

Sims 2 Ultimate Decade Challenge

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Converted by [SimmingRegency](#) for The Sims 2

A conversion of [Morbid's Ultimate Decades Challenge for The Sims 4](#) into a Sims 2 friendly version using various mods to facilitate the movement of decades and events in history. The research is all done by Morbid and all credits should go to Morbid. I have only taken the liberty to fill in the gaps between the years 1815-1900. From 1890 onwards, the challenge will be using the original Decades Challenge by [ZombieCleo](#) as the source of information with some additional research to fill in the gaps.

Not all historical events in history will be reflected in this challenge. Rather, the events are selected based on viability of the mechanics of sims 2 gameplay assisted by various mods and custom content. My apologies to everyone.

Included in this challenge documentation will be a [sample spreadsheet](#) that I have set up for your reference and use. There will be a detailed breakdown of livestock, foraging, hunting, and farming crops in the spreadsheet. You can make a copy of the spreadsheet or set up your own spreadsheet if mine is not suitable for you.

The challenge will take your sims through the years 1300-1900. As I am more of a historical gameplay simmer, I am not writing this challenge beyond the year 1900. BUT, that does not mean you have to stop there! Please feel free to add the 'modern' decades to your own game and if you wish to have your modern addition added to my conversion, do not hesitate to contact me at simmingregency@gmail.com. Your work will be credited!

NB: Do note that the conversion will be influenced by how I like to play The Sims 2 and you are free to tweak elements that do not suit your preferred gameplay style.

Aging and Lifespan

In the original Ultimate Decades Challenge, the aging calculation is 4 days = 1 sims year. Luckily in sims 2, we have the fabulous Almighty Hat who has delivered us the best [lifespan mod](#) ever for this challenge. It is even already edited into our favorite mischief-maker - ACR 😊 What more can we ask for! 😎

No need for manual age tracking. Just add the mod into your downloads folder and viola - aging tracker managed!

Using Hat's Gestation Lifespan		Age
Baby	4 days	0-1

Toddler	12 days	1-4
Child	32 days	5-12
Teenager	24 days	13-18
Young Adult	24 days	University only
Adult	112 days	19-46
Elder	49–100 days	47-Death

For players who prefer not to use ACR, there is a 1 year = 4 days mod over at MTS by [Nepheris](#). It includes a modded season of 1 day = 1 season, 48 hours semester, pets and sims aging mod.

Seasons

Now, we all know that the seasons will never match up with our suffering sims' lifespan. So, the only thing I can offer everyone is:

1. Ignore the disproportional seasons vs. aging
2. Use the [4 Day Season mod](#) if you prefer everything to line up and somewhat make sense.

Rotation or Not!

I love playing in rotation as it really adds drama and more dimension to my game (Ok, ok... I confess... I get distracted easily, so rotational play suits me more 😊). But you can also play this as a generational legacy through the ages. If you choose to play this focused on ONE family's legacy, I would recommend using [Lazy Duchess's Story Progression Mod](#) to allow your hood to progress with your main and side families, unless you don't mind immortal townies of course. But do remember to set your main family and side families out of the story progression to avoid any unwanted events happening.

Should you choose to play it rotationally, a 4-Day Rotation would probably be the most logical choice because, 4 Days = 1 Year.

Setting up your Hood

Whether you are playing it rotationally or generational legacy style, you still need a period appropriate hood of townies for generating drama, scandals, and story. The table below is just an example of one way of setting up your hood. You can use a Random Number Generator to determine the hood set up such as:

1. [Calculatorsoup.com](#)
2. [GigaCalculator.com](#)
3. [MathGoodies.com](#)

Social Class	Number of Families	Family Size
Lower Class (0-40k simoleons)	2-3	2-6
Lower Middle Class (40k-70k simoleons)	2-3	2-5
Upper Middle Class (70k-100k simoleons)	1-3	2-5
Upper Class (100k-200k simoleons)	1-3	2-4 (plus 3 live-in servants)
Nobility (200k upwards)	1	2-4 (plus 4 live-in servants)

Nobility Titles:

1. Duke & Duchess - 1 Family max (d1)
2. Marquis & Marchioness - 2 Families max (d2)
3. Earl & Countess - 3 families max (d3)
4. Viscount & Viscountess - 4 families max (d4)
5. Baron & Baroness - 5 families max (d5)

You can roll a D5 to determine what noble families you will be having in your hood.

Tax Officer for rotational play:

Create a Tax Officer whom everyone in your hood will be sending their tax payments to via the [Wallet Controller](#) or [SW-Checkbook](#).

You do not need to play this family in your rotation schedule. Once you have moved in your tax officer, set his funds to zero for easy tracking of taxes collected. All you need to do is to pop in occasionally to check how much taxes have been collected and use it to upgrade your hood's community lots before resetting it to zero. This can be achieved using the "FamilyFunds" cheat. You can make your tax officer immortal using [Individual Ageing On/Off Mod](#) so you do not have to keep changing your tax officer 😊.

If you are not playing this challenge rotationally, you can just ignore this section of your hood set up. Just use the "FamilyFunds" cheat to reduce the family funds accordingly or just buy an item from the catalogue of similar value and delete it to stimulate paying taxes.

Community Lots

1. Duchy Farm for peasants to earn a merger income working the land for the Duchy using Echo Style Crops.
2. Duchy Orchard for peasants to earn a merger income working the land for the Duchy using Echo Style Crops.
3. A Village Green for festivals and socializing.
4. A local Chapel for weddings, funerals, burials, Sunday services, and christenings.
5. A Fishing Spot using in-game fishing until otherwise stated.

6. A Village Hall for important village meetings.
7. AlmsHouse - To house female orphans run by a nun
8. Military Camp - To house male orphans run by the military
9. Latin School
10. Finishing School

Mortality Rolls

The mortality rolls are to simulate the life expectancy of the period and will change accordingly to which period in history you are at. The specific mortality rolls for each period of history will be listed in the respective period sections.

Just a few notes on the rolls:

1. Childbirth - when a mother gives birth, you have to roll to see if she survives the childbirth.
2. When a baby is born, roll to determine if the baby/babies survive the birth.
3. To 'kill' a baby, you have to age it up to a toddler before using [Rodney's Death Creator](#) or you can have [Gunk the Friendly Ogre](#) come and take away the newborn. Using Gunk means you can 'reuse' the baby if there is a need for adopting an heir if you know, all your sons die 😞.
4. Roll at every age up
5. If your sims manage to survive all the way to their elder years, row D8 to see how many more years they have before they meet the grim reaper (they may perhaps die before the actual years rolled of natural causes like illness or the plague).

Pregnancy Odds - Risky WooHoo

Using ACR edited by [Almighty Hat](#), you can set the Risky WooHoo percentage to the desired percentage corresponding to each period. The pregnancy odds will be listed in each respective period section. Also do set the time multiplier between each woohoo attempts to 3 or 4 to space out child bearing.

To avoid all your sims reproducing like rabbits, the side families will have a specific number of children they are allowed to have. Meaning, if they are only allowed 5 children and 2 children die of, say, the plague, your side family can have 2 more to replace the lost children. If they have more than 5, employ the services of [Gunk the Friendly Ogre](#) to take the child off your sim's hands.

[Triplets and Quads](#) count as 3 or 4 children towards the total count of children.

Heirs and 'Spares'

1. Heirs will always be sons until your family gets to modern days. And they have to be legitimate sons and not otherwise.
2. The heir should always be the eldest legitimate living son. When the family gets to the modern days, the heir will be the eldest legitimate living child.

3. If for reasons, your sim fails to produce an heir, then the husband of the eldest daughter will inherit the family estate and become the main family.
4. If everyone in the main family (including daughters and their husbands) dies and there is no one left to take up the mantle. The closest related side family will take over the family estate as the main family.

Marriages

1. Once the main heir is old enough to get married, the torch will officially be passed to the newly married heir. Marriage age will be stated in the respective period sections.
2. The main heir must always marry someone of their own age, older, or younger as soon as they reach marriageable age.
3. Previous generation heirs must always stay with the current heir until they pass away.
4. Previous generation 'spares' who are not married can only move out once they get married and not before. Hence it will be wise to use [BO-Unlimited Sims](#) to increase your number of sims per household limit.
5. If the heir's spouse dies an untimely death, you can do a D10 to determine if they remarry. (Odd - Stays a widow/widower) (Even - Remarries)

Illness and Events

Each period will have numerous illnesses and events that will require extra rolls of the dice to see your sims through. You can also add in an additional illness, natural disaster, and unforeseen events ROS if you desire to make it more challenging during less chaotic times. An example of illnesses and natural disasters is as follows:

The ROS document can be found [here](#). Do read through the ROS before starting the challenge as I have linked some custom content specifically for some ROS and having them in your Downloads folder before commencing the challenge would be much easier.

For extra variety for the earlier periods of history (1300-1794), on top of the ROS I have written specifically for this challenge, I highly recommend the Medieval ROS jointly written by Vlygrl, Fir3Princ3ss, SpottyBee, and TeaAddict! Their ROS of 120 scenarios can be found [here](#).

As for the Regency and Victorian periods (c.1795-1837 & 1837-1900), I strongly recommend the ROS jointly written by Simbury and Historical Simmer that can be found [here](#).

You can find/follow these wonderful simmers at the following specific links:

TeaAddict: [Simblr](#), [YouTube-Tea Addict](#), [YouTube-TeaAddict's Tea Parties](#)

Vlygrl: [MTS-Vlygrl](#), [Plumb Bob Keep](#)

Fir3Princ3ss: [YouTube-LetsplaywithFir3](#)

Simbury: [Simblr](#), [YouTube-Cupcakeyy Plays](#)

Historical Simmer: [Simblr](#), [YouTube-Historical Simmer](#)

Family Tree

You may wish to keep a detailed family tree for your sims to keep track of who is who. I am just naming a few for you to choose.

1. [Family Tree Builder by My Heritage](#)
2. [Family Echo](#)
3. [Smart Draw Family Tree](#)
4. [Free Heredis Family Tree App](#)

Schooling in General

In England 1300s-1620

Children from the Lower and Lower Middle Class will not be attending school until otherwise stated further into the challenge. They will have to skill up by actually 'practicing the skill' through cooking, cleaning, playing chess, [working out](#), painting, [weaving](#), [sewing](#), honing mechanical skills using [special mechanical items](#), and practicing charisma in front of the mirror. You can use the [School Changer](#) from Simlogical to keep the children at home.

In medieval England, organized schools had already been established since 598 and were connected to the church as a place to study religious texts. By the 7th and 8th century, further schools were set up to teach either Latin, or song schools to train singers for the cathedral choirs. In 1096, the University of Oxford had already been established and is considered the oldest university in the English-speaking world. In 1209, the University of Cambridge was founded.

However, these schooling opportunities were only opened to sons of the aristocracy destined for priesthood or monastic work with the ministry or the law. With these conditions in mind, only sons from the well-connected Upper Class and Nobility are allowed to attend Latin Schools. For sons who are intended for priesthood or the law, they can eventually attend Oxford or Cambridge.

For sons from the Upper Middle Class, they may be homeschooled by a male tutor as a child before being sent off to school (in-game or [Simlogical School](#)) as a teenager.

For each Upper Class and Nobility Class sons attending Latin School, a payment of 2000 simoleons upfront is required to cover their boarding expenses. You can use the [Simlogical School Mod](#) to set up your Latin School in the hood.

For each Upper Class and Nobility Class sons attending Oxford or Cambridge, a payment of 6000 simoleons upfront is required to cover all expenses and they can only major in the following subjects:

1. For sons entering priesthood:
 - a. [Monastic Major](#)
 - b. [Bible Studies Major](#)
2. For sons entering the law:
 - a. History

b. Political Science

Daughters of the Upper Middle Class, Upper Class, and Nobility will be homeschooled by a governess as a child. The governess will be paid 200 simoleons every 4 days (1 year) and entitled with a modest wage increment of 20 simoleons for every year they spend working for the family.

For the daughters of the Upper Middle Class, education as a teenager will continue at home with their governess. But daughters of the Upper Class and Nobility should be sent off to Finishing School to complete their education in the various skills and accomplishments necessary for them to gain advantageous marriages. The number of years they stay in Finishing School will be determined by the average marriage age in each respective period. Fees for Finishing School will be a one time fee of 2000 simoleons for each daughter.

Fees may change in the respective periods. However, if you feel the fees set too low or too high, you may change and set your own fees for the challenge to suit your play style.

In American 1620 onwards

For Upper Middle Class families, they may now not only send their sons to school for a one time fee of 1000 simoleons but also employ a governess to start homeschooling their daughters for better marriage prospects. The governess will be paid 100 simoleons every 4 days (1 year) and entitled to a modest wage increment of 10 simoleons for every year they spend working for the family.

Harvard University, founded in the year 1636, is now an option for upper middle class sons. For each son attending university, the family has to pay a one time fee of 6000 simoleons. Job promotions will also be unrestricted for sons who have successfully graduated from University.

For the Upper Class families, daughters are not only allowed to be homeschooled by a governess but can also attend Finishing School. The governess will be paid 200 simoleons every 4 days (1 year) and entitled to a modest wage increment of 20 simoleons for every year they spend working for the family.

Daughters may now attend finishing school once they reach their teens for a one time fee of 2000 simoleons for each daughter. Teenage sons may now go to private school for a one time fee of 2000 simoleons each before proceeding to attend University.

For a noble family, all daughters must attend finishing school after being homeschooled as a child. All sons must attend private school and also graduate from University.

Additional requirements regarding unlocking of schooling and career opportunities will be mentioned in the respective period documents.

Starting the Challenge in the 1300s

1. Create a family in CAS.
2. Your founders will start as peasants/lower class citizens of their cruel pixel world.
3. Use either a Clean and Empty neighborhood template from [Jawusa](#) or start your own custom hood with a custom SC4 map that you like.
4. Your founding sims will start off with the 20k simoleons on a 2x2 lot. After building, buying livestock, farming plots, harvestable, and furnishings, your sim's funds should be set to ZERO simoleons.
5. No modern looking technology items are allowed so pick and choose their replacements wisely if you should decide to use them incognito. Only candles, lanterns, and oil lamps for lighting. Instead of having a phone, you can use [Simlogical Teleporter Shrub Plus](#) to 'invite guests' to your house to socialize. Or use the [Book of Invitation](#) to invite your guests over.
6. The family will only be eating the food they have harvested from their own land, fished from the local fishing spot, game hunted from the local forest, and wild berries and mushrooms foraged from the local forest..
7. The matriarch may help with family income by becoming a washer-woman using [Sun&Moon Loads O' Laundry](#), washing the dirty laundry of the village. If you choose to have some cows on the starting estate, you may have your matriarch become a Butter Churner using [Sun&Moon Buttered Up](#). [Knitting](#) is also an option as a source of income.
 - a. Washer Woman:
 - i. Using Sun&Moon Loads O' Laundry, you can set up your matriarch as the sole washer woman of the hood. If playing by rotation, have the matriarch collect the dirty laundry of the other households each time you switch households via the simblender.
 - ii. The active household will pay the visiting washer woman a fee of 30 simoleons per collection. Collection is only allowed **ONCE** per rotation only.
 - iii. The clean laundry can be dealt with by using the "put away" option that will delete the item(s) and imagine that the clean laundry has been collected by their actual owners.
 - b. Butter Churner
 - i. Using Sun&Moon Buttered Up, your matriarch can make some money selling freshly churned butter.
 - ii. The butter can then be sold either via:
 1. MidgeTheTree's [Sell From Inventory](#)
 2. Home Business run by the Matriarch
 3. Selling it via the in-game Buy Mode

Work	Starting Cost	Income per task	Max income allowed per day
Washer-woman	~\$150*	N.A	N.A
Butter Churner	~\$480*	N.A	N.A
Knitting	\$25	\$100	\$100 (1 task)
*Starting cost includes only the basic tools needed to set up the side business. Please read Sun&Moon's User Manuals if unsure of what setup items are needed.			

8. The patriarch may make a living only through the following trades:
 - a. [The Sims Resource - Harvestable Crops Super Set](#)
 - b. [Hunting](#)
 - c. [Fishing](#) or In-game Fishing
 - d. Harvester on Duchy owned farms using [Echo Harvestable Crops](#), [Harvestable Super Crops Set](#), [Harvestable Crops Echo Style](#), [Harvestable Mushroom & Strawberry](#)
 - e. [Woodwork](#)
 - f. [Basket Weaving](#)
9. Generation 2 may join certain professions suitable that will be listed in the respective period sections.
10. Opening a Home Based Business will be the goal at this initial stage.
11. For a more realistic menu, you can use the mediaeval food default replacement [Celtic Food Replacement](#).
12. Female sims will always move out after marriage until modern times when daughters can be heirs.
13. You may have a favourite colour using [Episims Colour Traits](#) if you wish. The default replacement quills now come compatible with the colour trait mod found here by [FracturedMoonlight](#).
14. [Traits](#) allowed for each period will be stated clearly in each period's respective sections.
15. No newspaper delivery using the Visitor Controller.

Recommended Necessary Mods (not exhaustive)

1. [Water Required for Baths/showers](#)
2. [Water Required for Sinks](#)
3. [Nobles Don't Cook/Clean](#)
4. [Easy Lot Check](#)
5. [Easy Inventory Check](#)
6. [Babble Bubbles Speech Icon Replacement](#)
7. [Novel Plot Replacement](#)
8. [Greet Expectations](#)
9. [Bills once a week](#)
10. [No Autonomy Fridge Patch](#)
11. [Variable Meal Servings](#) - used to adjust serving size accordingly to the family size to stimulate no refrigeration of food

12. [Eat Civilised](#) - No shovel Food Animation
13. [Inventory Inheritance](#)
14. [Simply Leftovers](#) - for used when the family reaches the modern era to keep leftovers as single serving plates
15. [Shiftable Everything](#)
16. [Write in Diary Pen Fix](#)
17. [No Reading Newspaper on Toilet](#)
18. [Pond & Sea Water Overhaul](#) - because I like pretty water
19. [Breastfeeding Mod](#)
20. [Visitor Controller](#)
21. [Simblender](#)
22. [Realistic Sickness](#)
23. [Pneumonia Fix](#)
24. [More Dangerous Fire](#) - please choose wisely
25. [Medieval Period Mod](#)
26. [Lifetime Want Chooser](#)
27. [Slower Skilling](#)
28. [Shop at Home Hacked Coat Rack](#)
29. [Bool Prop Sickmaker](#) - to make your sims sick for reasons...
30. [Batbox](#)
31. [Microstatics](#)
32. [Bubonic Rats](#)
33. [Holiday Mod](#)
34. [Fight or Flight Fire Reaction Mod +Traits](#)
35. [LowerPleadSuccess-Grim Reaper](#)
36. [Planting Overhaul](#)
37. [Sun & Moon Sets](#)

Sites for Awesome Custom Content, Mods, and Default Replacements (not exhaustive)

1. [Plumb Bob Keep](#)
2. [Mod The Sims](#)
3. [Simlogical](#)
4. [The Sims Resource](#)
5. [Hat-plays-sims](#)
6. [Insiminator](#)
7. [Cyjon's Sims 2 Mods](#)
8. [Moreawesomethanyou](#)
9. [The Medieval Smithy](#)

I totally encourage players attempting this challenge to comb through at least the listed sites for additional mods, custom content, and default replacements to truly make your gameplay thoroughly historical. My game is heavily modded so don't be shy! 😊

Some sites for list of historical events

1. [Timeline of English history - Wikipedia](#)
2. [Timeline of Russian history - Wikipedia](#)
3. [Timeline of French history - Wikipedia](#)
4. [Timeline of German history - Wikipedia](#)
5. [Timeline of Italian history - Wikipedia](#)
6. [Timeline of Spanish history - Wikipedia](#)
7. [Timeline of the Ottoman Empire - Wikipedia](#)

Feel free to pick any country you wish to play this challenge in and change the events accordingly.

Finally, the respective period sections!

[Life in the 1300s](#)

[Life in the 1400s](#)

[Life in 1500 to 1620](#)

[Life in 1620 to 1700](#)

[Life in 1700 to 1762](#)

[Life in 1763 to 1815](#)

[Life in 1816 to 1889](#)

[Life in 1890 to 1900](#)