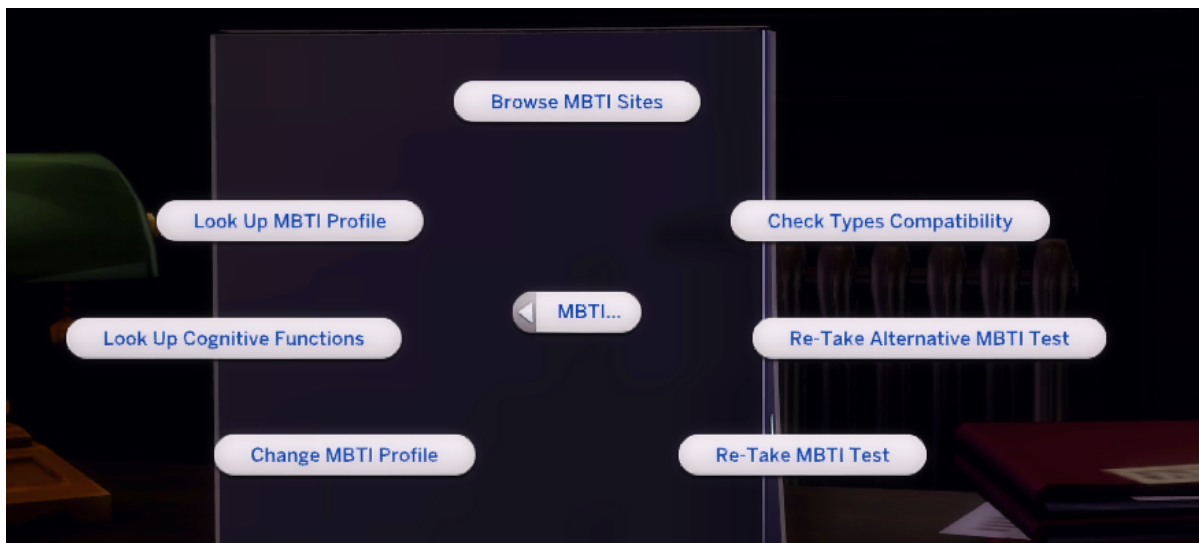


Cognitive Functions

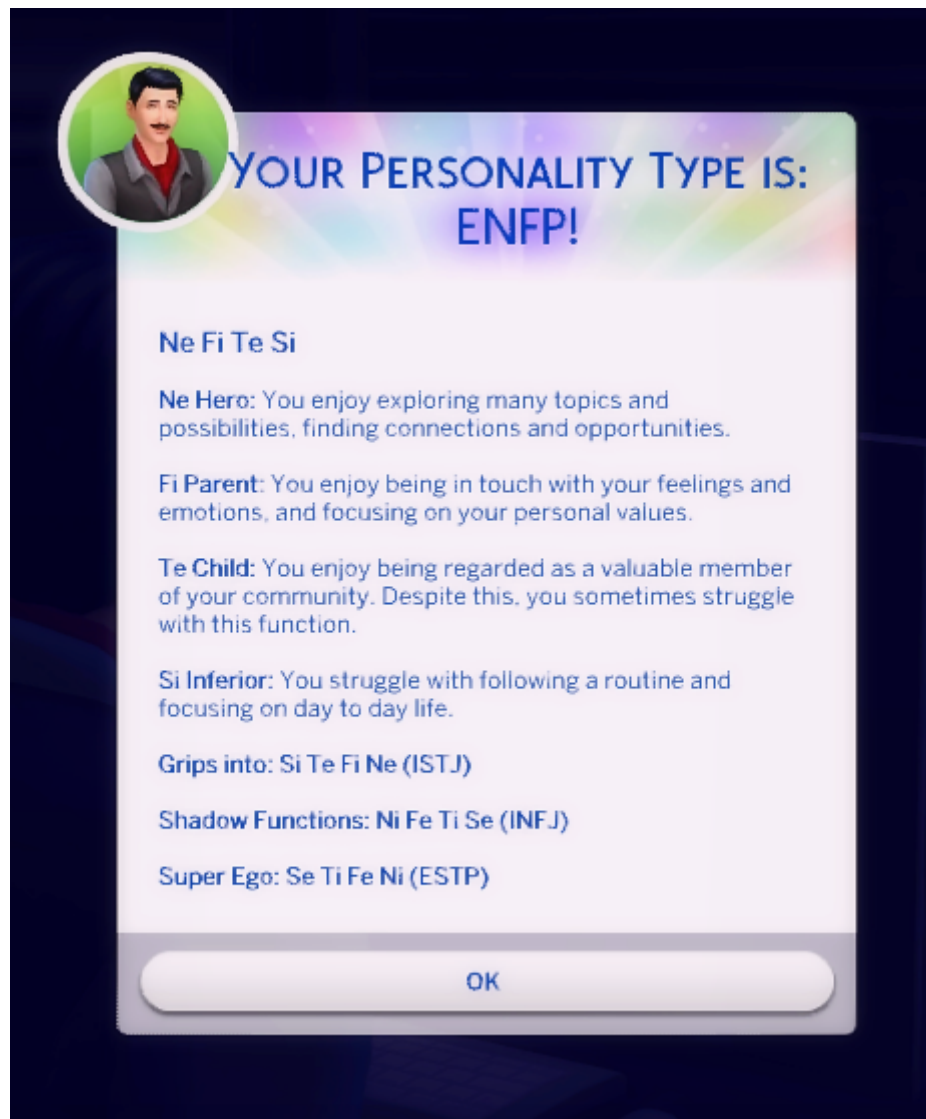
The Main Function Stack

Going into detail about what cognitive functions are in MBTI theory would require a too long explanation so I will not, I'll focus only on how they affect the gameplay. The mod has basic informations about it inside:



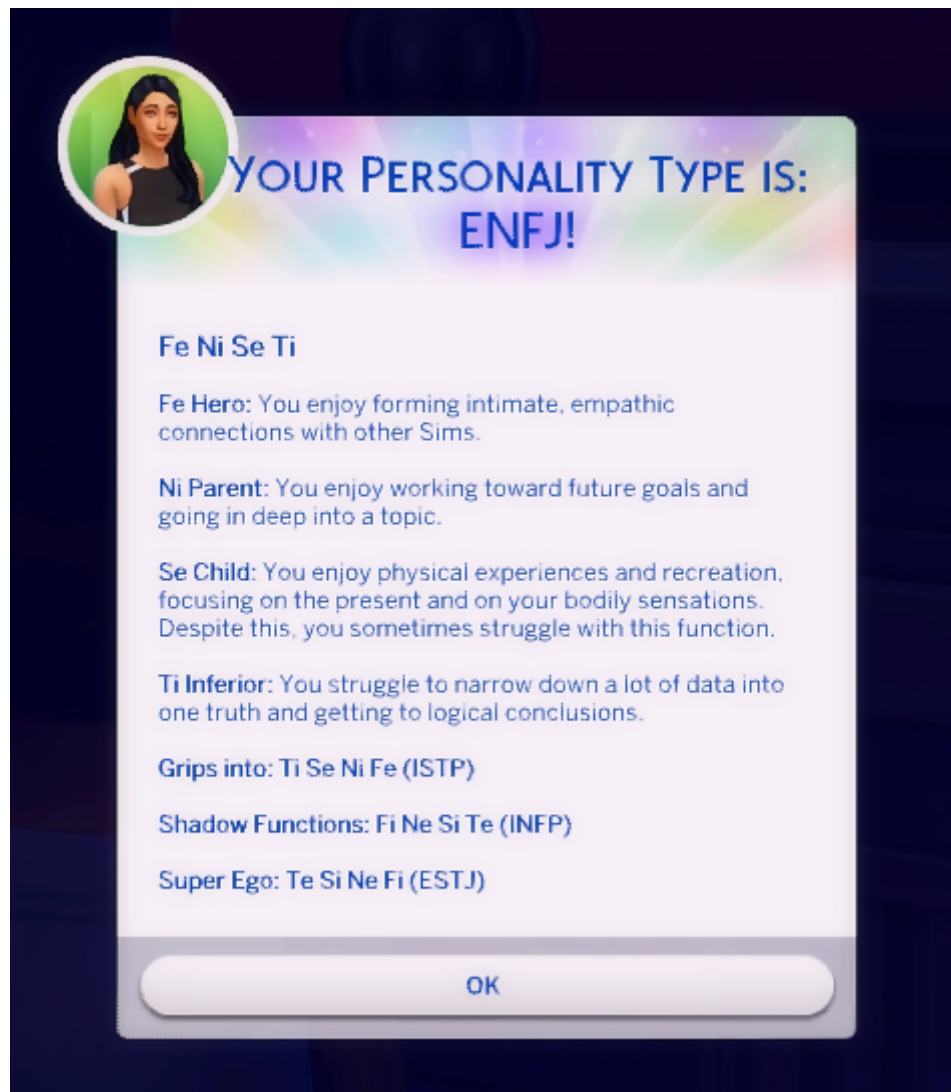


So you can check them in case you know nothing about it:

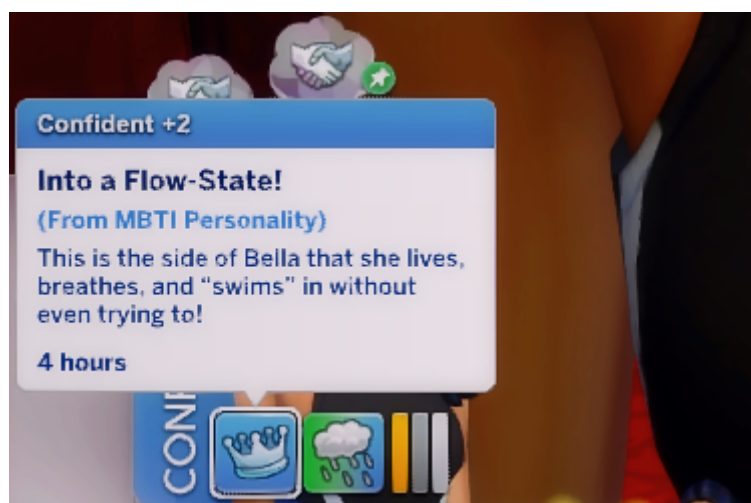


As you play, the value of your Sims cognitive functions will go up depending on the activities they engage into, and give a moodlet when maxed. For example Bella Goth is ENFJ in my game





This means that she's a dominant Fe, dominant Fe thrive in social relationships so when she engages with people her Fe goes up and gives her a confident moodlet to show that she's on the right track or her personality's balance:



The second function that really makes her feel in her territory and into herself is the parent function Ni, as she enjoys working toward her goals, Ni function goes up every time your sims gets an achievement like a promotion or works toward a goal like a degree.



The next positive function is the child Se, the relief function of her personality, she likes to focus on the present and on reality, and keeping active. Se goes up every time your Sim is focused on their immediate surrounding like when working out:



Next we have her inferior function, that's something she'd like to be good at and really tries hard to be good at, but doing it too much stresses her out, for her it's Ti. Ti goes up by working on logic or studying. Doing it too much will most likely stress her out, but it has a small chance of giving her a very powerful positive mood.



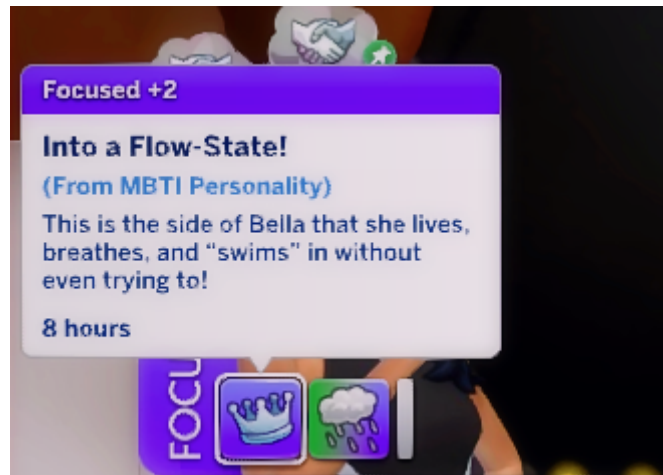
Getting into the grip of the inferior function too many times will send your Sim into a longer grip and their personality will temporarily change to the grip personality of their type, for Bella that's ISTP.



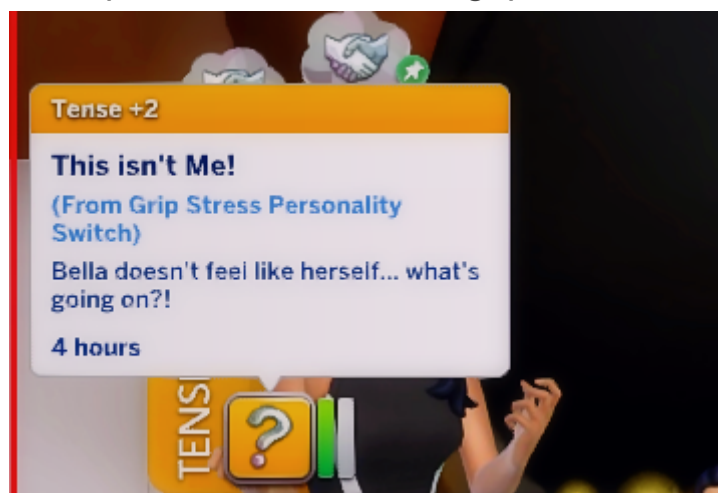
Grip Personality

Reversed Function Stack

Bella's functions stack is normally Fe Ni Se Ti, when in grip, the functions are reversed Ti Se Ni Fe, so she'll be good at things she normally struggles with and bad at things she normally is very good at. Ti will now be her main function:



She could be happy about this state, but it has a downside, stress and confusion follow the positive effects of the grip:



Your Sim will eventually get out of this state, you can speed up the process by focusing on the things that they normally enjoy when into their main function stack.

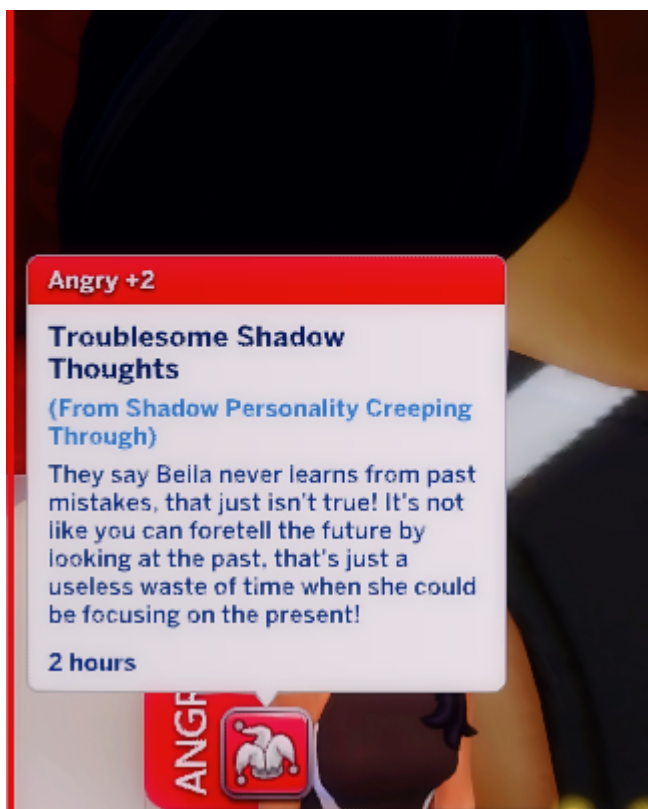
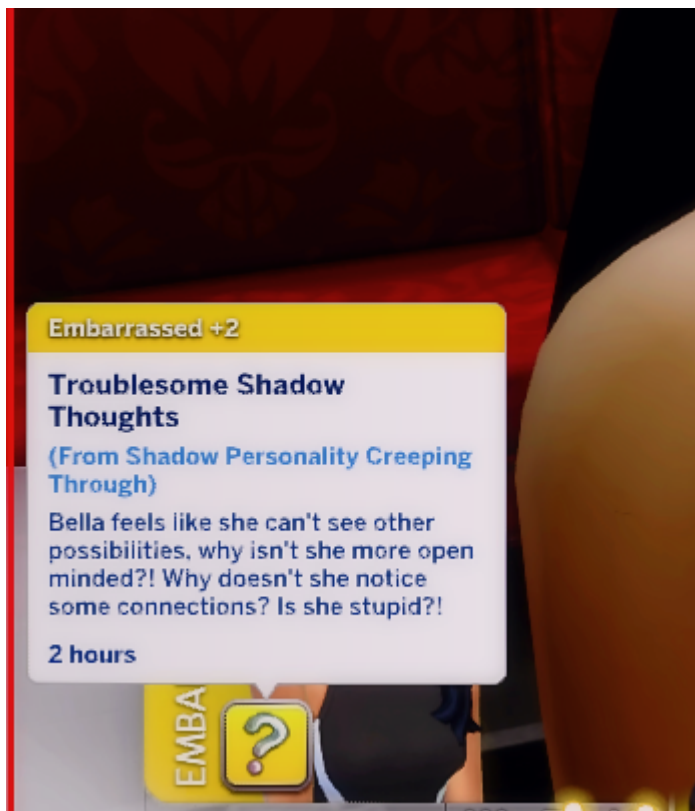
Shadow Personality

Opposite Function Stack

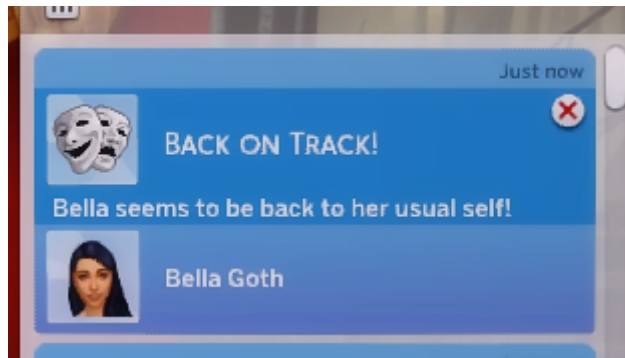
Too much focus on her dominant Fe can also unbalance Bella's personality, this will trigger her shadow:



Unlike the grip, the shadow is always a negative and dark experience. Bella's shadow is INFP and it's what she wants to ignore or herself, she'd also be a very unhealthy INFP.



Unlike a real INFP, Bella cannot use the Fi Ne Si Te stack well at all and it makes her frustrated, angry, depressed, embarrassed, and so on. She'll eventually find balance again:

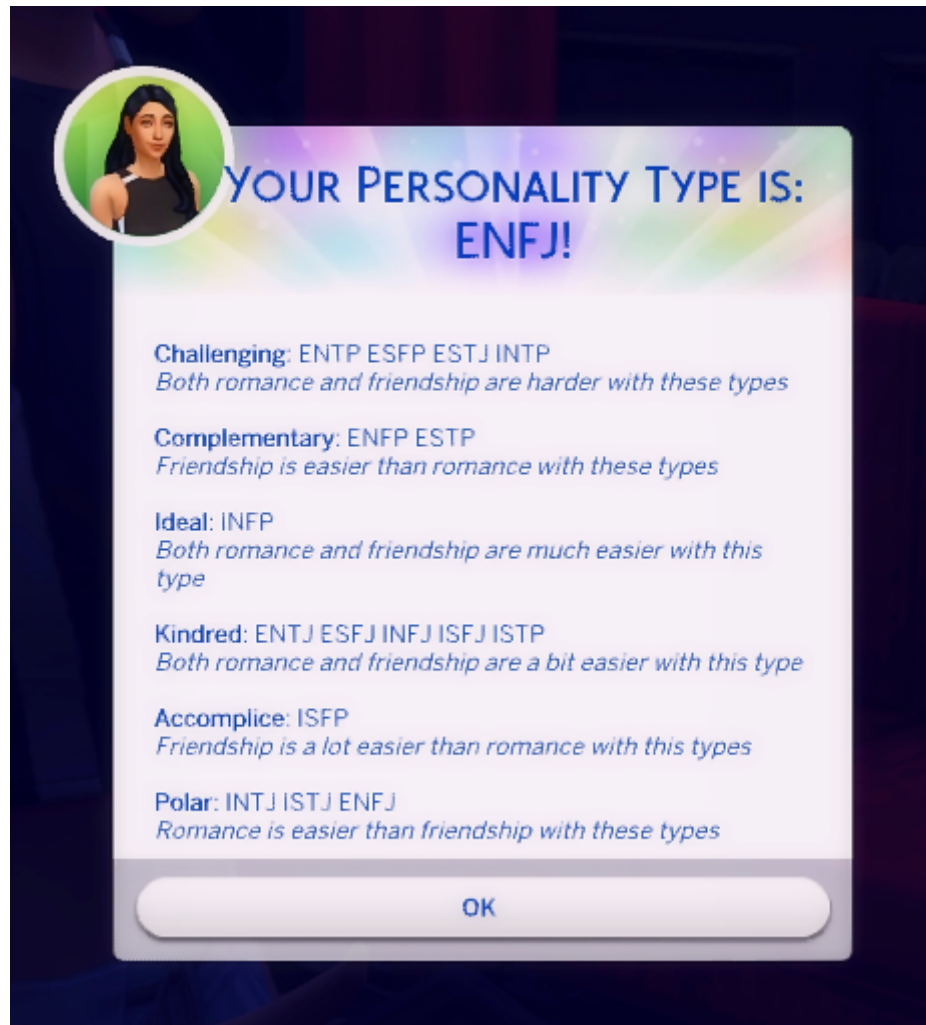


Personalities Compatibility

And How I Integrated my old System with Maxis one.

Not all the personalities get along with each other. You can check the compatibility from the phone or the PC:





I'm in the process of integrating this into Maxis' own compatibility system thanks to the new injector, but I won't go into details as I've yet to fully understand how the Maxis system actually affects gameplay. For now, the MBTI traits have a basic interaction with the characteristic preferences but still rely on my system to affect relationships.



Cognitive Functions and Gameplay

How to Increase What.

- **Fe:** by building positive relationships and being generally nice with other sims.
- **Fi:** by focusing on your Sims emotions, experiencing the negative ones without getting rid of them, writing a journal or by caring for their moral values (for example, by being active in the community for the environment).

- **Ne:** by following your sim's wants, learning many different things and telling other sims crazy stories and funny tales.
- **Ni:** by working incessantly toward a goal or aspiration, going in deep into learning a skill, reading and getting promotions at work.
- **Se:** by being involved in the physical world. Working out, woohooing, fighting other sims, all Se things.
- **Si:** cleaning, relaxing, following traditions, focusing on routine things all advertise Si.
- **Te:** building a reputation, convincing others, being involved in politics, building charisma and speaking in public are Te territory.
- **Ti:** focusing on logic, reading, researching on the pc advertise Ti.