

THE 300 YEAR CHALLENGE

(WIP)

Foreword

It would be an understatement to say that the Sims community has come up with some amazing challenges for historical Sims gameplay. Challenges such as [The Decades Challenge](#), [The Simerican Settler's Challenge](#) and the [Black History Challenge](#) spring to mind and this challenge is more or less an adaptation of challenges such as these, just pushed back 100 years or so in history.

While there are many more amazing historical challenges I have not linked here (check out [this](#) link for more challenges) something I noticed was that with the challenges I was looking at in question the challenges were primarily set in the US, potentially the UK.

However, seeing as I am not from either of these locations I felt like I perhaps wouldn't do the best job at representing these countries.

Eventually I decided to set this challenge on the Åland Islands in (at the time) Sweden. I know the history, culture and geography of these islands well and I feel like this particular part of the world during the 18th century and beyond would be interesting to explore given the many tensions and societal changes following the [Great Northern War](#).

Furthermore, in looking at a smaller, primarily rural, community I feel like avoiding some of the grimmer aspects of the 18th century will be possible. Because, let's be real, there were a lot of crimes against humanity at this point in time (and beyond).

We can't deny the reality of these and I don't intend to, but I also don't know if I'm the best person to portray such things in any greater detail.

However, I'd like to make it crystal clear that I do not condone a single one of the atrocities that were committed and that the descendants of those affected should be treated with nothing but respect, love and acceptance.

I would like to mention that this is a very tumultuous time in history for a lot of countries and looking at the history of the Åland Islands - Russia will initially be viewed in a negative light by the characters of this story. I will try to give a more nuanced perspective of Russia as the story goes on, especially when Åland becomes a part of Russia in the 1800s.

With that said: Feel free to adapt this challenge to anywhere on Earth if you feel like it. More creativity and diversity is always welcome to the Sims community.

Historical Info

If you are unsure about any historical information as you set up the game and play it then you will find a list of tips on finding historical info here.

Please note that you do not have to go through with these steps unless you desire to do so.

- Looking up paintings/pictures from the era you are setting the game in (in this case the 18th century) is a really useful reference for clothing & hair. Do keep in mind the majority of portraits at this time were of rich white people. [Museum](#) websites that let you peruse collections online are very valuable for this purpose.

- If you live in an area where there are historical buildings built during the era you're putting the game in then it is very enlightening to go to look at the buildings in person to get a feel of it.
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- Reading books/newspapers etc. from the era can give you a very useful insight into how people at the time talked, spoke and thought. (Though keep in mind they may express attitudes that are at this point ranging from unacceptable to outdated)
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- There are a number of useful youtube channels that go over the history of the era ranging from people [recreating clothing](#) to [telling you about the lives of people from the era](#). I highly recommend perusing creators like these at your leisure.

Getting Started

Mods/Custom Content

- [MC Command Center](#) by Deaderpool is a **required mod** for this challenge. The following changes need to be made to settings:
 - Risky Woohoo percent: 20%
 - Autonomous Woohoo: Disabled
 - Adjust pregnancy and marriage settings to include teens (change later in game)
 - Disable same sex marriages (change later in game)
 - Allow pregnancy aging
 - Pause on playable labor: Enabled
- MCCC has many different tuning options, so explore and change any other settings that make sense to you.
- [Leave the Phone Alone](#): honestly I use this in my modern save too, the sims in TS4 love the phone a bit too much
- [Empty Worlds Save File](#): a mod that empties all lots and removes all Sims,, giving you a blank slate to transform
- [Timeless v.1](#): a mod that removes almost all modern (post 1900) buildings and landmarks
- For historical careers, check out [Peebs](#) and [Midnitetech](#)
- You can find a lot of great historical CC. Some examples of creators are: [Peebs](#), [Linzlu](#), [Historical Sims Life](#), [Historical CC Finds](#), [Simverses](#), [Vintage Simstress](#), [Anachrosims](#) and many more. I'm afraid I can't make a list of every single great historical cc creator out there, but there's plenty of great stuff to be found if you go looking for it.

CAS and Home Setup

You can either start with a single Sim, a married couple, or a family.

If starting with a single Sim, you must start with a male who is a young adult. If starting with a couple or family, start with a married young adult couple (male and female). You may create their parent(s), as it was very common for multiple generations to live in the same home.

You can place or build your first home using the starter funds for your family. If you would like to use a money cheat for your starter home, you must treat it as a bank loan - you must repay your loan plus 10% interest before your original Sim couple dies.

Once the home is set, reduce household money to \$150 for a single Sim, \$300 for a couple and \$450 for a family of any size. To do this, open the cheats entry bar and type in "testingcheats true" and hit enter. Then type "money 150" and hit enter.

World Setup Rules

For immersion purposes I recommend using Srsly Sims' Blank Save (linked under Mods & Custom Content) and your own builds or builds from the gallery to create a period appropriate world.

For your own build you can often find period appropriate floor plans via google.

This challenge assumes you will not be including mermaids, spellcasters, vampires or Strangerville gameplay. Please delete all supernatural Sims and Strangerville households. It will also help to ensure all Sims and townies in the save are dressed in historically accurate clothing. The game will still spawn in the infamous random townies we all know, but there's a few [methods](#) for managing this.

Holidays

Seasons comes with 4 holidays, which we will edit and add to for historical accuracy. In the beginning, edit your calendar to include:

- **New Year's Eve** (Winter Saturday): New Year's Eve Decorations, Day Off; Traditions- Party Spirit, Make Resolutions
- **Valborg Day** (Spring Tuesday): No day off; Traditions- Fire
- **Easter** (Spring Saturday): Spring Decorations, Day Off; Traditions- Egg Hunt, Flower Bunny, Give Flowers, Attend Holiday Ceremony
- **Midsommar** (Summer): Day Off; Traditions- Attend Holiday Ceremony, Party Spirit, Drinking, Give Flowers, Festive Spirit
- **Lucia** (Winter): Winter Decorations, No Day Off; Traditions- Festive Lighting, Baking, Attend Holiday Ceremony
- **Christmas** (Winter Wednesday): Winterfest Decorations, Day Off; Traditions- Festive Spirit, Open Presents, Grand Meal, Attend Holiday Ceremony, Father Winter.
No Christmas Tree until mid 1700s

Aging and Time

I will be using [Faerie-Tempest's](#) aging calculations as a template for this challenge, however if you wish to you can instead use the [Decades challenge's](#) aging calculations.

Each Sim Day is 3 months, so every 4 days the year changes, and every 40 days the decade changes.

Average life expectancy for a person born in 1701 was about the early thirties. However, this is heavily affected by the high infant mortality rate and actual life expectancy was likely closer to 50.

To follow this progression in your game, you can do the following:

- Any Sims born between 1700 - 1870 should MANUALLY age up according to this approximate schedule:
 - Baby: 6 days, age up at 1.5 years old
 - Toddler: 14 days, age up at 5 years old
 - Child: 28 days, age up at 12 years old
 - Teen: 24 days, age up at 18 years old
 - Young Adult: 48 days, age up at 30 years old
 - Adult: 60 days, age up at 45 years old
 - Elder: 35 days, start rolls at 53 years old
 - Roll a 20-sided dice. The first year, your Sim's odds are 1/19: if you roll a 1, your Sim dies that year. If you roll 2-20, your Sim survives.
 - The second year, your Sim's odds are 2/18: if you roll a 1-2, your Sim dies that year. If you roll 3-20, your Sim survives...etc.

- Any Sims born between 1870-1939 should MANUALLY age up according to this approximate schedule:
 - Baby: 6 days, age up at 1.5 years old
 - Toddler: 14 days, age up at 5 years old
 - Child: 28 days, age up at 12 years old
 - Teen: 24 days, age up at 18 years old
 - Young Adult: 48 days, age up at 30 years old
 - Adult: 60 days, age up at 45 years old
 - Elder: 40 days, start rolls at 55 years old
 - Roll a 20-sided dice. The first year, your Sim's odds are 1/19: if you roll a 1, your Sim dies that year. If you roll 2-20, your Sim survives.
 - The second year, your Sim's odds are 2/18: if you roll a 1-2, your Sim dies that year. If you roll 3-20, your Sim survives...etc.

- Any Sims born between 1940-1959 should MANUALLY age up according to this approximate schedule:
 - Baby: 6 days, age up at 1.5 years old
 - Toddler: 14 days, age up at 5 years old
 - Child: 28 days, age up at 12 years old
 - Teen: 24 days, age up at 18 years old
 - Young Adult: 48 days, age up at 30 years old
 - Adult: 100 days, age up at 55 years old
 - Elder: 40 days, start rolls at 65 years old

- Any Sims born between 1960-2020 should MANUALLY age up according to this approximate schedule:
 - Baby: 6 days, age up at 1.5 years old
 - Toddler: 14 days, age up at 5 years old
 - Child: 28 days, age up at 12 years old
 - Teen: 24 days, age up at 18 years old
 - Young Adult: 68 days, age up at 35 years old

- o Adult: 120 days, age up at 65 years old
 - o Elder: 40 days, start rolls at 75 years old
- If you have Seasons: Your aging/time calculations will have **zero correlation** to the seasons in-game.

Lot Setup Rules

- No electricity allowed, use only candles and lanterns. Off-the-Grid lot trait is required if you have Island Living DLC.
- Fridge, stove or barbecue/barbecue pit, toilet, one bathtub (no shower), and one sink are permitted.
- Outhouses are required - no toilets in the home.
- Wooden furniture/furnishings only.
- Only wooden floors/walls. No wallpaper or painted walls. Rugs are allowed.
- If you have Cottage Living then the Simple Living lot trait is required.

If you have Cottage Living then these are the fruits/vegetables/herbs and berries you can plant

Optional: *If you wish to add increased difficulty then you may only harvest once per season (inspired by Morbidgamer's [Ultimate Decades Challenge](#))*

SPRING: Carrot, Any Mushroom, Strawberry, Lettuce, Green Peas, Daisy, Bluebell, Rose

SUMMER: Blueberry, Blackberry, Cherry, Chamomile, Elderberry, Black Bean, Green Bean, Begonia, Bluebell

FALL: Apple, Grape, Pear, Raspberry, Onion, Carrot, Lettuce, Pumpkin, Any Mushroom, Elderberry, Green Bean, Black Bean, Begonia, Rose

WINTER: Onion, Potato, Pear, Spinach, Any Mushroom

1720s – After The Wrath

The Great Wrath has ended, an event that led almost the entire population of the Åland Islands to flee to Sweden to avoid kidnapping or death by Russian hands.

In 1721 they return to desolated and destroyed homes, hoping to rebuild what was lost.

Family Rules

- Male heirs only. The eldest male becomes the heir. **(This rule can be ignored)**
 - o A woman's husband will inherit if there are no males born in the family.
- Teen pregnancy and marriage is allowed.

- No gay or interracial marriage is allowed at this time. **(This rule can be ignored)**
- Divorce is not allowed.
- Females may only move out of their parents' house after marriage (teen and up).
- Partners may only perform Try for Baby or Risky Woo-hoo.
- Births must occur at home. Babies may only be breastfed.

Style

Women

- Women wore shifts with [stays](#) on top during the early 1700s
- On top they would layer petticoats and skirts and wear a gown over the top of it. You can get a detailed view of the layers of clothing [here](#)
- Enslaved women or free women who wore European clothing would often wear a [headdress](#)

Men

- Men wore shifts with stockings underneath during the early 1700s
- On top they would layer a waistcoat, breeches and coat. You can get a detailed view of the layers of clothing [here](#)

Home & Life

- No electricity, candles and lanterns only. Off-the-Grid lot trait is required.
- If you have Cottage Living then the Simple Living lot trait is required.
- Fridge, stove or barbecue pit, toilet, one bathtub (no shower), and one sink are permitted.
- Outhouses required - no toilets in the home.
- Wooden furniture/furnishings only.
- Only wooden floors/walls. No wallpaper or painted walls. Rugs are allowed.
- Painting styles: Landscape, Classic, and Realism.
- Teens & Poor Children/Girls can quit school. In 1723 the law stated that parents have to teach all children to read so poorer children were often sent to an educator for this purpose.
- Pay out 500 simoleons per child for elementary school, 3000 simoleons per child for high school (historically only richer families were educated during their teen years, while most people either worked on the farm or took up an apprenticeship/job)
- If Sims get sick, they are not allowed to take medicine. Herbal remedies are permitted.
- No vacations are allowed (camping is fine).
- No veterinarians or spay/neuter allowed for pets.
- If your household has sufficient funds they may hire one or more Farmhands or Maids.

Remove \$500 every four days (Sim Year) per Farmhand
Remove \$250 every four days (Sim Year) per Maid

If your household is no longer able to pay the workers they will no longer be able to keep them in their employ.

Careers

- **Male careers:** Manual laborer, Fisherman; Carpenter; Midnitetech's [Manual Labor](#) career pack- Farm Worker, Labor (up to level 1), Janitorial, and Dock Worker (up to level 1); Peebs' [Domestic Service](#)

- o *Freeze Labor and Dock Worker at the first career level
- **Female careers** (single/widowed): Babysitter; Peebs' Domestic Service, Midnitetech's [Tailoring](#)
 - o Widows may farm and sell crops using the market table.

Roll the Dice

Pregnancy

During the last trimester of a pregnancy, roll a [20-sided dice](#). If you roll a 1-5, the baby did not survive. You must end the pregnancy using MC Command Center.

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 MC Command Center.

Aging

Once a played Sim reaches the Adult life-stage, roll a 20-sided dice. If you roll a 1-3, the Sim dies prematurely. Roll once a year until their Elder life-stage.

Health

If a played Sim gets sick (child-elder) and has an Uncomfortable moodlet, roll a 20-sided dice. If you roll a 1-3, the Sim dies from their illness. It is recommended to keep sick Sims away from others so they don't infect anyone else.

No medicine is permitted. Natural remedies are allowed.

1730s – Rebuilding

Following the 1720s Sweden sees an upswing in scientific studies. Carl Von Linné travels to various parts of Sweden and the Netherlands in the mid-1730s.

For the Ålanders this decade is mostly uneventful.

- 1739 [Kunliga Vetenskapsakademien](#) was founded, primarily to focus on biology and other natural sciences. Poorer students would fund their studies by working as teachers during their studies, often joining and graduating later in life. A huge portion of graduates from this academy became doctors, another significant portion focused instead of academic study or becoming a part of the clergy.

1740s – The Lesser Wrath

War and turmoil reaches Åland once again as the Russo-Swedish War starts in 1741 and ends in 1743.

However, this time the Ålanders only have to flee to Sweden for a total of one summer before the peace treaty of Turku is signed in 1743.

War

- Swedish army conscription at the time worked in a method called 'rotar'. One man from every fourth farm was conscripted into the army, although clergy were exempt. Roll a 20-sided dice. If you roll between a 1-5 then one male between the ages of

Teen to Adult from your family is conscripted to be a soldier.

He must move out of the family lot for the duration of the war.

- According to statistics roughly one in three soldiers on the Swedish side of the war were killed, injured or captured.
As such you need to roll another 20-sided dice for the conscripted male.
On a roll of 1 your male is killed in the war.
On a roll between 2-6 your male is injured in the war.
- Any male Sim returning from war must suffer trauma and take one of the following traits: Gloomy, Hot-Headed, Lazy, Mean, or Paranoid.
- Cut your household's money in half and delete the crops that are in season in 1742 to stimulate your household leaving their farm unattended for the one summer where everyone fled to Sweden.

1750s – Seven Years War

In 1756 Sweden joins the Austro-French side of the Seven Years War despite earlier declaring neutrality.

The Swedish efforts mainly revolved around Swedish Pomerania and were relatively passive. While the leadership in Sweden raged at the passivity of their forces the general population were able to live relatively unscathed.

War

- Swedish army conscription at the time worked in a method called 'rotar'. One man from every fourth farm was conscripted into the army, although clergy were exempt.
Roll a 20-sided dice. If you roll between a 1-5 then one male between the ages of Teen to Adult from your family is conscripted to be a soldier.
He must move out of the family lot for the duration of the war.
 - According to statistics only about 65 Ålander boatsmen were killed.
As such you need to roll another 20-sided dice for the conscripted male.
On a roll of 1 your male is killed in the war.
On a roll between 2-3 your male is injured in the war.

Bad Harvest

- In 1756 Åland suffers a year of bad harvest. During this time you may either use [this gardening lot trait \(Crop Blight\)](#) or manually delete ("kill") half of your active crops for that season/time

1760s – Smallpox Strikes

In 1763 the Seven Years War ends with Sweden having failed miserably and the general population discontent with its ruling government.

*The year after that a smallpox epidemic strikes Åland and lasts until 1765.
In addition to this 1765 is a year with a bad harvest for the population, making the latter half of the 1760s a rather miserable time for the Ålanders.*

The Jomala Market

- In 1762 Åland was granted the right to hold a market on Åland each year, and they eagerly set about setting up a market in the village of Jomala.
- The first market was held in February 1762 and was, unfortunately, unsuccessful since very few merchants wanted to risk the treacherous winter seas just to buy stuff the Ålanders had already sold during autumn.
- All the same, some records indicate that many young Ålanders traveled over for the market each year to spend time together, drink and party.

Bad Harvest

- In 1765 Åland suffers a year of bad harvest. During this time you may either use [this gardening lot trait \(Crop Blight\)](#) or manually delete (“kill”) half of your active crops for that season/time

Smallpox

- During the years 1764 & 1765 Smallpox ran rampant on Åland.
- Smallpox was a very infectious disease with a death rate of about 30% and an infection rate of 60%

Roll a 10-sided dice for each Sim in the household as well as any relevant sims from side households at the start of 1764 & 1765.

- On a roll of 1-6 your Sim is infected with Smallpox during the duration of the epidemic.
If your Sim is infected they are exempt from any future Smallpox rolls as they will have developed immunity.
- Roll another 10-sided dice for each infected Sim.
On a roll of 1-3 your Sim dies from Smallpox.
On a roll of 4-10 your Sim survives Smallpox and is subsequently exempt from any future Smallpox rolls as they will have developed immunity.

Sickness

- During the years 1766 & 1769 fever diseases swept across Åland.
- It is unclear exactly what these diseases were, but it is theorised to have been any number of illnesses from malaria to typhoid fever. Generally they were called “Uppsala fever” and returned each autumn.

Since the exact cause is unclear the death rate and infection rate varies, but let's assume an average of maybe 10% death rate and 40% infection rate.

Roll a 10-sided dice for each Sim in the household as well as any relevant sims from side households at the start of 1766 & 1769.

- On a roll of 1-4 your Sim is infected during the duration of the epidemic.
- Roll another 10-sided dice for each infected Sim.
On a roll of 1 your Sim dies from the disease.
On a roll of 2-10 your Sim survives.

1770s – Revolutions and Upheavals

In 1772 the recently appointed King Gustaf III decided to upheave the former national council and disband the two major political parties in Sweden in one fell swoop.

In doing so he has increased power and freedom to make decisions, which he uses to ban torture, allow immigrants with non-protestant religions and improve the military and its fleet. He was also a despot who, when critique against him was raised, had a new freedom of press law made that forbade a long list of topics.

In 1776 outside of Sweden the American Revolution started.

On Åland these events, as well as outbreaks of illnesses and a year of bad harvest makes the decade a somewhat tumultuous one.

Sickness

- During the year 1770 fever diseases swept across Åland.
- It is unclear exactly what these diseases were, but it is theorised to have been any number of illnesses from malaria to typhoid fever. Generally they were called “Uppsala fever” and returned each autumn.
Since the exact cause is unclear the death rate and infection rate varies, but let’s assume an average of maybe 10% death rate and 40% infection rate.

Roll a 10-sided dice for each Sim in the household as well as any relevant sims from side households at the start of 1766 & 1769.

- On a roll of 1-4 your Sim is infected during the duration of the epidemic.
- Roll another 10-sided dice for each infected Sim.
On a roll of 1 your Sim dies from the disease.
On a roll of 2-10 your Sim survives.

Bad Harvest

- In 1771 Åland suffers a year of bad harvest. During this time you may either use [this gardening lot trait \(Crop Blight\)](#) or manually delete (“kill”) half of your active crops for that season/time

Smallpox

- During the years 1773 - early 1775 Smallpox ran rampant on Åland.

- Smallpox was a very infectious disease with a death rate of about 30% and an infection rate of 60%

Roll a 10-sided dice for each Sim in the household as well as any relevant sims from side households at the start of 1773, 1774 and early 1775.

- On a roll of 1-6 your Sim is infected with Smallpox during the duration of the epidemic.
If your Sim is infected they are exempt from any future Smallpox rolls as they will have developed immunity.
- Roll another 10-sided dice for each infected Sim.
On a roll of 1-3 your Sim dies from Smallpox.
On a roll of 4-10 your Sim survives Smallpox and is subsequently exempt from any future Smallpox rolls as they will have developed immunity.

Dysentery

- During the year 1774 dysentery struck Åland.
- Dysentery is a type of infectious diarrhoea that results in bloody stools, fever and abdominal pain. These symptoms can lead to dehydration.
While outbreaks can have differing infection and death rates depending on a number of different factors let's assume an average death rate of 10% and an infection rate of 30%

Roll a 10-sided dice for each Sim in the household as well as any relevant sims from side households at the start of 1774

- On a roll of 1-3 your Sim is infected during the duration of the epidemic.
- Roll another 10-sided dice for each infected Sim.
On a roll of 1 your Sim dies from the disease.
On a roll of 2-10 your Sim survives.

1780s – Relative Peace... For A While

The 1780s were, for the most part, relatively peaceful for Åland until the latter end of the decade.

While Gustaf III descended further and further into despotism the Ålanders are still mostly left alone, spared from wars and epidemics until 1788.

In 1788 Sweden goes to war with Russia, and a few months later they go to war against Denmark as well.

While the war against Denmark is relatively brief, ending in 1789, the Russian war goes on for a longer amount of time and would have a stronger impact on the people of Åland.

War

- Swedish army conscription at the time worked in a method called 'rotar'. One man from every fourth farm was conscripted into the army, although clergy were exempt. Roll a 20-sided dice. If you roll between a 1-5 then one male between the ages of Teen to Adult from your family is conscripted to be a soldier. He must move out of the family lot for the duration of the war.
 - According to statistics only about 65 Ålander boatsmen were killed. As such you need to roll another 20-sided dice for the conscripted male. On a roll of 1 your male is killed in the war. On a roll between 2-3 your male is injured in the war.

The Ehrenmalmian Battalion

- Founded in 1788 due to the Russian war, the Ehrenmalmian Battalion was a force of 400 men not included in the rotar who were intended to supply additional power to the Swedish Army.
- It was headed by Ålander Johan Georg Ehrenmalm, nicknamed "The Wild Major" (Vildmajoren)
- The force consisted of some Ålanders, some Swedes and some Finns
- It never saw battle

Dysentery

- From 1788 - 1790 dysentery struck Åland.
 - It was brought to Åland from a Russian warship that had been captured in battle. Ålander boatmen were infected, and unwittingly brought the sickness home
- Dysentery is a type of infectious diarrhoea that results in bloody stools, fever and abdominal pain. These symptoms can lead to dehydration. While outbreaks can have differing infection and death rates depending on a number of different factors let's assume an average death rate of 10% and an infection rate of 30%

Roll a 10-sided dice for each Sim in the household as well as any relevant sims from side households at the start of 1774

- On a roll of 1-3 your Sim is infected during the duration of the epidemic.
- Roll another 10-sided dice for each infected Sim. On a roll of 1 your Sim dies from the disease. On a roll of 2-10 your Sim survives.

1790s – Winds of Change

The 1790s were a decade of societal and political upheaval.

In France the people had already begun a revolution, and in 1793 the French king would be guillotined, along with the majority of the royal family.

And although Åland was (relatively) far away from such events, the ripples of change would reach them as well.

The Swedish King Gustav III had managed to upset a majority of his population through various laws, failed wars and bids for power, and in 1792 that unhappiness boiled over. During a masquerade on march 16th the King was shot by a noble called Jacob Johan Anckarström. The King survived the initial shot, but died 13 days later. after the wound grew infected.

Smallpox

- During the year 1790 Smallpox ran rampant on Åland.
- Smallpox was a very infectious disease with a death rate of about 30% and an infection rate of 60%

Roll a 10-sided dice for each Sim in the household as well as any relevant sims from side households at the start of 1790.

- On a roll of 1-6 your Sim is infected with Smallpox during the duration of the epidemic.
If your Sim is infected they are exempt from any future Smallpox rolls as they will have developed immunity.
- Roll another 10-sided dice for each infected Sim.
On a roll of 1-3 your Sim dies from Smallpox.
On a roll of 4-10 your Sim survives Smallpox and is subsequently exempt from any future Smallpox rolls as they will have developed immunity.

Dysentery

- From 1790 - 1791 dysentery struck Åland.
- Dysentery is a type of infectious diarrhoea that results in bloody stools, fever and abdominal pain. These symptoms can lead to dehydration.
While outbreaks can have differing infection and death rates depending on a number of different factors let's assume an average death rate of 10% and an infection rate of 30%

Roll a 10-sided dice for each Sim in the household as well as any relevant sims from side households at the start of 1790

- On a roll of 1-3 your Sim is infected during the duration of the epidemic.

- Roll another 10-sided dice for each infected Sim.
On a roll of 1 your Sim dies from the disease.
On a roll of 2-10 your Sim survives.

Drought

- In 1798 Åland suffers a year of drought. During this time you may either use [this gardening lot trait \(Crop Blight\)](#) or manually delete (“kill”) half of your active crops for that season/time.

Brickburning

- Brickburning had become a more and more appreciated thing for farmers and richer people to do, as there had been a larger societal push to move people away from building wooden houses to building stone/brick ones instead.
- By 1795 it had become common for most farmers and household to have a small brickburning oven for personal use. Selling the bricks was not as common.

