

This challenge is set in North America and takes your sims through over two centuries of history, from the early 1800's to the present day. Do your sims have what it takes to set out to the new world and build a home from the ground up? Will their bloodline survive the many wars and hardships to come? This challenge is meant to take place over several generations, each facing their own unique hurdles and opportunities. The main goal is to have your founding sim's descendants survive all the way until the current day, and there will be many twists and turns along the way.

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

This is a pretty extensive challenge, but keep in mind that you only need to remember one decade's rules at a time. Just start with the first decade and worry about the rest of this document once you get there.

Aging and Time

There are two options for how quickly you'd like time to pass in this challenge. I recommend using a length of 4 sim days per in game year (meaning 40 sim days per decade) but if that feels too long for you you can do 2 days per year to speed up the pace. I recommend the longer timeline if you like to spend time building stories for your sims or if you plan on sending your sims to university, since that takes a decent amount of time.

Whichever timeline you use, **you can mark the passing of time using your calendar**. Add a custom holiday to mark the start of each decade (or half-decade with the longer timeline).

Here are two spreadsheet for the Longer Timeline and the Shorter Timeline. Pick one, make a copy of the whole document and use that to track your sims birthdays and lifespans. It's easier than it sounds! The spreadsheets will calculate everything for you, all you need to do is type in a birthdate once per sim. The original was made by CuteCoffeeGal, I've tweaked it to make it work for the 1800's onwards.

The average life expectancy for someone born in the early 1800's was mid-forties. However, life expectancy increased steadily, and by 1950, average life expectancy had increased to closer to 70. To mimic this, use the following lifespan at the start of this challenge, and once you make it to the 1950's there will be a new calculation.

Longer Timeline Lifestage Lengths

Lifestage	Number of Sim Days in Lifestage	Ages up at
Newborn	2	6 months old
Infants	6	2 years old
Toddlers	16	6 years old
Child	28	13 years old
Teen	24	19 years old
Young Adult	52	32 years old
Adult	72	50 years old
Elders	28	Dies late 50's/early 60's

Shorter Timeline Lifestage Lengths

Lifestage	Number of Sim Days in Lifestage	Ages up at
Newborn	1	6 months old
Infants	3	2 years old
Toddlers	8	6 years old
Child	14	13 years old
Teen	12	19 years old
Young Adult	26	32 years old
Adult	36	50 years old
Elders	14	Dies late 50's/early 60's

How to Edit Lifespan Length with MC Command Center:

This will make tracking birthdays so much easier! After changing the length of each lifespan to match either the short or long timeline, your sims should age up at the correct time on their own. You should still add them to your spreadsheet as a backup and to keep the record straight.

1. Click on a computer in live mode and open up MC Command Center
2. Select MCCC Settings -----> Set Age Span Duration -----> Human
3. Select whichever setting your game is currently set to (default is normal).
4. Go through each age span and enter the numbers listed above, for either the short or long timeline.
5. Lastly, go back to the main MCCC selection page and click on MC Pregnancy. Click Other Pregnancy and switch Allow Pregnant Aging to enabled.

Alternate Aging/Time

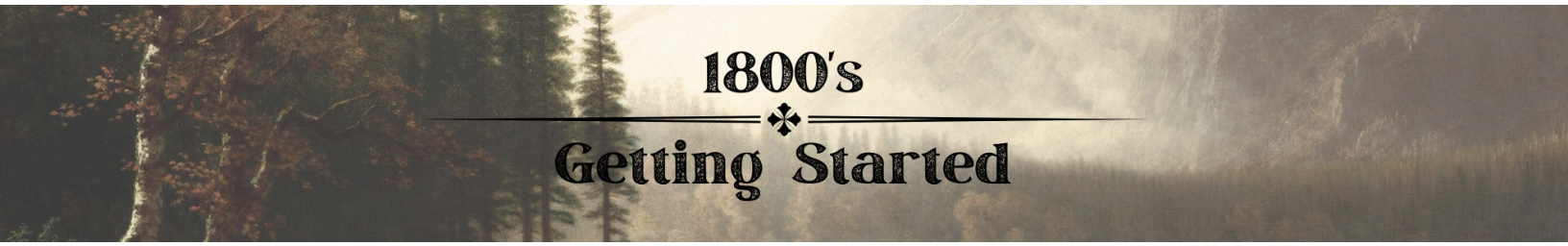
If you don't want to calculate birthdays and keep track of a spreadsheet, you can consider a new decade to begin once your eldest heir becomes a teen. It's not perfect, but it is simpler at least. In this case, use the normal lifespan.

Recommended Mods:

- MC Comand Center
- Relationship and Pregnancy Overhaul (Just the Core Library and the Fertility and Protection modules are suggested))
- PandaSama's Child Birth Mod - Adds more realistic home birth options. Pairs great with this set of historical pregnancy items
- Hunting and Foraging + Medieval Cookbook: Adds more historical cooking options plus new hunting and foraging skills to help you source ingredients in the early part of this challenge
- Toddler and Children Die from Anything (you don't need this is you're not playing with the extra life expectancy/child mortality rules)

Where to find Historic CC:

- My Tumblr page: I have a collection of cc here that you can sort through by decade. This is a work in progress, I'm adding things as I progress through my own playthrough. I will also be occasionally sharing photos and stories from my current challenge playthrough here if you're curious.
- MMCC Lookbooks: Great inspiration with links to cc finds! Use her directory to find the historical ones.
- Medieval Mods List: Huge database of historic cc and mods. Most is medieval but lots of it can work for the 1800's too.
- Antiquated Plumbobs : So much stuff. Check out their "Antiquated Brindleton" save if you want a historical setting for your sims.
- Historical CC Finds: You can sort by decade with this one!
- Sims 4 Historical CC



Your sims have taken a big leap and have set out to start a new life. The year is 1800 and they've just bought a parcel of rural farmland. Now they'll need to find a way to work the land to support themselves and their soon to be growing family. Where will this new journey take them?

Starting Sims

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

Building

- Start your sims off in a rural world like Henford-on-Bagely, Brindleton Bay, Chestnut Ridge or Ravenwood. No big cities yet, pick somewhere that feels a bit more isolated. Evict all other families in the world, since your sims are the first to set roots down in the area. Optionally you can also clear the lots and add historic buildings back in as time goes on.
- Build yourself a small, 1-2 room rustic cabin on a larger lot if possible. Leave space for a nice big garden, you'll be needing it. If you want to download a premade build, I suggest looking through antiqueplumbobs gallery page (especially this historical Frontier Cabin). They also have lots of community buildings you can use later on.
- There is no electricity or plumbing yet:
    - Use only candles and fireplaces for light.
    - Only outdoor toilets (outhouses or bushes) and bathtubs, no showers. Bathtubs can be indoors.
- Give your lot the Off Grid and Simple Living lot challenges. You'll only be able to cook using ingredients you grow or forage.
- Use only wood/stone to build your property. This includes walls, floors, furniture. No wallpapers, and as few metal objects as possible.

- Try to only use your starting funds, but use a money cheat if you need to. Set your household funds to $100 once you're finished building.

Lifestyle:

- Your sims will need to work together to survive in this harsh land and make ends meet. For this first decade, you can ONLY make money through farming/gardening, fishing, nectar making, knitting, candle making... etc. Anything your sims could craft or gather. Your male sims can join the Fur Trader career if you use mods.
- For this first decade, the focus should be on establishing a farm, starting a family and preparing the land to attract more settlers to the area.
- If you use mods, download the Hunting and Foraging mod. Your sims can forage and hunt for food, and can sell any extra supplies for cash. It also makes cooking a lot more historical and immersive.
- Men should be the ones fishing, hunting and doing most of the gardening, while women should be taking care of their children, cooking for the family and foraging for extra ingredients. They can also help in the garden when needed.
- Grow a cowplant for killing off sims in the coming decades, or use cheats/mods
- No parties, events or even inviting sims over. Your sims are some of the first to settle in this area!
- No taking vacations or traveling to other worlds.
- Turn off Fame for all sims.
- No sending sims to university.
- Remove holidays that don't make sense for the time. Keep a couple like Harvestfest and Winterfest.
- Disable Neighbourhood Action Plans if you have the Eco Lifestyle pack.
- Pets like cats, dogs and horses are allowed, but they cannot go to the vet or be neutered/spayed. Small pets like hamsters are not allowed yet.

Relationships and Woohoo

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

Children:

- Your heir will be your male sim's eldest true born son. If you have no surviving male children, your eldest daughter can marry, and her husband will become the new heir. (female heirs will be unlocked as time goes on)
- When picking traits for your children, you can randomize the trait 3 times and pick a trait from the results.
- Have babies at home, no going to the hospital. Roll on the death table below to simulate complications during childbirth.
- No bottle feeding, only breastfeeding.
- There's no school nearby yet, so your children and teens must stay home and help out around the homestead.
- Men must find suitors for their children. All daughters must be married before moving from your home lot. Male children can be moved out once they become Young Adults.

Life Expectancy and Death: (Optional, but recommended)
Life was dangerous! In the 1800's, life expectancy was much lower and there were much higher rates of infant mortality and complications during childbirth. To simulate this, we'll do death rolls when mothers give birth, when children age up and whenever your sims get sick. You can skip this part of the challenge if you need to, but it adds a lot of story telling opportunities.

Use a random number generator to roll a number between 1-100. If you roll a number on the list, your sim has died. Always use the most recent Death Roll chart, since the numbers change as the decades pass!

Age	Aging Up or Birth (death occurs on these numbers)	Illness (death occurs on these numbers)
Birthing Mothers	1	
Newborns	1-20	1-30
Infants	1-15	1-20
Toddlers	1-5	1-10
Children - Adults	-	1-5
Elders	1-10	1-40

CC and Mods for the 1800's
- Women: Halena Dress, Baker's Wife, Prudence, Medieval Peasant Dress and Ophelia Nightgown
- Men: Casual Outfit for Men
- Toddlers, Children, Teens:
- Infants and Babies:

- Build Mode: Traditional Candle Making Table, ALL the Folklore Sets, Old Fashioned Well Sink, Rustic Mailbox
- Misc Mods:
- Simple dress for Infants
- Isaac Outfit for Boys
- Parchment Computer (You cannot write or publish books yet, or do anything using the internet, but it can be useful for accessing mod settings. You can "chat" and pretend your sims are writing letters.)



A period of relative peace is interrupted by the war of 1812 near the start of this decade. Your sims must decide whether or not to take up arms, knowing this is surely the first major conflict of many in this newly colonized land.

War of 1812:

- While widespread conscription doesn't take place with this conflict, your teen to adult male sims can voluntarily enlist to serve in the war. If they do, they'll receive a payout of $1000 each.
- Any sim that enlists needs to be separated from your household for the first 4 days of the decade. You can do this by either building a small basement or attic space with some basic necessities and locking them in alone, or by splitting your household and moving them to a separate lot.
- Once it's time for your sims to return home, roll a random number between 1-100. With a roll of 10 or less, your sim dies at war. They will still receive their payout for their service.
- Any teen sims who survive going to war must take on a negative trait like Erratic, Gloomy, Paranoid or Squeamish when they age up.

Lifestyle:

- The lifestyle in this decade is very similar to the 1800's. However, if all your male sims have gone off to war your female sims will need to help fill in for them. During this time women can pay the bills, hunt and fish for food etc.

- Once you meet the following criteria you're able to attract some more settlers to the area! You can move up to three families back into your world.
    - Have at least one child survive past the toddler stage, (to show them that they too can raise a family here)
    - Have a garden with at least 20 plants (to show them that the land is fertile and profitable)
- You finally have a couple neighbours! You can start inviting sims over again, but still cannot host events or parties. Weddings can be hosted on your home lot, but they must be small.



After the conflict of 1812 your sims can enjoy a return to peace once again. Your fledgling town continues to grow, drawing more settlers in with its fertile lands. Life goes on at the farm, but behind the veil, political divisions are growing.

Careers:

- Male sims can now get part time work as Manual Labourers building railways, or as fishermen.
- Elderly women, or women not currently raising children can become Midwives if you use mods.

Lifestyle:

- Your town is continuing to grow. You can now have up to five families in your world, even if you did not meet the criteria of the previous decade.
- Your town has developed enough to build a trading post! You can now buy extra ingredients that your sims don't grow or forage themselves. The Hunting and Foraging mod adds an option to go to the town shops for ingredients.

Life Expectancy Rolls: Child mortality rates are slowly decreasing. Use this new death roll chart from now on.

Age	Aging Up or Birth (death occurs on these numbers)	Illness (death occurs on these numbers)
Birthing Mothers	1	
Newborns	1-15	1-20
Infants	1-15	1-20
Toddlers	1-5	1-10
Children - Adults	-	1-5
Elders	1-10	1-40



Your sims small town continues to feel more and more like a home. The newly built church offers your sims a place for both quiet contemplation and communal celebration. Near the end of the decade, the town is rocked by a fearsome financial crisis. You'll need to get creative to keep your sims afloat.

The Panic of 1837:

- The country is in a major financial crisis, and everyone is feeling the effects.
- Farmers are having trouble selling their stock. For the length of this decade you may not sell any produce or foraged goods.
- Crafted items can still be sold, but only for half their price. Use cheats to lower your household funds when needed.

Lifestyle:

- Your town continues to grow, building several community buildings like a church (or community house) and an inn.
- Your teen-elder male sims can now visit the local bar.
- If you have the Businesses and Hobbies pack, adult male sims can run a bar, inn or general store from your home lot.
- You can now plan wedding and funeral events on your home lot or at the local church/community house.
- You can turn Neighbourhood Action Plans back on, but only men may vote.



Your once isolated outpost town takes a big step towards modernity, with the construction of its first railway station. This is sure to bring many new opportunities for trade and growth, but some feel it's too much change too quickly. How will your sims respond to this rapidly changing world?

Lifestyle:

- A rustic train station has been built in your town. Your sims can now travel to other worlds when necessary, but still cannot go on vacations.

Careers:

- Male sims can now join the Writing Career (though Typewriters are not yet around, either use this mod for a journal or just pretend they're writing by hand)
- Men can take on the following odd jobs and part time work:
    - Fisherman
    - Handy Man
    - Manual Labourer

Children:

- Your town has its first schoolhouse! Your sims can now choose to send their children to primary school. Teens still cannot attend.



This decade begins with the glittering promise of fortune, as the gold rush lures thousands into the mountains to the west. Will your sims leave behind everything they know for the chance at untold wealth?

The California Gold Rush:

- During this decade any male teen, young adult or adult sims can choose to head to California and try their luck in a gold rush boom town.
    - If they do, they should be moved to a different lot or placed in a separate hidden part of your lot for 5 days minimum.
    - On the 5th day, generate a number between 1-100 to determine their fate. Afterwards, they can either stay another 5 days and try again or they can return home.

Gold Rush Roll (per 5 days)	**Fate**
100	You lucky bastard. There's gold in them thar hills! Gain $50,000 simoleons.
70-99	Your sim struck it rich! Gain $5,000 simoleons.
25-69	Your sim made some reasonable earnings! Gain $2000
10-24	Your sim has bad luck, but still makes it out with his life. Gain $100 simoleons.
1-9	Your sim has died in a tunnel collapse.

Life Expectancy: Child mortality rates are decreasing. Use this new chart for death rolls.

Age	Aging Up or Birth (death occurs on these numbers)	Illness (death occurs on these numbers)
Birthing Mothers	1	
Newborns	1-15	1-20
Infants	1-10	1-20
Toddlers	1-5	1-10
Children - Adults	-	1-5
Elders	1-10	1-40



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

The Civil War:

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

Career:

- Men can now join the Military Career.
- Women can make a living through Gardening, Woodworking, Beekeeping, Painting, Candlemaking, Fishing, Scavenging or Knitting.
- Unmarried or widowed women can join the Education Career, but must quit when they become married.

Lifestyle:

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



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

Building:

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

Career:

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

Lifestyle:

- Your sim can only cook one family sized meal for the whole household per day. Other than that, your sims will need to scavenge, go fishing or garden for more food.
- Sims may only create small paintings.
- Your sims can now use typewriters!
- Men may now attend Britechester and can study Art History, Communications, Economics, Fine Arts, History, Language and Literature.

Children:

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



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

Building:

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

Career:

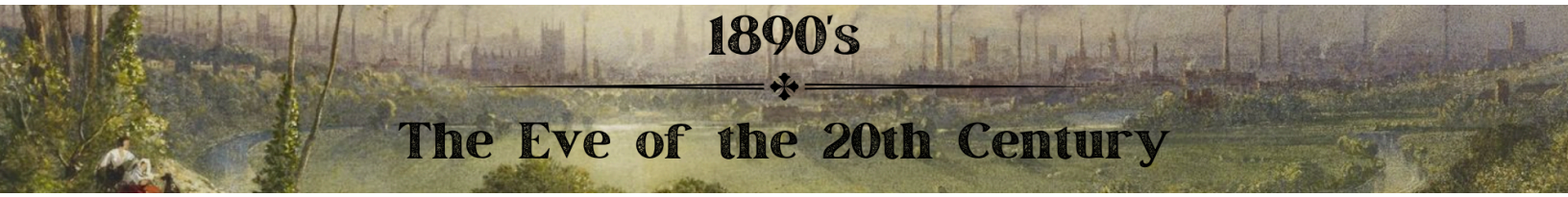
- Men may now join the Business Career (Management or Investor), Entertainer Career (Both Branches), Doctor Career, Education Career (Both Branches) and Law Career (Both Branches)
- Women can now join the Entertainer Career (Musician). Widowed women may join the Education Career.

Lifestyle:

- All sims aging into a teen or young adult during this decade must take on one of these traits. Self-Assured, Genius, Perfectionist, Ambitious, Materialistic, Maker, or Proper.
- Sims may now get married on any lot.
- If you move to town, start using the new death rolls table found in the 1910's rules. You live closer to doctors and are more likely to survive complications.

New Life Expectancy rolls: Infant survival rates continue to increase. Use this new chart from now on.

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



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

Building:

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

Career:

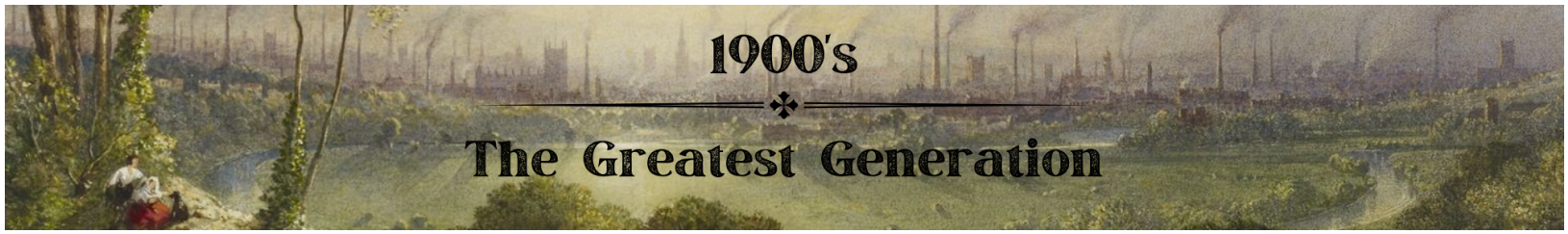
- Men may now join the Education, Painter (Either Branch), Critic (Either Branch), Doctor or the Scientist Career. They can also take on part-time work as a fisherman, manual laborer or a handyman.
- It is the beginning of the suffragette movement and women want rights! Unmarried and Widowed women can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

Lifestyle:

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

Children:

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



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

Building:

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

Lifestyle:

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



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

World War 1:

- All male teens, young adult and adult sims are drafted to fight in World War I on the **10th day of this decade**. Have them each eat the cowplant cake on the first day of the decade

(or when they become young adults). Roll a die. If the number is odd, they must eat a second slice and will die at war.

- Surviving sims sent to war must be kept separate from your main household and may not have a career for the **rest of the decade**. After that, they may return home and must take on a negative trait if they haven't already. (example: Erratic, Paranoid, Mean, Non-commital, Clumsy, Hot-Headed, Gloomy, Lazy)
- These rules apply to ALL male teens, young adults and adults. If they become teens during the war, they are still drafted.

Building:

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

New Death Rolls Table:

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

Age	Aging Up or Birth (death occurs on these numbers)	Illness (death occurs on these numbers)
Birthing Mothers	1	
Newborns	1-7	1-10
Infants	1-5	1-10
Toddlers	-	1-5
Children - Adults	-	1
Elders	1-10	1-20

Career:

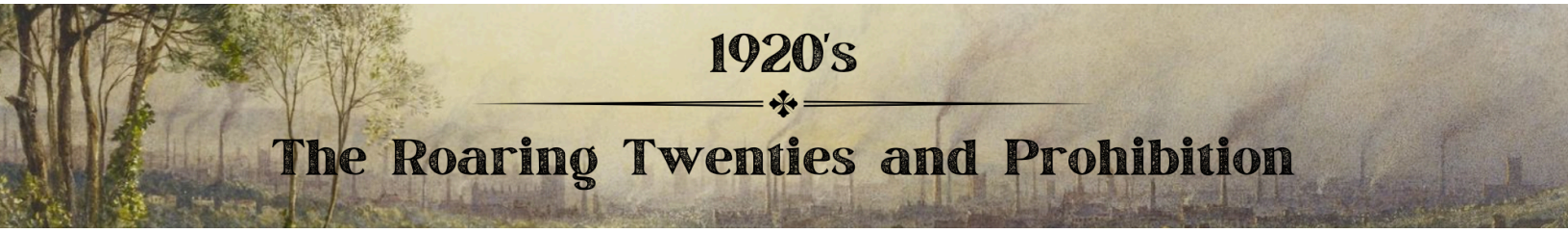
- Once men return from war they are permitted the following careers: Business (Management), Criminal (Boss), Critic (either branch), Culinary (Chef), Doctor, Education (either branch), Engineer (Mechanical), Entertainer (Musician), Freelancer (Writer), Gardener (either branch), Interior Decorator, Law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

Lifestyle:

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

Children:

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



The times are turning, bringing in some much needed social reform. This is also the beginning of Prohibition, an attempt to lower crime rates and boost the public morale.

Building:

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

Career:

- Male Sims are permitted the following careers: Business (Management), Criminal (Boss), Critic (either branch), Culinary (either branch), Doctor, Education (either branch), Engineer (Mechanical), Entertainer (Musician), Freelancer (Writer), Gardener (either

branch), Interior Decorator, Law (either branch), Military (Officer), Painter (either branch), Politics (Politician), Writing (either branch). Sims may NOT join the Scientist career anymore.

- Female Sims are allowed to work if they are widowed, divorced, single, or if their husband does not bring in enough money. They are permitted the following careers: Criminal (Boss), Culinary (Chef), Entertainer (Musician), Freelancer (Writer), Gardener (either branch), Interior Decorator, Painter (either branch), Writing (either branch).
- Young Adults are encouraged to work in the Criminal (Boss) career.
- Part-time work: Men can be a fisherman, lifeguard, or manual laborer or handyman. Women can be a babysitter, lifeguard, manual laborer, or retail employee. Teens and Elderly cannot have part-time work.

Lifestyle:

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

Prohibition:

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



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

Building:

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

Career:

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

Lifestyle:

- Your sims have lost money to the banks during the stock market crash! Lower your household funds by 50%. You can use "testingcheats on" and "money (amount here)" to make the change. To make it more difficult, you can lower your family funds to $100.
- You may only pay your bills once your electricity has been shut off.
- Sims may only have one hot-cooked meal per day. Otherwise they must eat food found from scavenging, fishing, and gardening.
- Sims cannot create medium or large paintings, only small paintings.
- Sims may purchase a camera and tripod.
- Prohibition is over, your sims can drink alcohol again.
- Small pets are gaining popularity. You can now have hamsters and rats as pets.

Children:

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



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

War:

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

Building:

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

Career:

- Male Sims are permitted the following careers:
    - Actor, Athlete (Bodybuilder)
    - Civil Designer (Civic Planner)
    - Criminal (Boss)
    - Critic (either branch)
    - Culinary (either branch)
    - Detective
    - Doctor
    - Education (either branch)
    - Engineer (Mechanical)
    - Entertainer (either branch)
    - Freelancer (Fashion Photographer, Writer)
    - Gardener (either branch)
    - Interior Decorator
    - Law (either branch)
    - Military (either branch)
    - Painter (either branch)
    - Politics (Politician)

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

Lifestyle:

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

Children:

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

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

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

War:

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

Death Rolls:

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

Building:

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

Career:

- All previous careers are permitted, with the following changes:
    - Critic (either branch) --- all sims
    - Education (either branch) --- all sims
    - Veterinarian --- all sims
- All previous part-time work is permitted with these changes:
    - Diver --- all sims
    - Fisherman --- all sims
- Women should quit their job while they have Babies, Toddlers, or Children. They may work again when they have Teens.

- Sims can now own and make money from Rental Properties.
- World War II Veterans now receive a pension of $250/day.

Lifestyle:

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

Children:

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

Life Expectancy Increases:

- Modern medicine has come a long way! Use this NEW Lifespan for any sim born after 1950. If you use MC Command Center, change the number of days per lifestage to the following values. This spreadsheet (also linked at the start of this document) will also calculate it all for you.
    - Young Adult: 32 days, ages up at 35 years old
    - Adult: 60 days, ages up at 65 years old
    - Elder: 56 days, dies late 80s/early 90s
- Use the following death roll chart from now on:

Age	Aging Up or Birth (death occurs on these numbers)	Illness (death occurs on these numbers)
Birthing Mothers	1	
Newborns	1-7	1-10
Infants	1-5	1-10
Toddlers	-	1-5
Children - Adults	-	1
Elders	1-10	1-20

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

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

War:

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

Building:

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

Relationships:

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

Careers:

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

Lifestyle:

- Making money through artistic means is gaining popularity. Careers like artist, writer, musician and actor are encouraged.
- All sims can attend Brichester University, and all majors are available.
- Sims are encouraged to join and/or start anti war protests

1970's - Environmentalism and Individualism

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

War:

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

Relationships:

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

Building:

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

Careers:

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

Lifestyle:

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

- Sims are still encouraged to join protests

Children:

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

1980's - The Neon Decade

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

Building:

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

Career:

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

Lifestyle:

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

- Science Babies are allowed.
- In CAS, top surgery scars are allowed.

Children:

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

1990's - The Millennium Bug

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

Y2K:

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

Building:

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

Careers:

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

Lifestyle:

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

Children:

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

2000's - The 21st Century

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

9/11 and the War on Terror:

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



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

Building:

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

Career:

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

Lifestyle:

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

Life Expectancy: Use this new chart for death rolls.

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

2010's - The Digital Age

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

Building:

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

Career:

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

Lifestyle:

- Same sex marriage is now legalized!
- Trendi is allowed.
- Drones are allowed.

2020's - A Global Pandemic

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

Career:

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

Covid-19:

- In response to the global Covid-19 pandemic, countries are closing their borders and putting their citizens on lockdown to slow the spread.
- For the first 7 days of this decade, your sims are on lockdown. After that, anytime they get sick they must lockdown for another 3 days.
    - During lockdown, sims are not allowed to leave their home lot, except for a short daily walk. If your sim is in the **Medical** career and they do not have symptoms, they must still go to work while on lockdown.
    - Any sim who has a job must work from home while on lockdown. If their job doesn't allow them to, they must quit. The exception is sims in the **Medical** career, who must always go to work at the hospital.

    - No in-person interactions with sims outside of your household. You can always chat on the phone or online.
- If a Sim gets sick you cannot give them medicine. They must be isolated from the rest of your sims until they are no longer sick. Ideally, lock them in a room with an ensuite bathroom and transfer food into their inventory.

School:

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

Other:

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

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