



THIS DOC IS



UNDER CONSTRUCTION

THE BLACK HISTORY CHALLENGE

A Modified Decades Challenge by faerietempest

Tracker spreadsheet template: [link](#)

My legacy gameplay: [YouTube](#)

Welcome! This challenge aims to celebrate Black history, stories, and people over several decades, from the 1870s to present day. Shout out to ZombieCleo, who created the [original decades challenge](#), and CuteCoffeeGal, whose [updated rules](#) reignited my interest and love for the Sims when I stumbled across them years ago. My subsequent playthrough of the decades challenge prompted the thought of how different it might look if centered around Black Americans. So, I dove head first into some initial research and the Black History Challenge was eventually born!

The Black History Challenge follows generations of Sims over 12 periods of time, beginning a few years after Emancipation to the current modern age. Each decade or time period will have certain restrictions, goals, and styles. The point is to live as historically accurate as possible, so long as we all understand this cannot possibly cover all the nuances and experiences of prior generations.

Disclaimer: I am not a historian or a scholar of Black history by any stretch of the imagination. This is the result of wanting to learn more in general, as well as a curiosity of how to bring that history to life in a game I've loved for years.

⚠ Content warning: ⚠ This challenge goes through some heavy events in history, including war and tragic events, and there are death rolls required for multiple life stages including babies.

In case it needs to be said, I do NOT condone or support racism, racial discrimination, or racial violence. Nobody needs that, least of all in their chill pixel sandbox. Your well-being is a priority above this little challenge, and you may choose not to engage with certain aspects.

ABOUT THE CHALLENGE

This challenge is fairly hands on, because I love a good spreadsheet and playing with a “realistic” lifespan. That being said, if you’d rather not deal with custom aging, feel free to play on a normal or long lifespan and start each new decade when your sims’ children grow up into young adults (or teens).

If you’re here to embrace the spreadsheet life, read on!

TIME

This challenge uses custom aging and you will be keeping track of time passing. To help with this, you’ll want to use a spreadsheet to track your timeline. You can use this [blank template](#) I made or create your own.

We’re going to assume that 3 pregnant sim days equals 9 months, so every 4 days will equal one year. In the Day 1 row, enter your founders’ names under their corresponding age column. Anyone born after this point will always start under the “Born” column to start, then “Infant,” etc. See the example timeline below. (I highlight the Day number on the left to keep track of where I am.)

Note: If you own the Seasons DLC, be aware that the aging and timeline will NOT match the seasons in-game at all.

Day	# of Sim Days	Year	Born	Infant	Toddler	Child	Teen	Young Adult	Adult	Elder
Sunday	1	1870						Curtis & Harriett		
Monday	2	1870								
Tuesday	3	1870								
Wednesday	4	1870								
Thursday	5	1871	Emmett Washington							
Friday	6	1871		Emmett Washington						

CUSTOM AGING

To help simulate “realistic” aging and life expectancies in the game, I’ve created several lifespan charts—for sims and pets—that will change over the decades. If you play

this way, you'll need to turn aging **OFF** so you can manually age up your **played** households. When a new sim is born, place their future birthdays on your timeline chart (using the reference chart to count the number of days) so you know when to age up a sim.

EXAMPLE AGING CHART:

Life Stage	Sim Days	Length	Age
Pregnancy	3	9 months	0 years old
Babies	1	3 months	0 - 3 months old
Infants	5	1.25 years	3 mo - 1.5 years old
Toddler	14	3.5 years	1.5 - 5 years old
Child	28	7 years	5 - 12 years old
Teen	24	6 years	12 - 18 years old
Young Adult	48	12 years	18 - 30 years old
Adult	60	15 years	30 - 45 years old
Elder	40	10 years	45 - 55 years old

Pro (mod) tip! To ensure townies and cousins are aging up on the same timeline, you can adjust age spans using [MC Command Center](#). Navigate to MCCC via a computer or "mc_settings" in the cheat console, then click *MCCC settings > Age settings > Set age span duration > Human*. Choose which lifespan you'd like to alter (and make sure it matches the lifespan you've chosen in your game settings), make your changes, and restart the game.

SIDE HOUSEHOLD MANAGEMENT

While I've included marriage and pregnancy rolls for side households, I recognize that after a few generations, managing your sim's extended family will quickly become super time consuming.

To maintain your sanity, I suggest focusing on your main household (your heir, their spouse and children) and letting neighborhood stories or MC Command Center decide if the second and third cousins will get married/have babies. In other words, don't worry about your spares' kids, this ain't about them.

GETTING STARTED

SAVE FILE SET UP

I suggest starting with a totally blank save file - [Srsly Sims](#) and [midnitetech](#) have both made some - to tailor as you see fit. These types of challenges are all about immersion, so feel free to build or download different lots and families to make the neighborhood feel full.

CREATING YOUR FOUNDERS

- Start with either one single sim or a married couple (Young Adults).
 - Feel free to use any traits and aspirations, keeping in mind that some may not make sense for the time period (for example: Geek or Green Fiend traits; Computer Whiz aspiration).
- You may also want to create your founder's parent(s), since it was very common for multiple generations to live in the same home.

HOME LOT SETUP

- To best simulate the American South, choose any lot in Willow Creek or Newcrest.
- Your sims will start out as sharecroppers, which means they contract with a landowner to work on a plot of the landowner's farm, paying with a portion of the harvest.
- Use your starting funds to build a 2-3 room house and small farm, then **set household funds to \$150 for a single sim, \$300 for a couple and \$500 for a family** of any size.

GAME SETTINGS/MODS

- *IF you own Seasons DLC:* In the 1870s, the majority of the African American population lived in the rural South. ([Over 95%](#) lived in the South. About 4% and 6% lived in the Northeast and Midwest, respectively.) To simulate a rural South experience, I recommend turning **OFF** snow and blizzards in your game settings.
- I typically play with 14-day seasons, which I recommend!

- **HOLIDAYS:**

Valentine's Day	Easter	Decoration Day (eventually Memorial Day)
Juneteenth	Independence Day	Halloween
Thanksgiving	Christmas	New Year's Eve

- **MC Command Center** - this mod is an essential for me and I strongly suggest downloading it, especially if you're using custom aging.
 - Some settings I use:
 - Children and Teens can quit school
 - Adjust age spans for humans and pets
 - Allow pregnancy aging
 - Pause on playable labor (this notifies you when another household sim is in labor, and you can choose whether to go to them)
- *(Optional)* If you don't use MCCC, I recommend turning on Neighborhood Stories for your unplayed households, specifically Romance Changes, Have a Baby, Move In, Join a Career, and Retire. However, I'm also fully aware that this feature can be extremely annoying, so feel free to ignore this suggestion.



LINKS TO DECADES RULES



1870S END OF RECONSTRUCTION

1880S & 90S RISE OF JIM CROW

1900s & '10s - THE GREAT MIGRATION

All the rules from the previous decades still apply, with the following changes:

Style

1907: [Madam C.J. Walker](#), a laundress in Saint Louis, Missouri, developed hair care products to help repair and grow damaged hair. She introduced metal hot combs to Black women and popularized the “shampoo-press-and-curl” method of straightening hair.

Women

- The ideal (straight) hairstyle involved a great mass of hair swept to the top of the head, often accompanied by a relatively small hat.
- The wig and hairpiece was a thriving industry and could assist women of any race who could not achieve the “ideal” hairstyle.

Men

- Tonics and pomades were commonly used to slicken, straighten and style men’s hair.

Home & Life

- Off-the-grid lot trait can be removed. Electricity, in the form of lamps, is now available in suburban/urban areas.
- Gramophones are now allowed.
- Music styles allowed: Classical and Lullabies
- Paint and wallpaper are now allowed.
- Upholstered furniture is now allowed.

New Careers

In 1900, Booker T. Washington established the National Negro Business League. The purpose of the organization was to promote African American entrepreneurship.

- **Men** can now have the following careers: Men may own retail stores or restaurants (if they have enough funds)
- **Single/widowed women** can now have the following careers: Education



All the rules from the previous decades still apply, with the following changes:

Home & Life

- Indoor plumbing is now allowed (still no showers).
- Electricity, in the form of lamps, is now available in rural areas.
- **Protest!** → Any female or ineligible male sims (re: WWI) are encouraged to participate in protests.
 - In 1917, the NAACP organized a silent march in response to lynchings, race riots, and social injustice. Considered the first major civil rights demonstration of the 20th Century, almost 10,000 African-Americans participated in the march.

New Careers

1913: The Apollo Theater was founded in New York City.

- **Men** can now have the following careers: Entertainer (Musician)

Travel

- The [Great Migration](#) picks up steam in 1915 as African-Americans leave the South for Northern cities.
 - **New worlds open:** San Myshuno and Evergreen Harbor
- Throughout the United States, local ordinances are established to segregate neighborhoods. Outside of farming/rural communities, sims of different ethnicities may not live in the same neighborhood.
- Vacations are now allowed.

World War I

The U.S. declared war on Germany in April 1917. With the entry of the United States into the Great War in 1917, African Americans were eager to show their patriotism in hopes of being recognized as full citizens. After the declaration of war, more than 20,000 blacks enlisted in the military.

During World War I, there were three registrations. The first, on June 5, 1917, was for all men between the ages of 21 and 30. The second, on June 5, 1918, registered those who attained age 21 after June 5, 1917. The third registration was held on September 12, 1918, for men aged 18 through 45.

- All eligible men must quit their jobs and move out of their household onto another lot that will be the "war zone." Your sims must sign up for the Military career. Married men do have the opportunity to Try for a Baby before they are called to service (so do this action before they move out). This applies for both the active household and for any households with your daughters.

The Great War ended in November of 1918. For each soldier, roll a [D20](#):

- Roll 1-4: your sim died in war.
- Roll 5-12: your sim returned home, but was wounded in war.
- Roll 13-20: your sim survived the war!

Any male sim returning from war must suffer trauma and take one of the following traits: Chased by Death (*Life & Death*), Gloomy, Erratic, Hot-Headed, Loner, Mean, Paranoid (*Strangerville DLC*), Party Animal (*High School Years*), Squeamish (*Outdoor Retreat*).

If ALL the men that were born into your family die in combat - whether they are in the active household or have moved out - then (and only then) can the oldest daughter's surviving husband become the heir. Move this family back into your main active household.

If you do not have a single male sim left in all of your entire family, then your oldest daughter must remarry, and her new husband will become the heir.

Disaster: Red Summer of 1919

From May 1919 to October 1919, a number of race riots erupted in cities throughout the United States. James Weldon Johnson names these race riots as the [Red Summer of 1919](#). In response, Claude McKay published the poem, "If We Must Die."

Roll a [6-sided dice](#):

- Roll 1-2: One commercial building burned down and must be rebuilt.
- Roll 3-4: One commercial lot and one residential lot burned down and must be rebuilt.
- Roll 5-6: One commercial lot and two residential homes - including your home - burned down and must be rebuilt.

- Any Mean or Hot-headed sims must start a fight with another sim. Any Kleptomaniac sims must take the opportunity to swipe a big item.
- Any played sim in the Writer career, or a sim with a high enough writing skill, must write and publish poetry titled: If We Must Die.

Roll the Dice

Childbirth

- During the last trimester of a pregnancy (or during labor), roll a [D20](#) to see if the baby survives the birth. If you roll a 1-3, the baby does not survive. You can either end the pregnancy using MCCC or **shift + click** on the baby and debug neglect so it is taken away.
- Roll the dice a second time. If you roll a 1, the mother dies in childbirth. If the baby survived his/her roll, wait until after the baby is born to kill the mother using MCCC.

Death Chances

- No more dice rolls for premature death.

Illness

- If one of your sims gets sick (as an Elder) and has an Uncomfortable moodlet, roll a D20. If you roll a 1, the sim dies from their illness. It is recommended to keep sick sims away from others so they don't infect anyone else.

1920s - HARLEM RENAISSANCE

All the rules from the previous decades still apply, with the following changes:

Family Rules

- Female heirs are now allowed.

Style

Women

- Many women cut their hair into a bob, a popular hairstyle that emerged early in the decade. As the decade drew to a close, women started to grow their hair longer again. These short hairstyles were likely more popular in Northern cities than in the South.
- The cloche hat became an extremely popular accessory that looked best with short hairstyles.
- Also during this decade, however, Black nationalist Marcus Garvey promoted reclaiming an African-based aesthetic: "Do not remove the kinks from your hair! Remove them from your brain!"

- Sportswear became acceptable for women in this decade; tennis was the most popular sport for women and the most popular inspiration for fashion.

Men

- With the invention of the safety razor by Gillette, many men began shaving again. Facial hair was not very common.
- Men could almost always be found wearing a hat during this decade.
- Also very popular during this decade was a slicked back hairdo, parted either in the center, slightly off center, or in a deep side part.

Home & Life

- All forms of lighting are now allowed.
- If you own a bar, sell it! No drinking allowed, except for back rooms of speak-easy bars.
- Build a speak-easy bar in your downtown area.
- No alcohol allowed, except for back rooms of speak-easy bars. Start a secret drinking club and meet behind a locked club door in the speak-easy.
- New music styles allowed: Blues, Jazz, Talk Radio
 - March 1921: Harry Pace establishes Black Swan Phonograph Corporation. The company is the first African-American record company. Prominent artists include Mamie Smith, Bessie Smith, and Ethel Waters
 - In September 1923, The Cotton Club opened in Harlem.
- New painting style: Surrealism
- *If you have High School Years*, you can go with your sim to school. Prom is allowed.
- **Updated holidays:**
 - New holiday! **Armistice Day** (Fall): Day off work/school. Traditions: Remembrance, Tellstories, Thankful spirit
 - Add "Go on a Date" to Valentine's Day

New Careers

The [National Bar Association](#) is founded by African-American attorneys in Des Moines, Iowa. It was incorporated in 1925.

- **Men** can now have the following careers: Criminal (Boss), Lawyer
- **Single/widowed women** can now have the following careers: Entertainer (Musician)

Disaster: Tulsa massacre

The Tulsa race riot begins May 31, 1921. When it ended the following day, an estimated 60 African-Americans and 21 white residents were killed, and the African-American business district was destroyed.

- Downtown (retail stores, restaurants, and bars) is burned down by an angry mob.
- If your sim owns a business, they must lose their job and try to rebuild.

1930s - THE GREAT DEPRESSION

All the rules from the previous decades still apply, with the following changes:

Family Rules

- Prohibition has ended! You can drink alcohol and have bars in your homes again.
- Consider giving any new young adults in this decade one of the following traits: Gloomy, Mean or Slob
- Each sim is only allowed one cooked meal per day. Hungry sims can eat harvestables or scavenge food.
- No parties or events allowed. Engaged sims must elope.

Style

Women

- Popular hairstyles included the Pageboy, which featured a side part, smooth flat top and was straight or waved all around, with ends curled under at shoulder length. The long bob was also popular, with hair parted from the side or in the center with a smooth flat top and lots of fluffy curls. Others styled their hair in tight curls with a wave in the front.
- Inspiration: Ethel Moses, Dorothy Van Engle, Nina Mae McKinney, Fredi Washington

Home & Life

- No housing upgrades are allowed.
- You can only pay bills once electricity and/or water has been cut off.
- Join a club: Southern Tenant Farmers' Union (farmers only), Negro Dance Group (women only)
 - 1935: The [Southern Tenant Farmer's Union](#) was established by the Socialist Party to assist southern sharecroppers to fight for better wages and working conditions.
 - 1937: Katherine Dunham founded The Negro Dance Group, a dance company and school in Chicago.
- **Updated holidays**:
 - New holiday! **Mischief Night** (aka Halloween Eve): Spooky decor. Traditions: Mischief spirit
 - Add "Trick or Treat" to the Halloween traditions.

New Careers

- "Last hired, first fired"

- Anyone with a career must lose their job. Reduce total household funds by 40%.
- No new business owners allowed. Any current retail store/restaurant owners must reduce their business funds by 40%.

1930: One of the first art galleries to feature African-American art was opened at Howard University. Founded by James V. Herring, the Howard University Gallery of Art is the first of its kind in the United States to have its artistic vision directed by African-Americans.

1936: Jesse Owens won four gold medals at the Berlin Olympics.

- **Men** can now have the following careers: Athlete, Politician (up to level 6)
- **Women** can now have the following careers: Painter
- World War I veterans can receive a pension of \$100 per veteran.

Roll the Dice

Childbirth

- *For pregnant Adults only:* During the last trimester of a pregnancy (or during labor) roll a [D20](#). If you roll a 1-2, the baby did not survive. You can either end the pregnancy using MCCC or **shift + click** on the baby and debug neglect so it is taken away.
- Roll the dice a second time. If you roll a 1, the mother dies in childbirth. If the baby survived his/her roll, wait until after the baby is born to kill the mother using MCCC.

1940s & '50s - WORLD WAR II & DESEGREGATION

All the rules from the previous decades still apply, with the following changes:

Family Rules

- Interracial relationships are now allowed, however marriage is not legal.
- Childbirth at the hospital is now allowed.
- Sims may still only have one hot meal a day, and must harvest or scavenge more food.

Style

Women

- Most women wore their hair shoulder-length or a bit longer. There were a few popular hairstyles but they had a few things in common: they were always perfectly styled, never straight and sleek, and curls and volume were ideal. Victory rolls, hot roller curls, updos, and the pageboy were very popular among Black women.
- Inspiration: Billie Holiday, Lena Horne, Dorothy Dandridge

Men

- Hair was cut evenly around or very slightly longer on top.

- Some men grew out and smoothed the hair on the sides and the top with oil.
- Younger men created pompadours by brushing up the front of their hair as high as they could.
- Most men were clean-shaven during this decade, and the few with facial hair had a pencil-thin mustache.
- Inspiration: Johnny Hodges, Jimmie Daniels, Louis Armstrong, Duke Ellington

Home & Life

- Washing machines and dryers are now allowed.
- Holiday decorations are now allowed. You may add “Decorate” to each holiday’s tradition.
- Every house must have a radio.
- Charcoal grills are now allowed.
- New music styles: Winter Holiday
- New painting style: Abstract
- Medicine is now allowed for sick sims.
- Veterinarians are now allowed; spay and neuter is also now allowed.

New Careers

Feb 23, 1940: [Hattie McDaniel](#) becomes the first African American to win an Academy Award. McDaniel wins the best supporting actress award for her portrayal of an enslaved woman in the film, *Gone with the Wind*.

- **Men** can now have the following careers: Actor
- **Women** can now have the following careers: Actress
- Teens are encouraged to have part-time work: Babysitter, Fisherman, Manual Labor, and Retail Employee; Midnitech’s Manual Labor
- Sharecroppers: You own your land! You can now collect 100% of the sales from your harvest.

Travel

The Great Migration continues as African Americans from the South come North and West to work in factories.

- **New worlds open:** Brindleton Bay, Windenburg, and Oasis Springs

World War II

On September 16, 1940, the United States instituted the Selective Training and Service Act of 1940, which required all men between the ages of 21 and 45 to register for the draft.

All male sims who are eligible for the draft must quit their jobs (except sims in the Military career) and move out of their household onto another lot that will be the “war zone.” Any married men can Try for a Baby before they are called to service.

During the war, women were called to fill in the gaps in the workforce.

Female careers (all): Manual Labor, Retail Employee, Engineer, Writer. Any women in factory work (i.e., manual labor/engineer) must lose their job after the war.

The soldiers were discharged from the military in December 1945.

For each individual sim, roll a [D20](#):

- Roll 1-4: Your sim died in war.
- Roll 5-12: Your sim returned home, but was wounded in war.
- Roll 13-20: Your sim survived the war!

Any male sim returning from war must suffer trauma and take one of the following traits: Chased by Death (*Life & Death*), Gloomy, Erratic, Hot-Headed, Loner, Mean, Paranoid (*Strangerville DLC*), Party Animal (*High School Years*), Squeamish (*Outdoor Retreat*).

Roll the Dice

Childbirth

- *Adult sims only*: During the last trimester of a pregnancy, roll a [D20](#). If you roll a 1, the baby did not survive. You can either end the pregnancy using MCCC or **shift + click** on the baby and debug neglect so it is taken away.
- Roll the dice a second time. If you roll a 1, the mother dies in childbirth. If the baby survived his/her roll, wait until after the baby is born to kill the mother using MCCC.

Illness

- No more dice rolls for sick sims.

Aging

For Sims born between **1940-1959**:

Life Stage	Sim Days	Length	Age
Pregnancy	3	9 months	0 years old
Babies	1	3 months	0 - 3 months old
Infants	5	1.25 years	3 mo - 1.5 years old
Toddler	14	3.5 years	1.5 - 5 years old
Child	28	7 years	5 - 12 years old
Teen	24	6 years	12 - 18 years old
Young Adult	48	12 years	18 - 30 years old

Adult	100	25 years	30 - 55 years old
Elder	40	10 years	55 - 65 years old

End of Life Rolls

Death rolls now begin at 65 years old.

- Once a sim becomes an elder, go to the “Death rolls” column on your timeline and count down 40 days. When you reach this, day you will start making death rolls for your sim.
- Roll a D20:
 - Ages 60-65: if you roll a 1-5, your sim dies that year. If you roll 6-20, your sim survives.
 - For every birthday after 65, the threshold is 10 + 1 per year in excess of their lifespan. (So, at age 66 you must roll an 11 or higher to survive. At age 67, a 12 or higher. At age 68, a 13 or higher, etc.)
 - *Alternative roll system: at age 65, roll a [D20](#) to determine how many years in total your sim has left.*



All the rules from the previous decades still apply, with the following changes:

Family Rules

- Baby boom! All married couples should be Trying for Baby until they are pregnant.
- Divorce is now allowed.
- Bottle feeding is now allowed.
- Nannies are now allowed.
- No more restrictions on hot meals. Sims can eat as much as they want.

Style

Women

1957: Johnson Products released a new hair straightener for women called Ultra Sheen.

- Chemical relaxers allowed Black women to style their own hair in different ways; popular hairstyles varied in length, but soft waves and curls remain a theme throughout.
- Black women who straightened their hair could achieve hairstyles like the Pageboy, curly bob, and bouffant as well as longer hairstyles that were slicked back into a chignon or bouffant.
- *Inspiration:* Zola Taylor, Estelle Price, Eartha Kitt, Dinah Washington, Sarah Vaughan

Men

1954: George E. Johnson developed Johnson Products Company and a hair relaxer for men called Ultra Wave Hair Culture.

- The “conk” hairstyle became very popular during this decade as a result of hair relaxers and were often styled into large pompadours, or simply slicked back.
- Inspiration: Sammy Davis Jr., Harry Belafonte, Miles Davis, Chuck Berry

Home & Life

- Home upgrades are now allowed.
- Showers are now allowed.
- Coffee machines are now allowed.
- TVs are now allowed in homes (no flat screens)
 - Time restriction: 6am-9pm
 - Channels available: News and TV Classics
 - 1956: Nat King Cole becomes the first African-American to host a primetime show on national television.
- Carpet, patterned and tile/brick flooring are now allowed.
- Private pools are now available for upper middle class sims.
- In CAS, wearable hearing aids and C-section scars are allowed.
- New music styles: Island radio, Pop
 - 1956: Harry Belafonte's album "Calypso" is the first record to sell more than one million copies.
- Teens may no longer quit school.
- Playground equipment is allowed (no ball pits).
- **Protest!** → Any female or ineligible male sims (re: Korean War) are encouraged to participate in protests.
 - Dec 1, 1955: [Rosa Parks](#) was arrested after refusing to give up her seat on a Montgomery Bus to a white patron, sparking the Montgomery Bus Boycott on Dec. 2.
 - Dec 5, 1955: [Martin Luther King Jr.](#) was elected president of the Montgomery Improvement Association, which then leads a year-long boycott against Montgomery's segregated transportation system.
 - Any working sims should take a walk (or go for a jog) before work for 1 year.
- **Updated holidays:**
 - Change Armistice Day to Veterans' Day
 - Add “Countdown to Midnight” to New Year's Eve traditions

New Careers

1958: [Althea Gibson](#) is the first African-American woman to win the U.S. Open Championship.

- **Men** can now have the following careers: Business, Culinary, Detective, Engineer, Entertainer (either branch), Military, and Scientist; Part-time jobs: Fast Food Employee
- **Women** can now have the following careers: Athlete, Culinary, Doctor, Entertainer (either branch), Gardener, Law, Military (Officer); Part-time jobs: Fast food employee

- Married women are allowed to work but may choose to be a housewife. In general, they should quit their job while they have babies, infants, toddlers, or children and may work again when they have teens.
- WWII vets can receive a pension of \$250 per veteran.

Travel

- **New world open:** Del Sol Valley

Roll the Dice

Childbirth

You no longer have to roll for babies to see if they survive childbirth. Unfortunately, maternal mortality rates remain higher for Black women to this day.

- For Adult sims, roll a [D20](#). If you roll a 1, the mother dies in childbirth.

Korean War

The draft for the Korean War in June 1950 called up men between the ages of eighteen-and-a-half and 35 for terms of duty averaging two years. Men who served in World War II did not have to sign up. In June 1951, the Universal Military Training and Service Act was passed, requiring males between 18 and 26 to register.

All male sims who are eligible for the draft must quit their jobs (except sims in the Military career) and move out of their household onto another lot that will be the “war zone.” Any married men can Try for a Baby before they are called to service.

An armistice was signed in July 1953, but South Korea refused to sign. Two US divisions went home early in 1954, but it was not until August 1954 that the remaining six American divisions were withdrawn. For each individual soldier, roll a [D20](#):

- Roll 1-2: Your sim died in war.
- Roll 3-6: Your sim returned home, but was wounded in war.
- Roll 7-20: Your sim survived the war!

Any male sim returning from war must suffer trauma and take one of the following traits: Chased by Death (*Life & Death*), Gloomy, Erratic, Hot-Headed, Loner, Mean, Paranoid (*Strangerville DLC*), Party Animal (*High School Years*), Squeamish (*Outdoor Retreat*).

1960s & '70s - CIVIL RIGHTS & BLACK POWER ERA

All the rules from the previous decades still apply, with the following changes:

Family Rules

- Same-sex relationships (but not marriages) allowed
- Regular Woohoo now allowed
- Teens can Mess Around
- Interracial marriages now allowed.

Style

1968: The Afro hairstyle became popularized throughout the United States. This is the result of the Nationalist movement as well as Black Power.

Women

- Popular hairstyles include the bouffant, which carried over from the 1950s, the beehive, short pixie cuts or asymmetrical cuts, and the afro.
- Inspiration: The Supremes, The Marvelettes, Diana Ross, Diahann Carroll, Cicely Tyson, The Ronettes, Ronnie Spector

Men

- Natural hair texture was rarely shown in the early '60s, but this changed in the mid 1960s with the Nationalist movement and Black Power. The rise of these movements led to a rise in the Afro as well as dreadlocks.
- Hair was either a close cut, or a "conk" hairstyle styled into a pompadour, slight wave, or slick back.
- Sideburns, bushy mustaches or handlebar mustaches, as well as beards and goatees could be found among many men.
- Inspiration: Jimi Hendrix, The Temptations, The Contours, Marvin Gaye, The Four Tops

Home & Life

- Tea brewers are now allowed.
- Yoga and meditation items are now allowed.
- New painting style: Surrealism
- New TV channels: Action and Comedy
- **Protest!** → Any female or ineligible male sims (re: Vietnam War) are encouraged to participate in protests.
 - 1963: More than 200,000 people participate in the [March on Washington](#) protesting for civil rights and equality for all Americans.

- Mar 21, 1965: Martin Luther King, Jr. spearheaded a five-day, 54-mile march from Selma to Montgomery. The protest retraced the original marches and began with 3300 participants and grew to 25,000 marchers by the time it reached the Alabama capital four days later.
- Attend the Starlight Accolades Awards
 - 1963: [Sidney Poitier](#) wins an Oscar for Best Actor for his role in the film, Lilies of the Field. The achievement makes Poitier the first African-American to win an Oscar in the Best Actor category.

New Careers

1968: [Shirley Chisolm](#) is the first African-American woman elected to the U.S. House of Representatives.

- **Careers** (all): Critic, Politician (up to level 8), Secret Agent
- **Women** can now have the following careers: Business (Management)
- Women can now take maternity leave in the third trimester and after the baby is born.
- Korean War veterans can receive a pension of \$250 per veteran.

Travel

- Commercial air travel has become very common; all worlds (except StrangerVille) are now available to live in.

Aging

For Sims born between **1960-2021**:

Life Stage	Sim Days	Length	Age
Pregnancy	3	9 months	0 years old
Babies	1	3 months	0 - 3 months old
Infants	5	1.25 years	3 mo - 1.5 years old
Toddler	14	3.5 years	1.5 - 5 years old
Child	28	7 years	5 - 12 years old
Teen	24	6 years	12 - 18 years old
Young Adult	68	12 years	18 - 35 years old
Adult	120	30 years	35 - 65 years old
Elder	40	10 years	65 - 75 years old

End of Life Rolls

Death rolls now begin at *75 years old*.

- Once a sim becomes an elder, go to the "Death rolls" column on your timeline and count down 40 days. When you reach this, day you will start making death rolls for your sim.

- Roll a [D20](#):
 - Ages 70-75: if you roll a 1-5, your sim dies that year. If you roll 6-20, your sim survives.
 - For every birthday after 75, the threshold is 10 + 1 per year in excess of their lifespan. (So, at age 76 you must roll an 11 or higher to survive. At age 77, a 12 or higher. At age 78, a 13 or higher, etc.)
 - *Alternative roll system: at age 75, roll a [D20](#) to determine how many years in total your sim has left.*

Disaster: Riots

July 12, 1967: A riot breaks out in Newark. For the next six days, an estimated 23 people are killed, 725 injured and 1,500 are arrested. Also in July, the Detroit Race Riot begins. The riot lasts for five days with 43 people killed, almost 1,200 injured and more than 7,000 arrested.

1968: MLK is murdered in Memphis. Riots ensue in 125 cities throughout the United States. Within seven days of King's assassination, an estimated 46 people are killed and 35,000 are injured.

Roll a [D6](#):

- Roll 1-2: One commercial building burned down and must be rebuilt.
- Roll 3-4: One commercial lot and one residential lot burned down and must be rebuilt.
- Roll 5-6: One commercial lot and two residential homes - including your home - burned down and must be rebuilt.
- Any Mean or Hot-headed sims must start a fight with another sim. Any Kleptomaniac sims must take the opportunity to swipe a big item.

Vietnam War

In August 1964, President Johnson sought congressional approval for direct U.S. involvement in Vietnam. Men between the ages 18-26 were eligible to be drafted. (25% of the troops in the Vietnam war were drafted, 75% were volunteers.) The U.S. started sending drafted troops to Vietnam in 1965.

- All male sims who are eligible for the draft must quit their jobs (except sims in the Military career) and move out of their household onto another lot that will be the "war zone." Any married men can Try for a Baby before they are called to service.
- The Vietnam War continues into the 1970s, so no dice rolls will occur in this decade.



All the rules from the previous decades still apply, with the following changes:

Family Rules

- Marriage is no longer required to continue the lineage, but is still heavily encouraged.
- Teenage marriage is no longer allowed.
- Pregnancy tests are now allowed.

Style

1977: The Jheri curl explodes on the black hair scene. Billed as a curly perm for blacks, the ultra moist hairstyle lasts through the 1980s.

Women

- The Afro was still popular, but many other Black women still straightened and styled their hair into the popular smooth styles of the decade, like the bob, the pageboy, wedge (bowl cut) or the flip (think: Farrah Fawcett). Natural hairstyles disappeared again towards the end of this decade.
- Inspiration: Diana Ross, Donna Summer, Pam Grier, Beverly Johnson, Gloria Gaynor, Chaka Khan

Men

- Afro-centric hairstyles like the Afro and dreadlocks remained popular during the disco decade.
- Mustaches and mutton chops were also in style.
- Inspiration: The Jackson 5, Marvin Gaye, Stevie Wonder, The Commodores, Berry White, Richard Roundtree

Home & Life

- Microwaves and dishwashers are now allowed.
- You may upgrade appliances like stoves, fridges, sinks, and showers.
- Plastic furniture is now allowed.
- You may now use Pride items from CAS and Build/Buy.
- The infant back carrier is now allowed.
- New music station: NuDisco
- New TV channels: Civic Public Access, Romance
- DJ equipment is now allowed.
- Festivals and city events are now allowed.
- Lottery tickets are now allowed.
- **Updated holidays:**
 - Change Decoration Day to Memorial Day
 - New holiday! **Earth Day** (Spring). Traditions: Appreciate an object, Festival lighting, Gardening, Thankful spirit, and Water fun

New Careers

March 1971: The Congressional Black Caucus is established and the numbers of African Americans in Congress begin to increase. (Fully 78% of all African Americans who have served in Congress entered the House or Senate beginning in 1971.)

- **Careers** (all): Politician (up to level 9), conservationist
- **Women** can now have the following careers: Detective, Scientist

Vietnam War (cont'd)

The Vietnam War continued until 1975. The first American troops were withdrawn on July 10, 1969. The last US combat troops left South Vietnam in March 1973. However, a cease-fire was violated by the communists before the last troops departed, and by early 1974, full-scale war had resumed. The remaining soldiers were airlifted out of the country by May 1975.

When the war is over, roll a [D20](#) for each soldier:

- Roll 1-5: Your sim died in combat.
- Roll 6-13: Your sim was wounded in combat.
- Roll 14-20: Your sim survived the war!

Any male sim returning from war must suffer trauma and take one of the following traits: Chased by Death (*Life & Death*), Gloomy, Erratic, Hot-Headed, Loner, Mean, Paranoid (*Strangerville DLC*), Party Animal (*High School Years*), Squeamish (*Outdoor Retreat*).

1980s - Hip Hop and Hi-Tops

All the rules from the previous decades still apply, with the following changes:

Family Rules

- Babies must always be born at the hospital.

Style

Excerpts from Hair Story by Ayana D. Byrd & Lori L. Tharps:

"In 1981 Renee Rogers, a ticket agent for American Airlines, was fired for wearing cornrows. [...] In 1987 Pamela Walker, a full-time teacher and doctoral student at the University of Illinois at Chicago, [...] was fired when she arrived at work with cornrows. [...] Six months later, in January 1988, the Marriott Hotel in downtown Washington, D.C., sent home part-time employee Pamela Mitchell because of her 'extreme, cornrowed hairstyle.'"

Women

- Any played female sims who wears a braided hairstyle to work (Business, Culinary, Detective, Education, Law, Military) will lose their job. They may choose to keep their hairstyle and change to a different career, or change their hairstyle (i.e., straighten their hair) and try to re enter their old career.
- Big hair and volume were often seen, and the styles could be curly or straight. Some women started sporting fades or asymmetrical haircuts.
- Inspiration: Salt-N-Pepa, Janet Jackson, Whitney Houston, Grace Jones, Diana Ross, Tina Turner, Oprah Winfrey, The Cosby Show

Men

- Jheri curls (think: Michael Jackson) and the Fade - especially the hi-top fade - were popular during this decade.
- Nike Air Jordan sneakers were released to the public in April 1985. The rest is history.
- Inspiration: Michael Jackson, Eddie Murphy, Billy Dee Williams, Richard Pryor, Prince, Lionel Richie, The Cosby Show, LL Cool J, Slick Rick, Run DMC

Home & Life

- Bed upgrades are now allowed.
- Marble flooring is now allowed.
- Fitness equipment is now allowed.
- Computers are now allowed for gaming; gaming consoles are now allowed with TVs.
- New TV channels allowed: Politisim, Sports
- You may now watch TV from 6am to 2am.
- *If you have High School Years*, high school students may join the Computer Team.
- New music styles: Easy Listening, Backyard, Hip Hop
 - 1980: (January) American entrepreneur Robert L. Johnson (born 1946) launches Black Entertainment Television (BET).
- Eco conscious sims may use the Off-the-grid lot trait.
- Ball pits are now allowed.
- Music production table is now allowed.

1983: (Nov. 3) Martin Luther King Jr.'s birthday becomes a [federal holiday](#) when Ronald Reagan signs the bill.

- **Updated holidays:**
 - New holiday! **MLK Day** (Winter): Day off work/school. Traditions: Remembrance, Tell stories, Art & music spirit

New Careers

1983: (Aug. 30) [Guion S. Bluford, Jr.](#) becomes the first African-American astronaut to make a space flight.

- **Men** can now have the following careers: Astronaut
- Your sims in the Business career fall prey to a drug addiction, see dice rolls.

- Vietnam veterans can receive a pension of \$250 per veteran.

Roll the Dice

Addiction

Any sims in the Business career fall prey to a drug addiction. Roll a [D6](#):

- Roll 1-2: Your sim quits cold turkey. Replace their traits with Hot-headed, Squeamish, and Gloomy for one sim week. You can change them back afterward.
- Roll 3-4: Your sim resorts to theft to support their habit, but quits before they end up in jail. Replace their traits with Kleptomaniac, Active and Outgoing until the end of this decade.
- Roll 5-6: Your sim parties themselves into an early grave. For the duration of this decade, change their traits to Mean, Dance Machine and Non-committal. (Additional options: Party Animal from HSY or Adventurous from SE.) Your sim will die prematurely at the end of this decade.

1990s - Black Sitcoms & Hip Hop

All the rules from the previous decades still apply, with the following changes:

Family Rules

1999: [Serena Williams](#) wins the U.S. Open Women's Singles Tennis Championship at the U.S. Open. Williams is the first African-American woman to reach such an achievement since Althea Gibson won in 1958.

- Have one of your female sims reach the top of the Athlete career during this decade.

1999: Maurice Ashley becomes the first African-American chess grandmaster.

- Have one sim maximize their logic skill.

Style

Women

- Weaves become wildly popular. A variety of natural styles and locks also become more accepted.
- This decade saw a wide variety of hairstyles: the weave becomes hugely popular with many Black women, as well as the "Halle Berry" pixie cut, box braids & micro braids, and permanent hair straightening
- Inspiration: Whitney Houston, Brandy, Halle Berry, Erykah Badu, Lauryn Hill, TLC, Aaliyah, Janet Jackson, Lil Kim, Missy Elliott, Mary J. Blige, Stacey Dash, Queen Latifah

Men

- Popular hairstyles: Flat tops and Hi-top fades, the Caesar, cornrows, bald head, locs and twists.
- *Inspiration*: Wu-Tang Clan, Prince, Will Smith, Michael Jordan, Eddie Murphy, Tyrese, Ginuwine, Boyz II Men, Biggie, Tupac, Nas

Home & Life

- Computers are now allowed to be used for socializing; laptops are now allowed.
- All TV time restrictions are lifted.
- All restrictions on showers, appliances and furniture are lifted.
- New music style: Hip hop, Kids, Alternative, World, and S-Pop
- New TV channels: kids, cooking, world culture network
- Protest! → All sims are encouraged to participate in protests.
 - Oct. 17, 1995: [The Million Man March](#) is held at the Mall in Washington. Organized by Nation of Islam Leader Louis Farrakhan, the purpose of the march was to teach solidarity.
- (1999:) cell phones may be used for texting.
- Pet clothing is allowed.

Sept. 10, 1990: The TV sitcom “The Fresh Prince of Bel-Air” premiered on [NBC](#). It ran for 148 episodes over six seasons.

- **Y2K**: when you hit the second half of 1998, the family must prepare for the Y2K disaster
 - Build a temporary shelter using the cheapest furniture, no computers are allowed.
 - The entire family must not leave the shelter for the day before and after 2000. No school or work. Any babies born during this time will be born at home.

New Careers

1992: Mae Carol Jemison is the first African-American woman in space, traveling on the space shuttle Endeavor.

- **Women** can now have the following careers: Astronaut, Business (either branch)
- **Career** (all): Freelance Photographer

Disaster: Riots

1992: The three officers tried in the beating of Rodney King are acquitted. As a result, there is a three-day riot throughout Los Angeles. At the end more than 50 people were murdered, an estimated 2,000 injured and 8,000 arrested.

If your sims live in San Myshuno, roll a [D6](#).

- Roll 1-2: One commercial lot is heavily damaged and must be rebuilt.

- Roll 3-4: One commercial lot must be rebuilt while another one is affected minimally and needs to be updated.
- Roll 5-6: Two commercial lots were heavily damaged and must be rebuilt.
- Any Mean or Hot-headed sims must start a fight with another sim. Any Kleptomaniac sims must take the opportunity to swipe a big item.

2000s - The New Millennium & Black Culture

All the rules from the previous decades still apply, with the following changes:

Family Rules

- Babies can be born at home or at the hospital.

Style

Women

- Black hair care became a billion dollar industry in this decade.
- Weaves, blowouts and chemically straightened hair are still hugely popular.
- The natural hair movement began to grow in the late 2000's. Many women turned to the internet to help learn how to care for their cornrows, locs, and braids.
- Inspiration: Aaliyah, Macy Gray, Lil Kim, Alicia Keys, Beyoncé, Michelle Obama, Rihanna, Meagan Good, Tracee Ellis Ross, Tyra Banks, Raven-Symoné, and more...

Men

- The decade of frosted tips...yikes.
- Widespread styles among Black men still included fades, the Caesar, twists, bald heads, and locs.
- Inspiration: Pharrell, Jay-Z, Kanye West, Andre 3000, Kid Cudi, Lil Wayne, Nelly, P. Diddy

Home & Life

- All computer restrictions are lifted.
- All music types are allowed.
- All TV channels are allowed.
- All cell phone restrictions are lifted.
- In CAS, wearable glucose monitors are allowed.
- Have a movie night!
 - 2000: Love & Basketball, a classic movie featuring Black love, was released on April 21.

- Attend the Starlight Accolades Awards
 - 2001: BET launched the first ever BET Awards.
 - 2002: Halle Berry and Denzel Washington won Oscars for Best Actress and Best Actor, respectively. Halle Berry became the first Black woman to win Best Actress.
- Robot vacuum is now allowed
- Video production table is now allowed

2003: (Dec. 13) President George W. Bush signs legislation to create the National Museum of African American History and Culture on the Mall.

- Build a museum

New Careers

2008: (Nov. 4) Barack Obama becomes the 44th president of the United States.

- **Men** can now have the following careers: Politician (Level 10)
- **Careers** (all): Tech Guru, Scientist

Disaster: Hurricane Katrina

2005: (Aug. 29) Hurricane Katrina hits Louisiana and southern Mississippi, devastating New Orleans.

If your sims live in Willow Creek, roll a [D6](#):

- Roll 1-2: The Crawdad Quarter is destroyed by the hurricane and must be rebuilt, while the Foundry Cove is damaged and needs to be updated.
- Roll 3-4: The Crawdad Quarter and Foundry Cove are destroyed by the hurricane and must be rebuilt.
- Roll 5-6: The Crawdad Quarter and Foundry Cove must be rebuilt, while the Sage Estates are damaged and need to be updated.

2010s - Social Media & BLM Movement

All the rules from the previous decades still apply, with the following changes:

Family Rules

2011: President Obama declares the Defense of Marriage Act unconstitutional. New York legalizes same-sex marriage.

2015: The U.S. Supreme Court makes same-sex marriages legal in all 50 states in *Obergefell v. Hodges*.

- Same-sex marriage is now legal.

- Any sims with the Geek trait must spend most of their waking day (outside of school or work) playing video games.

Style

Women

- Anything goes! Many Black women start to rock their natural hair as more products and online blogs/vlogs become available.
- So many styles to choose from: twist or braid outs, afros (short or stretched), braided styles, headwraps, bantu knots, curly puffs, weaves, extensions, and blowouts/silk press hairstyles are also widespread.
- *Inspiration*: Beyoncé, Issa Rae, Nicki Minaj, Rihanna, Lupita Nyong'o, Serena Williams, Cardi B, Zendaya, Michelle Obama, Meghan Markle, Tracee Ellis Ross, and more...

Men

- Also a lot of variety in men's hair: Close cut fros, mini twists or coils, buzz cuts, fades, short dreads, the list goes on.
- *Inspiration*: Tyler the Creator, Chance the Rapper, A\$AP Rocky, Kanye West, Michael B. Jordan, Drake, Chadwick Boseman, LeBron James

Home & Life

- Drones are allowed.

Black Lives Matter

Summer 2013: #BlackLivesMatter was founded in 2013 in response to the acquittal of Trayvon Martin's murderer.

- Protest! → There were several BLM protests held in different cities between 2014-2016. Your sims may choose to organize or join in a protest.
 - Summer 2014: Eric Garner died in NYC after a policeman put him in a chokehold while arresting him. Unarmed teenager Michael Brown was killed by a gunshot from a police officer.
 - 2015: BLM protested against the killings of Walter Scott, Freddie Gray, and Meagan Hockaday.
 - July 2016: Over 100 protests took place across America following Sterling's death on July 5th, and Philando Castile's shooting the next day.
 - You can download cc BLM poses and simlish signs [here](#); there are also cc BLM bandanas [here](#).

New Careers

- **Careers** (all): Social Media, Style Influencer

2020 - The Lost Year

All the rules from the previous decades still apply, with the following changes:

New Careers

- **Women** can now have the following careers: Military (Covert Operator)

Black Lives Matter

May 25: George Floyd is killed by a Minneapolis police officer who pinned Floyd to the ground with a knee on his neck. This sparked mass protests that continued into June.

- Protest! → All sims must participate in a protest (unless they have the Evil trait).
 - You can download some cc BLM poses and simlish signs [here](#); there are also cc BLM bandanas [here](#).

Disaster: Global Pandemic

- The global pandemic - and lockdown - must last for one full year (or more, you decide).
- Each sim must max one skill and start a new hobby during lockdown.
 - Suggested activities: Baking, Candle Making, Fitness, Guitar, Knitting, Mixology, Painting, Video Gaming, Violin, Wellness or Writing.
 - Many people started up hobbies that would help them be less reliant on the outside world beyond the pandemic. Suggested activities: Fabrication, Gardening, Herbalism, and Insect Farming.
- Face coverings are required anytime your sims leave the house (including exercising). You can use custom content (options: [pralinesims](#), [Flapjack sims](#), [magnolia](#), [scarf mask](#)) or something in-game (e.g., a helmet).
- During lockdown, your family is not allowed to leave your home lot. No vacations, dates or any rabbit hole events.

Exceptions:

 - If your sim is in the Doctor or Veterinary career, they must go to work.
 - Once a day, your sims may go jogging in the neighborhood or walk their dog (one sim allowed out at a time).
 - Remember to put on their masks before they leave the house, and each sim must wash their hands upon their return.
- All sims are required to work from home. If their job does not allow this, they must quit their job (they may look for a new one that allows them to work from home).
- No interactions with sims outside your main household (not even other relatives). Chatting online and on the phone are highly encouraged.

Exceptions: sims in the Doctor career may interact with others at work, but social distance as much as possible.

- Any children and teens must attend school online, which will require a mod ([Education Overhaul](#) by adeepindigo).
- Parents must participate in virtual learning and tutor their children.
 - Toddlers: Every day, parents must read them a story and actively work on a skill with them (i.e., Teach to say sorry, Teach to say please & thank you, potty training, flash cards)
 - Children & Teens: Every day, parents must help them with homework
- No medicine is allowed for any sims that get sick and display the following moodlets: Nausea, Bloaty Head, Burning Belly, Llama Flu, or Triple Threat. Sick sims must be locked in their room until they are no longer sick (give them food by transferring it between inventories). If there is no en suite bathroom for them to use, designate one bathroom for the sick sim; no one else is allowed to use that bathroom.

Roll the Dice

If one of your Young Adult/Adult/Elder sims gets sick, roll a [D20](#).

Young Adult

- Roll 1: Your sim dies from the virus.
- Roll 2-20: Your sim recovers!

Adult

- Roll 1-4: Your sim dies from the virus.
- Roll 5-20: Your sim recovers!

Elder

- Roll 1-9: Your sim dies from the virus.
- Roll 10-20: Your sim recovers!