

RAINBOW LEGACY CHALLENGE

I wanted a fun legacy challenge with more flexible rules so that I didn't feel like each generation was a chore. Similar to the Not So Berry Challenge, the Rainbow Legacy Challenge will have one main color for each heir. How much you incorporate that color into the sim's life is up to you! You can use their color as an accent color or make it their whole personality!

** Not Required but I made a subreddit where anyone who wants can post sims / builds / family trees / commentary in regards to this challenge. You can join in on the fun at [r/RainbowLegacyTS4](https://www.reddit.com/r/RainbowLegacyTS4)

Rules:

- Each generation is assigned a color that should somehow be incorporated into that generation (ie clothes, hair, furnishings, etc.) Just how much of the color you include is up to you.
- Lifespan length is entirely up to you as well. I prefer normal or short lifespans for most of my gameplay, but you can easily make this challenge easier/shorter or more difficult/longer by choosing more goals for each generation.
- Feel free to take creative liberties and adjust the goals/stories as needed for your gameplay! I tried to only require a few packs for the challenge, but a few generations make use of features from eco-lifestyle and island living among others. Feel free to adjust these storylines to fit your gameplay.

GEN 1: RED

Desc: Where you come from, no one understood you. You always rebelled against your parents' ideals and caused trouble wherever you went. Your parents were going to send you to a military boarding school, and that was the final straw. You run away as a teenager to start your own life in an empty apartment (or small house) in dire need of

- ☐ Create a teenage sim and move into a needs TLC apartment (or small unfurnished house) furnished with only the **cheapest:** kitchen counters, kitchen sink, stove or microwave, fridge, toilet, shower or bathtub, and bathroom sink.
- ☐ Cheat your household funds to \$100.
- ☐ Your only income, until you are a young

<p>some TLC.</p> <p>You get a part-time job or two and do some odd jobs, having quit high school when you ran away. Over time you begin to furnish your apartment and when you're a young adult you get your first full-time career.</p> <p>Eventually, you fall in love after a series of unfortunate dates and have a child or two.</p> <p>—</p> <p>Suggested Traits: childish, hot-headed, self-assured, romantic, lazy, lactose-intolerant, glutton, evil, mean, snob</p> <p>Suggested Aspirations: public enemy, super parent, fabulously wealthy, city native, serial romantic</p>	<p>adult, may come from odd jobs, part-time jobs, or busking / performing for tips.</p> <ul style="list-style-type: none"> <input type="checkbox"/> Use earned money to furnish your apartment / home. <input type="checkbox"/> As a young adult, begin a full-time career. <input type="checkbox"/> Fall in love with another sim (whether they marry, stay together, etc. is up to you) <input type="checkbox"/> Have at least one child <input type="checkbox"/> Try to be a better parent than your own: work on your parenting skills and take at least one day trip with your child/children each season (or every week if you don't have seasons). <input type="checkbox"/> Remain close to all of your children throughout the rest of your life.
<p>GEN 2: ORANGE</p> <p>Desc: Growing up, you were very close with your parent(s). You were always a little cautious about the world around you and preferred to stick close to your family and the home you knew best.</p> <p>You always did really well in school so it was no surprise to anyone when you were offered many scholarships to attend university. As nervous as you were to leave home, your parents encouraged you to pursue a greater education.</p> <p>You ended up really liking university and your roommate in the dorms ended up becoming your best friend!</p> <p>After graduating college, you move into an apartment or home with your best friend from university and start your career using all that</p>	<ul style="list-style-type: none"> <input type="checkbox"/> Retain a close relationship with your parents (and siblings if you have them) from infancy onward <input type="checkbox"/> Achieve at least a B in both middle school and high school. <input type="checkbox"/> Apply for scholarships and attend university, living in the dorms for your entire time at uni. <input type="checkbox"/> Become best friends with your roommate <input type="checkbox"/> Return home every weekend and spend time with your family during university <input type="checkbox"/> Graduate & earn your degree <input type="checkbox"/> Move into a home or apartment with your best friend.

knowledge you've acquired!

Whether it's a platonic or romantic love, you and your best friend eventually decide to have or adopt a child together.

Throughout your whole life, you maintain a close relationship with your family and make sure to see them as often as possible.

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Suggested Traits: *(infant)* cautious, *(toddler)* clingy, *(older)* erratic, adventurous, glutton, overachiever, animal enthusiast, bro, good, hates children, loyal

Suggested Aspirations: academic, soulmate, party animal, etc.

- ☐ Have at least one baby, adopted child, or science baby with your best friend.
- ☐ Make time for your family (including your parents) at least once a week.
- ☐ Celebrate Harvestfest and Winterfest with your entire family every year.
- ☐ Maintain a high friendship level with your best friend throughout your whole lives.

GEN 3: YELLOW

Desc: Growing up, your family was always super close and tight-knit. Sometimes that was a really great thing, but others... well, you never felt like you had much personal space or ability to find out who you were beyond your family.

What you really wanted was to see the world, and experience new things, new places, new people! You craved adventure and knew someday you'd go out and find it.

As soon as you became a young adult, you did just that. You moved out into a small 1 bed and 1 bath tiny home / apartment / house in a totally new place than where you grew up, using money that your parents had put back for you.

Throughout your young adulthood, you travel all over the place and meet tons of new people, try new foods, and learn new things. You kept a journal through your travels and made plenty of notes and memories. Just before you became an adult, you met a sim and had a fleeting romance. Unfortunately,

- ☐ As soon as you become a young adult, move to a world your parents or grandparents have never lived. You may take no more than 40k of your parent's household funds when moving.
- ☐ You can only make money through odd jobs, selling items you collect or photos you take (either through your inventory, or on a selling table or store), busking, or bartending until you are an adult.
- ☐ Use rentals or vacation packs to travel often or move house a few times to different worlds each time.
- ☐ Have your sim work on their writing skill with the journal or with the computer if you don't have parenthood.
- ☐ Have a brief love affair near the end of your young adulthood with someone you meet on your travels that results in a child (you can briefly move the other sim into your household until the child is born

you forgot to use woohoo protection a time or two and find yourself soon to be a parent.

You and your heat-of-the-moment love affair decide you will be the primary caregiver for your child and so you move into your first 2+ bedroom home.

Using your acquired writing skills, you begin writing a book series inspired by your past and continued travels. A publisher is quick to pick up the soon-to-be-popular series and the extra cash flow allows you to travel between releases.

At some point, you publish a memoir that details your travels and experiences all within a beautifully bound book. Regardless of how well it sells, you consider this your masterpiece.

As an elder, you know you'll be able to look back on your life and be proud of all your accomplishments.

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Suggested Traits: *(infant)* sunny, *(toddler)* independent, *(older)* ambitious, clumsy, goofball, self-absorbed, loyal, outgoing

Suggested Aspirations: mt. komorebi sight seer, jungle explorer, outdoor enthusiast, the curator, friend of the world, archaeology scholar

if necessary)

- ☐ Don't have an overly close relationship with your child.
- ☐ If you have growing together, you must set your child to spend every weekend with their other parent and must spend mon-friday and some holidays with your sim. Otherwise, you can use your child sim to visit their other parent on the weekends.
- ☐ Have your sim write a book series as an adult as their main source of income. You are still allowed to sell collectibles and such. You may only choose one genre to use for every book in the series (ie. children's, mystery, etc.)
- ☐ At some point in your sim's adult life, have them write a 'memoir' of their life (you can either write a nonfiction at level 5 or you can do a biography at level 10)

GEN 4: GREEN

Desc: Your childhood was really lonely. Your primary parent was always absent whether physically or emotionally and you never really bonded with them. You couldn't help but to come to resent your other parent too, wondering why they didn't want you for more than a couple of days a week.

Your fondest and happiest memories growing

- ☐ As a teenager, begin to lose relationship with your primary parent.
- ☐ When you become a young adult, have a negative relationship with both of your parents and cease all contact with them once moving out.
- ☐ Move into a tiny home (any of the three sizes or just a small home if you don't have tiny living) that's off-the-grid. You

up revolve around your grandparents and extended family coming to visit. You always felt so loved and adored during those times.

As a teenager, what little relationship you have with your primary parent begins to fall apart. Who are they to try and control you when they aren't there for any other parts of your life?!

Resenting everything your parent stands for and their selfish motivations for traveling the world and collecting treasures, you are determined to leave a better mark on the world by being conscious about your environmental impact.

Once you become a young adult, you make a big decision. After you tell your parents how you really feel, you cut them both out of your life entirely. You still maintain a relationship with extended family members, but you want nothing to do with your parents.

You move to a new place for a fresh start. You choose to be both health-conscious and eco-friendly. That's why you chose to reduce your eco-footprint by living in an off-the-grid tiny home. It's not long before you've created your little homestead and are fully self-sustainable!

One day, while on a walk in the park, you meet THE one. You fall fast and hard in love and it isn't long before you have a small wedding. Soon there are even more tiny people to cram into your tiny house and you are determined to be the parent you never had.

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Suggested Traits: *(infant)* calm, *(toddler)* wild, *(older)* erratic, high maintenance,

may also choose to use the 'simple living' lot trait if you'd like.

- ☐ Your sim can only make money through odd jobs, part-time jobs, or by selling items they've crafted, grown, or made.
- ☐ At some point, meet a sim, fall in love, and marry them.
- ☐ Have 2 or more children with which you share a close bond.
- ☐ Continue to not have contact with your parents OR try to mend your relationship with them after your first child is born.

squeamish, maker, recycle disciple, green fiend, materialistic, vegetarian, insider, jealous

Suggested Aspirations: lord of the knits, master maker, super parent, big happy family, freelance botanist, country caretaker, neighborhood confidante

GEN 5: BLUE

Desc: Much like your parent before you, you have always loved nature and wanted to preserve what so many sims take for granted each day. You've always dreamed of being like your parent and the opportunity comes when you're to enter young adulthood.

One night you had a dream so vivid, you knew it was far more than a dream. Three spirits reached out to you in your sleep and the message they had for you was clear: the fate of a place called Sulani was in your hands.

Once your birthday passes, you bid farewell to your childhood home and your family before setting off for Sulani. You move into your new home and apply to an organization committed to the conservation of the islands.

On your first day, you're thrilled to see how committed your co-workers are and that they seem to be just as passionate as you are about the environment. Pretty quickly, you hit it off with one of your co-workers.

A passion for saving the islands and the creatures and plants that inhabit them soon develops into a passion for one another.

The two of you have an intimate wedding on the beach and move into a new beach house so that you're ready to start your life together officially.

Together, you help to clean up Sulani and restore the islands to their former glory and

- ☐ Join the Scouts as a child and collect all the scout badges before graduating high school.
- ☐ Move to Sulani when you become a young adult.
- ☐ Join the conservationist career.
- ☐ Get close to one of your coworkers and develop a romance with them.
- ☐ Marry your coworker on the beach.
- ☐ Move into a new house on the beach / ocean.
- ☐ Start a family.
- ☐ Clean up Sulani.
- ☐ Take part in as many island events as you can.

beauty while raising a family surrounded by the beaches and ocean that you've come to love so dearly.

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Suggested Traits: *(infant)* intense, *(toddler)* inquisitive, *(older)* goofball, dance machine, love outdoors, child of the islands, child of the ocean, perfectionist, family-oriented

Suggested Aspirations: beach life, perfectly pristine, soulmate, big happy family, angling ace

GEN 6: INDIGO

Desc: Nearly every one of your childhood memories takes place on the beach or in the ocean. Growing up in Sulani, swimming and running through sand came naturally to you and your (optional) siblings.

As much as you enjoyed the islands, you always found yourself a bit bored the older you became. Nothing ever changed here on the islands. Everyone knew everyone and traditions had become routine and repetitive.

As much as you would miss your parents and the people of the island that you've come to know as family, you couldn't help but be excited when you were finally old enough to venture out on your own and make your own decisions.

With the world at your fingertips, you pick a place on the map and go. That's how you found yourself in Mt. Komorebi. Growing up in Sulani, you had never seen snow before and you couldn't help but be mesmerized by the weather, the culture, and the food.

Without much hesitation, you decide to call Mt. Komorebi your home. You settle into your new living space and start your career, though you can't help but miss home and the sense of community that surrounded your

- ☐ Upon entering young adulthood, move to Mt. Komorebi
- ☐ Begin a career of your choice
- ☐ Create a club (theme/purpose is up to you)
- ☐ Meet with your club at least 1-2 times per week while living in Mt. Komorebi
- ☐ Go out to the nightclub at some point with your friends and have a fling that results in pregnancy for one of the sims.
- ☐ Move your fling into your home until the baby is born, worsening your relationship over the pregnancy.
- ☐ Kick your fling out and assume full custody of the child.
- ☐ While the child is an infant, move back to Sulani either moving back in with your parents or, if they've both passed, moving into your old childhood home.
- ☐ Leave the club you created in Mt. Komorebi and optionally create a new one for your friends in Sulani.

childhood.

Though you stay in close contact with your friends and family back in Sulani, you decide to make a better effort to find a group of people to belong to. You create/join a club where you meet several individuals who share your hobbies and passions.

One evening, you hit up a nightclub with a few of your friends and meet a handsome/beautiful mysterious sim. After a little too much nectar and being swept away by the music, you decide to do something out of character for yourself and have a little fling with the stranger.

Your little one-night fling with the stranger was enough to quell the sense of excitement and you were happy to move on with your life and think nothing more of it, that is, until you found out you/they were expecting.

Three days might be long enough to carry a sim baby to term, but it turns out it wasn't long enough to make lust turn into love. Though you lived together for those three long days, all you and your fling did was bicker. Ultimately, you both agree things aren't going to work out.

Your fling doesn't want to be a parent and agrees to sign over full custody to you, making you the primary caregiver for the baby and a new single parent.

Juggling parenthood, your career, your social life, and your family back home quickly becomes too much to handle and you find yourself longing for home more than ever.

After breaking down on your parent(s), it's decided that it's time for you to come home. You can't help but let out a breath of relief when you find yourself back in your childhood home, the old spare room/office having been converted into a nursery and your old bedroom refurbished for an adult.

With the help of your parents and the

community that raised you, you raise your little one in the same way that you grew up: surrounded by love and the ocean.

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Suggested Traits: (*infant*) sensitive, (*toddler*) independent, (*older*) creative, genius, paranoid, bookworm, dance machine, freegan

Suggested Aspirations: Mt. Komerebi Sightseer, Leader of the pack.

GEN 7: PINK

Desc: You grew up a very happy child, doted on by your parent and spoiled rotten by your grandparents and extended family. Of course, you loved Sulani and the ocean, but a part of you always wondered about the place you had been born.

Sometimes, it felt as if some piece of you, though you had no memories of your short time in Mt. Komerebi, had been left behind. Your parent regretfully never had any pictures of your other parent. Whenever you looked in the mirror you wondered if you shared their nose or perhaps the shape of your chin.

Your parent was more than understanding when you graduated high school and you wanted to go to Mt. Komerebi to see where you were born and possibly find your other parent.

You pay for a rental for a few days and go by yourself to Mt. Komerebi, not knowing what to expect.

What happened to you, is in your own hands. Do you meet your other parent? Do you find new friends and try new cuisine? Do you climb to the top of the mountain?

No matter what your trip to the mountain turns out to hold, you end up deciding it didn't

- ☐ Have a happy childhood
- ☐ As a young adult, take a vacation alone to Mt. Komerebi for 2-7 days.
- ☐ While there, complete any (or multiple) of the following:
 - ☐ Meet your other parent
 - ☐ Go to the peak
 - ☐ Explore & make 2-3 friends
- ☐ Never return to Mt. Komerebi after your vacation ends (you can extend if necessary).
- ☐ Visit a place in either: Willow Creek, Brindleton Bay, Henford-on-Bagley, or Chesnut Ridge
- ☐ Return to your parents' home for 2-3 days to pack anything you wish to take with you
- ☐ Before leaving, throw a party (of your choice) and say farewell to your friends and family.
- ☐ Move to the place you visited before

feel like home, but now neither did Sulani. On the last day of your stay, you start heading back to the place you grew up.

On your way, you pass through a place known as (choose between Willow Creek, Brindleton Bay, Henford-on-Bagley, and Chesnut Ridge).

You are immediately taken by the small-town feel, the fresh air, and the lack of tourists. Feeling you have found your place, you finish your journey back to Sulani to tell your parent all about your trip and the beautiful place of your future.

You stay for a couple of days to pack your things and have a bit of a farewell party / dinner before you're headed back to that beautiful piece of land you had your eye on.

You start building your forever home and making roots in your new home. You spend the rest of your days in the home you built, raising the family you envisioned.

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Suggested Traits: *(infant)* wiggly, *(toddler)* silly, *(older)* high maintenance, unflirty, foodie, adventurous, overachiever, rancher, dog lover, cat lover, horse lover, party animal, proper, self-absorbed

Suggested Aspirations: Mt. Komerebi Sight Seer, Friend of the Animals, Championship Rider, Expert Nectar Maker, Country Caretaker, Freelance Botanist

returning home and begin building your forever home.

- ☐ Have at least one child to be your heir in any method you prefer (adoption, science baby, woohoo, etc.)
- ☐ Vacation in Sulani for any period every summer.
- ☐ Keep in close contact with the parent who raised you until their passing.

GEN 8: BLACK

Desc: Growing up in a place classified with 'small-town vibes', you were always a bit of an outcast. You weren't very big on the whole 'outdoors' thing and you were the perfect example of 'teenage angst' in high school.

You love the color black, non-conforming,

- ☐ Don't have anything more than a mediocre relationship with anyone in your hometown aside from your family members.
- ☐ As a young adult, take a vacation alone to Mt. Komerebi for 2-7 days.

creating, and basically everything that was the opposite of how most people in this town would describe themselves.

Your parent(s) always did absolutely everything they could to make you happy, but they couldn't make you fit in. You wanted something different, craved something more than neighborhood barbecues and bringing fruitcakes to your new neighbors anytime someone new moved into the neighborhood.

Naturally, when your birthday came and you were finally an adult, you made your way to the city (choose between: San Myshuno, Newcrest, San Sequoia, Evergreen Harbor, or Del Sol Valley) and moved into your first home / apartment / etc.

There you made friends who you could actually relate to and found you really liked the lack of feeling like everyone knows everyone in your new home turf.

With the good, however, also comes the bad. Cities are often riddled with crime, and this city is no different. One day you get approached by a shady individual who offers you an opportunity you simply can't resist.

That's how you started your criminal career and you work your way to the very top, determined you're going to be THE crime boss of all crime bosses. And hey, you've been dressing for the part your whole life.

You end up marrying the daughter/son of a crime boss to climb further up the criminal ladder. You never really put too much effort into the relationship, but at least you get an heir or two out of the ordeal. Besides, you still see who you want to see and woohoo with who you want to woohoo.

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Suggested Traits: *(infant)* calm, *(toddler)* clingy, *(older)* gloomy, geek, maker, music lover, active, freegan, kleptomaniac, slob, evil, noncommittal

- ☐ Move to the city when you become a young adult (choose between: San Myshuno, Newcrest, San Sequoia, Evergreen Harbor, or Del Sol Valley)
- ☐ Live in a modern style home or apartment.
- ☐ Make at least 3 friends in the city you move to.
- ☐ Join the criminal career.
- ☐ Marry either one of your coworkers or one of your coworker's adult children.
- ☐ Have at least one child but no more than two.
- ☐ Get to level 10 of the criminal career.
- ☐ Cheat on your spouse with at least 2 other sims.

<p>Suggested Aspirations: Public Enemy, Fabulously Rich, Mansion Baron</p>	
<p>GEN 9: WHITE</p> <p>Desc: Growing up, you could do no wrong. Your whole life, in fact, you've been viewed as a perfect prodigy. Whatever you wanted, your crime lord parent readily provided.</p> <p>Granted, your childhood still wasn't exactly perfect. Your parents' relationship was never really loving and, seeing as one of your parents was the city's most elite criminals, you've seen a lot of stuff other sims haven't.</p> <p>When times were tough, you always threw yourself into dance. It's been your passion since you were a child and you knew from an early age that you wanted to be a professional dancer when you grew up.</p> <p>Naturally, after you graduate, your parents bought you a lavish modern apartment / penthouse / home with all the amenities a rich sim could ever want (use cheats if needed). Though money can buy you a lot of things, it can't buy talent.</p> <p>Thankfully, you've always had a talent for dance and you're able to hire a manager and put yourself out into the field. Everyone has to start somewhere!</p> <p>It isn't long before anyone who is anyone in the dance world knows your name and your parents couldn't be prouder. Though you chose not to pursue your parents' career paths, you've solidified your legacy and ensured your family name will be remembered.</p> <p>You only step back from the dance world for a short leave of absence for the birth of your only child. You take some time for yourself and the baby to bond with your bundle of joy.</p>	<ul style="list-style-type: none"> <input type="checkbox"/> While your sim is living with their parents, try to complete as many of their whims as possible. <input type="checkbox"/> As a child, create a dance club and hold a club meeting for at least an hour after school during 3 weekdays every week through childhood and teenagehood (you can leave the club after graduation if you wish). <ul style="list-style-type: none"> <input type="checkbox"/> <i>Optional:</i> create a dance studio for your club to meet at. <input type="checkbox"/> Move into a modern apartment / penthouse / house with your parents money (or by using cheats) <input type="checkbox"/> Join the athletic career (since we sadly don't have a dance career) <input type="checkbox"/> Work on your dance skill frequently. <input type="checkbox"/> Try to get to the top of the athletic career. <input type="checkbox"/> At some point, have your sim or their partner get pregnant (or have a science baby) <input type="checkbox"/> Do not work for a week during the pregnancy and birth (take a vacation / family leave) <input type="checkbox"/> Spend at least one day each week focused on bonding with your child (from infant-teen)

After that, you throw yourself back into your work but you always make sure to make time for your child when you can. You never thought you could love anything more than dancing, but you love your child more than anything and are determined to make sure they have a happy childhood.

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Suggested Traits: *(infant)* sensitive, *(toddler)* angelic, *(older)* creative, music lover, active, neat, perfectionist, family-oriented, noncommittal, snob

Suggested Aspirations: bodybuilder, super parent, inner peace

GEN 10: RAINBOW

Desc: Admittedly, there's been a lot of angst, trauma, and melodramatics in your lineage. Still, none of that ever really seemed to touch you. Your parent(s) always doted on you and you had a wonderful childhood filled with fond memories and lots of laughter and love.

You've always been quite the social butterfly and have a ton of friends. People are always attracted to your natural charm and charisma. It helps that you also have a great sense of humor and an upbeat attitude.

You aren't sure what the future might have in store for you, but you know this: you want to be surrounded by the people who love you and you want to make people laugh.

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Suggested Traits: *(infant)* wiggly, *(toddler)* silly, *(older)* cheerful, creative, goofball, high maintenance, bookworm, dance machine, overachiever, party animal

Suggested Aspirations: soulmate, neighborhood confidante, joke star, friend of the world

- ☐ Have a happy childhood and make good memories with your parent(s).
- ☐ Make as many friends as you can throughout your life.
- ☐ Work on your charisma and comedy skills.
- ☐ Become a comedian (entertainer career)
- ☐ How this generation ends is up to you!

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