











THE SIMS 4 PARENTHOOD

UNOFFICIAL SIMSVIP GUIDE















THIS GAME GUIDE WAS WRITTEN BY:

SimsVIP

THIS IS A GAME GUIDE FOR:
THE SIMS 4 PARENTHOOD
GAME PACK (PC/MAC)

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*This is an unofficial game guide for the Sims 4 Parenthood Game Pack (PC/MAC)

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SimsVIP game guide



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Contributors



Alexis

Editor-in-chief

Hey everyone! My name is Alexis and I am the Editor-in-Chief for SimsVIP.com! I am a long-time simmer and community member, and am one of the writers for The Sims 4 Parenthood Game Pack Guide.

If you're reading my author bio, that means you're checking out the PDF version of our guide! I hope this guide helps you with having fun with bowling a strike, and thank you for your continued support!



Kerri

Lead Designer

Hello! My name is Kerri and I am a designer here for the SimsVIP. My job is to essentially make things look good. I do info graphics for the site and now these game guides! So I really hope you enjoy it.

I have been a fan of the sims since the first game my favorite thing to do in the Sims 4 is build stuff and customize sims. Thank you for the support on this game guide and I hope to provide you with high quality PDF's like this one in the future :)



Lucie

Assistant designer

Lucie is just your typical French student. Crazy about little puppies. Avid Youtube watcher. Interior Designer (well in the Sims at least). She also loves to create short films because why not. Always the head in the clouds.

Hope you like the guide :)

Basic Info

Aspiration



Super Parent - This Sim wants to be the best parent ever! Sims who select this Aspiration will complete a series of actions related to the Parenting Skill.

Traits

The Sims 4 Parenthood Game Pack adds a total of 18 new traits for Sims. These traits are broken down into three categories: **Reward, Inherited, and Temporary.** Each of the new traits becomes available to Sims in different ways, depending on their category.

Reward Traits

The following trait is a standard Reward type trait that is rewarded to Adult Sims who complete the “Super Parent” aspiration. This is a permanent trait.



Role Model - Gives bonus Character Value scoring when near Toddlers, Children, or Teens. **(From Completing the Super Parent Aspiration)**

Inherited Traits

Inherited Traits are a new type of trait category for Sims. Unlike Reward Traits that unlock when completing certain actions withing the game, Inherited Traits are acquired by Sims who fulfill Character Value Requirements. Character Values are a new positive & negative behavioral system introduced with The Sims 4 Parenthood.







Basic Info - Continued

Character values are available to Toddlers, Children, and Teens. Once a Sim ages up to a Young Adult, their Character Values are locked in, and they will receive a unique Trait depending where their Character Values lie.

There are two unique traits attached to each Character Value; one positive, one negative. To learn more about the interactions and behaviors that promote positive and negative Character Values, please check out the Character Values section of the guide.



Emotional Control - Sims who have the Emotional Control Trait can relieve negative moods by jogging, listening to certain music, blogging on the computer, or playing an instrument. In general, their negative emotions will go away faster than other Sims. **(From Having Positive Emotional Control)**



Uncontrolled Emotions - Sims with Uncontrolled Emotions won't be able to relieve their negative emotions as fast as other Sims. When they have strong negative emotions, they may have an emotional meltdown. **(From Having Negative Emotional Control)**



Good Manners - Sims with Good Manners won't want to do any gross manners interactions, at least not in front of anyone. They also have a new Polite Introduction and can gain friendly relationships faster. Good Mannered Sims can also Offer Gratitude to the Host of a house they are visiting. **(From Having Positive Manners)**



Bad Manners - Sims with Bad Manners can try to be Friendly, but will always fail using certain socials. They will often use gross manners, swear a lot, and never want to do the dishes. **(From Having Negative Manners)**



Compassionate - Compassionate Sims can help other Sims relieve their negative emotions. They can also empathize with them by Sharing Emotional Burdens. However, these Sims get stressed when being Mean. **(From Having Positive Empathy)**



Insensitive - Insensitive Sims are able to Question other Sims' negative emotions. They can also Instigate other Sims. Insensitive Sims will have a higher chance of failing socially when talking to Sims with bad emotions. **(From Having Negative Empathy)**



Responsible - Responsible Sims perform better at their jobs and can teach children and teens how to be responsible. **(From Having Positive Responsibility)**

Basic Info - Continued



Irresponsible - Irresponsible Sims are uncomfortable at work, but ignoring bills and slacking off brings them joy. They may also encounter new situations when at work. **(From Having Negative Responsibility)**



Mediator - Mediator Sims have a higher chance at successfully apologizing to other Sims and can Mediate the Forums. They can also mend differences with Sims they have not been friendly with for a long time. **(From Having Positive Conflict Resolution)**



Argumentative - Argumentative Sims don't always start conversations on the right foot with Sims they don't like. Successfully apologizing is harder and they do try to assert their correctness more often than not. **(From Having Negative Conflict Resolution)**

Temporary Traits

Temporary Traits are a new type of trait category for Sims. Unlike Reward and Inherited Traits, Temporary Traits come and go during the Child and Teens years through a new feature called "Childhood Phases". Phases are random and exhibited by Children and Teens.



When going through a phase, young Sims will receive a temporary trait, along with unique interactions pertaining to the phase. Most of these phases and traits are available to Children and Teens, but some are restricted to one or the other. To learn more about Childhood Phases that trigger these traits, check out the Childhood Phases section of the guide.

Basic Info - Continued



Picky Eater (Temporary Trait) - It's good to be a Picky Eater. Keep all those nasty culinary concoctions away from the Sim. They will prefer to eat their favorite Quick Meal. **(From having a Childhood Phase - Children & Teens)**



Rebellious (Temporary Trait) - Growing up means rebelling against the old fuddy duddy's rules. This Sim will argue with their parents more often, swear, and procrastinate when doing homework. **(From having a Childhood Phase - Children & Teens)**



Mean Streak (Temporary Trait) - It is time to be Mean just because. This Sim is feeling nasty and will relish the chance to be Mean to other Sims. **(From having a Childhood Phase - Children & Teens)**



Loud (Temporary Trait) - This Sim is letting the world hear their voice! This Sim yells, makes noise on instruments, and will listen to music as loud as possible. Earplugs are advised for other family members. **(From having a Childhood Phase - Children & Teens)**



Clingy (Temporary Trait) - This Sim feels safest when interacting with their caregiver. There is no reason to interact with others when you have such an amazing person in your life. Forcing this Sim to interact with others will stress them out. **(From having a Childhood Phase - Children Only)**



I'm a Bear! (Temporary Trait) - Be the Bear! This child will accept nothing less than dressing as an amazing fruit-themed ruler of the forest. It will feel unbearable to wear any other outfits. **(From having a Childhood Phase - Children Only)**



Distant (Temporary Trait) - This teen has become distant. Being near and interacting with family has started to stress them out. The world just doesn't understand them. **(From having a Childhood Phase - Teens Only)**

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Create A Sim

Create A Sim fashions

Female Adult/Teen/Elder - 4 Hairstyles, 6 Tops, 5 Bottoms, 1 Outfit, 1 Accessory, 3 Facial Details

Female Children - 2 Hairstyles, 4 Tops, 3 Bottoms, 4 Outfits, 1 Pair of Shoes, 3 Facial Details

Female Toddlers - 2 Outfits, 1 Accessory

Male Adult/Teen/Elder - 1 Hairstyle, 5 Tops, 5 Bottoms, 1 Outfit, 1 Accessory, 3 Facial Details

Male Children - 1 Hairstyle, 3 Tops, 2 Bottoms, 2 Outfits, 3 Facial Details

Male Toddlers - 2 Outfits

Hairstyles and Hats













Create a Sim - Continued





Clothing













Create A SIM - Continued












Create A Sim - Continued












Create A Sim - Continued












Create a Sim - Continued



















Create a Sim - Continued

Accessories / Shoes






Facial Details: Acne

The Sims 4 Parenthood Game Pack introduces new skin details available in Create-a-Sim. When entering the “Skin Details” tab in CAS, you can now place three new “acne” details to a Sims face. This feature is only available for Teen and Adult Sims.



New Game Options

Pre-Built Lot

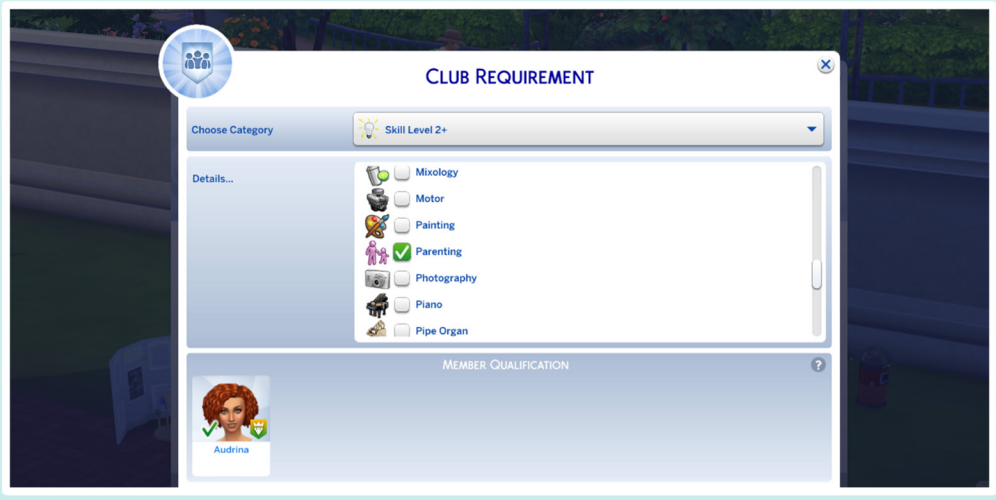
The Sims 4 Parenthood adds a new Pre-Built Lot that you can add into any world. The lot can be found and placed by entering your Library in The Sims 4 Gallery.

Commodious Residence (Residence, 30×20, §99,655) - This Residence has generous space for the family of your dreams!
With 2 stories, 4 Bedrooms, and 3 Bath, this home has enough room for **entertaining, dealing with tantrums, and enjoying quiet times as family.**



Club Requirements

If you own The Sims 4 Get Together Expansion Pack, you will receive one new Club Requirement with The Sims 4 Parenthood Game Pack. “+2 Parenting Skill” is the new option available when picking club requirements.



New Game Options - Continued

Lunch Sacks

The Sims 4 Parenthood introduces an all new way to make meals called “Lunch Sacks”. Lunch Sacks allow for meals to be freshly packed in a paper bag for up to 10 hours. Each lunch sack holds one serving of any meal your Sims create, including baked goods.

- **Children and Teens who leave for school hungry in the morning, will eat the Lunch Sacks while at school to fulfill their hunger need.**
- **Sims can make Lunch Sacks from toddler food as well. Once you click a highchair, cancel the eating action for the toddler and have a Sim use the “Pack Lunch Sack” option. Peas and Chicken Nuggets for everyone!**



Teens and Adults can prepare lunch sacks by using the all new “Make Sack Lunch” interaction on the fridge, or by using the “Pack Into Lunch Sack” interaction on prepared meals. Once a lunch sack is made, there are three options available:

- **Unpack Lunch Sack** - This allows a Sim to unpack the serving of food and eat it.
- **Put in Inventory** - This allows a Sim to place the lunch sack into their inventory.
- **Put Away** - This directs a Sim to place the lunch sack in the fridge for later use.

In addition to packing any type of meal into the lunch sacks, the game also introduces three brand new lunch sack specific recipes: *Peanut Butter & Jelly Sandwiches, Tuna Salad Sandwiches, and Veggie and Hummus Sandwiches.*

New Game Options - Continued

New Recipes

The Sims 4 Parenthood adds 3 brand new Lunch Sack specific food recipes. These recipes are made through the new “Make Sack Lunch” interaction on the fridge.

Image	Name
	Peanut Butter & Jelly Sandwich (§3)
	Tuna Salad Sandwich (§3)
	Veggie and Hummus Sandwich (§4)

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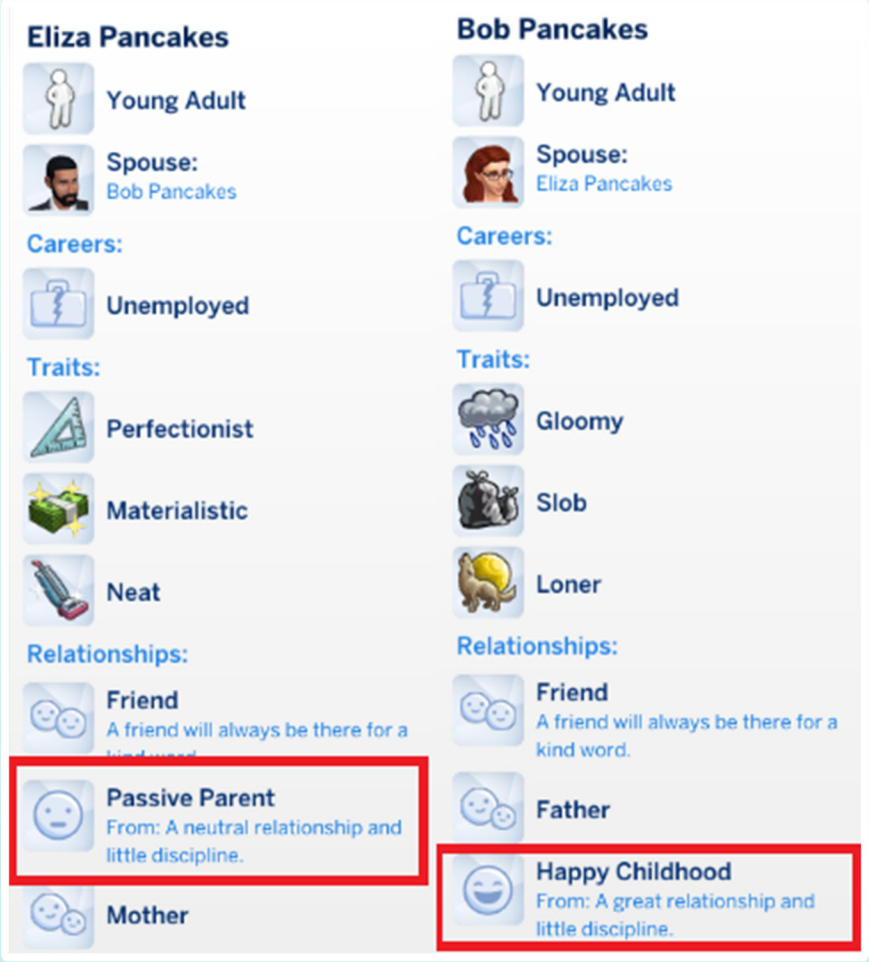
New Game Options - Continued

New Relationships

The Sims 4 Parenthood adds 3 brand new Lunch Sack specific food recipes. These recipes are made through the new “Make Sack Lunch” interaction on the fridge.The Sims 4 Parenthood introduces new type of relationships to the game. Once a Sim ages up to a Young Adult, new relationships will be formed with their Parents, Grandparent, and siblings. These different relationships can be negative, neutral, or positive.

- **These new parenting relationships can be viewed by hovering over a Sim’s photo in the relationship panel.**

Relationships are determined during childhood and depend on how Sims were parented, or treated by siblings, or cared for by Grandparents. Relaxed parenting would yield a positive relationship in the future, while authoritative parenting will yield a negative one.



New Game Options - Continued

These relationships are historical and directly tied to childhood relationships, so they will not change positively or negatively in any way. The only difference is that certain interactions are available depending on the type of relationship. For example, positive relationships allow Sims to "Send Gifts" to family members with whom they have a positive relationship.

The following 28 relationship types are now available in the game:

- **Guided Child** - A great relationship with a authoritative Parent.
- **Provided Happy Childhood** - A great relationship with a relaxed Parent.
- **Respected Heir** - The best relationship with an authoritative Parent.
- **Mommy's/Daddy's Boy/Girl** - The best relationship with a relaxed Parent.
- **Obedient Child** - A neutral relationship with an authoritative Parent.
- **Parented Passively** - A neutral relationship with a relaxed Parent.
- **Repressed Child** - A negative relationship with an authoritative Parent.
- **Unhappy Child** - A negative relationship with a relaxed Parent.
- **The Best Lil' Boo** - A great relationship with a Grandchild.
- **Grandkiddy** - A neutral relationship with a Grandchild.
- **Grumpchild** - A negative relationship with a Grandchild.
- **World's Best Grandpa/Grandma** - A great relationship with a Grandparent.
- **Plain Ol' Gramps/Gran** - A neutral relationship with a Grandparent.
- **The Grumps** - A negative relationship with a Grandparent.
- **Grateful Guide** - A great relationship and a lot of discipline.
- **Happy Childhood** - A great relationship and little discipline.
- **Oh Captain, My Captain** - The best relationship and a lot of discipline.
- **Daddy/Mommy Dearest** - The best relationship and little discipline.
- **Commanding Presence** - A neutral relationship and a lot of discipline.
- **Passive Parent** - A neutral relationship and little discipline.
- **Punishing Parent** - A negative relationship and a lot of discipline.
- **Unhelpful Parent** - A negative relationship and little discipline.
- **Thick as Thieves - A great relationship with a rival sibling.**
- **Super Siblings - A great relationship with an ally sibling.**
- **Family Frenemy - A neutral relationship with a rival sibling.**
- **Childhood Buds - A neutral relationship with an ally sibling.**
- **Childhood Tormentor - A negative relationship with a rival sibling.**
- **Childhood Enemies - A negative relationship with an ally sibling**

New Game Options - Continued

Place Settings

The Sims 4 Parenthood introduces the ability for Sims to set the table using a variety of pre-made Place Settings. Sims as young as Children can initiate, or be directed to, set the table at any time. There are three different styles available:

Place Settings can be cleared after they are placed, used when eating meals, and changed to a different style once they are cleared.

Casual Setting	Fancy Setting	Party Setting
• Blue	• Border	• Blue
• Red	• Desert	• Burgundy
• Tan	• Triangles	• Gray
• Yellow	• Dots	• Yellow



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New Game Options - Continued

Family Bulletin Board

The Sims 4 Parenthood introduces a new interactive object called the “Family Bulletin Board”. This object can be placed anywhere in the home, and allows Sims to interact with it in a variety of ways. With the exception of “Setting Curfew”, all interactions listed below are available for Sims aged Child through Elder.

- **Write Note For** - This allows a Sim write random notes for other Sims. If a Sim is experiencing an emotional change, they can also leave letters related to their mood.

- **Read Note** - This allows a Sim to read notes that are left on the bulletin board. Sims can read all letters regardless if they were written for them or not.

- **Create Drawing** - This directs a Sims aged Teen and older to paste one of five pre-made bulletin board drawings.

- **Add Inventory Drawing** - This allows children to post drawings from their inventory that were created using activity tables.

- **Look at Drawing** - This allows Sims to view any drawings posted to the bulletin board.

- **Clear Bulletin Board** - This directs a Sim to clear any notes and drawings that were placed on the bulletin board.

- **Set Curfew (Adults)** - This allows Adult Sims to set a curfew time for children in the home. Curfew can be set at 7pm, 9pm, or 11pm. The clock on the board will change colors as curfew time approaches. Yellow means children and teens are in the clear, Orange means it’s almost curfew time, and Red indicates that it is past curfew. Children and Teens who leave the house past this time will be breaking curfew, and Adult Sims can use the Parenting interaction to discipline them how they see fit.

- **Remove Curfew (Adults)** - This allows Adult Sims to remove and clear curfew times.



New Game Options - Continued

Private Journal

The Private Journal is a brand new interactive object that can be used by Sims aged Child and older. The journal allows emotional Sims to relieve their feelings on paper. There are a variety of new moodlets associated with this object through the following interactions:

- **Write in Journal** - This interaction is available to Sims aged Child to Elder.
- **Express Melancholy Thoughts** - This interaction is available to Sims who are experiencing the Sad Emotion.
- **Scribble Furiously** - This interaction is available to Sims who are experiencing the Angry Emotion.
- **Rant about Stress** - This interaction is available to Sims who are experiencing the Tense Emotion.
- **Confess Embarrassing Moments** - This interaction is available to Sims who are experiencing the Embarrassed Emotion.
- **Encourage Writing In Journal** - This interaction is available to Adult Sims when interacting with Children and Teens who have recently exhibited unfavorable behavior.
- **Relive Memories** - This interaction allows Sims to read through their journal and relive the entries they've written down. This will give Sims random emotional moodlets related to reading the Journal.
- **Snoop in Journal** - This allows Sims to snoop through a journal that does not belong to them.
- **Catch a Sim Snooping in Journal** - Sims who decide to snoop through the journals of others should be careful not to get caught. In other words, don't do it in front of them.



New Game Options - Continued

Volunteering

Sims aged Teen and older can now participate in rabbit hole events called “Volunteer Activities”. These activities can be accessed by using a Sim’s cell phone.



To initiate a volunteer event, select the cell phone > Travel > Volunteer. From there, a Sim will be able to perform the volunteer activities alone, or along with other Sims. During the time Sims volunteer, they will be dealt “Chance Card” opportunity pop-ups that allow them to increase (or decrease) their Character Value scores.

Chance Cards

The Sims 4 Parenthood introduces new pop-up opportunities called “Chance Cards”. These new opportunities are similar to already existing opportunities, the only difference is that they affect the behavior of Sims. Chance Cards appear for Sims of all ages.



New Game Options - Continued

The chance cards will give Sims two options, both of which positively and negatively affect character values. Sims can choose to interact with chance cards as a way to positively or negatively shape their behavior, careers, and character values.

Make a Mess

The Sims 4 Parenthood introduces a new interaction specifically for Toddlers and Children. “Make a Mess” is an interaction that can be selected when clicking available ground space. Upon choosing this option, Toddlers and Children will proceed to make mess on the floor.



When Sims make a mess on the floor, parents can use their Parenting interactions to discipline them for their actions, or direct them to clean the mess. This interaction also increases the Imagination Skill level for Toddlers, and the Creativity Skill level for Children.

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New Game Options - Continued

Interactive Objects

The Sims 4 Parenthood Game Pack includes three new interactive objects. These objects help increase certain skill for Sims, and provide a fun way to pass time with family.

The Doctor Playset increases a Child's Mental Skill and Empathy Character Value, the Activity Table helps increase a Child's Creativity Skill, and the Build Blocks Table gives families a way to spend some quality time. Activity Table drawings can be pinned to the bulletin board.





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New Game Options - Continued

School Projects

School Projects are a new family activity introduced in the game. Projects can be purchased through buy mode, or randomly brought home by Children when they return home from school. Completing a school project will yield extra credit, and also increases different skill levels for Sims depending on the type of school project.

Toddlers can use the "Destroy School Project" interaction on school projects.



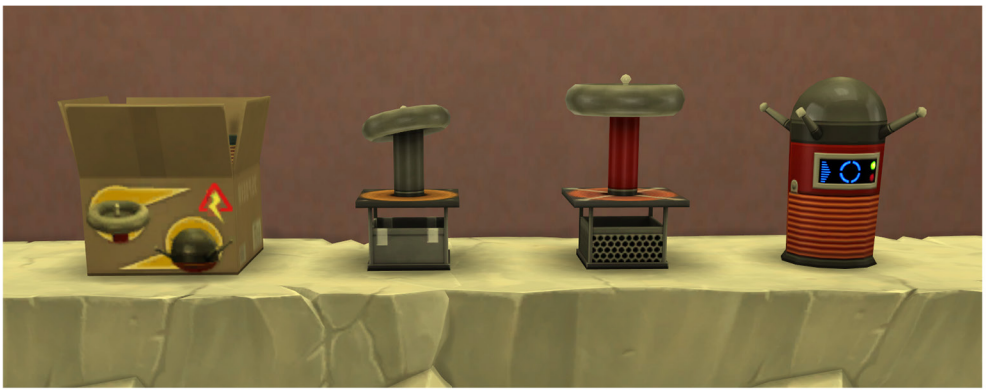
There are 7 different types of School Projects available in the game, with some offering additional interactions when completed. There are two ways Children and Teens can work on these projects: Carefully or Sloppily. This, along with other factors, determines the quality of projects. There are 3 quality levels for each project: Poor, Good, Excellent.



After completing the school projects, Sims will have additional interactions available depending on the type of project. Some of the projects "Activate" and display some neat effects, others are more "Interactive" and act as fun activities. Adult Sims can assist with the projects as well. The following projects are available to Children and Teens:

New Game Options - Continued

- **Electricity Experiments (Recommended for Teens)** - This project increases Mental Skill (Children) and Handiness Skill (Teens/Adults). When completed, this project can be activated.



- **Air Pressure Rocketry (Recommended for Teens)** - This project increases Mental Skill (Children) and Rocket Science Skill (Teens/Adults). When completed, this project is interactive.



- **Robotics (Recommended for Teens)** - This project increases Mental Skill (Children) and Programming Skill (Teens/Adults). When completed, this project can be activated.



New Game Options - Continued

- **Construct-a-Bridge (Recommended for Teens)** - This project increases Mental Skill (Children) and Logic Skill (Teens/Adults).



- **Chemical Reaction Volcano (Recommended for Children)** - This project increases Mental Skill (Children) and Logic Skill (Teens/Adults). When completed, this project is interactive.



- **Solar System (Recommended for Children)** - This project increases Mental Skill (Children) and Rocket Science Skill (Teens/Adults).



New Game Options - Continued

- **Medieval Castle Diorama (Recommended for Children)** - This project increases Creativity Skill (Children) and Painting Skill (Teens/Adults).



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New Gameplay

Parenting Skill

The Sims 4 Parenthood introduces the all-new Parenting Skill. Sims can master this skill by Parenting their Children, or reading the Parenting Skill Books. Sims with a higher Parenting Skill will unlock new parenting interactions that shape the behavior of their children.

A skilled parent knows when to influence, when to encourage, and when to discipline children. They know the best way to clean a kid up and how to solve their needs. The Parenting skill is built by caring for children, talking to other parents, and researching on the computer. Increasing this skill will unlock new ways to parent children and solve their motives.

- **Parenting Level 1** - Sims can now encourage kids' behavior and influence kids to clean. They can also reprimand bad behavior by asking the child not to do that action, or simply yelling at the child to stop.

- **Parenting Level 2** - Sims can now influence kids to do homework. They can also firmly tell their kids not to do bad behaviors, and can select more options when responding to a teaching moment.

- **Parenting Level 3** - Sims can help kids solve their basic motives like bladder, hygiene, and fun. They can also give parenting tips to other parents.

- **Parenting Level 4** - Sims can now give Time Outs. They will have more information on how their advice will impact their child's development.

- **Parenting Level 5** - Sims can now ground children who misbehave. For a softer approach they can discuss the bad behavior and hug it out. Parents also have access to more ways to solve a kid's motives.

- **Parenting Level 6** - Sims can now make other parents feel better when parenthood gets tough. When caring for babies they can now see what their baby needs.

- **Parenting Level 7** - Sims can now more effectively solve their kids' motives. Parents also can more effectively influence their children to perform certain actions.

- **Parenting Level 8** - Sims now have a third option for all teaching moments. They can also more effectively perform discipline socials.

- **Parenting Level 9** - Sims are now persuasive enough that they always succeed when influencing a kid to do an action, like cleaning the dishes. Parents also know how all of their advice in teaching moments will play out.

- **Parenting Level 10** - Sims can perform the Super Efficient Baby Care interactions on babies to solve all of the babies needs at once. While performing a lot of parenting duties Sims can now enter Full Parent mode where their own needs won't be much of a problem.

New Gameplay - Continued

Time Outs and Grounding

New with The Sims 4 Parenthood is the ability for Parents to discipline and punish their children using the new “Time Out” and “Grounding” systems. These interactions are dependent on the Parenting Skill, and require specific skill levels to be used. To learn more about the Parenthing Skill, check out our Parenthing Skill section of the guide.



- **Time Outs** - When Adult Sims reach level 4 in the Parenting Skill, they have the ability to give Time Outs. Giving Children and Teens Time Outs is a way for them to spend some time thinking about what they’ve done, and hope they don’t do it again. Those who receive a time out will sit in place and await for the countdown above their head to complete. Time outs last for 30 minutes and can also be disobeyed.



New Gameplay - Continued

- **Grounding** - When Adult Sims reach level 5 in the Parenting Skill, they have the ability to Ground Children and Teens. When deciding to use Grounding as a way to discipline, Adult Sims have the option to restrict certain activities. Grounding is done 1 day at a time, and can also be disobeyed.



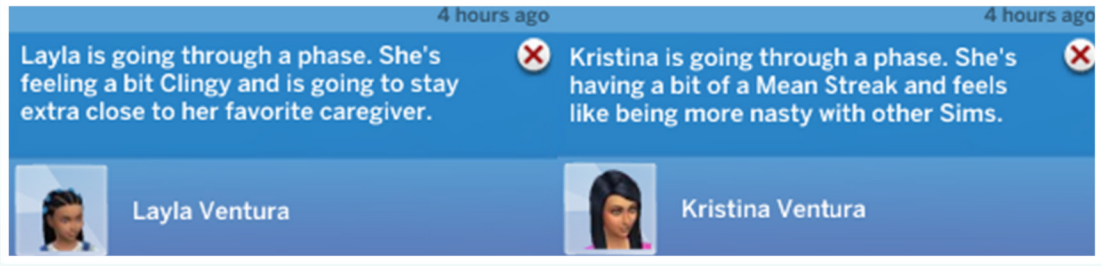
In order for parents to punish their children, the children will have to act in a way that the parents find to be problematic. Once this occurs, parents can access these options through the Parenting Skill panel. (Parenting > Discipline > Punish >)

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New Gameplay - Continued

Childhood Phases

As mentioned in the Traits portion of the guide, The Sims 4 Parenthood introduces new Temporary Traits that are acquired when Children and Teens have a “Childhood Phase”. These emotional unbalances occur randomly, and give Sims special interactions and traits.



Most of these phases and traits are available to Children and Teens, but some are restricted to one or the other. When Sims enter a phase, you will be notified via notifications with the type of phase they are entering. During this time Parents can ask their children about the phase, which will notify you of action that can be taken to help rid the phase quicker.

Additionally, Children and Teens will exhibit behavior that is abnormal. For example, Picky Eaters will loathe the food their parents make for them, and Distant Sims will want to stay as far away from family as possible. The following Phases happen in game:



Picky Eater (Temporary Trait) - It’s good to be a Picky Eater. Keep all those nasty culinary concoctions away from the Sim. They will prefer to eat their favorite Quick Meal. **(From having a Childhood Phase - Children & Teens)**



Rebellious (Temporary Trait) - Growing up means rebelling against the old fuddy duddy’s rules. This Sim will argue with their parents more often, swear, and procrastinate when doing homework. **(From having a Childhood Phase - Children & Teens)**



Mean Streak (Temporary Trait) - It is time to be Mean just because. This Sim is feeling nasty and will relish the chance to be Mean to other Sims. **(From having a Childhood Phase - Children & Teens)**



Loud (Temporary Trait) - This Sim is letting the world hear their voice! This Sim yells, makes noise on instruments, and will listen to music as loud as possible. Earplugs are advised for other family members. **(From having a Childhood Phase - Children & Teens)**

New Gameplay - Continued



Clingy (Temporary Trait) - This Sim feels safest when interacting with their caregiver. There is no reason to interact with others when you have such an amazing person in your life. Forcing this Sim to interact with others will stress them out. **(From having a Childhood Phase -**



I'm a Bear! (Temporary Trait) - Be the Bear! This child will accept nothing less than dressing as an amazing fruit-themed ruler of the forest. It will feel unbearable to wear any other outfits. **(From having a Childhood Phase - Children Only)**



Distant (Temporary Trait) - This teen has become distant. Being near and interacting with family has started to stress them out. The world just doesn't understand them. **(From having a Childhood Phase - Teens Only)**

Mood Swings

Mood Swings are yet another behavioral breakdown specifically for Teens. At random times during gameplay, Teens may end up with an inexplicable Mood Swing. When this happens, they receive an +50 Angry/Embarrassed/Sad/Tense moodlet that lasts for 8 hours.



During this time Teens will be engulfed in anger, and will typically act out more often. Parents can help ease the burden by performing the following interactions: "*Talk Through Mood Swing*", "*Encourage to Redirect Anger*", and "*Criticize Mood Swing*".

New Gameplay - Continued

Full Parent Mode

Once a Sim reaches level 10 in the Parenting Skill, they have the ability to enter “Full Parent Mode” and slow the decay of their own needs. To trigger Full Parent Mode, a parent will need to preform multiple concurrent interactions using the “Parenting” social.

Sims who enter “Full Parent Mode” will receive a +2 Happy Moodlet that lasts for 2 hours, be glistened with green, gold, and white stars, and decrease their motive decay by 75%.



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New Gameplay - Continued

Character Values

Character Values are the main focal point of the game. Character Values are a behavioral system that determine a Sim's ability to behave an adapt effectively in everyday life. Starting as Toddlers, Sims (and their parents) have the ability to shape their entire life.

- **Character Values can be tracked via the Traits section of the Simology panel.**



There are 5 Character Values that can be positive or negative: Manners, Responsibility, Conflict Resolution, Empathy, and Emotional Control. Toddlers, Children, and Teens gain and lose character values based on their actions and the actions of their parents. Everything from parenting style, mood swings, childhood phases, and new interactions play a role in determining what type of children your Sims will raise.

When hovering over each of the value icons, explanations can be seen on how to positively and negatively affects the values. Each of the values also have one negative and one positive trait attached to them. These traits are "Inherited Traits".

Inherited Traits are a new type of trait category for Sims. Once a Sim ages up to a Young Adult, their Character Values are locked in, and they will receive a unique Trait depending where their Character Values lie. They can only receive one trait per Character Value, and can definitely have a mix of positive and negative traits.

New Gameplay - Continued

Emotional Control



Emotional Control - Sims who have the Emotional Control Trait can relieve negative moods by jogging, listening to certain music, blogging on the computer, or playing an instrument. In general, their negative emotions will go away faster than other Sims. **(From Having Positive Emotional Control)**



Uncontrolled Emotions - Sims with Uncontrolled Emotions won't be able to relieve their negative emotions as fast as other Sims. When they have strong negative emotions, they may have an emotional meltdown. **(From Having Negative Emotional Control)**

Manners



Good Manners - Sims with Good Manners won't want to do any gross manners interactions, at least not in front of anyone. They also have a new Polite Introduction and can gain friendly relationships faster. Good Mannered Sims can also Offer Gratitude to the Host of a house they are visiting. **(From Having Positive Manners)**



Bad Manners - Sims with Bad Manners can try to be Friendly, but will always fail using certain socials. They will often use gross manners, swear a lot, and never want to do the dishes. **(From Having Negative Manners)**

Empathy



Compassionate - Compassionate Sims can help other Sims relieve their negative emotions. They can also empathize with them by Sharing Emotional Burdens. However, these Sims get stressed when being Mean. **(From Having Positive Empathy)**



Insensitive - Insensitive Sims are able to Question other Sims' negative emotions. They can also Instigate other Sims. Insensitive Sims will have a higher chance of failing socially when talking to Sims with bad emotions. **(From Having Negative Empathy)**

New Gameplay - Continued

Responsibility



Responsible - Responsible Sims perform better at their jobs and can teach children and teens how to be responsible. **(From Having Positive Responsibility)**



Irresponsible - Irresponsible Sims are uncomfortable at work, but ignoring bills and slacking off brings them joy. They may also encounter new situations when at work. **(From Having Negative Responsibility)**

Conflict Resolution



Mediator - Mediator Sims have a higher chance at successfully apologizing to other Sims and can Mediate the Forums. They can also mend differences with Sims they have not been friendly with for a long time. **(From Having Positive Conflict Resolution)**



Argumentative - Argumentative Sims don't always start conversations on the right foot with Sims they don't like. Successfully apologizing is harder and they do try to assert their correctness more often than not. **(From Having Negative Conflict Resolution)**

Once a Sim ages up to a Young Adult, their Character Values are locked in, and they will receive a unique Trait depending where their Character Values lie. Once a Sim reaches the "darker" end of the meter (positive or negative), they become eligible for the assigned trait. Values can increase and decrease depending on their actions, so be sure to keep an eye on the meter before they become Young Adults.

Depending on the traits the Sim starts with, they may have Character Values from the beginning. For example, a Sim with the Neat trait will start off with positive Manners, Sims with the Mean or Evil traits will start off with negative Empathy, and Toddlers with the Wild trait will start off with a tiny bit of negative Emotional Control. Even if you influence Character Values via traits, Sims can still change their value meters through actions.

New Gameplay - Continued

Finally, there is no such thing as a right or wrong way to raise and influence children. If a parent believes their children should belch and fart in order to become a better person, then parents can reinforce that behavior with positive encouragement. If that is not the proper way to act, then the negative behavior can be punished and disciplined.



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New Gameplay - Continued

Character Value Behavior

As mentioned throughout the guide, the behavior exhibited by Toddlers, Children, and Teens has a direct influence on their character values. There are many new interactions that directly affect what type of value a child will receive. Discipline, Encouragement, Influence, and other Adult Parenting interactions also plays a role on shaping a child's behavior.



Below is a list of actions and behavior that positively and negatively affect Character Values. Remember, discipline, encouragement, influence, punishment, and Parenting in general, all contribute to ongoing positive and negative behavior.

- **Behaviors that positively contribute to Responsibility include:**
  - Having the Perfectionist Trait
  - Completing a School Project
  - Doing Homework
  - Getting Good Grades
  - Making a Sack Lunch
  - Teens performing well at their part-time job
  - Taking out the trash
  - Brushing Teeth
  - Repairing broken objects
  - Cleaning up toys from the Toybox
  - Cleaning up a mess

New Gameplay - Continued

- **Behaviors that negatively contribute to Responsibility include:**
  - Having the Childish Trait
  - Getting bad grades
  - Missing school or part-time job
  - Quitting part-time job
  - Making a Mess
  - Playing in Toilet
  - Disobeying Grounding
  - Breaking curfew

- **Behaviors that positively contribute to Emotional Control:**
  - Having the Self-Assured Trait
  - Writing in Journal
  - Jog to Clear Mind when in a Negative Mood
  - Listen to Classical to Wind Down when in a Negative Mood
  - Playing Instruments with Emotion when in a Negative Mood
  - Play with Emotion when in a Negative Mood
  - Blogging About Feelings when in a Negative Mood

- **Behaviors that negatively contribute to Emotional Control:**
  - Having the Jealous or Insane Trait
  - Having an Emotional Breakdown
  - Shoving or biting another Sim
  - Hitting another Sim
  - Smashing a dollhouse
  - Destroying a School Project
  - Biting a Sim (Toddlers)

- **Behaviors that positively contribute to Empathy include:**
  - Having the Good Trait
  - Volunteering as a Family
  - Playing with the Doctor Playset
  - Asking about Negative Moods
  - Calm Down, Cheer Up, or Console about Death socials

- **Behaviors that negatively contribute to Empathy include:**
  - Having the Mean or Evil Trait
  - Mean socials
  - Yelling at another Sim
  - Trolling on the Computer
  - Hitting a Stuffed Animal
  - Laugh at Embarrassment or Mock Sadness socials
  - Belittle Anger, Downplay Stress, or Scoff at Discomfort socials

New Gameplay - Continued

- **Behaviors that positively contribute to Manners include:**
  - Having the Neat Trait
  - Parents Teaching to Say Please and Thank You
  - Friendly Introductions
  - Setting the Table
  - Cleaning up dishes
  - Giving Compliments
- **Behaviors that negatively contribute to Manners include:**
  - Having the Slob Trait
  - Belching and Farting
  - Swearing
  - Rude Introductions
  - Toddlers taking off clothes around Strangers
- **Behaviors that positively contribute to Conflict Resolution:**
  - Having the Outgoing Trait
  - Reconciling after Arguing
  - Apologizing after a Negative Interaction
  - Beg for Forgiveness, Find Common Ground, or Try to Chat socials
  - Parents Teaching to Say Sorry
  - Make Peace after Fight social
  - Try to Fix Bad Relationship
- **Behaviors that negatively contribute to Conflict Resolution:**
  - Having the Hot Headed Trait
  - Declaring an enemy
  - Having a Despised relationship
  - Fighting other Sims
  - Getting into Arguments

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BUILD / BUY

The Sims 4 Parenthood includes 93 buy and build mode items. This includes objects, build items, styled rooms, and every other item that was included with the game. The slideshow below contains 89 of these objects, with the “Styled Rooms” listed right below.



BroHill Single Bed with Storage
$525
This comfy wooden bed features three ample drawers underneath for all your storage needs. Caution: if this bed belongs to a teen do NOT open drawers without asking. For your own sake.

Energy: 4
Stress Relief: 1
Discomfort Relief: 1



Metal Framed Single Bed
$650
The sturdy wrought metal frame keeps this single bed secure. But you know it's squeaky. I mean just look at it! This bed totally creaks when a Sim goes to sit on it. Maybe good for guest bedrooms?

Energy: 4
Stress Relief: 2
Discomfort Relief: 2



Antiqued Costanza Accent Chair
$195
Now this is a comfortable chair! Perfect for sitting and relaxing in ultimate style and comfort. This chair would even make an alert security guard sleepy in an instant.

Comfort: 4



BroHill Desk Chair
$95
Ergonomic design provides Sims with added support and comfort. Available in several bright, bold colors to ensure your desk is the life of the party.

Comfort: 1



Get Off My Back Dining Chair
$100
This solid, straightforward chair is made of wood and offers a no frills seating experience. But, the back is not solid and just a frame. So (unlike lame parents) you never have to tell this chair to get off your back.

Comfort: 1



Classic Wooden Dining Chair
$115
Every kid has gone to a grandparent's or other elder's house and seen chairs like these around their dining table. Sturdy, dependable, classic. There's a reason why these remain so popular!

Comfort: 1



BroHill Barstool
$100
This versatile barstool fits many lifestyles and is very easy to clean. Also a breeze to assemble and will last for years! Tools come included so what's to lose? Pick up a set now!

Comfort: 1



3 Seat Country Living Couch
$695
This rustic couch is solid and well made. Quality aged wood gives this piece weight, but it is sure built to last. It also sits slightly off the ground; perfect to allow easy cleaning of pet hair and assorted kids droppings.

Comfort: 5



No Time For Love Seat
$450
This is such a romantic couch; perfect for two loving Sims! Of course, if they're parents, they probably don't have the luxury of extra time to just go sitting around all willy nilly throwing love around. But there are drawers on the bottom for storage. Sooooo, it's not a total loss, right?

Comfort: 2



BroHill Wood Counter Solution
$200
Perfect for large families, BroHill only uses easy-to-clean, hard-to-stain materials that are guaranteed to last a lifetime. High quality - easy maintenance: that's the BroHill way.



BroHill Kitchen Island
$200
This modern kitchen counter can be added as a standalone island or as part of a modular counter top design. It comes in a range of bold color choices. Remember; when you want quality at a reasonable price, go BroHill.



Modern Wooden Under-Mount Cabinet
$200
A life saver for the space spacer! These great looking cabinets hang down from the ceiling and offer fantastically efficient storage.

Build / Buy - Continued



Solid Wood Modern Antique Table
§500

What's "modern antique"? Good question. It's modern, but we want to make it seem cooler so we can charge a little extra. It's kind of like a restaurant saying they use Fresh Frozen food. ("It was fresh when we froze it!") Same mentality applies here. Smart marketing, huh?



No Mess Here Organizational Counter
§55

With lots of built-in storage, this table is the perfect analogy for the busy family on the go. It appears clean and organized, but just under the surface is a crazy array of hand towels and combs and tubes and... stuff!



Lay Me Down Gently Nightstand
§150

Who doesn't like a little light reading material before bed? Whether you're browsing the latest gossip rags, finishing your homework, or baring your soul in your Journal, this is always within arm's reach to accept you... and your stuff.



Rustic Square Living Room Table
§200

This large table is great for big families to rally around and hang together! Read, do your homework, annoy the ever living heck out of your sibling. You know, good old fashioned family fun!



Such a Square, Table
§200

I'm such a square? No, YOU'RE such a square! Oh... the table. Of course. We're talking about the name of the table. Sorry, these kids are driving me nuts with all their bickering. Yeah, it's a square table all right. Have at it.



BroHill Kids Desk
§300

Your kid needs a desk, but you don't trust 'em yet with the good stuff, huh? Hey, no judgment here. I certainly don't blame you. Well you've come to the right place. The BroHill offers you a simple, low-cost solution to all your kids' desk needs. Who cares if they destroy it in a year? It only cost you a couple of lousy Simoleons! Value!

Environment: 1



Teen Writing Desk
§400

This sturdy teen writing desk is functional, pretty, and has a few drawers for keeping your privates stashed. Can only teens write on the desk? Well no, anyone can use it, but it's marketed to teens so ergo it's a Teen Writing Desk. Simple.

Environment: 2



Retro Big Basin Sink
§135

This big, open sink offers easy access to kids and is perfect for washing up after a dirty play day outside. And there is nothing underneath the sink, because it's easier to clean that way and these kids get. dirt. everywhere. So anything that makes it easier to clean is a huge thumbs up.

Hygiene: 3
Reliability: 2



Single Pipe Sink with Wooden Cabinet
§175

This sink/cabinet combo unit was designed with families in mind. There is plenty of underneath storage and a wide overhanging sink counter to help avoid stains and assist in cleanup. The faucet features easy to manage handles convenient for small hands.

Hygiene: 3
Reliability: 3



Xtreme Shower Tub with Customizable Curtain
§1,500

Do you expect your shower curtain to define you as a person? Fear not; we got you fam. With curtains coming in a wide range of options you're sure to find the one that screams, "MY bathroom"! Assuming you put this in your bathroom of course. It would be kind of weird otherwise, but hey! We don't judge. You pay your Simoleons like anyone else and we don't ask any questions. Do you.

Hygiene: 8
Stress Relief: 4
Discomfort Relief: 4
Reliability: 8



Private Journal
§28

Contains secret dreams and wishes. Snooping siblings keep away!

+Writing Skill
+Creativity Skill



Nothing But Net Wall Decal
§5

What an incredible Cinderella story! This unknown, comes out of nowhere, to lead the pack. They're at the free throw line; a few yards away from the basket. The crowd is standing on its feet here. The normally reserved crowd is going wild for this young Cinderella who's come out of nowhere. The crowd is just on its feet here. Tears in their eyes, I guess, as this last shot gets lined up. Game is tied up. This crowd has gone deadly silent... Cinderella story, out of nowhere, former greenskeeper, now about to become the champion. It looks like a miracle- it's in the basket! It's in the basket!



Guitar Necking Wall Decal
§5

Music is your life! You feel the groove in your soul and the only thing you're dropping is that fat beat! Let everyone know how serious your art is without a single word. One look at these guitar decals and folks know you mean musical business.

Leaf Me Alone Kid's Wall Decal
§20

Sometimes a forest is just too much and a single tree will suffice. Slap this decal on your wall and hang in there!

Build / Buy - Continued



Super Wicked Rad Bad Cool Posters
§25
Guess what Dad?! You can't tell me what to like. I'm my own Sim. And these posters speak to me in ways you never have. So there!

Can't See Forest From Trees Kids Decal
§25
Transform your boring ol' walls into an exciting forest adventure! Watch your kids' imaginations go wild with this cool, retro 2D wall decal!



Kids Art Doodles
§200
Where some see scribbles others see artistic genius. But everyone agrees that these sentimental pieces give children a sense of worth to see their hard work so proudly displayed.

Environment: 1



Lit Full Length Vanity Mirror
§400
This mirror is so lit! Want to feel like a star? Covered. Need great lighting to cover up that blemish? Covered. Just want to get lost in your own dreamy eyes? Weird (but covered).

+Charisma Skill



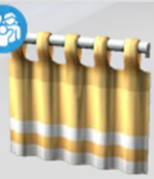
BroHill Entry Mirror
§150
This elegant rectangular mirror has a tiny shelf that gives it great decorative charm. Goes great in hallways or entryways to give the appearance of more depth and space.

+Charisma Skill



Teen's Oval Mirror
§150
A simple oval mirror featuring an etched art motif on the top left section. The design gives life and personality compared to the standard dull mirror.

+Charisma Skill



Stain Resistant Window Valance
§200
Designed to cover small openings this curtain is guaranteed to stay up and off the floor; making cleaning and maintenance that much easier.



Let the Sun Shine Window Sheers
§200
This sheer material allows natural light to filter through to the inside. It provides a lovely decorative addition while still allowing you to see out into the beautiful world!



Most Special Vase Ever
§5
This is undoubtedly the most beautiful, perfect vase in all the lands in all the worlds. It isn't the color. It's not the materials. It isn't the craftsmanship. It's the tiny hands that made it and the huge amount of love that was put into it that makes this definitively the best vase ever!



Arts & Crafts Box
§25
This box is exploding with joy in the form of glue, scissors, glitter, tape, construction paper, all manner of pens, various googly eyes, and other assorted craft fare. No child can truly consider themselves a professional artist without one of these handy boxes.

Environment: 1



Magazines & Remotes Holder
§100
You're not a real Dad unless you have 50 remotes to run your TV. And of course that will then necessitate a special holder for all those remotes. Voila! Stick this ugly thing next to your couch and welcome to Dadhood!

Environment: 1



Bathroom Clutter
§100
Ugh, c'mon sis! Your stuff is all over the bathroom. The clutter is driving me nuts and seriously grossing me out. Take your brushes and dryer and hairballs and get 'em out of sight! So nasty.

Environment: 1



Makeup Tray
§100
Put all your makeup away? Like, all of it? Who really has the time to actually carefully place every little item back in its proper place? How about just generally containing it on this tray? Yeah, I thought that sounded better too.

Environment: 1



Choose-A-Print Throw Rug
§55
Available in a vast array of colors and prints, this carpet could easily find a home in every room. Each Sim in the family is sure to find the exact print that works for them.

Build / Buy - Continued



Large Printed Rug
§115
This 4x6 rug covers a wide area in style. Never let your Sim's feet get cold again without sacrificing taste. You've come to expect more and this rug delivers.



Brick Fireplace
§1,950
A classic brick pattern creates a charming and warm hearth for the whole family to make memories around.

Environment: 5



Hanging Lights - short length
§85
The best thing about hanging strings of lights is that you only have to hang them up once! It's totally socially acceptable to leave them up all year round and never ever ever take them down!

Environment: 1



Hobby Board
§100
We're all dorks for something so why not proudly display your interests for all to see? Show off that A+ paper, pin up those drawings, flex those crafts muscles!

Environment: 1



Board Meeting
§100
When it's time to retire the old deck don't throw it away! Cherish those Skate memories forever by keeping them in a special place close to your heart - and on the wall.

Environment: 1



Hanging Lights - long length
§115
The best thing about hanging strings of lights is that you only have to hang them up once! It's totally socially acceptable to leave them up all year round and never ever ever take them down!

Environment: 1



Laundry Basket
§30
Don't forget to sort your laundry to avoid weird coloring mishaps. You know what? Don't even worry about it. It's probably not a big deal either way.

Environment: 1



Medicine Cabinet
§100
Keep all your medication locked up safely and out of the kids' reach. Note: this doesn't defend against nosy house guests though. Fill the cabinet up with marbles before they arrive. When they open it up when they shouldn't? Now you caught 'em! HA!

Environment: 1



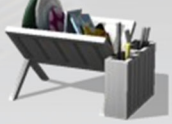
Bathroom Organizer Cabinet
§200
Your guest bathroom has never looked so neat and organized. Keep all the essentials nearby without cluttering up your sink and counter areas. But keep the TP close to hand; just to be safe.

Environment: 1



Bread Box of Holding
§25
For scale, this breadbox is roughly the size of 1.25 breadboxes. For those across the lake it's the size of 17 semi-ripe bananas. Although we don't normally recommend storing bananas in your breadbox. Bread is actually the preferred carbohydrate storable unit. The more you know...

Environment: 1



Rack of the Wood of the Dishes
§30
Also known as a Dish Rack. But we felt a more poetic title would help us move some extra units. It's all about volume in the cutthroat world of dish rack sales. Always be closing.

Environment: 1



Bountiful Platter
§35
Bright and full of color, but not flavor. This is for decorative purposes only. We are not liable for any injuries incurred through ingestion of inedible materials. Consider yourself warned. Other than that, it's quite lovely and ready to bring charm to your home.



Decorative Collectible Plate
§100
Oh wow. A collectible plate. To decorate. On the wall. A plate. You hang it up. And look at it. And... yes. Kids all over the world are jumping up and down in excitement. Truly breathtaking.

Environment: 1



Night Owl Toy Night Light
§35
The Night Owl Toy Night Light can be played with and used as a night light! The kiddos may wake up happy when it's on, but for extra precautions, the light is turned off when being played with. Wouldn't want kids electrocuting themselves, right?

Build / Buy - Continued



Colorful Desk Side Reading Lamp
§100

In the beginning it was pitch black and nothing could be read. The darkness was upon the face of the deep. You said, "Let there be light," and (after placing down this exquisite lamp) there was light. And it was good. Good enough to read by.



Mason Jar Lighting - Ceiling Hugger
§150

For those that want a personal, handmade lighting solution look no further. Mason jars aren't just for juices anymore! Give your home a unique, personalized look.



Mason Jar Lighting - Low Hanging
§150

For those that want a personal, handmade lighting solution look no further. Mason jars aren't just for juices anymore! Give your home a unique, personalized look.



Mason Multi-Jar Lighting - Ceiling Hugger
§150

For those that want a personal, handmade lighting solution look no further. Mason jars aren't just for juices anymore! Give your home a unique, personalized look.



Mason Multi-Jar Lighting - Low Hanging
§150

For those that want a personal, handmade lighting solution look no further. Mason jars aren't just for juices anymore! Give your home a unique, personalized look.



Regular ol' Night Light
§70

Forecast is possibly rain - no stars for this Night Light. Perfect if you just want the light but no star shenanigans.



Starry-Night Night Light
§140

Dreaming under the stars is now possible with the Starry-Night Night Light. Place this on the wall and dream about cows jumping over the moon, but use less imagination.



Modern Face Value Fridge
§2,400

Look. Look at this fridge, straight on. He's totally checking you out, winking at you.

Food Quality: 7
Reliability: 7
+Cooking Skill



Throwback Stove
§1,555

Some styles never go out of style. This is one of them. Folks seem to love the classic look of the early models. Of course the magic of modern technology has made these units even more reliable and desirable.

Food Quality: 5
Reliability: 7
+Cooking Skill



Industrial Dishwasher Unit
§150

This machine comes packed with an industry-leading "never break" motor that results in clean, sparkling dishes every time. Any time. All the time. Legal Disclaimer: No returns allowed for routine motor breakages.



BroHill Story Time Bookshelf
§300

Fill it with books, games, anything that will set your little ones' imaginations loose to run wild. It's important to install a sense of wonder and adventure in kids early on, and what better way to do that than through the wonders of book reading!?

Fun: 5



BroHill Dresser and Drawers
§800

Ideal for the typical family lifestyle. Great for storing a little of this, a little of that. Works in any room - can double as a TV stand just as easily as a dresser. Versatile, stylish, and well suited for various age groups.

Environment: 2



The Bottomless Dresser
§900

You've got clothes? This holds clothes! You've got a ton of clothes? Well they don't call this the black hole of dressers for nothing. Actually, no one calls it that. But there is a LOT of space for your clothing. Sorry to be so hyperbolic. Enjoy your new dresser!



Family Bulletin Board
§125

Improve your household communication with this simple trick. Leave notes and drawings for family members. Parents can also set Curfews here.

Build / Buy - Continued



Kids' Toys Tub
§100
This is the perfect piece of furniture to help clean your room. And by "clean your room" we obviously mean shove all your belongings as quickly as possible into a piece of furniture; ANY piece of furniture. Because there is fun to be had and you need to get this lame cleaning chore done so you can get to it! High-five!

Environment: 1



Kid's Clutter
§100
Some Sims say that my room looks like a clusterbomb went off. But I tell them it's not a mess, but an intricate evolving defense network. If the floor is constantly littered with clutter then no one can sneak up on me unannounced. And if the clutter constantly grows and changes then no intruders can memorize the pattern. So THAT is the reason my room has clutter. Oh, and I'm also really lazy.

Environment: 1



BooBoo Billy Doctor Playset
§90
Booboo Billy suffers from more symptoms than a hypochondriac during flu season. Diagnose and treat all his illnesses.

Fun: 6
Children Only
+Mental Skill



TumTum Teddy Doctor Playset
§90
TumTum Teddy is perfect for the child debating becoming a doctor or becoming a veterinarian.

Fun: 6
Children Only
+Mental Skill



Buildems Blocks Play Table
§320
Buildems Blocks and feet are natural enemies. Much pain occurs when the two meet. The Buildems Blocks Play Table solves this problem by providing an elevated place surface to construct your Buildems Blocks play sets.

Fun: 6
Toddlers Only
+Imagination Skill



School Project: Electricity Experiments
§100
Recommended for Teens.

Ohms, Volts, and Amps oh my. A project that will spark your imagination.

+Mental Skill
+Handiness Skill



School Project: Air Pressure Rocketry
§100
Recommended for Teens.

Propulsion with the simple release of pressure. Do not activate indoors!

+Mental Skill
+Rocket Science Skill



School Project: Robotics
§100
Recommended for Teens.

Create your own robotic friend. Learn about gears, servos, and power sources in the process.

+Mental Skill
+Programming Skill



School Project: Chemical Reaction Volcano
§100
Recommended for Children.

Scale replica of Mt Anfong which routinely erupts making it easy for scientific study. Create your own eruption in the safety of your home while learning chemistry.

+Mental Skill
+Logic Skill



School Project: Construct-A-Bridge
§100
Recommended for Teens.

Learn the basics of building a structure to support weight. Go beyond that to create a structure that also looks good on a post card.

+Mental Skill
+Logic Skill



School Project: Solar System
§100
Recommended for Children.

Create a small representation of our very own solar system in your home. Liberties may be taken with scale.

+Mental Skill
+Rocket Science Skill



School Project: Medieval Castle Diorama
§100
Recommended for Children.

Reconstruct and learn about the daily life of Medieval Sims. Sixam pit beast not included.

+Creativity Skill
+Painting Skill



BroHill Kids Activity Wonderland
§300
Not only will this table bring countless hours of joy, skill building, and amusement to your kids, but it's actually something simple enough for you to put together in a single afternoon without you breaking down and loudly swearing in front of the little ones, destroying half the legs when trying to screw them on, or ultimately questioning your existence. And that is worth the asking price alone.

Fun: 6
+Creativity Skill
Children Only



Personalized Kid's Door
§50
When is a door not a door? When it's ajar! hyuck hycuk hycuk. But seriously, knock. Your room is your castle! And your door is the first impression you make on visitors. So don't choose just any old door. Choose the one that reflects your taste and style. Show your enthusiasm and let your personality shine!

Build / Buy - Continued



Extended Vertical Window
§30
This large window still manages to maintain a slim frame while allowing plenty of open space for grand views. Perfect in any living room that wants to let the light in!



Extended Horizontal Window
§30
This large window still manages to maintain a slim frame while allowing plenty of open space for grand views. Perfect in any living room that wants to let the light in!



Simple Paint with Wainscot Paneling
§2
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Multi-Theme Kids Room Wallpaper
§2
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Misty Forest Wallpaper
§2
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Tiled Patterns with Wainscot Paneling
§2
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Stone Motif with Wainscot Paneling
§2
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.

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Build / Buy - Continued

Styled Rooms





Build / Buy - Continued





What Kind Of Parent Are You ?

THE SIMS 4 PARENTHOOD

UNOFFICIAL SIMSVIP GUIDE

Develop your Sim's parenting skills to help shape their children's lives into adulthood with The Sims 4 Parenthood. Choose when to discipline or encourage child behaviors, teach life values, and leave a lasting impact on their future. Experience fun family activities and personalize your household with new home décor and family fashion.









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SimsVIP

THIS IS A GAME GUIDE FOR:
THE SIMS 4 PARENTHOOD
GAME PACK (PC/MAC)

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