They must be isolated from the rest of your sims until they are no longer sick. Ideally, lock them in a room with an ensuite bathroom and transfer food into their inventory.

School:

- Sims in School of University must STOP attending classes in person. They don't have to drop out, but they'll need to work extra hard to keep their grades up for missed classes
- Alternatively, you can use the Education Overhaul mod to allow them to attend classes virtually.
- Parents should help tutor their children. Have them help children and teens with homework, and read books.

Other:

- You can use a mod to add face coverings to your game if you wish. If you do, your sims should wear them anytime they leave their home lot.

You made it, congratulations! If you feel like sharing your sim's stories and/or feedback on the challenge, you can do so [here](#) on the challenge's Mod the Sims page. This is my first time writing a challenge myself, so I would love to hear if anyone gives it a shot!