

HOME IS WHERE YOUR HEART IS LEGACY CHALLENGE by exhabigou.

DISCLAIMER:

This challenge is a work in progress, as I am still playing through it myself. Some rules may change as I go through my generations. Some of these rules might be confusing as hell, and I'm sorry about that. Feel free to make changes to the rules here, though, and make it fit your own gameplay!

WHAT IS THE HOME IS WHERE YOUR HEART IS LEGACY CHALLENGE?

The Home Is Where Your Heart Is Legacy Challenge is a pretty chill challenge inspired by @peacemaker-ic's Fixer Upper Challenge and various legacy challenges I have tried before, made specifically for casual gameplay and also to help me practice building and decorating because I suck at both of them. The main aim of this challenge is, as your legacy family grows, their house grows with them as well.

THE CHALLENGE RULES?

Essentially, the challenge only has a few rules, but will be governed by one main rule: the money that you will be using to decorate, expand, or move your house must be earned by your current generation Sim and not cheated. There are exceptions to this rule, which will be mentioned below, and you can add, create, or adapt other rules as the challenge goes on. But this challenge is focused on building and decorating your lot.

HOW DO YOU START THE CHALLENGE?

The adventure begins with your Sim inheriting a home! This is the fixer upper home that you will be working on, and you have the choice to download one from the gallery and tumblr, or build it yourself. If you will be building it yourself, the home should ideally:

- Be a starter home that is \$20k or lower. You can give it an authentic worn down feel, if you want!
- Built on a bigger lot since you will be expanding the home as your generation goes on! A 30x30 lot should be enough, but you can choose the biggest if you are feeling ambitious.

- Have the necessities already built in, since it is an inherited home. Give them a bed to sleep, a stove to cook on, and a bathroom. You can also add some skill building stuff as well.
- Should have the Filthy and Creepy Crawlies lot challenge to give it character. You can also add other challenges as well, especially if you want to play this much more realistically like Off the Grid or Simple Living. You are not allowed to remove these traits until your new heir is born.

In the event that the home is more than the 20k starting money, don't worry! This is where the first exception to the no cheat rule comes in. You can use the `freerealestate` cheat to move them in. But after moving in, you have to set their funds to just \$200.

If you want some lot suggestions, you can use these ones by @simsontherope: [x](#) [x](#) [x](#)

HOW DO YOU START THE FIRST GENERATION?

"You sim returns to their childhood hometown after they have received news that a very close relative of theirs has tragically died. As the sole living relative, you inherit the only thing they can pass down- their old house. It's a fixer upper, for sure, but you can see potential in it to be your future home."

Since this is mainly focused on building the lot, you have the freedom here to do whatever you like with your first generation Sim! Create them in any way you want them to be. I would suggest:

- Having your Sim be a teen or a young adult.
- Play in the long lifespan, so your sim will have more time to actually create their home.
- Play with a whims-based gameplay.

You can use a randomizer for the Sim and the world that you will be starting your world in. Here are some suggestions:

1. **The Suburban Life** - Start your house in Willow Creek, Brindleton Bay, or Copperdale. Some people seek an adventure, or some sort of interesting life. You are not one of those people. All you want is a house that you can call home.
 - a. Suggested Home: Suburban home.
 - b. Suggested Lifestate: Human.
 - c. Suggested Career: Any, but Doctor, Law Enforcement, or Education.

- d. Suggested Lifetime Aspiration: Big Happy Family, Successful Lineage, or Super Parent.
 - e. Suggested Challenge: Make your Sim's legacy be their main priority! Make sure they are raising their child right ... and help them be successful in life.
- 2. **The City Slicker** - Start your home in San Myshuno. You find yourself back in the big city.. And even though the big buildings and the bustling crowds are new territory, you still hold your chin up and take your first step. This city will be your new home.
 - a. Suggested Home goal: Industrial Loft or penthouse.
 - b. Suggested Lifestate: Human.
 - c. Suggested Career: Social Media, Politician, or Business.
 - d. Suggested Lifetime Aspiration: City Native or Friend of the World.
 - e. Suggested Challenge: It's a big city, but you are welcome to the challenge of knowing it like the back of your hand! Befriend your neighbors and be involved in everything. Build yourself a place for your friends to come over ... or a place for your new family to grow. (Note: Due to how San Myshuno is, I would suggest building your house on the penthouse on the Arts District, or use the lots on the Spice Market.)
- 3. **A Provincial Life** - Start your home in Henford-On-Bagley. When you moved to the city, you have forgotten the simple life you used to have in this small town. But these old woods and mossy stones don't forget, and they are here to welcome you back home.
 - a. Suggested Home goal: A cottage-core home or a farmhouse.
 - b. Suggested lifestate: Human or Plantsim.
 - c. Suggested Career: Farmer or Gardener.
 - d. Suggested Lifetime Aspiration: Country Caretaker or Freelance Botanist.
 - e. Suggested Challenge: The best challenge to use the Simple Living and Off The Grid lot traits! Have your Sim live only with things they've grown or caught. And make them be a friend of nature.
- 4. **The Eco Hero** - Start your home in Evergreen Harbor. Where some people see trash, what you see is potential. Among the garbage and the rust and the dirty air, you believe you can build a home here.
 - a. Suggested Home goal: A multi-level converted shipping container home.
 - b. Suggested Lifestate: Human.
 - c. Suggested Career: Civil Designer, Politics, or Freelance Fabricator.
 - d. Suggested Lifetime Aspiration: Eco Innovator or Master Maker.
 - e. Suggested Challenge: Have your Sim level up in their handiness skill and upgrade their furniture, or fabricate things instead of building! You can also have them build the most eco-friendly lot and be a true Eco Hero.

5. **A Bohemian Dream** - Start your home in Tartosa. The island is still the same as you remembered from your childhood- romantic, picturesque, and fills you with inspiration. So with a paintbrush in hand and love in your heart, you decide to take root here once again.
 - a. Suggested Home goal: Mediterranean home gallery.
 - b. Suggested Lifestate: Human.
 - c. Suggested Career: Painter or Freelance Artist / Writer.
 - d. Suggested Lifetime Aspiration: Renaissance Sim, Painter Extraordinaire, or Bestselling Author.
 - e. Suggested Challenge: Make a Home Gallery that would be envied by all! Make Masterpieces that they can hang on their walls, and they can pass down to the generations to come.
6. **A Celebrity Dream House** - Start your home in Del Sol Valley or Oasis Springs. This place lured you with its bright lights and promises of making your biggest dreams come true. And you take the bait because what if there is truly a future here for you?
 - a. Suggested Home goal: Mid Century Style celebrity home.
 - b. Suggested Lifestate: Human (celebrity)
 - c. Suggested Career: Actor, Musician, or any career that grants you fame.
 - d. Suggested Lifetime Aspiration: World Famous Celebrity or Master Actor.
 - e. Suggested Challenge: Have your Sim live the celebrity life, as a respected public figure or a scandalous attention seeker. Let them be a role model for their next generation ... or a cautionary tale.
7. **The Minimalist Spark** - Start your home in Mt Komorebi. What you remember of this town is the peace and quiet and the peak of the snowy mountain, But maybe there is more here than you originally thought?
 - a. Suggested Home goal: Minimalist or Traditional Japanese House.
 - b. Suggested Lifestate: Human.
 - c. Suggested Career: Salaryperson, Tech, or Writer.
 - d. Suggested Lifetime Aspiration: Mt. Komorebi Sightseer or Extreme Sports Enthusiast.
 - e. Suggested Challenge: It could be a dull life, living a 9-5 job or as a starving writer. Make friends and learn the culture around you. Find some adventures you can go to! Maybe try to reach the peak of the snowy mountain?
8. **The Home Museum** - Start your home in Windenburg. Even though you grew up in this city, you also know there is a whole world out there to see! How's your thirst for adventure?
 - a. Suggested Home goal: Home Museum.
 - b. Suggested Lifestate: Human.
 - c. Suggested Career: Any career (or part-time)

- d. Suggested Lifetime Aspiration: Archaeology Scholar or Jungle Explorer.
 - e. Suggested Challenge: Fill your house with artifacts to the point that museums are envious of you. Go on adventures! Discover hidden secrets. Build your Archeology Skill or your knowledge of Selvadorada Culture to be one with the adventure.
9. **The Child of the Sea** - Start your house in Sulani. This island is your childhood, and after moving to the city and making a life for yourself, a sudden voice comes to you and beckons you home. You have been away for far too long.
- a. Suggested Home goal: A tropical themed home by the beach.
 - b. Suggested lifestate: Mermaid.
 - c. Suggested career: Conservationist or Diver.
 - d. Suggested Lifetime Aspiration: Angling Ace, Friend of the World, or any nature aspiration.
 - e. Suggested Challenge: Fill your home with things you collect in your dives. Reconnect with the island once again and build the perfect beach home for your family.
10. **The Moonlit Shack** - Start your home in Moonwood Mill. It was the call of the Moon that brought back here, to the treacherous woods of Moonwood Mill. Your teeth and claws have grown since the last you are here ... maybe it's time you carve your name and home here.
- a. Suggested Home goal: Upgraded industrial loft / warehouse.
 - b. Suggested Lifestate: Werewolf.
 - c. Suggested Career: Any.
 - d. Suggested Lifetime Aspiration: Emissary of the Collective, Wildfang Renegade, or Lone Wolf.
 - e. Suggested Challenge: There should only be one strongest wolf in this town ... and you need to make sure that's you!
11. **Under the Sanguine Moon** - Start your home in Forgotten Hollow. The moment you step on the grounds of this town, you are greeted by the same fear that gripped you all those years ago. Are you able to create a home in this dark town now? Or will you be driven out again?
- a. Suggested Home goal: Victorian Home.
 - b. Suggested Lifestate: Human (maybe transform to a vampire later on)
 - c. Suggested Career: Paranormal Investigator or any career.
 - d. Suggested Lifetime Aspiration: Successful Lineage or (if you will do a vampire route) Good Vampire or Master Vampire.
 - e. Suggested Challenge: Can you withstand the darkness and fear surrounding this town? Or will you succumb to the bloodthirsty life too? Choose wisely because your next generation will be affected by this too.

12. **It Came From Outer Space!** - Start your home in Strangerville. You are millions of lightyears away from your actual home, and Earth is such a strange place. Would it be possible for you to build a home here?
- a. Suggested Home goal: A desert home or a secret bunker.
 - b. Suggested Lifestate: Alien.
 - c. Suggested Career: Any.
 - d. Suggested Lifetime Aspiration: Nerd Brain, The Curator, or StrangerVille Mystery
 - e. Suggested Challenge: Like the Human Enough challenge, let your sim do their best to live alongside humans. Let them be in disguise and make sure no one will know the truth! Build a house that will help your facade of normalcy ... or build a bunker underground to hide yourself from the world.

I will add more in the future, and will also edit this if needed. But these are just suggestions, and you are still free to create your own story! You can also use the list to randomize the next generation. Just spice up the story a bit and you're good to go!

I will try to make a list for The Sims 3, but you can also use this. Just replace the aspirations and worlds with something that corresponds to TS3.

PROGRESSING THE GENERATION?

Since this is mainly focused on building the lot, there is only one rule that you should follow regarding progressing your generations: **Once your heir reaches the young adult stage, you should immediately move on to progressing their lives and their contribution to the house.**

If you want to continue controlling the lives of your previous heirs, that is up to you! **But the priority now should be the next heir.** You can do whatever you want with each generation! Give them unique tastes and aesthetics that could influence their contribution to the house.

You can also mix in some other rules from other legacy challenges here, or use them as a basis so you can have some rules to follow for the legacy part of the challenge. I will try to come up with something for this in the future, though, so stay tuned for that!

HOW DO YOU EXPAND THE HOME?

The expansion of the house can only be done once for each generation, including the starting generation, and each generation can only build one room on the house to mark as their contribution to its growth. For example, if your Sim is about to have a baby, you can use this opportunity to build a

room for the new baby. They are also allowed to manipulate the current space that they have, separate it into different rooms if they want to, but they can't build another room outside of it.

The house can't be expanded again until your next heir becomes a young adult. And each generation is required to make an expansion on the house, even just a little room.

Once you have moved on to the new heir, they are now responsible for the house and will continue its growth. They are allowed to redecorate or renovate the previous heir's contribution to the house to fit their own aesthetic or needs. But you must leave something of their parent's to stay in the house, like a piece of furniture or decoration, to make sure they still have a mark to show they have lived in that home as well.

Here you also have the choice to either keep the previous heir in the house, or move them out.

ARE YOU ALLOWED TO MOVE TO A DIFFERENT NEIGHBORHOOD / WORLD?

You can move to a new neighborhood / world if you want, but you can only do this after you are past five generations and you are only allowed to move your current heir to a new fixer upper house. Think of it as a small house they bought with the money they have saved up, or with the inheritance they got from their parents. The same rules for building the house apply here.

FINAL WORDS:

That's it actually! Originally, this was made for The Sims 4, but it should work for both The Sims 3 and The Sims 2 as well with a few tweaks. If you have any questions, or if this is confusing, I am here to help you out the best I can. I also welcome suggestions to make this challenge better! If you will be trying out this challenge, feel free to tag me so I can check it out. Thank you and enjoy!