

The Asylum Challenge--TS4

Backstory...

You have been committed to a low-budget mental health facility against your will. In order to prove that you are fit to rejoin society and earn your freedom, you must achieve the goals your psychiatrist has set for you (your aspiration). The catch? You need to achieve your goals as quickly as possible, while keeping seven other patients--whom you don't know and cannot be controlled by you--alive and as happy as possible. Add to that budget cutbacks, leading to a lack of decent furniture and limited supplies, and your task gets harder.

This challenge may be played in Easy, Medium, or Hard Mode (see below).

Setting Up...

Create your main Sim (a Young Adult) in CAS. You may choose whatever you want for looks, clothing, voice and walk styles. They must have the Erratic trait and the other two traits can be anything except for custom traits.

You may also choose any aspiration EXCEPT the following:

- Successful Lineage
- Big Happy Family
- Super Parent
- Fabulously Wealthy
- Mansion Baron
- City Native

After finishing your main Sim, create seven other Sims. They all must be Young Adults and they must all have the Erratic trait. The other two traits and his/her aspiration may be whatever you want. HINT: having a few Evil, Mean, and/or Romantic Sims, can make things quite interesting. None of the total of eight Sims are allowed to be related.

Next, build/place the asylum on a residential lot in any Sims four neighborhood (world).

The size of the lot doesn't matter. You may build the asylum yourself, download an asylum from the Gallery using #AsylumChallenge or modify any existing lot from anywhere/anyone. Money cheats and debug items are allowed when building or placing your asylum. Your chosen Difficulty Mode determines which objects are allowed in your asylum, but all objects (counters, beds, couches, etc.) must be the cheapest at the beginning. You may not have objects in the asylum which affect Sims' emotions or which prevent fires, and no career-reward items are allowed from beginning to end. Once you have finished building the asylum you may not modify further, unless Sims have pathing difficulties or the asylum family's bank account has enough money for new skill-building items, or when the budget can afford the purchase of higher-value items.

When you move in the Asylum family, you must use the cheat box to lower the family funds to the required amount for your chosen Difficulty Mode, as follows (don't forget the third cheat for your Difficulty Mode:

Easy Mode:

- (1) testingcheats true
- (2) money 1000
- (3) testingcheats false

Medium Mode:

- (1) testingcheats true
- (2) money 500
- (3) testingcheats false

Hard Mode:

- (1) testingcheats true
- (2) money 100
- (3) testingcheats false

Upgrading Objects...

When the asylum saves up a bit of money you can start replacing the cheap furniture and appliances with high quality furniture and appliances. You may only REPLACE items; you may not buy EXTRA items. For example you may replace the fridge with one of higher value, but you may not have two fridges. IMPORTANT NOTE--You may NOT

upgrade objects through buy mode in Hard Difficulty Mode. However, using the Handiness Skill to upgrade objects is allowed in ANY Difficulty Mode.

Basic Rules...

(1) You must only select/play your main Sim. You are not allowed to click on the other Sims to check their needs. If they die, they die. See (2) for exceptions.

(2) At 12 AM each day, you may (if you prefer) pause your game, click on the other Sims to check inventories to see if they have hoarded household items or food, and restore the hoarded items to the appropriate places. Once you are finished, you may start playing the game again. Also, if any Sim is "stuck" for any reason, you are allowed to use the "resetSim Firstname Lastname" (i.e. resetSim Don Lothario). If all Sims get "stuck," you may use "resetSim *" (the * stands for any Sim by any name...type it just like it is shown here--without the quotation marks, of course).

(3) Anything (including lot traits or any types of cheats) which boost Sim's needs or skills are not allowed, except as specified in the Difficulty Mode rules. High Free Will must be turned on, so the other Sims living in the asylum will do things by themselves.

(4) You may not use your inventory to reserve items for yourself. For example, you can't put a book or guitar in your inventory just so no one else can put it in theirs. If your Sim places something in his/her inventory, that's OK...see (2) to remedy that situation, if you prefer.

(5) It's your choice as to age length, but no changing that once the challenge has been set up and play has begun.

(6) No rearranging of furniture to reserve or use something for yourself. For example, you may not move the TV into a bedroom and turn it on just to get an uncontrollable Sim out of bed so your Sim can sleep in the bed. Nor may you remove a door so others can't gain access to the bathroom so you can use it when you come home from work. If the pathing in the home isn't working correctly, and gets Sims "stuck," you may rearrange only what is necessary to fix the problem. Leave everything else alone.

(7) If a Sim dies, you must keep the grave on the lot. If a ghost gets too annoying (e.g.

it keeps breaking objects) you may banish the ghost.

(8) Putting toilets and showers/baths in separate rooms is OK in all difficulties, as dying from embarrassment tends to occur too much. HINT: Think about this during setup, since you're only allowed to move things around if there's a pathing problem!!!

(9) Making your Sim "work hard" in his/her career is OK. However, you may not force the other residents to "work hard" in their careers (if they have any...see Difficulty Mode Rules for more info about that).

Game Pack/Expansion Pack Information...

****Outdoor Retreat****

...Outdoor Enthusiast aspiration is allowed.

...You may only travel to Granite Falls if you need to complete certain goals in the Outdoor Enthusiast aspiration.

...When travelling to Granite Falls you must take all residents, and may ONLY choose a CAMPGROUND setting.

****Spa Day****

...When completing an aspiration, you may reward your Sim with a trip to the spa.

****Dine Out****

...Your Sim may not own a restaurant.

...Your household may not visit a restaurant.

****Vampires****

...Vampire residents are allowed.

...Vampire aspirations are allowed.

****Parenthood****

...Super Parent aspiration is not allowed.

****Get To Work****

...Alien residents are allowed.

...Active careers are not allowed as that requires leaving the lot during playing time. PERSONAL NOTE: You can always choose NOT to follow your Sim to work, so I'm thinking it would actually be OK to have your Sim join an active career, except that getting advancements might be more difficult. You might want to experiment before playing the challenge, to see if it would actually be viable.

...Your Sim may not own any other type of lot.

...If a member of the Asylum is abducted by Aliens and comes back pregnant, when a baby is born, it must be returned to Sixam. PERSONAL NOTE: I would think that if you want to keep the baby, you could, except that the baby might not survive, since I don't think the social services could get through the gate to take away a baby who isn't being cared for. If you wanted to keep the baby and treat it as your own, though, to add a little more difficulty, why not? I think this should be a preference.

****Get Together****

...You may create an Asylum club for the patients, but you may not add outside Sims to the club. No club activities may be allowed off the home lot.

...Club perks are allowed for all levels of difficulties.

****City Living****

Apartments may not become asylums. (I suppose this is because there's no way, as far as I know, to lock anyone out or in.)

Difficulty Mode Rules...

There are three modes of difficulty for this challenge, as follows:

*****Easy Mode*****

...Starting funds = \$1000

...Complete two aspirations, then you are free!

...May both a TV and a computer at the same time.

...Two sinks, two toilets, and two showers/bathtubs allowed.

...No more than six "bed slots." For example, you may have six single beds; three double beds; one double bed and four single beds; or two double beds and two single beds. NOTE: Sofas or other spots where naps may happen are not counted against the six "bed slots," but they are limited by the next rule.

...There can only be TOTAL seating for eight. Beds and the sides of tubs do not count toward this total, but couches, lounges, chairs, benches, or any other form of "comfort seating" do. For instance, if you have a dining table with six chairs, you may not use a couch that seats three.

...You may only have a total of five skill-building items in the house, so choose wisely at the start. Computers, stoves, bookcases, mirrors, and TVs don't count as skill items, but swimming pools, exercise equipment, and game tables do. It is highly recommended to have skill items which make money (for example, an easel). When setting things up,

be sure to keep these things in mind.

...Everyone in the asylum is allowed a job, but only in the Criminal Career, as it is the lowest-paying job. You are not allowed to level the non-controllable Sims up in their careers. If they lose their jobs, they have lost them forever. Your main Sim may have whatever job you like, though it is recommended that the job be related to the Sims' aspiration. For example, a Sim with the Master Chef aspiration should probably get into the Culinary Career.

...You may purchase lifetime rewards as possible, for anyone on the lot.

...Having a maid and ordering food delivery is allowed.

..Your Sim may leave the lot to go fishing and collecting at anytime. However, travel to other residences and community lots is only allowed during the hours of 9 AM to 3 PM, plus all asylum residents must make the trip.

...If a Sim dies, no objects have to be deleted.

*****Medium Mode*****

...Starting funds = \$500

...Complete three aspirations, then you are free!

...May not have both a TV and a computer at the same time. HINT: Think about your main Sim's aspiration and traits, before you decide on this.

...One sink, one toilet, and one shower/bathtub allowed. (This means you need to choose either a kitchen sink or a bathroom sink while doing your setup tasks.)

...No more than five "bed slots." For example, you may have five single beds; two double beds and one single bed; or one double bed and three single beds. NOTE: Sofas or other spots where naps may happen are not counted against the six "bed slots," but they are limited by the next rule.

...There can only be TOTAL seating for six. Beds and the sides of tubs do not count toward this total, but couches, lounges, chairs, benches, or any other form of "comfort seating" do. For instance, if you have a dining table with four chairs, you may not use a couch that seats three.

...You may only have a total of four skill-building items in the house, so choose wisely at the start. Computers, stoves, bookcases, mirrors, and TVs don't count as skill items, but swimming pools, exercise equipment, and game tables do. It is highly recommended to have skill items which make money (for example, an easel). When setting things up, be sure to keep these things in mind.

...Only two non-controllable Sims in the asylum is allowed jobs, but only in the Criminal Career, as it is the lowest-paying job. You are not allowed to level the non-controllable Sims up in their careers. If they lose their jobs, they have lost them forever. Your main Sim may have whatever job you like, though it is recommended that the job be related to the Sims's aspiration. For example, a Sim with the Master Chef aspiration should probably get into the Culinary Career.

...You may purchase lifetime rewards as possible, for anyone on the lot.

...No maids or food delivery are allowed.

...Your Sim may leave the lot to go fishing and collecting between the hours of 7 AM and 5 PM. However, travel to other residences and community lots is only allowed 9 AM and 3 PM, plus all asylum residents must make the trip.

...If a Sim dies, one of the available "comfort seating" items must be removed, until only one seat remains.

******Hard Mode******

...Starting funds: \$100

...Complete four aspirations, then you are free!

...May not have both a TV and a computer at the same time. HINT: Think about your

main Sim's aspiration and traits, before you decide on this.

...One sink, one toilet, and one shower/bathtub allowed. (This means you need to choose either a kitchen sink or a bathroom sink while doing your setup tasks.)

...No more than four "bed slots." For example, you may have four single beds; two double beds; or one double bed and two single beds. NOTE: Sofas or other spots where naps may happen are not counted against the six "bed slots," but they are limited by the next rule.

...There can only be TOTAL seating for four. Beds and the sides of tubs do not count toward this total, but couches, lounges, chairs, benches, or any other form of "comfort seating" do. For instance, if you have a dining table with two chairs, you may not use a couch that seats three.

...You may only have a total of three skill-building items in the house, so choose wisely at the start. Computers, stoves, bookcases, mirrors, and TVs don't count as skill items, but a swimming pool, exercise equipment, and game tables do. It is highly recommended to have skill items which make money (for example, an easel).

...Non-controllable Sims in the asylum are not allowed jobs. Your main Sim may have a job ONLY if his/her aspiration requires it. For example, the Master Chef aspiration requires a Sim to be in the Culinary Career.

...You may not purchase lifetime rewards, for anyone on the lot.

...No maids or food delivery are allowed.

..Your Sim may leave the lot to go fishing and collecting between the hours of 12 AM and 5 AM. However, travelling to other lots is banned, unless your Sim's aspiration requires it, and then it is only allowed 6 PM and 11 PM, plus all asylum residents must make the trip.

...If a Sim dies, one of the available "comfort seating" items must be removed, until only one seat remains, plus one of the available "bed slots" must be removed, until only one slot remains.

ASPIRATIONS--COMPLETION INFORMATION...

Each Difficulty Mode indicates a number of aspirations that must be completed. This refers to *SINGLE* aspirations, not to a *GROUP* of aspirations such as all the ones shown for the Creativity category. In other words, completing the Master Chef aspiration (within the Creativity category) is one aspiration down. *SUGGESTION*--you might want to choose a category in the first place, that contains more than one Aspiration. For instance, the Creativity category *DOES* contain four Aspirations--perfect for Hard Mode. This is because, along the way, some of the goals for the second, third, and fourth Creativity Aspiration types will already be met, making getting through successive Aspirations a bit easier and faster.

SCORING--OPTIONAL (no set minimum or maximum)...

+50: per aspiration completed.

+1: per skill point any of the eight Sims have at the end. Only living Sims count.

+1: per 1000 satisfaction points every Sim has at the end. Only living Sims count.

-20: per Sim each dead Sim at the end.

-20: per fire which has occurred.

-20: per each Sim day when the power and water is shut off & remains off for any amount of time during the day.

PERSONAL NOTE--Or...you might want to reverse those points, if you want to play in a negative manner, rather than a positive manner...certainly your choice!