

The Apocalypse Challenge

These rules are primarily Pinstar's rules, but updated to include the FreeTime, Apartment Life, and Mansions and Gardens EP's.

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It's the super bowl and all across the region, people are watching. The whistle blows for half time and every sim in the city goes to use the toilet. Every single toilet in the region is flushed at the same time. The resulting drop in water pressure causes the three nuclear power plants in the area to go critical and melt down, devastating the region. Thankfully the founder is off at college when this happens...but when they return to start their family, they find a very different world they must survive in...

Rules:

The following is a set of harsh restrictions the family must obey. Each set of restrictions is tied to a specific career field. When a sim reaches level 10 in that career field, that restriction is lifted. A single sim may only lift one restriction in their lifetime.

- To lift all of the main restrictions, it will take lots of different Sims. (The Hopelessness and Alien Technology restrictions don't count toward the 1-restriction-per-sim limit)
- Each animal may only lift or suppress one pet restriction.
- Only Sims part of the bloodline and the spouses to heirs can unlock restrictions. Adopted Sims, spouses to non-heirs and servos cannot lift any restrictions.
- The founder starts as a young-adult in college. None of the restrictions applies to the founder in college, as the disaster has not happened yet.
- The college has a strict no-pets rule. You may not create any pets when creating the founder. Neither the founder, nor any Sims attending college afterwards may bring any animals to college or purchase/adopt them while there.
- The founder may bring up to 3 items back from college that were purchased with the founder's own money. If the founder graduates, one of these three items MUST be their diploma.
- The founder may not start an off-campus business.
- The founder must leave college after 9 semesters. If the founder goes on academic probation, those extra semesters count against the 9 you are allowed.
- If the founder graduates on time (8 semesters), they may stay for the full post-graduation period. (The 9th semester).
- If the founder goes on academic probation once, but still graduates, they must return to the neighborhood immediately after graduation.
- The founder does not need to graduate.
- The family lot must be on a desert or dirt tile set.
- When your founder returns to the neighborhood, move them into an empty 5X5 lot.
- If your founder joined the secret society, you may move them into a Secret Society safe house when instead. These are pre-built houses that have depreciated a bit, so they cost less than building the same structure from scratch. There are three safe houses to choose from. You can download the (Bomb Shelter) the (Shotgun Shack) or the (Witch's Hut). You may still opt to start on a blank lot if you want to.
- If your family has broken any rule or restriction due to a rule change, you do not fail the challenge.

- Objects that were allowed that are no longer allowed due to a rule change may be sold via buy mode without penalty.
- If an object has no value, (such as used up aspiration rewards), you may delete it, regardless of existing restrictions.
- There must be no trees or shrubs on the lot when you place it.
- You may use the "level lot" tool before moving into your blank lot or safe house.
- No sim in the household may sleep outdoors.
- After the founder has returned, any future Sims sent to college may not move into a dorm, and must move into an empty lot (any size). Young Adult Sims that come after the founder must obey any restrictions that have not been lifted yet.
- Neither the founder, nor any Sims that come after may found or join Greek houses.
- Only Townies and NPCs may join the family
- The ONLY Sims that may be moved into the Legacy family are Sims that will directly contribute to the birth of the next generation. (In other words, the spouse of each heir)
- If you wish to keep score, count the number of days your family is in existence once the founder returns from college. I find the easiest way is to write a tic mark down once per sim week.
- Cheats, mods or hacked objects that would give you an unfair advantage over a player who didn't have or use them may not be used.
- In order to go on vacation, you need to have the **Military**, **Science** and **Natural Science** restrictions lifted. Along with any restrictions for that particular destination. (Military to clear the zombies from the roads to the airport, science to get the airport up and running again and natural science to calm the weather down enough to permit flight.)
- Apartments are NOT allowed until you have lifted all restrictions.
- To win the challenge, you must lift all the restrictions. The "Alien Technology" restriction does not need to be lifted to complete the challenge.
- If you have the Pets EP, you must also unlock the three pet restrictions to complete the challenge as well.

Tied Careers. (DW)

There are some careers without which others would be irrelevant or not possible. Therefore they are tied together and one must be unlocked to open the other. These careers are as follows:

- Intelligence must be lifted before Military
- Law must be lifted before Law Enforcement
- Law must be lifted before Slacker
- Law Enforcement must be lifted before Politics
- Entertainment must be lifted before Artist
- Entertainment and Music must be lifted before Dance
- Entertainment must be lifted before Gamer
- Entertainment must be lifted before music
- Entertainment must be lifted before Show Business

FreeTime Hobbies: (DW)

Every Sim should max out a hobby at least once in their lifetime.

Benefits you gain from the hobby enthusiasm are locked by various careers and needs to be unlocked to be used. Even downtown or on the hobby lots.(CA)

If you have lifted Intelligence and Military, your sims may visit a secret hobby lot.

Nothing is restricted on a hobby lot, other than the following:

- 1) You can't take anything home with you that is banned at home, for example, food. You can still eat all you want when you are there however.

- 2) You can't take anyone there unless you KNOW that they also have a membership card. you can't take all your friends over.
- 3) You have to stay at a minimum level of five points in the hobby in order to visit the hobby lot. Once you drop to four you are not welcome until you can get back up to five points.

Aspiration Perks:

The aspiration perks are limited by various careers, and thus cannot be used unless said career has been unlocked. For most of them, you need to unlock two specific requirements to be able to pick them. (CA)

Here are the restrictions you must obey:

The quote and paragraph in italics are the 'flavor text' of the restriction.

The rules of the restriction are listed below.

What happens when you lift the restriction is listed in bold.

The Restrictions:

Hopelessness....

"It is better to light a single candle than to curse the darkness."

-You cannot move in or marry in any Sims or pets.

-Once your founder reaches the top of a career (ANY of the many careers, it doesn't matter which) they show the region that the worst is over, and that things can and will begin to get better. A few Sims are even willing to risk travelling the streets to be with the regions new and only ray of hope.

You may move-in/marry spouses for your founder and future heirs.

You are still restricted to moving in only those who will contribute to the next generation.

Adventure

There is a special energy around certain objects that gives them special properties. Objects with this energy are frequently given out as career rewards to Sims in various businesses. Ever since the apocalypse, these objects have suddenly lost this energy and have become useless. While many are baffled by this, there are a few theories. It is said that the stone of Unga-Nunga is the key to the energy that makes Career objects work so well. This stone was being held at the Sim City museum, where it powered the city's reward objects as well as slowed the EQ decay of the city's population. In the chaos of the meltdowns, somebody stole the stone.

-Career reward objects may not be used by any Sims at all. (They may still be placed on the lot)

-Sims may not go on a tropical vacation unless this restriction is lifted (in order to recover charts and flight plans to remote islands)

-Sims may not make/use the Thrones of Light/Darkness (Z41)

-The Hobby Enthusiasm Sports is locked by this restriction. (CA)

Once a Sim reaches the top of the adventure career, they locate the stone's thief, the nefarious Dr. Vu. In a daring raid of Dr. Vu's lab guarded by pirates, ninjas, ninja-pirates, pirate-ninjas and chartered accountants; your Sim makes off with Dr. Vu's ill gotten gains. In addition to recovering the stone of Unga-Nunga, your Sim makes off with top secret technology Dr. Vu had hidden at the base. The Adventure restriction is lifted. You may now go on vacation to remote islands as you found maps for those hidden at Dr. Vu's base, and you may now use career rewards. In addition, you may choose a single aspiration reward. You may now place and use the aspiration reward, even if Alien Technology is not yet lifted. This can only be done once, by the first Sim to reach the top of the Adventure career.

Alien Technology

"Earthlings are seen as quite primitive. It is a culture that still thinks digital watches were a pretty nifty idea. Pathetic"

Sim City has been using alien technology for over a year, gained from the crashed remains of an alien saucer. With the labs and factories that held this technology destroyed in the blast, the alien discoveries are once again a mystery.

- Sims may not purchase any aspiration reward objects.
- If the founder brings a reward object back from college in inventory, you may **not** use it until either the Adventure or Alien Technology restrictions are lifted. You must delete this object once its special ability is used up if you have only lifted Adventurer (This includes the love tub, which must be deleted when the candles go out).
- Summon Aliens and Look for UFO's are both locked from use under this restriction (DW) This includes the ability gained by hobby enthusiasm in science. (CA)

This restriction can be lifted in one of two ways.

- It is lifted if a Sim is abducted by aliens. The Sim abducted may be any age and of either gender. The abduction does not have to result in an alien pregnancy.**
- It is also lifted if a sim who is a "Top Secret Researcher" or "Mad Scientist" goes to work with a satellite in their inventory. This satellite must originate from the family's lot.**

You do NOT have to lift this restriction in order to complete the challenge. A Sim fulfilling this restriction can still fulfill one of the main restrictions.

Once the alien technology is back in the family's hands, either given to them by the aliens or reverse-engineered from a crashed space craft, they can once again gain benefits from it.

Architecture

"You want to build a concert hall formed as a wave? Why?"

Architects, the designers of buildings both fantastic and functional. So few remain after the apocalypse, but those that do strive to make things better.

- No community lots, even if Military is lifted (DA)
- No skyscrapers. Building limited to four floors including basements. (DA)
- No building larger than 8x8 until Politics is lifted, then 16x16. (DA&DW) If Politics is only

suppressed, buildings are restricted to 12x12. (DA)

-All floors must be exactly the same (DA)

-You are allowed six columns for the entire property as these are a limited commodity (DA&DW)

-you may only place two items of each build type of item in the build menu per sim day. This means two squares of foundation, two wall sections, painting two wall sections, two sets of stairs, two windows etc. Ignore this restriction on day one unless using a safe house (which is already established) (DW)

-you may only use basic items. (DW)

-Sims may not use decorative Masonry or building ornamentation of any kind (A13)

-Sims may NOT spend more than \$5 on any wall covering internally, \$10 externally, and no more than \$10 on flooring per wall panel/floor tile until Architecture is Lifted. Also requires Art to be lifted. (A13)

-Hobby Enthusiasm Tinkering is locked by this restriction. (CA)

With a City Planner back in the region things begin to change. Skyscrapers, and ornamentation on buildings begin to reappear. People are once again happy to visit places, sure the buildings are safe, as well as beautiful! The Architecture restrictions are lifted.

Artist

"Imagination is more important than knowledge" –Albert Einstein

With survival on everybody's mind, the arts have virtually disappeared overnight. People are more worried about finding their next meal than they are attending a concert in the park or buying art.

-Requires Entertainment Restriction to be lifted to get a job in this career track (DW)

-No items from the "Wall hanging", "Sculpture" or "Rugs" tabs may be bought.

-No items that build creativity may be bought or used except for the computer. (The Lie Finder and the Hydroponic planter may be used if they are unrestricted by life of crime and natural science respectively).

-Only Sims currently in the artist career may use the Camera.

-Sims can not use the Pottery Wheel (DW)

-Sims may NOT spend more than \$5 on any wall covering internally, \$10 externally, and no more than \$10 on flooring per wall panel/floor tile until Art is Lifted, Also requires Architecture to be lifted (A13)

-Hobby Enthusiasm for Arts and Crafts are locked by this restriction. (CA)

These restrictions will be temporarily suppressed by the emergence of a Rock God/dess in the Music Career. However, to permanently lift these restrictions a great Artist will still be needed!

Once a great artist is produced from the family, a wave of culture is set off and art and music return to people's minds. The Artist restrictions are lifted.

Athletic

"Only the strong survive"

The radiation in the air weakens muscles and bones. As a result, muscle degeneration has set in. Even simple physical tasks have become impossible.

-Any item that takes up more than one square may not be moved or placed back into

inventory once placed on the lot, with one exception.

- Items received as date or outing rewards may be placed into inventory or moved one time, even if they are larger than 1 square.
- Gym equipment may not be purchased or used.
- Sims may not perform the "Leap in arms" interaction.
- The punching bag may only be used by Sims currently in the athletic career.
- Sims may carry no more than 3 items in their inventory.
- Earned, but not placed, career reward objects do not count against this inventory limit.
- This restriction must be lifted in order to go on a mountain vacation (So Sims have the fortitude to function in the thinner mountain air)
- Sims may not use the "swing round" interaction with children. (Z41)
- Sims may not purchase or use Playground Equipment (Z41)
- Sims may not "restock" items, or delete out-of-stock items larger than one square.
- Sims may not sell buy-mode objects that are larger than 1 square. (You may still move and delete build-mode objects, regardless of size)
- primary aspiration pleasure perks 1 and 2 are locked by this restriction. (CA)
- Hobby Enthusiasm for Sports is locked by this restriction. (CA)

Once a sim joins the hall of fame from the "Mutant League Football" arena, they invent new training techniques to overcome the muscle degeneration set in by the disaster. All Athletic restrictions are lifted.

Business

"Your money is no good here"

The chaos in the region set off by the power plant explosions has broken down the basic economic fabric of society. The value of a Simolean varies wildly from place to place. All major markets have destroyed or looted dry. With the economy of the region in shambles, people are unwilling to 'go shopping'. The only thing that sells well are stories from survivors, as media outside the region is hungry to know what happened and what it is like to live in such a land.

- Your Sims may not start their own business or purchase community lots.
- You may not sell items via the buy or build tab. (You may still sell build mode items, such as walls and stairs)
- Your Sims may not use the "sell" interaction with objects (such as completed paintings, or workbench items)
- Your Sims are not allowed to sell fresh produce grown on the family lot
- Your Sims *are* allowed to finish writing novels and collect the royalties.
- Your Sims may not hire service Sims of any kind.
- You may not "invite headmaster" to get Sims into private school.
- Only Sims currently working in the business career field may use the Execuputter.
- Due to broken supply chains, sims cannot use any crafting benches. Items crafted in college may be brought back. Flowers and Robots must be kept in inventory until their respective restriction is unlocked
- This restriction must be lifted if you wish to purchase and use a vacation house (To restore the real estate network and properly record the family as the owners). You also need this restriction unlocked if you wish to hire a nanny to house-sit any infants, toddlers or pets.
- Sims may NOT purchase cars, other than the restorable junker. (DW)
- Sims may not buy Potions, Ingredients or Services from NPC's (Includes Babysitting) (Z41)
- You may not buy pets from pet stores (player run or community) or other Sims.
- Due to supply shortages, you may only craft one item per day.
- Secondary Fortune aspiration may not be chosen until this restriction is lifted. (CA)

- Primary aspiration Fortune perks 1, 3 and 4 are locked by this restriction. (CA)
- Aspiration perks Work perks are locked by this restriction and Slacker. Both need to be lifted to use all perks. Unlocking one restriction gives access to the first perk only. (CA)

Once an economic leader from the family rebuilds the economic structure of the region, the business restrictions are lifted. In addition, the "Open/Closed" sign may be purchased and used from the 'wall hanging' category. The old style-cash register may be purchased from the electronics tab, even if these items are still restricted otherwise.

Culinary

"Hunger is the best spice"

The gas lines and power grid have been severely damaged. Running a gas stove or electric appliance carries too much of a risk. The radiation levels are too high to risk using a microwave either. Food is scarce. The quality of the food the Sims can get is very poor and can bring illness to some. Coffee is now scarce in the region due to supply cuts. Fresh food is non-existent.

- Sims may not purchase or use anything from the "Ovens" or "Small appliances" category except for the cheapest grill.
- You may only prepare food once per sim day. Once any sim has prepared food, no other may do so for the rest of the day. A sim making a one-serving meal counts. (An easy way to keep track of this restriction is to turn the fridge backwards after a sim has taken food from it, and keeping it that way until midnight)
- Sims pulling out baby bottles does NOT count against this limit and may be done as many times per day as needed.
- Sims may not prepare food on community lots
- Sims may not eat at restaurants on community lots.
- You may not use the "Delivery" menu on the phone to order Pizza or Chinese food.
- Sims may not purchase prepared food from community lots (such as pre-made cakes from a bakery)
- Sims may not hold food in inventory.
- Sims may not flag any food item as 'for sale' with the wholesale tool.
- Sims may not purchase or use birthday cakes, wedding cakes, the bakery display case or any catering buffet tables.
- Only Sims in the culinary career track can make use of the Chocolate maker.
- Sims may not purchase or use the Juicer.
- Sims may not stock fresh food in the fridge
- You may grill fish, even with the culinary restriction in place.
- You may NOT put cooked food away as leftovers until the restriction is lifted.
- Filling any pet food bowl, the wormrat cage or bird cages counts against the family's "one meal per day" limit.
- Sims may not "give treat" to pets.
- Secondary aspiration perk Cheese is locked by this restriction. (CA)
- Primary aspiration Grilled Cheese perks 1, 2 and 4 are locked by this restriction. (CA)
- Primary aspiration Family perk 1 is locked by this restriction. (CA)
- Hobby Enthusiasm Cuisine is locked by this restriction. (CA)

Once a culinary master emerges from the household, they invent new ways to preserve food, and better ways to cook the artificial food. They have learned to rewire home appliances so they can be used again. They also open up supply

chains to coffee growers. All culinary restrictions are lifted.

Dance

"Please send me your last pair of shoes, worn out with dancing as you mentioned in your letter, so that I might have something to press against my heart." ~Johann Wolfgang von Goethe

Dancing was once a great delight for so many Sims, Ballroom, Latin, Slow Dances, even the Smustle! But alas, nobody has time to dance anymore, and people are forgetting their dance moves.

- Requires Entertainment and Music Restriction to be lifted before Sims can get a job in this career (DW)
- Sims may not dance to the radio. (DA)
- Sims Can not slow dance, or bust a move, or dance, period. Nothing that even resembles dancing is allowed. (DA & DW)
- Sims can not use dance related objects like the ballet barre (DW)
- Sims may not have musical instruments, MP3 Players, and may not Freestyle (DA)
- once Dance is unlocked, Sims may use the ballet barre even if Athletic has NOT been unlocked. (DW)
- Dance is only suppressed until Music is unlocked, after all, you can't Dance without Music! (DW)
- Sims can not "ask on date" (Also requires Show Business) (DW)
- Hobby enthusiasm Music & Dance is locked by this restriction. (CA)

When Dance is the only thing a Sim cares about, Ballet is the way to go. When your Sim becomes a world class ballet dancer, an exhibition performance reminds the audience of how much fun they had dancing, and they spread the word. Dance becomes again the fun past-time it was before the apocalypse, and the Dance Restrictions are lifted.

Education

"Education is the transmission of civilization." ~Ariar and Will Durant

All the major school systems are in ruins. Education is all but gone from the region. All that is left is a small gathering of teachers in a safe house to teach the younger Sims the basics

- Sims children may attend school as normal
- Sim teenagers may not attend school at all.
- Sims may not attend college. (This restriction applies even if military is lifted)
- Sims may not teach other Sims skills via career rewards
- Sims may not "pass on" learned business perks to other Sims.
- While the Education restriction is in place, any child sim that grows into a teenager must roll for their new aspiration as per the Legacy Challenge rules.
- You may not change your sim's aspirations in any way.
- Sims may not impart knowledge (DW)
- Sims may not "instruct in hobby" (DW)
- Secondary aspiration perk Family is locked by this restriction. (CA)

With your Sim rising to the top of Education, they rebuild the region's educational system, and even restore the old college back to its former glory. The education

restrictions are lifted. Once you lift the Education restriction, you may once again choose your sims's aspirations and change them as you please, provided you can use the Re-Nu-Yu sphere.

Entertainment

"Entertainment is in art, like color in pictures" ~Martin Klippenberger

Before the apocalypse people had time for fun and games, but now? No, not now, because now things are life and death, a matter of survival from day to day and games are just a fond memory of what used to be. The people live in fear, constantly in danger, and there is no fun in their lives.

- Artist, Dance, Gamer, Music, and Showbiz are not available as jobs. If one of these is the first job listed in the newspaper you may take the second job. (DW)
- No Karaoke or Freestyling (DW)
- Toddlers may only use the Charisma Bunny for fun. They are not allowed the xylophone, the logic blocks, or the toddler table.(DW)
- Children may not have or use the toy box, teddy bears, doll house, or any other toy. (DW)
- No items may be purchased or used from the party menu (DA&DW))
- Sims can not "ask on outing" (also requires Show Business). (DW)
- Sims may not carry out any action from the 'Entertain' Menu (DA)
- No juggling (DA)
- When Science is unlocked, you are limited to the Yummy and News/Weather channels only. (DA)
- Primary aspiration Knowledge perk 1 is locked by this restriction. (CA)
- Hobby Enthusiasm Film & Literature is locked by this restriction. (CA)

One brave Sim takes to the entertainment career, and learns their trade, mostly in backrooms, and out of the way corners. Eventually, they front up and put on a show. To their amazement, everyone loves it, and suddenly the need for fun in their lives is back! Your Sim becomes an overnight sensation, and the Entertainment Restrictions are lifted, opening up careers in Art, Dance, Gaming and Show Business as well.

Gamer

"Your base are belong to us."

There are some structures that are built so secure, even a nuclear blast cannot damage them. Presidential fallout shelters, bank vaults... and MMO servers. The servers to a widely popular MMO were located in the region and of course survived the fallout without a scratch. The servers even have their own power supply. The problem is, the region's broadband connectivity was destroyed during the blast. While the region may be in ruins, the rest of the country is fine. The MMO's popularity is so big, that people resort to using dial-up connections to play their favorite game. The result is that the region's phone system is locked up and unusable, as connections to the servers flood the phone systems. The only time this eases up is during the Server's weekly downtime.

- Requires Entertainment Restriction to be lifted to get a job in this career. (DW)
- In order to have computer games or Myshuno, the bingo style game, Science must also be lifted (DW)

- Sporting equipment is restricted (DW).
- Sims may not purchase or use anything from the hobbies/games menu, other than the chess table, which may only have one chair. (DW)
- Hobby Enthusiasm Games is locked by this restriction. (CA)

Your Sim has a brilliant two part plan, upon reaching the top of Gamer; they create their own MMO, and base the servers out of the region. The second part is they master the current MMO, and PK every single player on the servers constantly. People get so fed up and frustrated with the current MMO, they go looking for a new one to play. Your sim's new MMO becomes all the rage. The server load that once tied up the phones is now gone. The Gamer restrictions are lifted.

Intelligence

"We were never here, and we never had this conversation!"

They didn't see the apocalypse coming, and the SCIA has fallen into disrepute because of that failure. Suspicion is rife, everyone looks sideways at everyone else and distrust is everywhere, and of everyone. As a result, they cut off all communication to prevent outbreaks of riots.

- Sims cannot use the phone for any reason other than quitting their job.
- Sims cannot use the computer for anything other than "write novel" or "write term paper", even if the science restriction is unlocked.
- These restrictions are temporarily suppressed between the hours of noon to midnight every Tuesday.
- Sims are still allowed to answer phone calls that come to the house.
- Sims can not roll for (or choose) a Secondary Aspiration.
- Sims may not hire service sims of any kind (also requires the Business Restriction to be lifted)
- If you invite a friend over you must say NO if they want to bring a friend.
- Sims may not chat online, send emails, or blog.
- No gossiping is allowed
- No bringing in stray pets, all pets must be adopted.
- No children may be adopted
- Secondary aspiration perk Knowledge is locked by this restriction. (CA)
- Primary aspiration Knowledge perks 2, 3 and 4 are locked by this restriction (CA)

The new head of the SCIA restores people's confidence in the organization as a whole. To know someone is looking out for them, protecting them, helps them to feel more relaxed and more trusting. All intelligence restrictions are lifted, and the Military Restrictions are suppressed.

Journalism

"Free press can, of course, be good or bad, but, most certainly without freedom, the press will never be anything but bad" ~Albert Camus.

While there are many newsworthy events going on at ground zero, there are barely any news reporters to cover it. As a result, the local newspaper has become even less useful than before. While the newspaper continues to be delivered every day (The paper carriers were zombies even before the disaster) its content has become almost nothing.

- When Sims who have not been to college use the paper to "Look for Job" They may only

select the first of the three jobs that appears in the paper that day. The 2nd and 3rd jobs may not be taken.

-When a Sim comes home from college, they may take jobs that were listed under their major, even if those jobs are not the first one listed in the paper or computer. This applies to the founder as well.

-The paper may not be used at all for any other purpose other than recycling, composting or turning into a paper airplane.

-The jobs listed on the computer are not affected by this restriction...assuming you can use a computer.

-Sims may not subscribe to, or read, any hobby magazines

- Primary aspiration Pleasure perks 3 and 4 are locked by this restriction. (CA)

Once a Sim rises to the top of Journalism, they restore the local paper to its former glory, allowing what few industries left to announce their full job postings. The Journalism restriction is lifted.

Law

"As long as I have a choice, I will stay only in a country where political liberty, toleration, and equality of all citizens before the law are the rule. ~Albert Einstein.

The law in the region has all but vanished. There are no checks, no balances. While the threat of lawsuits has dropped, all the GOOD things with the court systems have vanished as well. Without law in the region, even the greatest people cannot permanently restore parts of society.

-While the Law restriction is in place, the Slacker, Politics and Law Enforcement restrictions can only be suppressed. In order to permanently lift the Slacker, Politics or Law Enforcement restrictions, the Law restriction must be lifted first.

With the code of laws restored to the region, the foundation is once again set for other parts of society to be restored. The Law restrictions are lifted.

Law Enforcement

"Go ahead and call for help, nobody will listen."

The local police and fire departments are in shambles and unable to do their job. A strong air of anarchy and lawlessness has swept the region. Violent gangs of anarchists prey on the old and weak.

-Requires the Law restriction to be lifted before you can get a job in this career track. (How can you enforce Law you don't have?)

-Your Sims may not purchase smoke detectors, fire sprinklers, burglar alarms or car alarms.

-Your Sims may not use the "emergency" tab on the phones.

-Teenage and Elder sims that have less than a 10 body may not leave the lot for any reason, including going to work or community lots. The ONLY exception to this rule is that teenage Sims can go to High School without penalty.

-Your Sims may not call the police to look for runaway teens.

-Only Sims in the Law enforcement career field may use the fingerprint scanner.

-You may not call adoption services to adopt or give up a pet.

-You may not call to report a lost pet.

Once a brave hero from the family emerges, they can clean up the streets and

restore order, allowing police and fire fighters to once again help people. The Law Enforcement restrictions are lifted. The smoke detector and burglar alarm may be purchased and used, even if the Science restriction has not been lifted.

Life of Crime

"Nice place you have. I'd hate to see anything bad happen to it."

The local organized crime family has taken advantage of the lawlessness in the region to set up a protection racket. Joey "The Comb" and his goons force people to pay hefty sums to ensure nothing 'bad' happens to what few possessions they have left. While some try to fight the mob, most just give in and pay. . Joey has one weakness; he's afraid of animals. Because of this fear, he has his goons break up any attempts to organize programs using animals.

- Once per week, pay 10% of the lot value (or down to \$100 maximum) in 'protection'.
 - Each generation, increase by 10% from the birth of the first member of that generation.
 - pets are restricted by this. No pets allowed in household till this is lifted.
- If the Paranormal restriction is unlocked, you do not have to factor the value of beds.

Once a member of the family rises to the top of the underworld, they become part of the 'family'. While they do not get a cut of the profits, they no longer have to pay any protection money. Your Sim, in their introduction to the local don, informs him of all the time and money Joey is wasting, worrying about animals. The don sends his trained Great Dane to show Joey 'the error of his ways'. Animal programs can finally be organized publicly. The life of Crime restriction is lifted.

Medical

"It's the dark ages once again."

The plumbing has been severely damaged in the region. Water brought to the house is dirty and unsanitary. To make things worse, local drug stores have been cleaned out by looters.

- Showers and bathtubs of all types may not be purchased or used at home or on a community lot (Requires Oceanography to be lifted).
- Dish washers (both types) may not be purchased or used.
- Sims may not use medicine to become well.
- Whenever Sims woohoo, they MUST choose "Try for baby" If 'try for baby' is not an option, they may not woohoo. (Unless the sim is already pregnant, too old to get pregnant or the two Sims woohooing are the same gender).
- You may not purchase or use the changing table.
- Sims may not purchase vamprocill. (They may use it if they brought a bottle back from college)
- Only Sims currently employed in the medical career may use the surgical dummy
- You may not fish on the home lot while the Medical, Natural Science and Oceanography restrictions are in place; the water is too foul to catch anything alive.
- Sims may not craft, purchase or use any potions unless brought back from college
- You may not give dogs a bath
- You may not purchase or use the litter box.
- Primary aspiration Family perks 2, 3 and 4 are locked by this restriction. (CA)
- Primary aspiration Romance perk 2 is locked by this restriction. (CA)
- Aspiration perk Motives are locked by this restriction, as well as Science. Both need to be lifted to use all 4 perks. If only 1 is lifted, perk 1 can be taken. (CA)

Once a leader in the medical field emerges from the family, they lead the Red Cross restoration effort. This restores clean running water to the region and brings supplies of medicine, contraceptives and to the people who need it. The medical restrictions are lifted.

Military

"The government advises all citizens to lock their doors and remain indoors."

The mobs of radiated zombies wandering the streets make it unsafe to travel anywhere but a select few highways. Neighborhoods are scattered as nobody is willing to risk traveling just to visit with friends. The roads to and from local colleges are blocked. Your founder just barely made it back to the neighborhood.

- Requires Intelligence to be lifted before you can get a job in the Military.
- Sims may not travel to any community lots.
- You may not invite over any Sims... with two exceptions....
- A sim may invite over another sim they are have a red heart with, or are engaged to. (True love knows no fear).
- If your sim owns a car (and has it placed on a driveway on the lot), you may also invite over Sims your sim is best friends with. (Your sim spins by and picks their buddies up)
- These restrictions also apply to parties, outings and dates if they are available.
- You may still hail and socialize with walk-bys as normal.
- Sims may not be sent off to college.
- Teenage Sims may not "ask permission to go out" or "sneak out"
- Sims may not "Find own place" or otherwise move out of the house.
- Only sims currently in the military can use the Obstacle course object.
- Primary aspiration Popularity perk 1 is locked by this restriction. (CA)
- Hobby Enthusiasm Fitness is locked by this restriction. (CA)

Once a brave general from the family leads the local National Guard in a strike force against the zombie hordes, the streets will become safe to travel again and the military restriction is lifted.

Music

"Music is what feelings sounds like"

With so many demands on each Sim's time, music, once such a delight, has become very much a forgotten past-time. With the fight for survival, and working so hard to rebuild a community ravaged by the apocalypse, who has time for music?

- Requires Entertainment Restriction to be lifted to get a job in this career
- All musical instruments are banned. When lifted you may only select non-electrical instruments (Piano, Violin, Drums) until the Science Restriction is lifted.
- Sims can not use the Stereo for entertainment, only to build body skill.
- Secondary aspiration perk Romance is locked by this restriction. (CA)
- Primary aspiration Romance perks 1, 3 and 4 are locked by this restriction. (CA)

The first Sim to reach the top of the Music career track results in all of the Music restrictions being lifted

Natural Science

"Why do they call it nuclear winter? Because everything is dead. The snow you see is toxic ash."

Any and all plant life in the region is dead. Nothing grows anymore. Natural and organic food is non-existent. With no plants to hold the soil together, the whole region is plagued with dust storms that block out the sun and whip across the land.

- Set the neighbourhood's weather to Winter, Winter, Winter, Winter.
- You may not place any landscaping items (Flowers, bushes, trees)
- You may not alter the ground color.
- You may not buy or place any items from the "Plants" tab.
- The Family house must be on a dirt or desert landscape.
- Other than the founder, the colleges Sims attend must be on a desert or dirt tileset.
- You may not plant the cow plant.
- You may not use Hydroponic planter career reward object. (From the Slacker Career)
- You may not purchase or use the wedding arch.
- "Chef Salads" may not be cooked, ordered at restaurants or bought pre-made.
- You may not order groceries for delivery via the phone or computer.
- Sims may not use telescopes (too cloudy to see anything).
- Any flowers received as date rewards must be placed into inventory or sold by midnight.
- Sims may not buy or use the flower-arranging bench, nor any of the flowers it produces.
- Sims may not use the water tool from the landscaping menu (this requires Oceanography to be lifted).
- Sims may not join the Garden Club
- You may not plant fruit bearing trees or garden vegetables while the restriction is in place
- You may not buy or place the composting bin while the restriction is in place
- Sims may not bug hunt, bird watch, or use the ant farm.
- Sims may not fish in ponds (Requires Medical and Oceanography to be lifted)
- Sims who become Witches/Warlocks may NOT fly on broomsticks.
- Houses MUST be built on a foundation/deck and/or be built on pillars. (You may still have objects on the ground, but walls may not be placed on the ground level)
- Sims may not purchase Solar Panels/Windmills (Also requires Science)
- Hobby Enthusiasm Nature is locked by this restriction. (CA)

Once a brilliant natural scientist emerges from the family, they invent a plant serum that lets plants use toxic ash as fertilizer without making the plant itself toxic. With this serum in wide supply, the region begins to return to life. Food can actually be grown again and people can have lawns. With plants once again anchoring the soil, the raging dust storms cease and the sky can once again be seen. All natural science restrictions are lifted.

Oceanography

"It is a quiet world filled with colors down there"

Before the apocalypse there was nothing like swimming, whether at the beach on vacation or in your own pool at home. The water was clean, the beaches sandy, and home pools were the envy of your poorer neighbours. Now however the toxic ash and constant dust storms have rendered the seas and any pools dirty and unhygienic. Nobody wants to swim anymore...

- Pools may not be built or used.
- When you move the apocalypse founder into their home after college, change the weather

on the neighborhood screen to Winter/Winter/Winter/Winter.

- Sims may not use the water tool from the landscaping menu (also requires Natural Science)
- Sims cannot stargaze or watch clouds
- Sims cannot use the weather control aspiration reward, even if one was brought back from college.
- Items may not be placed outdoors. Everything must be covered by a roof.
- Delivered items (newspapers, bills, date/outing rewards) do not count for this restriction.
- Sims may not fish in ponds (also requires Medical and Natural Science)
- Showers and bathtubs of any type may not be purchased or used, either at home or on a community lot (Also requires Medical)
- Sims may not drink from the sink
- No babies may be bathed in the sink.

When a Sim becomes the Hand of Poseidon they clean up the water and people remember how much they loved to swim. A submarine can now explore the ocean depths, and find blueprints, wet but still readable, allowing one Aspiration reward to be created. The Oceanography restrictions are lifted.

Paranormal

"One death is a tragedy. 1,000 deaths are a statistic. Stop bothering me before you become a statistic" –The Grim Reaper

With the death toll in the thousands, the grim reaper has been pulling long shifts. He is so tired of hearing pleas he has stopped bargaining for the dead. The whole region has become haunted with angry spirits.

- Sims may not plead with the Grim Reaper
- A Sim's grave or urn may not be moved from the place it initially appears.
- Graves and urns may not be sold, even if a sim has smashed them.
- Graves and urns may not be placed into inventory.
- Only Sims in the paranormal career may use the Resurrect-o-Nomitron.
- Sims may not use the wishing well
- Sims may not use the genie lamp.
- Sims may not meditate
- Sims may not "conjure grilled cheese"
- Sims may not become a witch/warlock
- Sims may not use the Witch's Cauldron/Book
- sims may not use the Genie lamp, you may only sell it
- Secondary aspiration perks are all locked by this restriction. To unlock you need this and the corresponding career restriction done. (CA)

Once a sim from the household heads up a cult, they begin to perform rituals to calm down the angry spirits. With the spirits of the dead calmed, the reaper can take a much needed vacation and is much more willing to bargain with Sims upon his return. The Paranormal restrictions are lifted. In addition, you do not have to sell and replace beds for the Life of Crime restriction, as the cult leader has convinced the mob that doing so will anger the spirits. Graves may moved to any spot on the lot, even if the political restriction has not been lifted. The special police of the mayor does not dare interrupt the cult's funeral rituals.

Politics

"Democracy is said to be the worst form of government, except for all the others that have been tried."

The political scene is a mess, more so than it normally is. Local officials are haggling over the how and when supplies are sent to the region, while the citizens suffer. Corruption is rampant and waste is constant. The mayor has restricted the supply of building materials in an effort "conserve" them. Harsh and unreasonable property laws have been enacted. What is left of the police force seems oddly motivated to enforce this building law in particular while turning a blind eye to the looting and anarchy.

- Sims' houses may not occupy any larger than an 8X8 area, the rest of the lot must be unused.
- You may not place any items outside of this 8X8 area, nor modify tiles outside of it.
- The trash can, mailbox, sidewalk tiles, delivered newspapers and bills do not count for this restriction. They don't need to be in the 8X8 area.
- The 8X8 area may be anywhere on the lot, but once designated may not be moved.
- Items dropped off from dates and outings may remain outside the 8X8 area. If the items are moved, they must be placed in inventory or within the 8X8 area.
- Sims may extend the house underground within the 8X8 area.
- Sims may build upwards, as long as the higher floors do not hang outside the 8X8 area.
- Sims may not perform influence actions.
- Only Sims currently in the politics career may use the Teleprompter podium.
- This restriction must be lifted in order to have a far away land vacation (To remove the red tape preventing Sims from leaving the country)
- Primary aspiration Popularity perks 2, 3 and 4 are locked by this restriction. (CA)

Once a great political leader emerges from the family, they take over the office of the Mayor. Political corruption is cleaned up. Building supplies from other parts of the country are shipped in and distributed to those who need it. The corrupt 'housing permit' laws are repealed. The prestige and notoriety gained by the family allows them to sway the actions others, who see everybody from the family as a leader. The Political restrictions are lifted.

Science

"Any sufficiently advanced technology is indistinguishable from magic"-Arthur C Clark

Without the flawless power grid and advanced electronics companies of modern day, the high tech gizmos that were once relied upon have slipped out of the population's reach again. Technology has taken a step backwards.

- Sims may not purchase or use anything from the electronics category except for a single computer and a single phone.
- The one computer you are allowed is nothing more than a typewriter. You may only use the computer to "write novel" or "Write Term Paper". (If Sims autonomously play games just cancel the action)
- Personal electronics (cell phone, handheld game, MP3 player) may not be bought. The founder may keep and use personal electronics if they bought them in college. They may not give these to other Sims and must take them to the grave (the batteries die)
- Sims may not purchase robots, including Servos. Servos may not be moved in or activated.

- Sims may not purchase or use the "non-lethal" robot making bench.
- Sims may not purchase or use anything from the "Lights" category.
- Sims may not purchase or use the trash compactor, electric guitar or bass.
- Sims may not use non-compost fertiliser
- Only Sims in the science career track may use the biotech station.
- You may not use the "spray" command on plants, trees and roaches while the restriction is in place; the spray needs to be reinvented.
- You may not call the exterminator while this restriction is in effect. (You also have to lift the business restriction)
- Sims can not use the Sewing Machine.
- Sims may not purchase Solar Panels/Windmills (Also requires Natural Science)
- Aspiration perk Motives are locked by this restriction, as well as Science. Both need to be lifted to use all 4 perks. If only one of them are lifted, perk 1 can be taken. (CA)
- Hobby Enthusiasm Science is locked by this restriction. (CA)

Once a great scientist emerges from the family, they can restore the knowledge of known technologies so they may be produced in the area again, as well as repairing the power grid enough to use these gizmos and gadgets in the house. They also have a breakthrough in technology, inventing something that mirrors technology gained from the aliens. You may choose 1 type of aspiration reward object. Any sim may now buy and use that one type of aspiration reward, even if you haven't lifted the "Alien Technology" restriction. Only the sim that lifts the Science Restriction may invent one aspiration reward. Other Sims reaching the top of the science career will not invent additional aspiration rewards.

Show Business

"It's the end of the world and you're wearing THAT?"

Sims don't care about personal appearance anymore. They would rather be fed and safe than pretty. Cosmetics, hair care supplies, and clothing stores have all been cleaned out by looters or destroyed. Nobody wants to spend any money to bring these items back to the region. As a result, Sims's appearances have taken a turn for the worst, leading most to keep to themselves. Large gatherings, socials, brunches and parties have virtually disappeared. The social elite of the region have long since fled for greener pastures.

- Requires Entertainment Restriction to be lifted in order to get a job in this career.
- Sims may only use the "Practice Speech" or "Practice Romance" interactions on mirrors
- Sims may not purchase or use anything from the "Wardrobe" tab.
- Sims may not purchase perfume or the Love Potion 8.5
- Sims may not throw parties of any kind.
- Sims may not have "Outings", casual or scored.
- Sims may not go on scored dates. (They may still invite other Sims over for romantic interactions, but it won't be scored as a date)
- Sims may not purchase or use the stylist's makeover chair.
- The Diva and Mr. Big NPCs may not be moved into the house for any reason.
- The Show Business career reward object may only be used by Sims currently on that career track.
- Secondary aspiration perk Popularity is locked by this restriction. (CA)

Once a sim from the house rises to superstar, they unleash their show "Stylish eye for the zombie guy" on the world. The Sims of the region, seeing radiated zombies shambling around looking 10 times better than them, gain a renewed interest in appearances. The profits from the show are used to bring fresh supplies of

cosmetics and hair care products to the region. "Fallout wear" (sewn at home until the Business Restriction is lifted) becomes a new trend across the country. Once Sims have bought their new threads and gotten all gussied up, they are once again confident enough to organize social gatherings and show off their new looks. Even some members of the social elite decide to return. All show business restrictions are lifted.

Slacker

"White hot iron, red hot iron, cold black iron. An Iron taste and iron smell, and everywhere an iron sound." -Bleakhouse

With government regulators unable to enforce fair labor laws and the remaining businesses able to mistreat their workers who are desperate to keep their jobs, standards of employment have gone down the drain.

- Sims may not use vacation days.
- If a sim misses a SINGLE day of work for any reason (including pregnancy) they must quit their job. (If a pregnant sim is lucky enough to have 2 days off in a row and they time their 2nd and 3rd days of pregnancy on those, they can keep their job).
- If a sim loses employment in a career for any reason (quitting or being fired) they may never take a job in that career again. This cross-applies to teenage, adult and elder careers. (For example, if a sim was fired or quit from the Science career as a teenager, they may never take a job in the Science career, even when they become an adult or elder)
- Elders may not retire, they must quit if they wish to stop working.
- You may not ignore chance cards; you MUST select one of the two options.
- Only those in the slacker career may use the slacker career reward object.
- Sims may not go on any vacation until this restriction is lifted unless they quit their job first.
- You may not call the garden club while the restriction is in place. Nobody has the free time enough to form a garden club while businesses demand long hours.
- Sims may not lock wants or fears, as they don't care enough to know what they might like or dislike)
- All of the slacker rules apply to pet careers as well.
- Secondary aspiration perk Pleasure is locked by this restriction. (CA)
- Aspiration perks Work perks are locked by this restriction and Business. Both need to be lifted to use all perks. Unlocking one restriction gives access to the first perk only. (CA)
- Primary aspiration Fortune perk 2 is locked by this restriction. (CA)

This restriction is ONLY suppressed prior to the LAW Restriction being lifted, once Law is lifted, Slacker restrictions are also permanently lifted.

Once a sim from the family becomes a professional party guest, they host a huge party and invite all the leaders of industry to attend. Little do they know that the federal labor enforcement agents have also been invited. Confronted by the federal agents, the labor leaders agree to follow the proper labor laws. The Slacker restrictions are lifted.

Pets Careers/Restrictions:

Service Animal

The combination of stress of living in fallout with the lingering radiation in the air has had a terrible effect on the minds of the elderly. Older minds decay faster and senility sets in early and badly. Surviving to elder hood in this new world is both a blessing and a curse.

-Once any Sim turns elder, you may no longer issue any direct commands to them, nor cancel any of their actions. You may still cancel actions that would otherwise break another restriction (such as playing computer games). You may also direct an elder to quit their job if they happen to miss a day of work with the slacker restriction still in effect.

Once a pet reaches the top of the service career, they help the house's elderly. Interacting with a trained service animal heals the mental and emotional damage done to the minds of the elders. They are slowly helped out of their cloud of senility and brought back to reality by their furry friends. The service restriction is lifted.

Animal Show Business

Life in a desolate world is harsh to Sims of all ages. Younger Sims find the new world they are growing up in not only scary, but mind numbingly boring as well. With no entertainment for kids and teenagers, concentrating on work is very difficult.

-Children and teenagers may not "Learn to do homework"
-Children and teenagers may not skill build with objects that do not also raise fun.

Once a family pet raises to the top of the animal show biz career, they provide some much needed entertainment to the house's youngsters. With their minds finally stimulated, they can finally focus on school work and learning.

Animal show Biz restrictions are lifted

Security Animal

Zombies, Mobsters, Anarchists, Burglars... there is a lot out there that can get you. Even if these threats don't directly harm Sims, the fear of them does. A thick blanket of paranoia has spread over the region. Sleep does not come easy to a fearful mind, and the idea of these 'bad guys' out to get Sims is enough to keep most awake at night.

-Sim may not sleep in a bed or on a couch with an energy rating higher than 3. It is not that there are no comfy beds available, but that a sim's paranoia interferes with getting a good night's sleep. Beds, chairs and couches with energy ratings higher than 3 may still be bought and used, except for sleeping.

-To help comply with this restriction, you may sell and replace any beds with one of a different energy rating. The new bed must be the same size as the old one, and in the exact same position.

-If the Law Enforcement restriction is lifted, the energy limit raises to 5 or lower, as Sims start to sleep a little bit better at night with the human police intact. To truly be rid of their paranoia and have a good nights sleep a Sim needs...

A top level security pet will help paranoid Sims sleep soundly at night.

-Infant and toddler Sims may still sleep in cribs; they are too young to know paranoia.

Werewolf, Vampire, Zombie and Alien Sims can ignore this restriction, as they know intruders will be more afraid of them, than them of the of the intruders.

-Sims with a 10 body may ignore this restriction, as they know they can pummel any threats that may invade the house.