

Excited Cupcake's CC/Mod list

- this is some of the cc/mods I use - have used - or recommend -

find me

Twitch

Tumblr

**All the credit goes to the original
mod and custom content creators**

Created - 22.05.2023

Last edited - 12.06.2023

How to Install The Sims 2 Ultimate Collection

1. Firstly, do you have Sims 2 Ultimate Collection? Or are you still using cd disk or other kinds of installs of your game?
2. Disc/Retail versions of TS2 (including their repacks such as OldGamesDownload/Mr. DJ) are **not recommended** for modern systems.

If you still need to install them on newer PCs, see [Crosimmer's install guide](#) and the graphics setup section of this guide.

The macOS version of TS2 is still being sold/updated on the App Store.

3. Get the game through -> [Osab's Setup Guide](#) <- instead! If you are on Windows/Linux that is

The Sims: Stories - **THIS IS NOT THE SIMS 2 ULTIMATE COLLECTION**

1. [Osab's The Sims Stories Setup Guide](#) - this includes all 3 games from The Sims: Stories Series
 - The Sims Life Stories
 - The Sims Pet Stories
 - The Sims Castaway stories

How to Install Mods

1. Create a new folder in the following location *Documents > EA Games > The Sims 2 Ultimate Collection* and call it Downloads (this must have a capital D).
2. You can add sub-folders to organize your folder (I strongly recommend this I have done a shit job at it myself).
3. Add downloaded CC and mods to this folder as single .package files (make sure they're unzipped!).
4. Start up the game and you'll see a dialogue box informing you that the game has detected custom content. You need to check the box to enable custom content and mods.
5. Quit the game and re-start.
6. On re-start the dialogue box should already have enabled custom content checked.

7. You can turn the dialogue box off in options, I strongly recommend this for load time.

TIPS for Installing CC/Mods:

- Make sure when you download CC you have the mesh and any age/morph versions you need (e.g. pregnant version, teen version, elder version etc.) Read the creator's description carefully to check whether meshes are included or not (I cannot recommend this enough, if you're not sure I usually check the comments first, ask the author or download and check the contents of the folder as the mesh is usually labeled as such)
- Check that other mods are not required to make them work (read the creators description).
- Check you are using the right mod for the version of your game you have (many creators will upload multiple versions of a mod for different users) - I use Ultimate Collection and if this isn't mentioned I use Mansion and Garden if not Apartment Life versions.
- Make sure the CC is unzipped!
- Organize your CC folder from day 1 (trust me it's a pain to sort out otherwise!).
- I recommend regularly using Delphy's Download Organizer (linked in general resources below) to check for duplicated cc. I also run the Hack conflict detector (linked also below) regularly to look for mods that are conflicting with each other.

Tools

These are all kinds of important external tools to use outside of the game itself.

1. [Mootilda's HoodChecker](#) – This is a tool and NOT a mod, but it's necessary to check your hoods for corruption. Read all documentation on the download page.
2. [Hack Conflict Detection Utility for Ultimate Collection \(HCDU\)](#) – This is a tool, NOT a mod. The Hack Conflict Detection Utility (HCDU) is an essential tool when using mods, but it does have some shortcomings
3. [HCDU Plus](#) – Updated & Improved HCDU. HCDU Plus permits mods in a specific folder to be checked for conflicts against themselves and those already in the Downloads folder. This makes checking for conflicts in newly added mods a lot easier.
4. [Graphics Rules Maker](#) - So you got a fancy new PC and would very much like to play the slightly older Sims 2 game on it. You're running an up-to-date Windows version, got a Full HD monitor and... the game just looks horrendous, and the resolution won't go beyond 1600x1200. Surely the game can do better than that?
The answer is: yes, it can. But until now it required messing about with configuration files of the game, which is not the most convenient way to get things fixed. This guide will not explain that; instead, we present you with a tool that does all the work for you.
5. [Empty Standby List](#) - Site where you got Empty Standby List won't work for me, so the link to the download reuploaded. ([My own backup just in case](#))

Windows has this neat feature that as you use your computer it saves things in its Standby Memory so that it can faster access them if you need it again. For example if you opened Photoshop and then turned it off but realized later that you need it again it should open up a little bit faster. This should be a good thing, right? Well it would be *if it worked as supposed to*. [Tutorial](#) on Installing and Setting up EmptyStandByList

6. [SimPE](#) – is a simple Package Editor you can use to Extract/Create/Edit .package Files.
7. [What Caused This](#) – This utility, aptly named "What Caused This", may help. It reads the object error log file, extracts some information from it and then looks in every mod in your Downloads folder to see if it can identify the suspect mod(s).
8. [SiMidge](#) – It's basically a glorified searcher of .packages. It can search for conflicts, duplicate meshes, mods modifying particular BHAVs, specific series of operands within BHAVs, and even compare packages, among other things. Some of these features might be useful to any mod/cc user, others only to modders.
9. [Delphy's Download Organizer](#) – It's a download scanner
10. [The Compressorizer \(No Path Limit\)](#) – will allow you to compress package files in your downloads folder to smaller, more manageable sizes, freeing up space. (Thus making room for even MORE downloads for you download junkies!) On some computers, it also speeds up load time.
11. [CCMerger](#) – Merge your Sims 2 Mods! It allows you to merge a **whole folder and its subfolders** containing Sims 2 .package files into fewer packages (or even a single one in some cases)
12. [Sims2Pack Clean Installer](#) – is a tool for Sims 2™ and all people who download a lot of custom content. S2PCI can be used to categorize, catalog or remove that content. It will also help you in installing your files. You will be able to preview some content before installing. It has built in unrar and unzip routines, as well as possibility of installing dozens of files with single click
13. [Sims2RPC](#) – Modded Sims 2 Launcher for Mansion and Garden. This is a custom launcher for The Sims 2 that includes a lot of new customization and modding options. You can enable Rich Presence so your friends on Discord can see what you're up to, play in borderless mode to easily alt tab, change the price of the design tool to your liking, among other things.
- It's recommended that you have a No-CD/Cracked executable of Sims 2 M&G to use this launcher! -
14. [Sims 2 Hood Planner](#) - Have you ever witnessed the pain of creating a custom Sims 2 neighborhood in SimCity 4? After you spend some good time on placing roads and editing the terrain, you load your new hood in Sims 2 and suddenly you realise ... that everything is mirrored, the roads are so far away and the lots don't fit at all. Sure, there are good tutorials on how to properly create the Sims 2 hood of your dreams in SimCity 4, but it's just too much hassle. But no more!
15. [Empty Downloads Folder For Organizing](#) - made by yours truly (Excited_Cupcake)

16. [Empty Default Folders For Organizing](#) - No duplicate defaults ever again! again made by yours truly (Excited_Cupcake)

Anti-Corruption Mods

*These are mods that will help prevent corruption in your 'hoods. These are non-negotiable. **Download these first!***

1. [No Corrupt Death](#) – Suppresses the corrupt death memory.
- [Direct Download Link](#) -
2. [No Unlink on Delete](#) – Game no longer partially destroys sim file on deletion of tombstone. May resolve potential random tombstone losses when moving tombstones to community lots resulting from shredded character files produced by unlinkage.
- [Direct Download Link](#) -
3. [Select Your Cemetery](#) – Sims dying on apartment lots are no longer sent to a random cemetery. You can now choose the cemetery to send them to. Sometimes the game sends these graves to lots that don't exist, which can cause problems. This mod alleviates that issue.

Essential Mods

These are the mods I consider to be essential to my gameplay and I could not play without them.

1. [Autonomous Casual Romance \(ACR\)](#) – Allows your Sims to autonomously woohoo, try for baby, make booty calls, and perform a whole host of romantic interactions. Gives your Sims more freedom to make their own romantic decisions and creates a lot of drama and fun in your neighborhood. Highly recommended!
- [Direct Download Link](#) -
2. [Anti-Redundancy](#) – Eliminates spawning of unnecessary redundant NPCs.
- [Direct Download Link](#) -
3. [Bat Box \(FFS Lot Debugger\)](#) – This has a lot of similar features to the Sim Blender, but also has a lot of helpful debug options. Can use it to give Sims college degrees. Also use it to “Roll the Pacifier” or reset Sim genetics to prevent clone babies. (Aka fixing the first-born syndrome)
 - You can download a prettier version as a vase [here](#).
- [Direct Download Link](#) -
4. [Gussy Up](#) – This mod allows you to buy, change, and plan outfits from a pie menu in-game. Allows you to change townie clothing and change the appearance of any Sim directly by clicking on them.
5. [Inge's Age Group Tweak](#) – You can use this to change the number of days for each life stage. Requires messing around in Sim PE, but it's not too difficult. Click [HERE](#) for a tutorial on using this hack to create your own custom lifespans.
 - [Marticore's custom age 1 day = 1 year](#) – Can't become simpler than 1 day = 1 year

- [Belladovahs custom age](#) – The sims 3 style aging mod
(Recommended mods in post, read the whole post to get all the info)
 - [Matti2k2 custom age 16 days = 1 year](#) – Recommended for Story Progression
6. [Monique's Hacked Computer](#) – I use this mod to manage bank accounts for my Sims, get jobs, study skills, shop online, and a lot more!
 - [More Monique Hacked Computers](#) – updated, more modern Monique Hacked Computers
- **Requires the original [Monique Hacked Computer](#)** -
 - [Monique's Hacked Computer](#) – Guide/Tutorial
 7. [No Townie Regen](#) – Prevents random townies from being spawned. I remove it if I want more townies.
- [Direct Download Link](#) -
 8. [No Sim Loaded](#) – Removes the “Sim Loaded” token and others every time you load a lot, preventing lag, and also prevents and fixes the Super Duper Hug Bug.
 9. [Sim Blender](#) – The ultimate Sim management “God” mod. You’ll see me use this a lot in my Let’s Plays.
- [Direct Download Link](#) -
 10. [Sim Manipulator](#) – Similar to InSimenator and the Sim Blender but has a few different options. I use it for the ability to instantly change clothes to a different outfit or plan outfits by clicking on a Sim, and to make non-playable Sims easily selectable, but it has MANY more options.
 11. [Smart AgeCorrect](#) - This is an edit of Chris Hatch’s AgeCorrect mod for lazy people like us that can’t be bothered to take the mod in and out when switching hoods/lifespan mods, so credit for the original mod goes to him.
 12. [No Death Type Loss when Moving Tombstones](#) – Fixes a bug that causes Sims to lose their death type when you move the tombstone to a community lot. Ghosts will now be the correct color based on their death type after moving.
 13. [Community Time Project](#) – Enables the passing of time on community lots to be spent on the home lot. When a Sim leaves a community lot at 5:00 PM, it will be 5:00 PM when they get back home, but you’ll still be able to play with the family left behind in the meantime.
 14. [Community Lot Arrival Delay Fix \(No Pre Populate\)](#) - Do you ever get stuck in loading screens to a community lot longer than you think you should? Do you ever hear the lot being active, with sounds like music and other sims talking whilst you’re still looking at the loading screen?
 15. [Day Setter](#) – Used to set the day of the week when Sims move to a new lot. I use it to keep Sims ages in sync with the rest of the ‘hood.
 16. [Macrotastics](#) – Adds options to automate tedious and repetitive gameplay, including motive-maintenance, businesses, socializing, and skilling.
 17. [Seasons and Weather Controller](#) – You can use this mod to change the length of the seasons, but it also has other season and weather-related uses.

18. [Aging at midnight \(instead of 6pm\)](#) - This mod is a simple tweak that changes the hour of age processing. This means that your Sims will now age at midnight (12am)

Baby, Toddler & Child Mods

These are mods that affect the baby and toddler life stages.

1. Bottle Default
 - [Baby Bottle Replacement](#) – Replaces the green baby bottles with clear bottles filled with milk.
- [The Sims Resource Link](#) –
 - [Pasteur's HomoGenius](#) - Smart Milk Default and Buyable for The Sims 2, you can choose to replace the original one **or/and** choose the buyable version with its simlish recolor.
2. [Crib Get Out](#) – Allows your toddlers to get out of the crib by themselves.
- [Direct Download Link](#) –
3. [Accessible Toddler Highchairs](#) – This global mod allows sims to access any highchair from left and right sides and access diagonally placed highchairs. Custom chairs work as well.
4. [Freetime Cribs Animated](#) – Enables the animations on the two cribs that came with Free Time. Finally, your Sims won't stick their arms through the railings anymore!
5. [Children Can Throw Parties](#) - A simple mod that allows children to throw their own parties for themselves, so their friends can attend instead of their parent's friends!
6. [Baby Personality Mod](#) - so here's a mod that scraps the stupid 25-35 personality point limit that the game uses for born-in-game sims and completely re-calculates baby's personality upon birth.
Midge's [Baby Last Name Chooser](#) is incorporated, so if you already have it in your game **make sure to remove it** before adding this! This mod is compatible with twojeff's Triplets & Quads, kestrellyn's [Name the Father](#), and Midge's [Birth Options](#) as long as my mod loads **after** them.
7. [Children can get cereal from fridges](#) - A small little mod that lets children get cereal from Maxis fridges, instead of having to resort to snacks all the time.

Build & Buy Mode Mods

These are mods that impact build mode and buy mode.

1. [Maxis Modular Stairs Passage Fix](#) – This mod enables Sims to pass directly through under all Maxis modular stairs, just like base game Holy Smoke stairs. You need this mod if you follow Pleasantsims [tutorial](#) on using modular stairs with the Ultimate Collection (or if you use/want to use, open underneath modular stairs all).
2. [CEP](#) – **The CEP v9 enables color options for Maxis objects shipped with**
 - [zCEP-EXTRA FILES](#) – Ultimate Collection folder - uploaded by yours truly *Excited Cupcake*.
Location: Documents\EA Games\The Sims™ 2 Ultimate Collection

- [zCEP-EXTRA FILES](#) – Program Files - uploaded by yours truly *Excited Cupcake*.
Location if not installed on another drive: Program Files\EA Games\The Sims 2 Ultimate Collection\Double Deluxe\Base\TSDData\Res\Catalog
- 3. [Scriptorium](#) - THE SCRIPTORIUM: Easy support for custom scripts (Modular Stairs, Fireplaces, Walls, Lights) with *optional* installation of GunMod's RADIANCE
- 4. [Object Rotator](#) – These object rotators will allow you to place objects with steps of 5 degrees. Rotated objects are still normally usable.
- The Sims Resource Link -
- 5. [OMSPs](#) – One more slot please. Allows you to place more decorative objects in more places.
- 6. [Rug Texture Fix](#) – Fixes the wonky textures that happen to rugs when placed off-grid.
- 7. [Stair Wall Fix](#) – Fixes the way the wall under the stairs appears and makes it look better.
- 8. [Television Placement Mod](#) – Adds the adjustable height feature to TVs so they can be moved up and down on the walls just like paintings.
- 9. [Walk-Through Blocks](#) – Allows Sims to walk around and through objects. Useful for creating small lots.

Business Mods

These are mods that impact playable businesses from the Open for Business Expansion Pack.

1. [Business Mod](#) – Fixes a lot of issues with Open for Business. Recommended if you intend on playing Sim-owned businesses in your neighborhoods.
2. [Customer Limit Adjuster](#) – This is an object that looks like an alarm you can hang on the wall. It allows you to limit the number of customers at a time on Sim-owned businesses. Very helpful if you only have a single person running a business.
- Direct Download Link -
3. [No Lane Hires](#) – Townies can no longer buy items they can't afford at businesses, eat at restaurants if they have no money, etc. Does wonders for realism. No more endless money for townies.
- Direct Download Link -
4. [Townie Budget Mod](#) – Townies can no longer buy items they can't afford at businesses, eat at restaurants if they have no money, etc. Does wonders for realism. 5. No more endless money for townies.
5. [Simlogical OFB Mods](#) – Lots of amazing business stuff here: Automatic Open Sign, automatic cash register and automatic stocking sign.
6. [Less Badge Requirements for Manager Promotions](#) - In OFB, an Employee must have 5 'Badge Points' in order to be eligible for a promotion to manager. This mod simply reduces the requirement from 5 badge points to 3 so now the minimum requirement would be either 3

Bronze Badges, 1 Silver Badge and 1 Bronze Badge or 1 Gold Badge.

Death, Sickness & Accident Mods

These mods affect death, sickness and accidents in the game.

1. [Deadly Satellites](#) – Increases the chance of satellite death.
2. [Death by Childbirth](#) – Adds a 10% chance of dying in childbirth.
3. [Faster Disease Processing](#) – Disease recovery will no longer slow to a crawl if multiple sims are sick.
4. [Frequent Disease Processing](#) – Disease severity will be updated every cycle rather than every six cycles.
5. [More Dangerous Fire](#) – Fire spreads faster and destroys quicker. Two flavors to choose from. You can choose from - more dangerous or EVEN more dangerous.
6. [Realistic Sickness](#) – USE WITH CAUTION. This mod makes sickness more deadly. You must really take care of your Sims, or they might die. (Sometimes even how hard you try; your sims will just die this is for people who WANTS more drama and loss autonomously)
- [Direct Download Link](#) -

Education Mods

Mods that affect education, university, school, homework

1. [Auto Do Homework](#) – Calls all children and teens on the lot to do their homework at 7:00 PM. They will quit if fun gets too low, so no risk of everyone having straight A's.
2. [Desk Locator AKA Put Your Homework Away Properly](#) – Place the desk locator on a desk or table and have your Sim claim the desk via the menu on the object. They will put their homework on their own desk.
3. [Desk Locator for Uni](#) - It operates in exactly the same way for university students as for children. You place it on the desk you wish them to use, have them claim it as their own and then when they do their assignment (Uni name for homework) they will seek out that desk to do it on. (You need the original [Desk Locator](#) to be able to use this one!)
4. [Edukashun Iz Gud](#) – Limits promotions for uneducated Sims. They can only be promoted to a certain career level based on how much education they have.
5. [Faster Homework](#) – Finish homework in 15 minutes instead of an hour.
6. [Later Classes](#) – Moves all morning university classes later in the day so no class starts before noon. Complements the Semester Changes mod.
7. [No Dormie Regen](#) – Prevents random dormies from being spawned. I remove it if I want dormies to spawn.

- Direct Download Link -

8. [No Memory Uneducated & No Want Satisfy Uneducated](#) – Prevents Sims from getting a negative memory for not going to college and prevents them from crying about it.
9. [No SS Respawn](#) – Eliminates respawning of Secret Society members. If there are not enough SS members, when the game attempts to generate one, it will, instead of generating a new NPC, induct a YA townie instead, and use him.
- Direct Download Link -
10. [Partial Homework Credit](#) – This mod gives kids credit for partially completed homework.
11. [Random Dormies](#) – Residents of dormitories are picked randomly (originally, lowest-numbered Sims were chosen) from the pool of unplayable students who don't have keys to rooms on occupied lots.
12. [School Mods](#) – This mod fixes problems with the way a sim determines which friend to bring home from school, makes it so that private school students leave school earlier than usual, and makes it so that your household needs to pay 100 simoleons per each child/teen studying in private school.
13. [Semester Changes](#) – Makes University 8 days instead of 24.
14. [Uni Career Lifetime Wants](#) – Adds the missing lifetime wants for university careers back into the game.
15. [Uni Aging and YA Move Out of College](#) – Part of the Young Adults can enjoy maternity mods. Allows Sims of any age to live in the University subhoods and allows Sims to stay at college after graduation and continue aging.
16. [Mega College Pack](#) - The College Mega Pack contains all of the mods you will need to play Young Adults on your regular residential lots in your regular, not University, neighborhood.
17. [More Sensible Career Tracks for University Majors](#) - Some of the 'ideal career tracks' for University majors never made sense to Belladovah so they decided to make their own mod to tweak them! Some have relevant careers removed, some have relevant careers added, and some have both!

Finance Mods

These are mods that address finance, money, or the economy in some way.

1. [Halved Apartment Rent](#) – Cuts rent costs for apartments in half.
2. [Loan Jar](#) – Allows your Sims to take out loans and you can set the interest rate.
3. [Lower Wages](#) – Reduces salaries for Uni, Seasons, and Free Times jobs to match the base game jobs.
4. [Monique's Child Support](#) – Sims not living on the lot with their children must pay child support.

- Direct Download Link -

5. [More Realistic Payment for Maxis Careers](#) – All salaries have been cut in half, which is much more realistic imo.
6. [No 20k Handout](#) – Must Have AL or the Ultimate Collection for this version to work.
- Direct Download Link -
7. [No Inheritance after Elder Dies](#) – Sims will no longer receive free money when an elder friend or relative dies.
8. [Partial Financial Advice](#) – Sims offering financial advice on the computer will be paid for the partial hour if the command is canceled.
9. [Professional Blogger](#) – Sims who have maxed out enthusiasm in a hobby will earn money during the time they blog (also listed in Hobby section).
10. [Salary Bonus](#) – Rewards Sims for long service, in addition to pay increases from being promoted. Sims who remain at their current career level (pay grade) will receive pay rises as their days worked at that level increase.
11. [Social Welfare](#) – Allows poor, unemployed Sims to apply for welfare, can apply for benefits and receive money without working. - [Post #980 by MooTilda](#)
- Direct Download Link -
12. [Utility Mod \(Electricity and Water Bill\)](#) - his mod adds electricity and water usage which contribute to your bills. No more free electricity or water. Maxis intended to add this feature to the game but looks like they scrapped the idea before release. This mod re-enables this feature, and now every interaction and/or object that uses electricity or water will contribute to your bills.

Fix Mods

These are mods that fix problems with the game or just things you might find annoying. They aren't required, but they can make gameplay more fun.

1. I have basically everything from the fixes and general mods from [Cyjon](#). There are legit too many for me to post, I recommend just perusing all his mods and see which ones you like. I do recommend basically all the Fix mods posted.
REMEMBER: Most of his mods require his [Smarter EP Check](#) so make sure you download this first before you go on a download spree on his site.
 - o Apology Fury Fix
 - o Argue Social Fix
 - o Basketball Quit Fix
 - o Better Plant Sims Drinks
 - o Better Roach Stomp

- o Call NPCs
- o Call to Meal Fix
- o Carpool Warning Fix
- o Command Queue Tweaks
- o Customer Clean Up
- o Exercise Tweaks
- o Fewer Enemy Visits
- o Jump Rope Fitness
- o Less Visitor Skilling
- o Make Out Want Fix
- o Maternity Pay Fix
- o Memory Fixes
- o More Fun
- o More Sleep
- o No Auto Urn Cleanup
- o No Baby Stalking
- o Outdoor Lights All Night
- o Plant Sim Fix
- o Put Book Down
- o Relationship Decay Fix
- o Self-Preservation
- o Shorter Jokes
- o Sleepwear by Personality
- o Slower LTA gain
- o Smarter EP Check
- o Smart Milk Fix
- o Soothing Apology
- o Sponge Bath Fix
- o Stay Means Stay
- o Stop Kissing Me
- o Stuck Gardener Fix
- o Teen Adult Privacy Fix
- o There can only be one professor.
- o Toddler Bath Clothes
- o Townie Job Fix
- o Trim Inaccessible Bushes
- o Visitors Leave
- o Yoga Meditation Fix

2. [Baby to Toddler Aging Fix](#) – Fixes the issue of Sims holding babies and not aging them up at 6:00 PM.
3. [Randomizer Fixes](#) - (**Basically Firstborn Syndrome Fix 2.0**) Properly initializes random seeds from the start, so hopefully nothing “non-random” will slip through the cracks. Fixes SimAntics randomness, that is in-game objects and behaviors with randomness always starting out the same

4. [Dress Me Correctly](#) – Sims will put on the correct clothing when changing depending on time of day and their schedule.
5. [Eat More, Talk Less While Dining](#) – This hack will completely bypass the conversation if the sims is in desperation for energy, hunger, fun or bladder, or is in a bad mood. Sims with maxed social will talk less.
6. [Exercise Bike Fix](#) – With this mod, sims stop using the *Exerto Super Exercise Bike* when they're in bad mood, hungry, sleepy, feel uncomfortable or need to go to the toilet, as if they were using other skill objects. Originally sims don't care about their needs at all when using the bike and they can die for that reason.
7. [Extended Family Treated as Family](#) – Allows the game to recognize second cousins, first cousins once removed, great grandparents, great grandchildren, and great aunts and uncles as family members. No more dating distant relatives!
8. [Overly Bright CAS Fix](#) - Fixes Sim parts being too bright in CAS on modern hardware if they were made without tangents or if you're playing with usesaders on false. Replaces ancient and unsupported fixed function shaders with pixel shaders to achieve this.
9. [Sims Transparency Fix](#) - This mod will prevent Sims from randomly getting broken transparency. Basically automates the "Fix Invisible Sims" solution for this problem found in the Batbox.
10. [Fire Mod](#) – Fixes a lot of issues with how Sims interact with fire. Sims who study fire safety will now behave as intended by attempting to put out fires.
11. [No Baby Harassment](#) – Sims will no longer constantly harass babies a million times an hour for no reason.
12. [Random Calls Fix](#) – Fixes problems related to the random phone calls your Sims receive.
13. [Shadow Fix](#) – Fixes the black boxes that appear under Sims in some games and restores correct shadows.
14. [Simply Leftovers](#) – Allows you to store leftovers as single plates so Sims don't have to take out the group-sized plate every time they want leftovers.
15. [Smart Beds](#) – Forces the bed ownership system in the game to actually work. Sims will autonomously use the bed they have the most ownership of.
16. [Smarter Lights](#) – The purpose of this mod is to automatically turn the light on and off, depending of the type of the lot, the time of the day, and what the sims are doing.
17. [Smarter Parent Choice for College Cinematics](#) – Makes the game choose who drops your Sim off at college based on relationship with the parent.

18. [Social Worker Hack](#) – Apartment Life version. This hack makes the Social Worker behave more reasonably. If you don't have AL, you'll have to search for the version you need.
19. [Want Related Mods](#) – Fixes a bunch of the awful wants by removing or reducing their occurrence. Includes buy gadgets, buy instruments, sports party, resurrection, etc.
20. [Woohoo Count Fix](#) – Fixes a problem with woohoo count. If a Sim has woohooed with the same sim multiple times in different types of woohoo, the game will now consider that as having woohooed with only one sim.
21. [Woohoo LTW Fix](#) – Stops the woohoo LTW from disappearing after being achieved.
22. [Young Enough for Pregnancy Fix](#) – Fixes the problem with adults nearing elders being seen as too old for pregnancy when they really aren't.
23. [Novel Royalty Fixes](#) - This mod fixes various problems with novel royalties
24. [Date/Outing Stood Up Fix](#) - This mod fixes the broken timer behavior for standing dates/outings up.

Hobby Mods

These mods affect the in-game hobby system and hobby enthusiasm.

1. [Enthusiasm Overhaul](#) – The mods improve the hobby enthusiasm system, better matching hobbies to interests, makes the One True hobby more important than others, decay is dependent on interests, stops annoying hobby messages and more. Also includes a mod that prevents sims gaining cuisine enthusiasm for every meal they eat.
2. [Fewer Hobby Wants](#) – Reduces the number of hobbies wants by stopping certain wants from being triggered.
3. [Professional Blogger](#) – Sims who have maxed out enthusiasm in a hobby will earn money during the time they blog (also listed in Finance section).

Job Mods

These mods impact jobs and careers in the game.

1. [Job Options Mod Set](#) – Allows all Sims to choose between part- and full-time jobs, asks you before a Sim gets promoted, allows Sims to have jobs in the University 'hoods, and unlocks work-related wants and fears for young adults.
2. [Job Seeking Notice Board](#) – A notice board you can put on community lots that allows your Sims to get a job in any career track. This can also be done with Monique's hacked computer.

3. [Job Stopinator](#) – When placed in your Sim’s inventory, they cannot be promoted to a higher level in their career.
4. [Level Numbers Added to Job Titles](#) – Adds the job level next to the job title in menu screens. Very handy for quickly seeing what level your Sim is at in their career.
5. [No Carpools for Mothers](#) – This mod will prevent the carpool from showing up for all female sims that have their own baby or toddler living in the lot. You can still have them walk to work if you want.
6. [Work & Bring Home Friend Dialogue](#) – A dialog box (Yes/No) will pop up that will ask you if it’s okay to bring a friend home from work.
7. [Young Adult Job Panel Revealer](#) – This is a hacked object that allows you to temporarily open student’s job panel that is normally replaced by major/classes panel. Recommended for use with the Job Options Mod Set listed above.

Memory Mods

These mods impact Sim memories.

1. [Engagement Memory Fix](#) – Fixes a very annoying bug that causes some Sims to have a negative memory of getting engaged when it should be positive.
2. [Memory Based Diary Writing](#) – Sims will think about the most recent memories and the people involved in those when writing in their diary.
3. [Memory Manipulator](#) – The Memory Manipulator allows you to edit the memories of the currently selected sim. No more messing around in SimPE. Now you can edit memories directly through an in-game menu.
4. [Memory Mod](#) – fixes quite a few problems with certain memories and memory-related interactions in the Sims 2.
5. [Met New Great Grandchild Memory](#) – This mod gives the memory of meeting a new great grandchild.
6. [Repeatable Memories](#) - make certain memories repeatable, meaning a sim can keep getting them each time the event happens, not just the first time.
7. [Repeatable Relationship Memories Plus New Fall Out of Love Memory](#) - In a normal game, the way the Made Enemies with Subject, Made Best Friends with Subject, and Lost Subject as Best Friend memories work is totally inconsistent. By default, the Made Enemies with Subject memory is unique. The Made Best Friends with Subject memory, on the other hand, is unique per sim. But then the Lost Subject as Best Friend memory, as well as the milestone best friend memories (made 3, 5, 10, etc. best friends) are repeatable! Then there’s the whole Falling in Love thing. By default, the Fell in Love with Subject memory is unique per sim. That’s not so bad by itself, but when you change the memory to be repeatable, the game also gives the memory when sims *fall out of love*. Why? Probably because *there is no memory for falling out*

of love. I guess Maxis thought this key milestone didn't deserve a memory. Or maybe they forgot.

Trait mod!

I can't live without the traits project; it makes my game much more interesting!

1. [Easy Inventory Check](#) – Lots of mods need this ! This global checks on a Sim's inventory to see if a specific object is in there, simple as that. All mods in this category need this!
2. [The Traits Project](#) - Traits in TS2? It's now possible! 99+ traits are available for your Sims. This a resource page for everything regarding traits in TS2.
 - [Traits project mod list](#) – a list over mods by traits
 - I personally use everything that gives the Traits more action and not just for story telling anymore!
3. [Color Traits](#) - These are 24 new trait objects: 12 for favorite color, and 12 for disliked color. They work like the ones from [the traits project](#) so the idea is to place them in your sims' inventories.
 - [Engagement Ring Stones by Color Traits](#) - A mod that makes engagement ring stones appear in the wearer's favorite color if they have a [favorite color trait](#) in their inventory.
 - [Ring Bx Default / Multicolor mod](#) - Default replacement for *The Sims 2 Engagement Ring Box*. Decorative version is included as a bonus. It's now possible to have a few different box textures in the game! When your Sims propose, one out of seven colour combinations will be picked at random. If you use [Color Traits by Epi](#), you'll need their [Ring stones by color traits mod](#) (make sure you have the updated version). It has to load BEFORE Multicolor box mod!
 - [Toothbrushes by Color Traits](#) - A mod that makes sims' toothbrushes (seen when using AL medicine cabinets to wash teeth) to appear in their favorite color, when they have a favorite color trait in their inventory.
 - [Epi's Toothbrushes by Color Traits \(Compatible with Simler90's Utility Mod\)](#) - Epi's awesome [Toothbrushes by Color Traits](#) to be compatible with [Simler90's Utility Mod](#) (so that teeth brushing contributes to the water bills)
 - [Pencils by Color Trait](#) - A mod that makes pencils appear in the sim's favorite color if they have a favorite color trait in their inventory.
 - [Coffee Mugs by Color Traits](#) - This mod makes sims' coffee mugs appear in their favorite color, when they have a favorite color trait in their inventory. Will affect the mugs used with coffeemakers and the hot chocolate maker from Seasons.
 - [Sauna Towels by Color Trait](#) - This mod makes the towels that sims wear for the sauna appear in their favorite color if they have a [favorite color trait](#) in their inventory.

- [Towel Mod by Color Traits](#) - This is Epi's [Towel Mod Lite](#) made to work with [color traits](#). With this version of the mod, the sims will use a towel of their favorite color. If a sim has more than one favorite color in their inventory, the alphabetically highest one will rule the color. Sims that don't have one will use the white towel.
Important! [Sauna towels by color traits mod and the recolors that come with it](#) are required for this mod to work.
- [Ask about favorite/disliked color](#) - Teen and older Sims can ask other Sims about their favorite and disliked colors. If a Sim has more than one favorite or disliked color, they will mention the alphabetically highest one.
- [School Uniforms by Color Traits](#) - The game comes with four different school uniform looking outfits for girls, but only one of them is ever used. This makes it so that Sims will pick one based on their favorite color. (Female only)
- [Gifts by Color Traits](#) - A mod that changes gifts' (seen during Seasons give gift social) appearance if either the receiver or the giver has a favorite color trait in their inventory. The gift box appears in the favorite color of the receiver and the ribbon in the favorite color of the giver. That makes the gift's appearance semi-unique between two sims, giving 66 possible color combinations with 12 recolors.

Required for all color options above: [Colour Traits](#) by [@episims](#) and [Easy Inventory](#)
[Check by @hexagonal-bipyramid](#)

Miscellaneous Mods

These are mods that aren't really essential, but they add new features and depth to gameplay.

1. [Aging Mods](#) - Three mods and fixes related to aging in the Sims 2.
2. [Astronomy Mod](#) – Allows Sims to find more stars and planets with the telescope, get random amounts of money from finds instead of always \$500, and makes the chance of finds based on the Sims logic skill.
3. [Become an Author Without a Computer](#) – This mod allows you to write a novel without using a computer using a notepad. Great for your historic hoods, or generally poor authors who can't yet afford to buy a computer.
4. [Elders Sleep Through the Night](#) – self-explanatory.
5. [For Sale Sign](#) – Automatically keeps kitchen and bathroom built-ins, all light fixtures, and gives you proper value when moving from a lot. Based on the stay things shrub.
6. [Local Walkbys](#) – Sim residential walkbys now will only be people who actually live in your 'hood or sub-'hood.

7. [Monique's Individual Aging](#) – Allows you to turn aging on/off for individual Sims from the pie menu.
8. [Mood Mod](#) – This mod makes it so that the Aspiration meter directly influences the sim's mood.
9. [Outdoor Lights All Night](#) – Outdoor lights will stay on until 7 am rather than 2 am.
10. [Random Radio Station](#) – Sims will now turn on the radio to a random station instead of always Salsa.
11. [Sleepwear by Personality](#) – Changes the logic for sims choosing what to wear when going to bed autonomously.
12. [Telescope Mod](#) – Sims looking through the telescope during the day will peep at random neighbors instead of the lowest numbered in the 'hood.
13. [Visitor Controller](#) – Control which Sims are allowed to visit certain lots. Ban Sim from lots based on gender, aspiration, career, gender preference, and many other characteristics. Also allows you to ban Crumplebottom, Unsavory Charlatan and other annoying NPCs.
14. [Want Disablers](#) – Prevents Sims from getting wants for college scholarships, pet jobs, and/or go on vacation.
15. [Watch TV from All Chairs](#) – Allows your Sims to watch TV from chairs facing any direction at least 10 squares back from the TV – even if they're facing sideways or at 45-degree angles.
16. [Improved Biotech Station](#) - This mod improves the existing Biotech Station mechanisms, adds some interactions it lacked, makes medicine more useful, polishes virus crafting, and replaces medicine and virus vials with pill bottles that are sensible to sell at owned businesses.
17. [Need Solve Hotkeys](#) - This mod mimics the behavior of the need solving keyboard shortcuts present in the Stories games and the later Sims games, to a certain extent. The mod will **not** work without the latest version of either [Sims2RPC](#) or [RPCLib](#), so get either of them before installing this mod. This also means you must have the Windows version of Mansion & Garden/UC/Fun with Pets.
18. [Soft Outdoor Shadows 2.0](#) - This mod makes outdoor shadows appear soft, rather than blobby as they do in an unmodded game. (I personally use No Overlap 100)
19. [Separate Top/Bottoms for non-Everyday Clothes](#) – Just as it says, separate TOPS/BOTTOMS! Not just for everyday category anymore!
20. [Tombstone Default Replacement](#) - This DR replaces all the Maxis tombstones with TS3 ones, but instead of original plaques (that showed the cause of death in TS3) they have plaques that present the aspiration of the deceased sim
21. [Urns Default Replacement](#) - These follow the same logic as the tombstone defaults.

Name Mods

1. [Baby Last Name Chooser](#) – Allows you to choose the baby's last name upon birth. Useful for babies born out of wedlock. (Only use this if you don't want to use [Baby Personality Mod](#))
2. [Last Name Copier](#) – Allows you to copy last names between Sims. Good for changing the last name of your children to the father's last name when unmarried couples procreate.
3. [Marriage Last Name Chooser](#) – Allows you to choose the last name of two Sims getting married.

Neighborhood Mods

These are mods and custom content to use to make your neighborhoods look beautiful with today's graphics.

1. [The Great Sky of Totalitarianism](#) – Beautiful animated skies for your hoods and lots. You need the sky box mesh, sky fix, full archive of lot skies, and full archive of hood skies (all available in the link) to make your skies look amazing in game.
2. [Seasons-ready Skylines](#) – Gorgeous skylines that work beautifully with the above animated skies.
3. [City & Rural Skyline](#) - More detailed skylines
4. [Realistic Sun and Moon](#) – I personally use the Corona Sun and Real Moon for my hood skies. You can also download the invisible versions if you don't like the sun, moon, and/or stars showing.
5. Curious B's Neighborhood Terrain and Road Replacements – Greener grass and better looking dirt/desert terrains, and nicer roads that work with the terrains.
 - [Bundle Seasons](#) – all needed items in one bundle
 - [Bundle RadianceSeasons](#) – all needed items in one bundle, radiance lighting compatible
6. [Crique's Linden Trees as Default Replacements](#) – Less blurry, more beautiful trees for your hoods. [Basically the same trees, but with smaller textures.](#)
7. [Beautified Birches](#) - This pack replaces Birch Tree 01-06 plus the standalone tree that's based off of the lot impostor birch trees. The trees are also seasoned
8. [Voeille's Texture Replacements](#) – Less blurry textures for beaches, cliffs, and snow.
9. [Gunmod's Camera Mod](#) – Necessary to view your skies and skylines. Allows you to view the far edges of your hood and have a top-down view, plus many more camera angles.

10. [Placeable cliffs](#) - lets you place cliffs everywhere you like and you can have multiple textures at the same time
11. [Seasonal Fields](#) - These are high quality hood objects that come in square form. You can stick as many together as you want to increase your field size. In each season the fields change their appearance.
12. [New barn textures](#) - new textures for the in game barn based on the typical american barns. There's one default replacement (red) and three additional barns with different colors

Pet Mods

These mods are related to Pets and animals in the game.

1. [Baby Pet Creator](#) – Create puppies and kittens for your Sims to adopt.
2. [Caged Pet Fix](#) – Fixed random bird death bug and other annoyances and bugs related to the birds and womrats.
3. [No Pet Obsession](#) – Sims will now get wants related to pets only if they are in their family or if they are friends with the animal and wants are also dependent on a sim's interest in animals.
4. [No Stray Respawn](#) – Stray animals no longer respawn. Existing animals unaffected. Animals that exist in play may become strays, but no new random ones will generate.
5. [Pets in University](#) – Allows Sims to have pets in the University 'hoods.
6. [20-28 Hours Pet Pregnancy](#) – Works with Belladovahs custom age (Again no shocker since she made this too)
7. [Pet Adoption Cost Tweaks](#) - This mod slightly increases the base price of pets from \$399 to \$450 for cats and \$500 for dogs.
8. [Pets age with sims](#) - This mod makes pets age at the same time as Sims – at 6 PM (as long as you don't use any mod changing that hour). Originally, pets age at 11 AM and Sims – at 6 PM.
9. [Get Puppy and Get Kitten Wants Replaced](#) - the puppy and kitten want can't be fulfilled with adult animals, so this mods replaces them with more general get dog/cat wants that will be fulfilled by cats and dogs of any age, no matter if the pet comes to the family through adopting, buying, or breeding.

Pose Mods

These are mods you can use to pose your Sims for screenshots, portraits.

1. [Freezer Clock](#) – Allows you to freeze time when necessary. Be careful with this because it does not freeze pregnancy timers. (I personally use this at the beginning of a new hood, for setting up each lot without time passing if I accidentally press play)
2. [Fourth Wall Options](#) – You can use this for the “look at me now” command which makes Sims look directly at the camera. - I don’t use this but you can!
3. [Jaydee’s Pose Boxes](#) – I don’t really use pose boxes but thought someone might like them.
4. [MixedUp’s Screenshot Background](#) – This is a giant rug that creates a solid color background for screenshots.
5. [Thought & Talk Bubble Controller](#) – Allows you to choose a specific talk or thought bubble to appear above a Sim’s head. Great for storytelling and screenshots.

Pregnancy & Adoption Mods

These are the pregnancy and adoption-related mods I use in my ‘hoods.

1. Pregnancy duration
 - [18 Hour Sim Pregnancy](#) – Sims will give birth 18 hours from conception instead of in 3 days. – Perfect with 1 day = 1 year custom age
 - [48 Hour Sim Pregnancy](#) – Compliments Belladovah’s custom sims 3 style aging (Not weird since she made this too)
2. [Adopt Teen Gender Preference](#) – Allows you to adopt teens and choose the gender and skin tone of the adopted baby, toddler, child, or teen.
3. [Alternate Pregnancy Controller Lite](#) – Adds the chance of miscarriage to each pregnancy.
4. [Baby Wants Fix](#) – This hack removes the distinction between having or adopting a child as far as wants are concerned. Any sim with a want to adopt that has a baby born will have the adopt want satisfied and vice versa.
5. [Maternity Outfit Fix for Young Adults](#) – Necessary if you use the YA Maternity mod listed below.
6. [Pregnancy Relationship Change](#) – For when a sim’s pregnancy first shows and those around her realize she’s pregnant. Allows a Sim to figure out a baby is not “his” if he has high enough logic skill points.
7. [Quiet Pregnancy](#) – No longer get the pregnancy chimes after try for baby. Pregnancies will be a surprise!
8. [Same Day Adoption](#) – The social worker will bring your child on the same day you call the adoption agency.
9. [Young Adults Can Enjoy Maternity](#) – This is a suite of mods that allows your Young Adults to get pregnant and have babies in University, plus a host of other functions.

Romance & Relationship Mods

These are mods related to romance and relationships in the game.

1. [Adult-Teen Attraction](#) – Allows adults and teens to have romantic attraction. Recommended for use with ACR (see below).
2. [Auto Breakup & Engagements](#) – Sims will autonomously break up and propose engagement depending on a variety of factors.
3. [Random Proposal/Marriage Rejection](#) – Sims have a chance of rejecting a proposal or marriage.
4. [Find a Mate Crystal Ball](#) – Summon the power of the Gypsy's crystal ball, without having to deal with the old bat. Much better than the gypsy matchmaker and free!
5. [First Kiss Enabled](#) – This mod enables first kiss to be used any time you wish as long as the relationship score is high enough. See the “first kiss” cutscene with any two Sims.
6. [Just Be Friends Social](#) – Teens and up can ask romantic interests to “just be friends,” and then all crush/love flags between them get cleared.
7. [More Realistic Relationship Decay](#) – Self-explanatory; relationship decay is now more realistic.
8. New Turn-Ons - I honestly don't know which I like or not. But they are all better than the originals?
 - [Turn On/Turn Off Replacements](#) – by Epi
 - [Custom Turn Ons/Offs](#) – by LazyDuchess
 - [Replaced Turn On Offs](#) – by Midge the Tree
 - [New Turn Ons](#) – by Simler90
 - [Turn-ON/Off Replacements](#) - by LilBabyDillJr
9. [No Bi Gender Preference Decrease](#) – Sims stay bisexual instead of turning straight depending on which sex they interact with.
10. [Secondary Aspiration Attraction](#) – Adjusts the attraction score between two Sims by taking into account their secondary aspirations.
11. [Wedding Mat by Chris Hatch](#) – I use this mod in my community lot weddings. Allows Sims to get married on the mat instead of with a wedding arch (useful if you want to use a podium like I do). Also, there are any female sims on the lot that are either a sister or child to one of the happy couple then they will be invited to be a bridesmaid.
12. [No Zodiac Chemistry](#) - a mod to remove zodiac-based attraction from the chemistry system. This means that all zodiac signs will be neutral towards each other, none will have an attraction, and none will have a repulsion.

Skill Mods

Mods that impact skill building in the game.

1. [Comm Skilling](#) – Apartment Life version. Controlled sims, NPCs, and townies may gain skills while visiting community lots. Enthusiasm may now be gained on community lots and while visiting. Fixes Physiology Borkedness in AL. Rep may now be gained both on and off community lots.
2. [Creativity Gained from Diary and Blogging](#) – As the title says, Sims will gain creativity skill from writing in their diaries and blogging on the computer.
3. [Jump Rope Fitness](#) – Sims will gain fitness from jumping rope.
4. [WH Crafting Skills](#) – *Crafting stations now give hobby enthusiasm and build skills. The pottery wheel, for example, now gives creativity skill. Ignore all the tuning stuff and scroll to the very bottom of the page to download.*

Supernatural Mods

These are mods that affect the supernatural life states.

1. [Creature Fixes](#) – Fixes a lot of issues with supernatural's.
2. [Hereditary Supernaturalism V2](#)– When babies grow into toddlers, they can inherit vampirism and plantsimism from their parents. When toddlers grow into children they can inherit lycanthropy, and when they grow into teens, they can inherit witchism.
3. [Higher Odds of Abduction](#) – Increases the overall odds of being abducted by aliens when stargazing.
4. [Sim Transformer](#) – Making an alien-zombie-vampire-werewolf-plantsim-witch hybrid has never been this easy. This magical picture can transform (and cure) your sim to any of the creatures.
5. [Supernatural Transformer v2](#) - urn sims into custom supernaturals AND maxis supernaturals
6. [Werewolf Personality](#) – Rather than continuously changing personality forever, giving all werewolves the same personality, this changes personality only through the first 20 transformations. Werewolves will experience no more than +5 to playful, active and outgoing and no more than -5 to neat and nice. This gives a final personality that is related to their pre-wolf state.
7. [No More Stupid Wreewolf Hair](#) - You know that really annoying wolf hair that Maxis stuck on their werewolves? You know, the one only for guys that had a tendency to make their hair *shorter* instead of longer? Well, it annoyed me too, so I got rid of it with this mod!
8. [Correlated Werewolf Defaults With Transparency](#) – A default werewolf skin (There can only be one) [READ THIS](#)
9. [Semi-Transparent Vampire Default](#) – A default vampire skin (There can only be one)
10. Custom Alien Skins
 - [Minty Skin](#)

- [Green Skin](#)

Townie & NPC Mods

These are mods that specifically deal with townies (non-playable Sims) and NPCs (maids, gardeners, etc.) that don't fit into other categories.

1. [Butler Fix](#) – Stops the butler from repeatedly jump bugging and throwing a “Error: Trying to access array element via iterator that does not exist.”
2. [Call NPCs](#) – Allows you to call NPCs on the phone (such as Kaylynn Langerak).
3. [Gypsy Matchmaker Fix](#) – You can now interact with the Gypsy Matchmaker on community lots instead of just dismissing her.
4. [NPC Aging](#) – NPC Sims on the active lot will age up one day at 6:00 PM, but only if they are ON the active lot. Does not impact playables.
5. [No Greeting NPCs](#) – Stops the Matchmaker and Garden Club Lady from showing up when you move a Sim into a new lot.
6. [Non-Townie Outfits](#) – Prevents certain outfits and hairstyles from being selected for townies and newly-aged sims.
7. [Multiple Pollination Technician Mod](#) – Adds four pollination technicians with nice genetics to replace the one (hideous PT) per neighborhood.
- This is a **default replacement**, so please don't try and use it along with another default replacement pollination technician of any kind! -
8. [Multi Ideal Plantsim Mod](#) – Adds four Ideal Plantsims
- This is a **default replacement**, so please don't try and use it along with another default replacement Ideal Plantsim of any kind! -
9. [Seletable NPC](#) – Allows you to choose which maid, gardener, nanny, etc. to hire from the ones available in your 'hood.
10. [Townie Apartment Residents](#) – Apartment neighbors and roommates will be chosen from the townie pool rather than social groups.
11. [Townie Body Diversity](#) – Any spawned townies have a chance of being either fat or fit. Every Sim is no longer just thin.
12. [Townie Move-In No Memory Loss](#) – Townies will keep all their memories when moving into a playable household.
13. [Longer Maid Hours](#) - a simple mod that changes the service hours of the maid from 10am-5pm to 8am-6pm.

14. [Fair wages for service NPCs](#) - Do you feel your service NPCs are underpaid? In the vanilla game they have a very low salary compared to what our Sims are paid in the lowest level of any career.
15. No Relationship with
 - [Burglars](#) - Burglars have now been added to the list of NPCs that my Sims never need to meet.
 - [DJ's](#) - another mod to keep NPCs from clogging your Sims' memories and relationships due to business interactions.
 - [Delivery People](#) - Single mod will work for groceries as well as pizza and Chinese (if you have Uni)
 - [Servers](#) - NPCs can still be interacted with normally while they are not involved in a transaction. So if you absolutely must chat up the occasional face 1 waitress to indulge your smock fetish, go right ahead.

UI Mods

These are mods that affect the Sims 2 user interface.

1. [Clean UI](#) – Modern and completely overhauled user interface for The Sims 2.
 - [Pink UI](#)
 - [STARSHIP UI](#)
 - [Random UI Experiments Alpha](#)
2. Addons for Clean UI
 - [Wider Design Tool](#)
 - [Improved Pets Ui](#)
 - [New Hobby Panel Ui](#)
 - [Improved Lines for Clean Ui](#)
 - [Osab's Clean UI addons](#)
3. More widescreen loading screens for Clean UI
 - [Loading Screen 1](#) - bg or uc version
 - [Loading Screen 2](#) - Clean UI looking loading!
 - [Loading Screen 3](#) - Minimalistic Blue
 - [Loading Screen 4](#) - Colorful loading screen
4. [No Pause Frame](#) – Removes the red lines around the screen when the game is paused.
5. [No more "Loading The ***** Family](#) - This removes the "Loading" and the "Family", and adds an "s" after the family name. Can look a bit odd when loading some families though.
Example: "Loading The Roomies Family" will become just "The Roomiess" which looks a bit odd.
But instead of "Loading The Goth Family" it will say "The Goths" which I do prefer
6. [No Plumbobs](#) – Removes plumbobs from the Neighborhood Screen and Sims.
[This version](#) removes Plumbobs from Sims only.
- [Direct Download Link on both](#) -

7. [No Smiling in CAS](#) – Sims no longer constantly smile while you're trying to edit them in CAS I have YCAS and CAS.
8. [Widescreen CAS Camera Fix](#) – Prevents the Sim's face and body from being blocked by the UI in CAS. Read instructions carefully. This is a text file that goes in your camera folder.
9. [Improved Family Tree UI](#) – Increases size and spacing of the family tree UI. **(Not needed if you use Clean UI.)**
10. [More CAS Items for Widescreens](#) – Adds more rows to the CAS menus so you can see more items at once. Choose the file based on your monitor resolution. **(Not needed if you use Clean UI.)**
11. [AL UI Font Fix](#) – Fixes tiny text and other UI bugs that happened with AL and MGS. **(Not needed if you use Clean UI.)**
12. [Widescreen Buy Plan Outfits](#) – Doubles the clothing selection area for buy outfit, plan outfits, try on outfit, and select employee uniform. **(Not needed if you use Clean UI.)**

Visual Improvements

Visual improvements that's not exactly a default, but it is? It's not exactly an UI mod but it also kind of is? So I gave it its own category because I need these in my game.

1. [Brighter Computer Screens](#) – Brightens the screens of in-game computers so you can see what your Sims are doing.
2. [Default Book Covers & Novel Icons](#) – Replaces the book covers and icons for choosing plots when writing novels. New graphics taken from The Sims 4.
3. [Child Computer Chat](#) – Allows children to chat on the computer.
4. [Default Replacement Computer Screens](#) – Replaces the in-game PC screens with much better-looking ones. (It's a default - there can only be one for each category/item)

Custom Content

1. [The Sims Graveyard](#) - I find the site hard to navigate, but there is a lot of amazing stuff there.
2. All hair & Clothes – by Episims
 - [Birthmark Overlays](#)
 - [Alien Birthmarks](#)
 - [Subtle wrinkles as a layerable makeup](#)
3. Mostly all of [DeeDee's](#) cc I've got. Some items here and there I personally don't like. But god does she create amazing stuff
4. Most of everything and every recolor [Michelle](#) has done

5. Anything Medieval grunge, mostly search worn, grunge, trash, trashed, fallout, apocalypse, or silent hill on google search, mod the sims or stuff like that (with sims 2 in front ofc)
 - [Katvip](#) - Has some great cc
 - [Medieval](#) - This site has some great historical cc, and even some grunge, fallout, silent hill, apocalypse type stuff too!
 - [LadyAqua](#) - lots of interesting stuff to check out
 - [Sun&Moon](#)
 - [FracturedMoonlight](#)
 - [Simbury](#)
6. Food
 - [Jacky93Sims](#)
7. [Feathers Skinblend by Lilith](#) – Custom version is linked in the post
8. [Colorful Feathers](#) – Non Default colorful skins
9. [A ton of Non Default](#) – A lot of similar hair in the same hair system as most of the default Dumps
10. [Mikexx21 Hair Dump](#) - Here are 75 female meshes for everyone to feast upon. Perfect if you want a new ready-made (**super tidy and consistent**) MM hair folder! **All meshes are included**
11. Plumtales
 - [Hair Retextures](#)
 - [Custom Sims](#)
 - [RESOURCES](#)
12. [Genetics pack](#) - skittlesims

Defaults (*Remember, there can only be ONE default*)

- [Sims 2 Default Database](#) – A lot of categories with great default replacements pick n choose!
- [Default Grim](#)
- [Female Witch](#)
- [Default Therapist](#)
- [Clean Socialbunny](#)
- [Male Witch](#)
- [Bigfoot](#)
- [Face Templates - All 27](#)
- [Skin Default](#) -
- [Makeup Default](#) - Base game and OFB (**I don't use these anymore**)
- [Eye Default](#) – Plain and Simple Redux eyes (**I don't use these anymore**)
- [Jacky93Sims Default](#)
- Peppermint&Ginger (**I don't use these anymore**)
 - [Various Cas DEFAULTS](#)
 - [Clothing DEFAULTS](#)
 - [Male Hairs DEFAULTS](#)
 - [Female Hairs DEFAULTS](#)
 - [Build&Buy DEFAULTS](#)

- [Ts2CC](#) - Mega Download, non-default & defaults by Peppermint&Ginger
- Default Hair Dump
 - [Dread Pirate's New Hair System](#)
 - [Default Dump Dreadpirate's BIG HAIR DEFAULT DUMP](#)
 - [Keoni's Hair Defaults \(New Hair System\)](#)
 - [Spookymuffin's Hair Defaults](#) – I personally use this, but I am working on switching out hair defaults.
- [Rudhira SFS folders](#) – [Rudhira Default Clay Hair](#) –
 - [Basegame Hair Dump](#) – Default
 - [Uni Hair Dump](#) – Default
 - [NL Hair Dump](#) – Default
 - [OFB+ Hair Dump](#) – Default
 - [Seasons+ Hair Dump](#) – Default
 - These are the defaults I am going to try out instead of [Spookymuffin's Hair Defaults](#) with (Basegame, Uni, NL, OFB+ and Seasons+)
- [Keoni Defaults](#) – Just browse for defaults you'd might like
- [Hair Defaults](#) - Plumtales

Neighborhoods

1. [Meetmetotheriver's Clean Templates](#) - Main Hood & Subhood - **I can't play without these!**

Mainhood placement
→ Documents\EA Games\The Sims 2 Ultimate Collection\Neighborhoods

Subhood placement
→ The Sims 2 Ultimate Collection\Best of Business\EP3\TSDData\Res\NeighborhoodTemplate

 - [Pleasantview](#)
 - [Strangetown](#)
 - [Veronaville](#)
 - [Riverblossom Hills](#)
 - [Desiderata Valley](#)
 - [Belladonna Cove](#)

→ I have both the Mainhood version, and Subhood version. I don't have all the Main Foods in my Neighborhoods folder at any time. I pick and choose Main Hoods as if they were savefiles.
2. More Mainhoods & Subhood I find interesting
 - [Early Pleasantview](#) - Mainhood or Subhood -
CC MODS NEEDED
[Sims 2 Store, Preorder, Misc Items](#) (For all the sims and houses)
[Creature Fix](#) (For Dina and Nina's alien eyes to work properly)
[Invisible Driveway & Extensions](#) (For the driveway on the Pleasants-Oldie's house)
[Go under Spiral Stairs](#) (For most houses with spiral stairs)
 - [Early Strangetown](#) - Mainhood or Subhood - [CC NEEDED](#)
 - [Elsewhere](#)
 - [Middleground](#)

- [Baskerville](#)
- [Subhood version](#) - Elsewhere, Middleground & Baskerville
- → [A lot more hoods](#) ←

Mainhood placement

→ Documents\EA Games\The Sims 2 Ultimate Collection\Neighborhoods

Subhood placement

→ The Sims 2 Ultimate Collection\Best of Business\EP3\TSDData\Res\NeighborhoodTemplate

3. [Bluewater Village \(Genetically Correct Premades\)](#) - Subhood - **I can't play without this**
 - EP3 [OFB Townies & NPC's](#)

NOTE: PV uses lots of trees on her lots (which have high polygon counts) so some lots may crash your game. If this happens, remove most of the trees from every residential and community lot before playing and slowly reintroduce some of the trees until you find a good balance. If you can't enter her lots at all, lower all your graphic settings to their lowest possible level (including turning off mirror reflections) then try to re-enter the lots and remove the trees. Then, put your settings back to what they were. Is it worth it? Yes! Her lot makeovers are amazing!

Placement for Bluewater Village & EP3 OFB Townies & NPC's

→ The Sims 2 Ultimate Collection\Best of Business\EP3\TSDData\Res\NeighborhoodTemplate

4. Cleaned up Up Townie NPC Pools - **Another MUST in my game**
 - The Sims 2 Ultimate Collection\Best of Business\EP3\TSDData\Res\NeighborhoodTemplate
 - [N001 Townies & NPCs](#) (Pleasantview - You will get duplicates of Kaylynn & Gordon. As they are already included in Meetmetotherivers clean Pleasantview)
 - [N002 Townies & NPCs](#) (Strangetown)
 - EP6 [Bon Voyage Sims](#) (Locals, Tourists, Bellhops, Housekeepers, and Masseurs)
 - EP7 [Hobby Instructors](#)
 - EP8 [Apartment Life Townies & NPCs](#) | Townie Pool
5. Vacation World Makeovers
 - [A001](#) folder (Takemizu Village)
 - [M001](#) folder (Three Lakes)
 - [T001](#) folder (Twikkii Island)

Placement for vacation worlds

→ The Sims 2 Ultimate Collection\Bon Voyage\TSDData\Res\NeighborhoodTemplate

6. Empty Stealth Hoods + Improved Lots - **I need these in my game, always!**
 - [E002](#) folder - The Sims 2 Ultimate Collection\Apartment Life\TSDData\Res\NeighborhoodTemplate
 - [F002](#) folder - The Sims 2 Ultimate Collection\Free Time\TSDData\Res\NeighborhoodTemplate

7. [TUTORIAL](#) - How to DISABLE the "stealth 'hoods" for The Sims 2
 - G002 path - The Sims 2 Ultimate Collection\Seasons\TSData\Res\NeighborhoodTemplate
 - P001 path - The Sims 2 Ultimate Collection\Fun with Pets\EP4\TSData\Res\NeighborhoodTemplate
 - V001 path - The Sims 2 Ultimate Collection\Bon Voyage\TSData\Res\NeighborhoodTemplate

Make a separate "NeighborhoodTemplate_Stealth" folder for Bon Voyage.
The files in Bon Voyage's "NeighborhoodTemplate" folder should be:
 A001
 M001
 T001

V001 ← *Put this file in your newly created "NeighborhoodTemplate_Stealth" folder*
The first three are the vacation subhood templates (Three Lakes, Twikkii Island and Takemizu Village).
There should now be no stealth 'hood V001 in there, as you should move that to the "NeighborhoodTemplate_Stealth" folder you made.

8. Empty Uni Templates - with lot makeovers!
 - [U001 \(Sim State University\)](#)
 - [U002 \(La Fiesta Tech\)](#)
 - [U003 \(Académie Le Tour\)](#)

University Placement
 → The Sims 2 Ultimate Collection\University Life\EP1\TSData\Res\NeighborhoodTemplate

9. Downtown
 - [CC free Downtown](#)
 - [CC Downtown](#) ← Optional, I personally prefer the CC free version
 - [A fully made over Downtown](#) - This is the one I prefer to use lately

I do have all these in my game, but I usually only put one downtown in my game, because the game won't allow two inhabited Downtowns to exist in the same hood. Its poop - but this way not all my main hoods have the same Downtown and that's kind of neat

- [The Tricou Family + Rainelle Neengia](#) (cleaned up & resurrected)
- [The Tricou Orphans](#) (you have 2 versions to choose from)

Lots

1. [Plasticbox](#) - Pick n choose which you like, I've got em all xD
2. [Plumtales](#) - I don't have any of these lots yet, but I think some look pretty amazing
 - [Lot Makeovers](#)
 - [Custom Lots](#)
 - [Suncreek Lots](#)
3. [StephSim](#) - I have a ton of her builds and maybe all sc4 maps? Either way - amazing
- 4.

Other Useful Links:

1. [Bobobrain's](#) amazing links & documents. I do recommend watching her streams, she's great! Just search Mods by **** and mod name in google if links don't work (aren't there) or can't find the mod mentioned.
 - [Mods by simNopke](#) - Google Doc; a list of mods & help with load order
 - [Nopke on modthesims](#)
 - [Nopke on tumblr](#)
 - [Mods by TwoJeffs](#) - Google Doc; a list of mods, tells you what mods are obsolete, what mods have a better version instead, and conflicts.
 - [Mod Archive](#)
 - [Mods by Cyjon](#) - Google Doc; a list of mods, again same thing a list of Cyjon's mods
 - [Cyjon's Sims 2 Mods](#)
 - [Mods by Boiling Oil](#) - Google Doc; a list of mods - Spreadsheet has 3 tabs!
 - [Bo's Bench](#)
 - [Bo's Back Yard](#)
 - [Bo's Living Area](#)
 - [Bo's Garage](#)
 - [Pescado's Hacks](#) - Google Doc, a list of mods & description
 - [MoreAwesomeThanYou](#) - All mods in one zip (Pick the version you need)
 - [Careers & Majors](#) - Spreadsheet
 - [Trait-Based TOs by LBD Jr.](#) - Spreadsheet if you use DillJr's TOs
 - [Aspiration Calculator v2.0](#) - Spreadsheet to calculate aspiration (in game or SimPE)
 - [Zodiac Signs & Hobbies](#) - Sims 2 astrology system PLUS the correlation between zodiac signs and a Sim's one true hobby.
2. <https://pleasantsims.com/sims-2-mods/>
3. <https://pleasantsims.com/sims-2-guides/>

misc. links

1. [PleasantSims aspiration – Guide](#)
2. [User startup Cheat - Guide/Download](#)
3. [Change Lifetime Want - Guide](#)
4. [PleasantSims ACR - Guide](#)
5. [Making elders FUN](#)
6. [PleasantSims Subhobby system - Guide](#)
7. [Clone a neighborhood – Guide](#)
8. [Premade Sims 2nd Asp – Guide](#)
9. [Tracking spreadsheets \(Basegame nHoods\)](#)
10. [Realistic homes - Guide/CC](#)

11. [Change a sims first&last name – Guide](#)
<https://pleasantsims.com/change-first-last-name-sims-2/>
12. [2nd asp calculator \(with grilled cheese\)](#)
13. [Default Replacement – Guide](#)
14. [How to have a baby GIRL with and without CHEATS – Guide](#)
15. [Pleasantsims gameplay - Rules for rotational Play](#)
16. [Tracking spreadsheets \(Standard\)](#)

Custom Neighborhood Tutorial by Pleasantsims

- [Part 1 - Planning](#)
- [Part 2 - Empty 'Hood](#)
- [Part 3 - Body Shop \(making unique custom sims\)](#)
- [Part 4 - Residents](#)

How Pleasantsims creates a Custom Neighborhood from Scratch & Edgewood small Terrain

To install the terrain, unzip the package folder and place ALL the files in your Documents/EA Games/The Sims 2/SC4 Terrains folder.