

Tab 1

ASSIMILATE LEGACY CHALLENGE

Overview:

This is an alien challenge for the Sims 4. The overall goal is to 'assimilate' your alien sim into the main sim world as if they were from Sixam. The population of Sixam is dying and the government has opened a volunteer program to see if living in the world of Maxis is a viable way to say your species. I don't know what the actual world the sims live in is called so I just used Maxis since the alien world is Maxis backwards.

This is a 5 generation legacy challenge, that I have created with and for my sister ribbitingkitten on Twitch based off of her current legacy sim. Please forgive me for my lack of art and formatting. I live in a semi-truck and have very little time to add the pretty effects.

If you want to add more generations my suggestion is to alternate the ones I have written with the more nature based packs.

This is my sister's channel: [ribbitingkitten - Twitch](#)

General Rules

- You will need to have at least 1 Alien Child to become your successor.
- If your alien is discovered you must add a lot challenge and it cannot be removed until one of your children has maxed a skill or receives an A in high school.
- The challenges added for being discovered are accumulative and follow your heir to their house.
- Only one challenge may be removed per child.

First Generation

Bio:

With the population waning on Sixam. Their government decided to open a volunteer program for citizens to travel to the Sim world of Maxis and gather information about how well they can assimilate into the Sims way of life. Your founder is one of the volunteers for this program.

The Mission:

Hello Founder,

You are selected to go on the first mission of assimilation. You are assigned to live in a place called San Myshuno, as this is a long term mission we strongly advise you start a family. We require that you collect samples of the immediate culture.

And remember do not expose your true nature.

Sixam Volunteer Program

Tasks:

- Career open for your choosing.
- Marry a sim with horrible compatibility. You are new to Maxis and do not understand everything about the local sims population.
- Complete the Snow Globe and Posters collection
- Max the Singing skill and the Dance Skill
- Complete the City Native Aspiration
- Get Divorced after child

Traits:

- Dance Machine
- Love Bug
- Outgoing

This generation is based on the sim Neila Volt that my sister made. Neila was already in existence while I was writing this challenge for ribbitingkitten. She already had a really fun story going for her sim and was looking for a way to spice up her gameplay and it inspired me.

Second Generation

The Mission:

Hello Successor,

Your progenitor volunteered for the mission of assimilation. You are to move to a new location and study that location. We would like to see how large the family unit can become. We also require that you look into this Salvadorada and acquire samples for further testing. As this is a long term mission we strongly advise you start a family. We require that you collect samples of the immediate culture.

And remember do not expose your true nature.

Sixam Volunteer Program

Tasks:

- Career Education Career in the Professor Branch
- Complete the Omiscan Artifacts/Treasures and Fossils collection
- Max the Parenting Skill and *Both* of the Jungle Adventure Skills
- Complete the Big Happy Family Aspiration
- Have 4-5 kids or Max the household for additional challenge

Traits:

- Family Oriented
- Bookworm
- Romantically Reserved

My thoughts with this generation were that this heir has witnessed their family break at a young age, and is now more reserved about affection but also really wants a large family.

Third Generation

The Mission:

Hello Successor,

Your progenitor volunteered for the mission of assimilation. You are to move to a new location and study that location. We require that you study what the locals call an Ocean. As this is a long term mission we strongly advise you start a family. We require that you collect samples of the immediate culture.

And remember do not expose your true nature.

Sixam Volunteer Program

Tasks:

- Become a freelancer and make videos of your beach life
- Complete the Seashells and Buried Treasure collection
- Max the Fitness Skill, Guitar and Fishing Skills
- Complete the Beach Live Aspiration
- Stay in Shape for that Beach Bod
- Become Famous

Traits:

- Self Absorbed
- Lazy
- High Maintenance

With this generation, I thought maybe they couldn't stand how hard their parents were working and requiring them to work and study hard as well. So upon being a young adult they set out on their own, wanting to relax and got a little carried away with the relaxing part becoming lazy.

Fourth Generation

The Mission:

Hello Successor,

Your progenitor volunteered for the mission of assimilation. You are to move to a new location and study that location, as this is a long term mission we strongly advise you start a family. We require that you collect samples of the immediate culture.

And remember do not expose your true nature.

Sixam Volunteer Program

Tasks:

- Become a Detective
- Complete the Simmies and the MySims Trophy collection
- Max the Rock Climbing Skill, Flower Arranging and Pottery Skills
- Complete the Extreme Sports Enthusiast Aspiration
- Earn the Spicy Hound Trait

Traits:

- Adventurous
- Vegetarian
- Snob

This heir grew up longing for structure, and ends up joining the detective career to fulfill that need. They still take the time to enjoy life.

Fifth Generation

The Mission:

Hello Successor,

Your progenitor volunteered for the mission of assimilation. You are to move to a new location and study that location, as this is a long term mission we strongly advise you start a family. We require that you collect samples of the immediate culture. Once you complete the following tasks bring all of the samples collected to Sixam.

And remember do not expose your true nature.

Sixam Volunteer Program

Tasks:

- Run a 5 Star Shady Small Business
- Max the Shady Alignment
- Complete the Trashley Certified Art and Steal All the Collections from your predecessors
- Max the Mischief Skill, Guitar and Fishing Skills
- Complete the Sticky Fingers Aspiration
- Get to Sixam

Traits:

- Kleptomaniac
- Shady
- Clumsy

This generation is rebellious against their parents' strict discipline. Swing the pendulum so far to the other side they have started to partake in criminal activities.