

# The Medieval Charter Challenge

*By Vlllygrl*

Your goal is to take a small and struggling Settlement and build it up into a thriving **Medieval Charter City**. In the process, you will use the High Middle Ages qualities of *Self-Sufficiency* and *Common Enterprise* to:

- Build a flourishing medieval Society structure from the Peasantry up
- Establish Guilds and a thriving market economy
- Develop Science, Medicine, Culture and The Arts in your City

Through accomplishing these three goals you will earn a **Charter** for your city and crown a Monarch. A Charter City is allowed certain rights and privileges, granted by the King. Once you have built up your neighbourhood to the level of **City** (see *charts below*), you will be granted the following charter:

## The Set-Up:

This is the starting point of the challenge. Your community begins as a humble settlement consisting of 7 founding families. Create a new neighbourhood and choose a medium-sized terrain with a beach or water area where your Trade Ships Harbour will be placed later on in the challenge. Place the Squire's Manor House lot and cluster your peasant lots around the Manor House, since these peasant families are still dependent on their overlord until the town grows. Lots may be built or downloaded, your choice, but should follow the guidelines in the **Lot Guidelines for Each Station** Charts. Place a Castle, **which will not be played in your rotation until you have crowned a monarch**, but will be held by a placeholder Sim, i.e.: the **Royal Steward**, who collects taxes and tithes to build up the Royal Treasury. For paint-by-numbers

instructions of how to play the challenge, please see p. 26 for *The Quick & Dirty on How to Play The MCC.*

## **Level 1: The Settlement**

### **Households:**

1. Create a **single** CAS sim to become the Royal Steward. You do not use the Random Roll method for this one. Remember, your Castle lot with the placeholder Royal Steward, ***will not be played in your rotation until you have crowned a monarch.***
2. Create your Founding Families:
  - (4) Peasant families, choose from:
    - § fisher
    - § poulterer
    - § swineherd
    - § forager
    - § miner
    - § woodcutter
  - (2) Yeoman families
    - § market gardener
    - § beekeeper
    - § herdsman (cows **or** sheep)
    - § artisan (see list of artisan occupations)
    - § costermonger (home business)
    - § yeoman occupation (see list of yeoman occupations)
  - (1) Gentry family

§ The Head of the Household will be your Squire.

**How to use Random Rolls to create your Households:**

•Use CAS to create your first 7 Founding Family households. As the challenge progresses, you will add more CAS families using the same random roll method. Use regular dice or an online dice roller, such as:

<http://www.wizards.com/dnd/dice/dice.htm>

•**Roll #1 (d8)**, will determine how many family members in each household; then for each member, roll to find:

Random Rolls				
Roll #2	Gender	(d2)	1	Male
			2	Female
Roll #3	Age	(d5)	1	Toddler
			2	Child
			3	Teen
			4	Adult
			5	Elder
Roll #4	Aspiration	(d6)	1	Pleasure
			2	Family
			3	Romance
			4	Knowledge
			5	Fortune
			6	Popularity
Roll #5	Zodiac	(d12)	1	Aries

			2	Taurus
			3	Gemini
			4	Cancer
			5	Leo
			6	Virgo
			7	Libra
			8	Scorpio
			9	Sagittarius
			10	Capricorn
			11	Aquarius
			12	Pisces

\*In households which roll 2 or more adult males, move out one of the adult males to set up a new household. Advantages are:

- adds new households to provide more tax revenue to the Royal Treasury.
- adds marriageables to the community already set up in their own household and ready to marry.

\*Keep any split-off households at the same station as their original family – each household must rise on their own merits.

\*The new household may choose a different farming, artisan or career occupation within the same station from that of the original family.

\*Finally, “extra” elders may become Special Lot Heads of Households i.e.: military captains, abbots, abbesses and wardens.

3. Add the Squire’s manor house and move in the Squire’s household. Add the Peasant and Yeoman lots and move in your peasant and yeoman households. Add the Castle and move in the Royal Steward. For the

purposes of tax collection, make sure each household, including the Royal Steward, buys a Christianlov Wallet Controller.

4. Create the following Special Lots to add extra marriageable Sims to your community:
  - a. (1) Military Barracks or Monastery (1 male Captain/Abbot as a permanent resident, +7 *marriageable* male adult residents)
  - b. (1) Almshouse or Cloister (1 female Warden/Abbess as a permanent resident, +7 *marriageable* adult female residents)
  - c. An alternative to the above two options is to create (1) Gypsy Camp with 4 *marriageable* females and 4 *marriageable* males.
  - d. The social station of these residents is fluid. Each Sim will assume the social station of the new spouse upon marriage.

### **Playing the Challenge:**

Once you have created your families, play each one in rotations of one season without skipping over any families. All households must be played in your rotations (***excepting Special Residential Lots: Almshouse, Foundling Home, Cloister, Monastery & Military Barracks Residences which may be played as necessary***). Sims may only be sent to the Sim bin temporarily as part of the process of moving out.

***As you reach each of the following levels, add 2 CAS households:***

- ❖ ***Hamlet -- 1 Yeoman, 1 Merchant;***
- ❖ ***Village -- 1 Gentry, 1 Merchant;***
- ❖ ***Town -- 2 Nobility;***
- ❖ ***City -- 1 Royalty Household, using the same random dice rolling method you used for your initial 7 families.***

Sims in the Settlement must survive and make their living from their farm and what they can trade and barter until the Settlement converts to a Hamlet and the first Weekly Market Business Lot (Grocery) is unlocked. Sims must trade and barter for everything which they do not make or grow themselves, by using Give Gift, and may not buy anything from Buy Mode that is available to be bought from a Home or Community Business.

The Midwife must be summoned to attend every birth and is paid with whatever the birthing parents grow or harvest or fish; use Give Gift to pay her. The Midwife does anything she can to make the baby, mother and other family members comfortable –cuddle, feed, bathe, cook, clean, etc. and should stay for 3-4 hours.

Peasantry may not buy, own or use bookshelves for skilling, as they are illiterate. Once they can afford to, they are allowed to buy chess boards and easels. They may keep a family pet, but only Gentry & Nobles can afford to be animal breeders. No smoke alarms can be bought until you add a Military Barracks, since Men at Arms can then be called to fight fires.

The firstborn son is the heir (unless you prefer to play a matriarchy, in which case the firstborn daughter is the heir, or a more egalitarian society and make the firstborn the heir regardless of gender) and must stay in the family home. Any other sons must move out when they transition to adults, or as teens if there is no room in the family home, and start their own households at the same current station as their original family.

Only a peasant household in the Miner occupation may freely dig for treasure, though they are still cruelly taxed on everything household members dig up, subject to the Antiquities Tax. Families at any other social station and any other occupation are **limited to one dug up item per family per season**, and the item is heavily taxed by the Antiquities Tax at double the family's usual Income Tax rate, payable immediately.

Peasants must work at an agricultural-type **Farming** job or low-level **Artisan Trade**, (see table); although they are also allowed a "farm gate" business to sell their excess produce/livestock; **only** (1) 2-tile market table, (1) counter with (1) cash register and (1) "Open" sign are allowed for this very basic home business.

## Farming & Artisan Trades

### Unlocked at Level 1:

Level	Station	Farming	Artisans
<b><u>Settlement</u></b>  Level 1	<b>Peasant</b>	Fisher Poulterer Swineherd Forager Miner Woodcutter	Midwife Healer Painter
	<b>Yeoman</b>	Market Gardener Beekeeper Herdsman (sheep or cows)	Taverner/Brewster Miller/Baker Chandler

## Remaining Artisan Trades

### Unlocked at Levels 2, 3 & 4:

<b><u>Hamlet</u></b>  Level 2	<b>Peasant</b>	Piper Juggler Street Performer Busker Gypsy Matchmaker
-------------------------------------	----------------	--

	<b>Yeoman</b>	<b>Costermonger Businesses:</b> Apothecary Barber/Surgeon Tinker Potter Blacksmith
<b><u>Village</u></b> <b>Level 3</b>	<b>Yeoman</b>	<b>Costermonger Businesses:</b> Tailor/Seamstress Florist Toymaker Winemaker Armorer
<b><u>Town</u></b> <b>Level 4</b>	<b>Gentry</b>	Physician Bard Minstrel/Minstrel Band

Sim heirs must follow in their fathers' footsteps and take the same Farming or Artisan Trade or career path. Non-heir Sims may take any other occupation or job within their station as those occupations become unlocked – check the ***Farming & Artisan Trade and Career Occupations*** Charts to see when each career unlocks.

**Career Occupations at each Level**

<b>Community Levels:</b>	<b>Peasant</b>	<b>Yeomen</b>	<b>Gentry</b>	<b>Nobles</b>
	<b>Job Levels 1 - 3 Only</b>	<b>Job Levels 1 - 6 Only</b>	<b>Job Levels 1 - 6 Only</b>	<b>Job Levels 7 – 10 Only</b>
<b>Settlement</b>	Athletic	Knight		
	Artist			
	Service/Cleaning	Military		
	Culinary			
<b>Hamlet</b>	Military	Church		
	Criminal	Adventure		
	Education	Intelligence		
	Law Enforcement	Gamer		
<b>Village</b>	Slacker	Journalism		
	Natural Science	Politics		
	Medical	Law		
	Paranormal	Business		
	Music	Architecture		
<b>Town</b>	Dance	Science		
	Show Business	Oceanography		

**Gentry and Nobles** may also seek other sources of income, all of which is of course taxable! Here are three suggestions:

1. Purchase a Community Lot and set it up as a Farm, Fishing Fleet or Mine. Use Simlogical's Employee Gardening, Fishing or Digging hacks to hire peasant employees if you wish.
2. Have a peasant purchase a Residential Lot (with \$ from Gentry/Noble Sim). Have the peasant plant a large vegetable garden or orchard and send all monies from harvested crops to the Gentry/Noble Sim using Christianlov's Wallet Controller.
3. If you do not wish to add one of the above lots to your rotation (since they must be played), here is an alternative: at the end of every Summer and Autumn season, roll (d9) x \$5000 to find out how much your imaginary crops brought in for that season (amounts will be between \$5000 to \$45,000), and then add that amount to the Gentry/Noble's bank balance using "kaching" or "motherlode" (overages caused by using these cheats are sent straight to the Treasury).

### **Moving Up! Advance Your Social Station:**

With the new development of towns, the old feudal hierarchy is changing – your Sims have the opportunity to move up in the world! **Moving Up** is an integral part of the challenge as it fuels your community's advance through the levels.

Once a family qualifies to **Move Up**, all family members still in the household at that point will also gain the new social station. Family members who have already moved out and set up their own households do not Move Up along with their original family, but must strive to Move Up on their own merits.

Once a household **bank balance** along with any **cached-in investment silver** and **sale value of a home business**, if the household has one, are sufficient to pay the required **fees** and purchase the more expensive house (and business if entering Merchant Station), then the occupants of the household will move up to the next station and **move** to their new home with the respective starting conditions for the new level, including receiving the new starting bank balance for that social station according to the **Lot**

**Guidelines for Each Station** charts. The only items they may bring with them in their inventory are dowries, diplomas, awards, bug collections and any investment silver which may be left over after purchasing their new house, furnishings and business if entering the Merchant Station.

Additionally, **once every season** after a family **Moves Up**, and also whenever a family member gets a **job promotion**, one new hobby, décor or furnishings item must be purchased (and cannot be resold) in order to uphold the family’s prestige and wealth. Sims are allowed to take the monetary rewards from gaining ranks in their businesses, although it is considered income and must be taxed along with other income. Bounty from the Genie Lamp and Wishing Well is considered “Magic”, however, and is tax-free.

<b>Requirements to Advance Socially</b>			
<b>Social Stations</b>	<b>Title or Freedom Fees</b>	<b>Financial Requirements</b>	
		<b><i>In Addition to Title or Freedom Fees:</i></b>	
<b>To enter Yeomanry</b>	\$15,000	Must purchase Yeoman House & Furnishings \$30,000 - \$35,000	
<b>To enter Merchant</b>	\$10,000	Must purchase Merchant House & Furnishings \$35,000 <b>and</b> a Community Lot Business <i>Cost of Business should be in the range of \$50,000 - \$100,000)</i>	
<b>To enter Gentry</b>	\$50,000	Must purchase Gentry House & Furnishings at approximate value <b>\$70,000.</b>	1. Knight · Heir is Squire  2. Baron · Heir is Baronet

<b>To enter Nobility</b>	\$100,000	Must purchase Nobility House & Furnishings at approximate value <b>\$100,000.</b>	3. Earl · Heir is Viscount 4. Duke · Heir is Marquis
<p style="text-align: center;"><b><u>Royalty</u></b></p> <p>You will add a King or Queen as a Crowned Monarch once your community attains a Charter. Nobility may only enter Royalty through Marriage (see Dowries chart).</p>			King & Queen · Heir is Crown Prince · 2 <sup>nd</sup> Son is Royal Prince · Firstborn Daughter is Crown Princess · 2nd Daughter is Royal Princess

**Squire, Baronet, Viscount and Marquis:** Titles are **Heritable** and may also be granted for **Services to the Crown** (see *Medieval Charter Challenge Random Occurrence Scenarios list for details*).

**Moving Up! Advance Your Community:**

**Level 1: The Settlement**

**Residential Lots**

1. Castle – Place your castle with a commanding view overlooking the neighborhood and move in the Royal Steward. Do not play this lot in your rotations, although if necessary, you may enter this lot in order to check on the Royal Treasury balance.
2. Squire’s (Medium) Manor House (*place each house you build in the lot bin: you will need multiples of each type as you go along*)
3. Peasant Holdings - Hovel

4. Yeoman Holdings – Farmhouse, Cottage and Cottage & Shop
5. Almshouse
6. Military Barracks

### **Community Social Lots**

1. Communal Well
2. Village Green
3. Church & Cemetery

### **Community Trade & Business Lots**

1. Hedge Tavern

## **Level 2: The Hamlet**

### **Residential Lots**

1. Merchant Townhouse
2. (see Community Social Lots – *Foundling Home* - below)

### **Community Social Lots**

1. Foundling Home
2. Charity Hospice
3. Faire Grounds (Park)

### **Community Trade & Business Lots**

1. Weekly Market Lot
2. Midsummer Faire Lot
3. +1 Merchant Business of your choice

## **Level 3: The Village**

### **Residential Lots**

1. (see Community Social Lots - *Cloister* -below)

### **Community Social Lots**

1. Cloister
2. Sporting Field

### **Community Trade & Business Lots**

1. A Tavern
2. Harvest Faire Lot
3. Music Venue Lot
4. Artisan's Gallery
5. +1 Merchant Business of your choice

## **Level 4: The Town**

### **Residential Lots**

1. (see Community Social Lots – *Monastery* -below)
2. Large Manor House

### **Community Social Lots**

1. Monastery
2. Museum
3. +1 *College of Medicine, or College of Astronomy & Sciences*
4. +1 *College of Music & Poetry, or College of Logic & Rhetoric*

#### **Community Trade & Business Lots**

1. +1 Tavern or Inn
2. Artisan & Merchant Guild Hall
3. +1 Merchant Business of your choice

### **Level 5: The Charter City**

#### **Community Social Lots**

1. Cathedral

#### **Community Business Lots**

1. Harbor for Trade Ships

#### **Residential Lots**

**Now** you may occupy your **Royal Castle** as the residence for your **Royal Family!**

## Treasury Funds Thresholds for Adding Community Lots:

<b>Community <u>Social Benefits Lots</u> <i>Funded through the Treasury</i></b>	<b>Community <u>Trade &amp; Business Lots</u> <i>(Paid for by Merchants)</i></b>	<b>Treasury Funds Thresholds</b>
Communal Well Village Green	Hedge Tavern	\$5000
Church & Cemetery	Weekly Market	\$8000
Foundling Home (technically residential but for the benefit of society) Charity Hospice	Midsummer Faire Lot +1 Merchant Business – your choice	\$15,000
Faire Grounds (Park)	+1 Tavern	\$30,000
Cloister (technically residential but for the benefit of society)	Harvest Faire Lot +1 Merchant Business – your choice	\$40,000
Sporting Field	Music Venue Lot	\$50,000
Monastery (technically residential but for the benefit of society)	Artisan's Gallery +1 Merchant Business – your choice	\$60,000
2 Colleges	+1 Tavern <b>or</b> Inn	\$70,000
Museum	Artisan & Merchant Guilds Hall	\$80,000
Cathedral	Harbor & Docks for Trade Ships	\$100,000

- New **Community Lots – Trade & Business Lots** are paid for by individual Sims who can afford to buy or build the lot and run it as a business.

- New **Community Lots – Social Benefits Lots** are paid for as Treasury Funds reach the required threshold and are for the benefit of all Sims (the exceptions being the Military Barracks, Almshouse, Foundling Home, Cloister and Monastery which are actually residential lots built as Treasury Funds reach the required threshold for the purpose of housing Men at Arms, the elderly and indigent, orphans, Nuns and Monks respectively, headed by a Captain, Abbess, Abbott or Warden as necessary).
- The **Royal Steward** collects **Taxes, Rents, Tithes, Fees & Fines** and adds them to the **Royal Treasury**. As the Treasury reaches each threshold and can bear the expense, add the required Community Lots for each level. Once you have attained your City Charter, your Monarch will take over control of the Treasury from the Royal Steward.
- Once you have achieved all the **Residential, Social Benefits** and **Trade & Business** lots for each level, you **Move Up** to the next level of community.

## Lot Guidelines for Each Station:

### Peasant Farm Initial Set-up Costs:

<p><b><u>Peasant Holdings</u></b></p> <p><b><u>Hovel</u></b></p> <p><b><u>Lot Size 2 x 3</u></b></p> <p><b>Lot, House &amp; Furnishings to equal exactly <u>\$15,000.</u></b></p>
<p>1 Level, No Foundation, 2 Rooms + Outside Privy; + 1 Barn or Shed if desired; Fencing.</p>
<p><b><u>Bank Balance <i>after</i> Building &amp; Set up</u></b></p> <p><b>\$5</b></p>
<p><b><u>+ \$1200 Supplies as Follows:</u></b></p> <p><b><i>Total of \$1200 must include (1) 2-tile market table, (1) counter with (1) cash register, (1) "Open" sign <u>and</u> specific supplies as below for each type of farm:</i></b></p>

### **Fisher**

- Fish Packing Stations
- Pond With Pond Plants
- Fencing
- **Total: \$1200**

### **Poulterer**

- Roosters
- Hens
- Water & Feed Troughs
- Coop & Fencing
- **Total: \$1200**

### **Swineherd**

- 1 Boar
- 3 Sows
- Water & Feed Troughs
- Fencing
- **Total: \$1200**

### **Forager**

- Mushroom Plants
- Strawberry Plants
- Wood Piles
- Trees To Make A Woodlot

- Fencing
- **Total: \$1200**

### **Miner**

- Large Storage Shed
- Fencing
- **Total: \$1200**

### **Woodcutter**

- Trees To Make A Woodlot
- Large Storage Shed
- Raw Logs
- **Total: \$1200**

## **Yeoman Farm Initial Set-up Costs:**

### **Yeoman Farm Holdings**

#### **Farmhouse**

#### **Lot Size 3 x 3**

**Lot, House & Furnishings to  
equal exactly \$35,000.**

2 Levels, No Foundation, 2 Rooms  
up, 2 down + Outside Privy;  
  
+ 1 Barn or Shed if desired;  
Fencing.

**Bank Balance *after* Building &  
Set up**

***\$100***

**+ \$5000 Supplies as Follows:**

### **Market Gardener**

- Composters
- Ladybug Houses
- Produce Packing Stations
- Garden Plots
- Fertilizer
- **Total: \$5000**

### **Beekeeper**

- Orchard Trees
- Hives
- Mead-Making Equipment
- **Total: \$5000**

### **Herdsman (Cows)**

- Bulls
- Cows
- Feed Troughs
- Fencing And Shed
- **Total: \$5000**

**Shepherd (Sheep)**

- Rams
- Ewes
- Feed & Water Troughs
- Fencing & Shed
- **Total: \$5000**

**Yeoman Holdings:**

**Initial Set-up Costs:**

<p><b><u>Costermonger &amp; Artisan</u></b></p>  <p><b><u>Cottage &amp; Shop</u></b></p> <p><b><u>Lot Size 2 x 3</u></b></p>  <p><b>Lot, House, Furnishings &amp; Shop to equal exactly <u>\$35,000.</u></b></p>	<p><b><u>Yeoman Occupations Holdings</u></b></p> <p><i>Employed in Yeoman Occupation, No Home Business.</i></p> <p><b><u>Cottage</u></b></p> <p><b><u>Lot Size 2 x 2</u></b></p>  <p><b>Lot, House &amp; Furnishings to equal exactly <u>\$30,000.</u></b></p>
<p>2 Levels, No Foundation, 2 Rooms up, 2 down + Outside Privy;</p> <p><b><i>plus:</i></b></p> <p>Separate Shop with + 1 Toilet + Sink for Customers.</p>	<p>2 Levels, No Foundation, 2 Rooms up, 2 down + Outside Privy;</p>
<p><b><u>Bank Balance after Building &amp; Set up</u></b></p> <p><b><i>\$100</i></b></p>	
<p><b>+ \$5000 Supplies as Follows:</b></p> <p>Counters, Shelves,</p> <p>1 Cash Register, + <b><u>Stock;</u></b></p> <p><b><i>Artisans may also include:</i></b></p> <p>1 Crafting Station (Florist Bench, Sewing Machine, Pottery Wheel, Toy making Bench, Robot-Making Bench – <i>Armor &amp; Blacksmithing</i>).</p>	<p>Allowed 9 Garden Plots, 9 Bags Fertilizer, Seeds, 1 Composter and 1 Ladybug House</p> <p><b><u>Or</u></b></p> <p>1 Fruit Tree For <b>Family Use Only.</b></p>

**Merchant Initial Set-up Costs:**

**Merchant Holdings**

Community Lot Business *only*.

**Townhouse**

**Lot Size 2 x 2 or 2 x 3**

**Lot, House & Furnishings to equal exactly \$35,000.**

2 Levels, With Foundation,

3 Rooms Up, 3 Down,

+ 1 Indoor privy; Landscaping flowers, trees and shrubs only, no garden plots.

**Bank Balance *after* Building & Set up**

***\$1000***

May Purchase, Furnish & Stock a Community Business in the

\$50,000 - \$100,000 value range.

<b><u>Gentry &amp; Nobility Holdings</u></b>			
<b>Station</b>		<b><u>Manor House</u></b>	<b><u>Allowed at Set up</u></b>
		<b><u>Lot Sizes</u></b>	
		<b><u>3 x 3, 3 x 4 or 4 x 4</u></b>	
<b>Gentry</b>	Knight •Squire	Medium Manor House  4 up, 4 Down, With Foundation	Furnishings as per Furnishings Chart.  Landscaping flowers, trees, shrubs and small pond only.
	Baron •Baronet	Gentry Lot, House, & Furnishings approximate value <b>\$70,000+</b> .	
<b>Nobility</b>	Earl •Viscount	Large Manor House  5 up, 5 down, With Foundation	Furnishings as per Furnishings Chart.  Landscaping flowers, trees, shrubs, and lake or moat allowed.
	Duke •Marquis	Nobility Lot, House, & Furnishings approximate value <b>\$100,000+</b> .	
<b>Bank Balance <u>after</u> Building &amp; Set up \$20,000</b>			

## **Start-Up Furnishings for Each Social Station**

**Furnishings Cost Code:**

<b>Peasant</b>	<b>Yeoman</b>	<b>Merchant</b>	<b>Gentry</b>	<b>Noble</b>
<b>\$</b>	<b>\$\$</b>	<b>\$\$\$</b>	<b>\$\$\$\$</b>	<b>\$\$\$\$\$</b>
Lowest priced	Average	Middling	Expensive	Luxury

All Households may **upgrade** or buy **more** furnishings, lighting and décor at any time they can afford it; however, they may not sell off any furnishings or décor at any time for any reason.

<b>Peasant \$</b>	
<b>Hall</b>	1 bench, 1 armchair, 1 chest, 1 small side table
<b>Dining</b>	1 small dining table, 3 stools
<b>Kitchen</b>	4 counters, 1 stove, 1 fridge, 1 sink, 1 garbage bin
<b>Bedchamber</b>	1 double bed, 1 dresser or coat hook
<b>Nursery</b>	1 crib, 1 potty, 1 toy
<b>Bath &amp; Privy</b>	1 outdoor privy, 1 tub

<b>Yeoman \$\$</b>	
<b>Hall</b>	1 bench, 2 armchairs, 1 chest, 1 small side table
<b>Dining</b>	1 small dining table, 4 stools
<b>Kitchen</b>	4 counters, 1 stove, 1 fridge, 1 sink, 1 garbage bin
<b>Bedchamber</b>	1 double bed, 1 dresser or hacked coat hook
<b>Nursery</b>	1 crib, 1 potty, 2 toys
<b>Bath &amp; Privy</b>	1 outdoor privy, 1 tub

<b>Merchant \$\$\$</b>	
<b>Hall</b>	1 sofa, 2 armchairs, 2 small side tables, 3 paintings or sculptures
<b>Study</b>	1 Book-shelf, 1 Desk, 1 Desk Chair, 1 Chest

<b>Dining</b>	1 large dining table, 3 chairs
<b>Kitchen</b>	4 counters, 1 stove, 1 fridge, 1 sink, 1 garbage bin
<b>Bedchamber</b>	1 double bed, 2 single beds, 1 dresser or hacked coat hook
<b>Nursery</b>	1 crib, 1 change table, 1 potty, 2 toys
<b>Bath &amp; Privy</b>	1 outdoor privy, 1 indoor privy, 1 sink, 1 tub

**Gentry \$\$\$\$**

<b>Gentry \$\$\$\$</b>	
<b>Great Hall</b>	2 Sofas, 2 Chairs, 2 Side Tables, 1 Musical Instrument, 4 Paintings Or Sculptures
<b>Study</b>	2 Book-shelves, 1 Desk, 1 Desk Chair, 2 Chests
<b>Dining</b>	1 large dining table, 5 chairs, 1 buffet
<b>Kitchen</b>	6 counters, 1 stove, 1 fridge, 1 sink, 1 garbage bin
<b>Bedchamber</b>	1 double bed, 2 single beds, 1 dresser or hacked coat hook
<b>Nursery</b>	1 crib, 1 change table, 1 potty, 3 toys
<b>Bath &amp; Privy</b>	2 indoor privies, 2 tubs, 2 sinks, 1 dressing table

**Noble \$\$\$\$**

<b>Noble \$\$\$\$</b>	
<b>Great Hall</b>	2 sofas, 3 chairs, 3 side tables, 1 musical instrument, 1 pool table or train set, 1 painting or sculpture for each room
<b>Study</b>	4 Book-shelves, 2 Desks, 2 Desk Chairs, 2 Chests

<b>Dining</b>	1 large dining table, 6 chairs, 1 buffet, 1 side table
<b>Kitchen</b>	8 counters, 1 stove, 1 fridge, 1 sink, 1 garbage bin
<b>Bedchamber</b>	2 double beds, 2 single beds, 1 dresser or hacked coat hook
<b>Nursery</b>	1 crib, 1 change table, 1 potty, 4 toys
<b>Bath &amp; Privy</b>	2 indoor privies, 2 tubs, 2 sinks, 2 dressing tables
<b><u>Special Residential Lots:</u></b>	
<b>Almshouse, Foundling Home, Cloister, Monastery &amp; Military Barracks Residences</b>	
2 Benches, 2 Armchairs, 1 Side Table, 1 Chest, 1 large Table, 6 Chairs, 4 Counters, 1 Fridge, 1 Stove, 8 single beds, 1 dresser or *hacked coat hook, 2 Tubs, 2 Outdoor Toilets;	
\$ - \$\$ Lowest priced      - Average price range.	

### **Taxes, Rents, Tithes, Fees, Fines & The Treasury:**

- All **Taxes, Rents, Tithes, Fees & Fines** of any kind are due and payable on every **Quarter Day** (the first day of each season). They are paid directly into the **Treasury** which is held by the Royal Steward, who adds all funds collected to a Treasury bank account which will eventually be claimed by the King or Queen when you attain a Crowned Monarch. Use Christianlov's Wallet Controller.
- In the meantime, the monies accumulate in the Treasury and are used to fund new **Community Social Benefits Lots** (see **Treasury Funds Thresholds chart**). Your Crowned Monarch will expect a careful accounting, so keep close track!

- Tithes go to the Treasury until you open up a monastery/cloister, at which time you can start sending the tithes to those institutions directly or administer what the Crown deems they should get directly from the Treasury.

<b><u>Payable Quarterly:</u></b>			
<b><u>Station</u></b>	<b><u>Taxes</u></b>	<b><u>Rents</u></b>	<b><u>Tithes</u></b>
<b>Peasantry</b>	40%	\$500	All Citizens pay 10% of Quarterly Income.
<b>Yeomanry</b>	30%	\$1000	
<b>Merchants</b>	20%	\$2000	
<b>Gentry</b>	10%	\$3000	
<b>Nobility</b>	10%	\$5000	
<b><u>Antiquity Tax:</u> Any treasure dug up is taxed at <b>double</b> the Sim's income tax rate, excepting stones and bones, which are tax-free.</b>			
<b><u>Fees</u></b>  <i>(The Cost of Living)</i>	<b>Social Advancement (See chart – Freedom or Title Costs vary according to title) \$15,000 - \$100,000</b>		
	College Tuition	\$40,000	
	Apprenticeships	\$4000	
	Business License	\$1000	
	Marriage License	\$100	
	Burial Fees	\$100	
<b><u>Fines</u></b>	Court Costs	\$500	
	Public Drunkenness	\$500	
	Vagrancy	\$500	
	Witchcraft	\$500	

<i>(Crime Does Not Pay)</i>	Arson	\$1000
	Counterfeiting Coins	\$1000
	Theft/Smuggling	\$1000
	Late Tax Payment	\$1000
	Assault	\$5000
	Murder	\$10,000

•Other fees and Fines may be Levied at any time as the Court may see fit, and Crimes may be sentenced with jail terms and the Court's Discretion.

### **Keeping Track**

- Use the **Household Financial Record** sheet to keep track of monies due to the Treasury from each household.
- **Quarter Day** is the first day of each season. Calculate monies owed to the crown on that day as you play each family and send the amount due to the Royal Steward using Christianlov's Wallet Controller or other similar hack.
- Quarter Day** is also a seasonal solstice and therefore a holiday for your Sims (examples: Winter – Yuletide; Spring – Planting Celebration or May Day; Summer – Midsummer's Eve; Fall – Harvest Festival). Celebrate accordingly!
- Keep a running total of the Treasury Balance by tallying each Household's payments to the Treasury as you go along.
- \*Rents, Fees, Fines and Dowries must be paid for out of **after-tax income**. Dowries do not show up on this record as they are put directly into the maiden's inventory and are not paid to the Treasury Funds, however a note should be made to record any dowries set aside. Remaining income after all Taxes, Tithes, Rents, Fees, Fines and Dowries have been paid may be reinvested into the family farm, trade or business, or used to buy investment coins.

## MCC Household Financial Records

Family		Station	
Income Tally	Taxes, Tithes, Rents, Fees & Fines:		
Winter Quarter Day 1		Taxes – ( )% of Gross Income:	\$ .00
2		Tithes – 10% of Gross Income:	+ .00
3		Amount Payable:	= .00
4		Rent:	+ .00
5		Fees:	+ .00
Gross Total:		Fines:	+ .00
		Total Amount Payable:	= .00
Spring Quarter Day 1		Taxes – ( )% of Gross Income:	\$ .00
2		Tithes – 10% of Gross Income:	+ .00
3		Amount Payable:	= .00
4		Rent:	+ .00
5		Fees:	+ .00
Gross Total:		Fines:	+ .00
		Total Amount Payable:	= .00

Summer Quarter Day 1		Taxes – ( )% of Gross Income:	\$ .00
2		Tithes – 10% of Gross Income:	+ .00
3		Amount Payable:	= .00
4		Rent:	+ .00
5		Fees:	+ .00
Gross Total:		Fines:	+ .00
Autumn Quarter Day 1		Taxes – ( )% of Gross Income:	\$ .00
2		Tithes – 10% of Gross Income:	+ .00
3		Amount Payable:	= .00
4		Rent:	+ .00
5		Fees:	+ .00
Gross Total:		Fines:	+ .00
		Total Amount Payable:	= .00

### **Life, Disease, Death & the Church**

- Life was extremely hard in the Middle Ages, life expectancy was short, and medical intervention was often more harmful than helpful.
- I recommend you refer to **The Medieval Charter Challenge ROS**

**Disease/Illness** and **Death** Sections and use random rolls to spice things up!

- The Charity Hospice is to offer temporary respite such as a meal, bathing or clothing to wayfarers and the homeless, run by one resident Abbot or Abbess.
- Initially The Church plays a minor role in this challenge; it is up to you how you wish to enlarge the duties and powers of The Church as your community grows.

### **Courtship, Marriage, Dowries & Children**

The goal of all marriages should be to better the family's social status. Love matches are grudgingly permitted for Peasantry and Yeomanry when marrying, however Merchants, Gentry and Nobility marriages must be arranged. Heirs and first-born daughters must marry in their own station or the one above, and are not permitted to marry below their station. Younger, non-heir sons and daughters may marry in their own station or one station above or below their own.

Parents are obligated to provide a dowry for their first and second daughters when they transition to teen, which is kept in the daughter's inventory. Daughters must marry with their parents' approval or lose the dowry. Approval is deemed to be ST and LT relationships of 20+ with the prospective fiancé and his or her parents.

Daughters should be given in marriage without delay and as soon as a suitable marriage can be arranged. Any later-born daughters must enter the cloister, take a job or apprenticeship according to their station, or marry without a dowry.

<b>Station</b>	<b>1<sup>st</sup> Daughter</b>	<b>2<sup>nd</sup> Daughter</b>	<b>3rd + Daughters</b>
<b>Peasantry</b>	\$300	\$100	Job in Servitude
<b>Yeomanry</b>	\$800	\$600	Artisan Apprenticeship
<b>Merchants</b>	\$2000	\$1000	Work in Family Business
<b>Gentry</b>	\$3000	\$1200	<i>n/a</i>
<b>Nobility</b>	\$5000	\$2000	<i>n/a</i>
<b>Royalty</b>	\$10,000	\$8000	<i>n/a</i>

## Children:

- Many women died in childbirth during the Middle Ages, and many babies did not survive to their first birthday.
- Therefore, ***in any new households set up other than your random roll households***, numbers of children are strictly limited. This is in order to mimic the low and slow birthrate during the Middle Ages, yet reduce the number of files in your game and avoid having to kill off a great number of mothers and babies (***be aware: tombstones must be handled very carefully to avoid possible game corruption***).
- Children born over the family's limit, or over-the-limit children from random roll households if you wish, must be sent to the Foundling Home (have the Abbess summon the baby/child using Inge's teleporter), where they can be put up for adoption by families who have not reached their # of children limit, and depending on the particular adoptive family, treated either as a natural born son or daughter or an indentured servant.
- If you use InSim, InTeen and ACR, set these programs to reflect the following:

Station	Children per Family Limits	Adoptions
Peasantry	2-3	<i>Limited to 1 per family per generation. Adopting a child <b>may not</b> exceed the Child Limits for the family.</i>
Yeomanry	2-3	
Merchants	4	
Gentry	2-3	
Nobility	2	
Royalty	2	

## **Schooling of Children:**

- Peasant and Yeoman children may not attend school. Use Simlogical's Flexi School or other hack to avoid the Maxis school.
- Merchant and Gentry children and teens may attend a convent or monastery school, set this up in your community using Simlogical's School Hacks or use the Maxis school.
- Nobility and Royalty children and teens will be tutored at home and may attend college.

## **University, Colleges, Degrees and Teens**

Personally, I don't like playing the Teen stage or University, so here is my solution:

- I don't add on a University neighbourhood at all.
- I build a College Residential Lot, copy it into the lots bin, and as my neighbourhood grows and can afford to buy one out of Treasury Funds, I pull one out and plop it down to add one for each of the four following areas -- Medicine, Music & Poetry, Logic & Rhetoric, Astronomy & Sciences. I add a Headmaster.
- I use Inge's Flexi-School and send teens to one of these Residential Colleges 2-3 days after they become teens, and those teens graduate at the end of their teen years just before they transition to adults.
- **Only** Gentry and Nobility teens may attend Colleges, and their parents must pay \$40,000 tuition. Then I use Christianlov's Counterfeit College Diploma to give them their degree, they move out and set up their own households.

## **Useful Hacks and Mods**

### **Careers**

- Knighthood Career (ArotaAlethrra's Knighthood Career)
- Church of England Career (Hellsfury's Church of England Career)

- Servant Career (Bookworm's Domestic Service Career)
- Cleaner Career (Maxon's Mama Hicks Adult Cleaner Career)

### **Moving Out, Moving Up**

- Christianlov's Counterfeit College Diploma
- Pinhead's Move Out Teens
- Sim Blender, or Simlogical's Heirloom Cake

### **Life in General**

- ACR
- Sim Blender
- MATY Nursing Babies Hack, No 20K Handout, No Humble, etc., etc.
- Pescado's Realistic Sickness **(!!!Use with caution!!!)**
- Simlogical School & Prison Hacks & Inge's Teleporter
- Christianlov's Wallet Controller & Visitor Controller
- Inteenimator (I haven't used this but many people do)
- MaryLou & Numenor's Hacked Coat Hook
- Mog's Jobs Noticeboard & **Become an author ... without a computer** mod
- Produce & Fish Packing Stations, and Employee Gardening, Employee Fishing and Employee Digging at Simwardrobe
- Rebecah's Reclaimed & Updated Farm Animals at Affinity Sims
- Harvestable Mushrooms and Strawberries can be found here: by bienchen83 at MTS <http://www.modthesims.info/download.php?t=162336>
- Beehives which produce honey that can be harvested, eaten and sold can be found here: by Gwenke <http://sims2artists.com/index.php?topic=3094.msg42904>

And by PCSims at the Graveyard [http://files.sims2graveyard.com/pcsims\\_smb/](http://files.sims2graveyard.com/pcsims_smb/)

· Investment Silver by worship4ever0227 at MTS

<http://www.modthesims.info/download.php?t=218274>

***May I also recommend?***

***Medieval Random Occurrence Scenarios***

***By Vilygrl***

***Please see my version of a Medieval ROS to spice up your game!***

<http://www.mediafire.com/?16um1u89tdu836o>

## **Appendices**

### **Artisan Occupations in the Medieval Charter Challenge**

Artisan Occupations are those in which the Sim should be able to make a little money -- maybe not enough to live on, so you might want that Sim to be part of a family and not living on their own. The Sim should **not** also be employed in a career occupation at the same time, which is why they are in a different category.

**Midwife** -- must be summoned to attend every birth and is paid with whatever the birthing parents grow or harvest or fish; use Give Gift to pay her. The Midwife stays for 3-4 hours and does anything she can to make the baby, mother and other family members comfortable: cuddle, feed, bathe, cook, clean, etc.

**Healer** -- can be engaged and paid similarly to the Midwife -- summoned to a sick Sim's home to give backrubs, massages and make comfort soup.

**Gypsy Matchmaker** -- can make his/her living performing on community lots for tips, or be engaged and paid similarly to the Midwife -- summoned to a Sim's home to be a matchmaker (make introductions) or tell fortunes.

**Apothecary** -- can run a pharmacy-type Home Business (Yeoman) or Community Lot Business (Merchant) and sell healing potions, comfort soup and such.

**Physician** -- this is the one exception to the *no Maxis careers* rule for Artisan Occupations: a physician can either have the medical career; or can have a "clinic" in his or her home (Yeoman) or Community Business Lot (Merchant) where Sims can visit and pay high fees to be examined and treated.

**Barber-Surgeon** -- can do makeovers, and surgery (with the sim blender or the maxis job reward surgery thingy).

**Painter** -- sell paintings from home or at a market, and could even be commissioned by rich merchants, gentry and nobility to do portraits for a tidy sum!

**Piper, Juggler, Street Performer, Busker** -- these artisans can make their living performing on community lots for tips, or by performing on the stage.

**Bard** -- a Poet/Writer who can make his or her living by performing for gentry and nobility in their homes; from using Mog's "Become an author ... without a computer" mod; or by performing on the stage.

**Minstrel** -- an individual or member of a musical band who can make his or her living by performing for gentry and nobility in their homes or by performing on the stage.

Interesting thread about Playing Instruments as a Business at MTS here:

<http://www.modthesims.info/showthread.php?t=445643>

## **Special Lot Definitions**

**Communal Well** – *a small Community Lot (e.g. 1 x 1) where Sims can meet and use the well*

**Village Green** – *a simple Town Square type of Community Lot, usually at least partially covered in lawn and in the center of town, where Sims can meet and relax*

**Church & Cemetery** – *a Community Lot where Sims can worship, be married, christened, buried, etc.; not as big as a Cathedral*

**Charity Hospice** - *a small Community Lot (e.g. 1 x 1) where needy Sims can rest for a bit, have a meal, a shower, and a clean change of clothing*

**Almshouse** - *a residence for the poor, elderly, insane and homeless*

**Cloister, Monastery** – *residence for nuns & monks respectively*

**Foundling Home** – *orphanage run by an Abbess (residential)*

**Hedge Tavern** – *a low, common sort of tavern*

**Tavern or Inn** – *a larger and more respectable sort of establishment, an Inn would have rooms for travelers and a restaurant*

**Military Barracks** – *a fortified manor house with courtyard area for training grounds for men at arms (residential)*

**Music Venue** – *your choice of Music Hall, Theatre, etc.*

**Sporting Field** – *your choice of soccer field, ice skating pond, etc.*

**Midsummer Faire & Harvest Faire Lots** – *Market or “plaza” type lots with a variety of goods on offer*

**Artisan’s Gallery** – *Art Gallery with art & crafted items for sale*

**Guild Hall** – *a large meeting hall; the town hall*

**Museum** – a Community Lot containing works of art and history for Sims to visit

**Harbour for Trade Ships** –a Community lot with a pier, Imports & Duties Office, Immigration Office, etc.

**Cathedral** – a large and magnificent church

**The Quick & Dirty on How to Play The MCC:**

1. Create the CAS families:

- 1 single Sim – the Royal Steward

·

4 peasant families

- 2 yeoman families     *Use Random Roll Method.*

- 1 gentry family

- Move out any secondary adult males, each into his own home (same Social Station)

- 1 group of 4 - 8 adult males

- 1 group of 4 - 8 adult females

2. Build or download these Residential Lots and place in neighbourhood:

- Castle

- Peasant Hovel

- Yeoman Farmhouse, Cottage and/or Cottage & Shop

- Medium Manor House

- 

Military Barracks

- Almshouse                      *See Special Lot Definitions for details.*

3. Move in all families into their appropriate houses.

4. Start playing one family at a time and play through one season until you reach the 1<sup>st</sup> Quarter Day:

- Assess and pay all taxes, tithes, rent, fees and fines in that order and send to the Royal Steward using Christianlov's Wallet Controller.

5. Keep a running total of all monies paid into the Treasury Funds. When the total reaches \$5000, build or add into your neighbourhood:

- Communal Well

- Village Green

- Hedge Tavern

6. When the total reaches \$8000, build or add into your neighbourhood:

- Church & Cemetery

- Weekly Market

### ***7. Congratulations!***

**You have completed Level 1: Settlement and are on to Level 2: Hamlet.**

8. Build or add a Merchant Townhouse and a Merchant business of your choice. Create 1 Yeoman family and 1 Merchant family in CAS. Move in the 2 new households and play each one through a full season and their 1<sup>st</sup> Quarter Day, after which continue the rotation with your previous households, play through one season until you reach the 1<sup>st</sup> Quarter Day with each family, and then again:

- Assess and pay all taxes, tithes, rent, fees and fines in that order and send to the Royal Steward using Christianlov's Wallet Controller.

9. When the total reaches \$15, 000, build or add into your neighbourhood:

- Foundling Home (technically residential but for the benefit of society)
- Charity Hospice
- Midsummer Faire Lot
- +1 Merchant Business – your choice

**10. *Congratulations!* You have completed Level 2: Hamlet and are on to Level 3: Village.**

11. Build or add a Merchant Business. Create 1 Gentry family and 1 Merchant family in CAS. Move in the 2 new households and play each one through a full season and their 1<sup>st</sup> Quarter Day, after which continue the rotation with your previous households, play through one season until you reach the 1<sup>st</sup> Quarter Day with each family, and then again:

- Assess and pay all taxes, tithes, rent, fees and fines in that order and send to the Royal Steward using Christianlov's Wallet Controller.

12. When the total reaches \$30,000, build or add into your neighbourhood:

- Faire Grounds (Park)
- +1 Tavern

13. When the total reaches \$40,000, build or add into your neighbourhood:

- Cloister (technically residential but for the benefit of society)
- Harvest Faire Lot
- +1 Merchant Business – your choice

14. When the total reaches \$50,000, build or add into your neighbourhood:

- Sporting Field
- Music Venue Lot

15. When the total reaches \$60,000, build or add into your neighbourhood:

- Monastery (technically residential but for the benefit of society)
- Artisan's Gallery
- +1 Merchant Business – your choice

**16. *Congratulations!* You have completed Level 3: Village and are on to Level 4: Town.**

17. Build or add a Large Manor House. Create 2 Nobility families in CAS. Move in the 2 new households and play each one through a full season and their 1<sup>st</sup> Quarter Day, after which continue the rotation with your previous households, play through one season until you reach the 1<sup>st</sup> Quarter Day with each family, and then again:

- Assess and pay all taxes, tithes, rent, fees and fines in that order and send to the Royal Steward using Christianlov's Wallet Controller.

18. When the total reaches \$70,000, build or add into your neighbourhood:

- 2 Colleges
- +1 Tavern or Inn

19. When the total reaches \$80,000, build or add into your neighbourhood:

- Museum
- Artisan & Merchant Guilds Hall

20. When the total reaches \$100,000, build or add into your neighbourhood:

- Cathedral
- Harbor & Docks for Trade Ships

**21. *Congratulations!* You have completed Level 4: Town and achieved Level 5: The Charter City!**

**Create your CAS Royal Family and move your King or Queen into the Castle!  
Now that you have completed the Medieval Charter Challenge, play on as you**

wish, continuing to develop your city and its residents; or, another good option is to transition into the Warwickshire Renaissance Challenge by Heloise.

Happy Simming!

## J

### **Background Information on the creation of this challenge:**

Job and family demands leave me with far too little time to play Sims, Sims Challenges, and to write the Sims stories I love. I find it is often difficult to maintain momentum in a challenge when you may not be able to play consistently for weeks at a time.

Therefore I wished for a challenge which would take account of the best features of some of the most amazing challenges I have played and enjoyed (*see list below*), was also achievable, yet interesting and fun enough to maintain my interest over time in spite of my frequently interrupted and disjointed gameplay. Although no historian, history is interesting for me and I prefer reading historical novels and having a historical game slant when I play Sims. However, although I have researched quite a bit and most aspects of the challenge are based on my findings, I make no claims of stringent historical accuracy in this challenge. I play it in a medieval time period, but you can adapt it to your own preference. The creation of **The Medieval Charter Challenge** was much influenced by the following time-honoured and truly wonderful Sims Challenges:

- Royal Kingdom Challenge
- Victorian Population Challenge
- Prosperity Challenge
- Build a City Challenge
- Warwickshire: Renaissance Challenge

- Nickel & Dimed Challenge

Credits and my thanks to their Creators!

If you haven't played any or all of the above challenges,

I highly recommend them, each and every one!

**J**