

Sims 4 Parenthood Challenge

By DexSimmer



Here in the Sims community, we love to challenge one another with fun and innovative gameplay through the challenges we create. With the addition of the Parenthood Game Pack, we have the opportunity to spice of the family life of our Sims. Therefore, I present to you the Parenthood Challenge! The premise of this challenge to leave behind a legacy to be proud of and the only way you will be able to insure that your sims are well off when it's your time to meet the Grim Reaper, is to shape the childhood of your offspring and make them into Sims that you will want to brag about in Sim Heaven! The challenge will last for a total of 5 generations. You can shorten it to 3 generations if 5 is a bit to long for you. The rules are below. Happy Simming!

(P.S. This challenge does not require any mods to complete, but it does require an initial money cheat to begin).

The Beginning

You must begin the challenge with only one sim in the household and they must be a young adult. They can be either male or female; this sim will be considered the matriarch/patriarch of the challenge. Aging must be turned on and set to the regular life span.

Aspirations

All aspirations are allowed for this challenge. Obviously, the new "Super Parent" aspiration will be ideal here, and I am sure everyone want to try it out. The "Successful Lineage" aspiration may also help in the long run.

Traits

All traits are allowed for this challenge. However, if you're looking for a real challenge, I recommend giving your sim the "Hates Children" trait. That should be entertaining! Custom traits are also allowed. Keep in mind that with the new game pack, some traits will affect character values, either positively or negatively, so choose wisely. Trait selections for offspring must be *completely random*. A good online trait generator can be found here: <https://platinumsimmers.com/trait-randomiser/>

Getting Started

You may start with 40,000 Simoleons; use 'testingcheats' to set your household funds. Your sim must start in a house they can afford and have at least 3,000 Simoleons left over after purchasing/renovating their home. All future renovations must be made without using money cheats. Your Sim must meet, fall in love, and marry another Sim before they can try for a baby (call me old fashioned lol, but I think this fits the pack's aesthetic). Your Sim can marry a townie, or a Sim you create (traits must be random). Each generation must produce at least three offspring. If you mess up the first child (as most first time parents do) you at least have the opportunity to do a better job with the other two. Every child is eligible to become the heir as long as they meet the qualifications described later in the rules.

Parents



1. Both parents must work. Any career is fine, including "Work from Home" jobs, as long as both parents have a career track. The matriarch/patriarch (or the heir in subsequent generations) must successfully complete their career before passing on the baton on to the heir. Custom careers are allowed as long as they have 10 levels to complete, just like EA created careers.
2. Parents are allowed to make money on the side (such as painting, writing, gardening, collecting, etc).
3. The matriarch/patriarch/heir must max out the parenting skill before the next heir can be chosen.

Selecting the Heir for the Next Generation

Here's where the challenge gets well.....challenging. Before your patriarch/matriarch can pass the baton onto their offspring, there are a few requirements that must be met before the next generation can spread their wings and leave the nest:

- The heir must successfully complete a school project as a child and as a teen.
- The heir must max at least one skill as a child.
- The heir must have progressed a skill to at least level five as a teen.
- A child/teen is no longer eligible to become the heir if they are caught breaking curfew
- Last, but not least, after aging up to a young adult, the heir must have at least three of the following inherited traits below:

1. Emotional Control
2. Good Manners
3. Compassionate
4. Responsible
5. Mediator

If a teen ages up to a young adult and has inherited any of the following traits below, they are no longer eligible to become the heir. They must be married off to a townie and never played with again.

1. Uncontrolled Emotions
2. Bad Manners
3. Insensitive
4. Irresponsible
5. Argumentative



To help you out in this challenge, I have linked the SimsVIP's Parenthood Guide below. The guide has a section that explains what actions and behaviors either positively or negatively affect your children's character values. <https://simsvip.com/sims-4-parenthood-guide/#Parenting>

Subsequent Generations



All subsequent generations must follow the same rules as the previous generation. You can either move the heir out of their parent's house and repeat the 40,000 Simoleons and new home rule, or you can let the heir "inherit" their parent's home and move their parents and siblings out of the home so that the heir can start their new family. I don't care where you put them, just get them out of there. The choice is totally up to you. If you choose to have your heir stay in the house they grew up in, then you may not cheat them 40,000 Simoleons; they must live with the household funds available. If you successfully complete five full generations, without breaking any of the rules outlined above, then congratulations, you are the winner of this challenge! Your matriarch/patriarch will be smiling down on you from the pixelated clouds in the sky.