Rules / Lore

TS4 - Diffy Cult Legacy

Rules and Lore

⚠️Content Warning⚠️

Themes included in this challenge may not be suitable for all ages. Themes include: High Control Groups and manipulation. Content discussed in this document can be considered triggering to some audiences.

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# Required Packs

* The [Sims 4](https://www.ea.com/en/games/the-sims/the-sims-4) Base Game
  + Enchanted By Nature
  + Life and Death
  + Getting Together
  + Business and Hobbies
    - Or Live in Buinesses Mod
* Honestly you could get buy with substitutions for everything, just by going with the spirit of the lore. However, I have these packs and a few more so I will be using them.

# Rules

There are several rules for this Challenge. The now popularized term “High Control Group” has become synonymous with the word “Cult”. These rules are meant to challenge the player in different aspects of high control groups, following the real trend of high control groups.

* This Challenge is split into three parts
  + Gen 1-3
  + Gen 4-6
  + Gen 7-10
* During the middle section you will no longer just be playing in a single household.
  + You will be [Pop-Corning](#_tkxt2tgtpw3c) around

## Specific Rules

These rules span across all of the generations except where explicitly stated

### The Leader Rule

While the majority of your playthrough in this challenge you will be playing as “The Leader” you are not always guaranteed the spot, in fact some generations will outright decline it.

When Leader becomes an Elder they will pass along the position of Leader and become an Elder.

### 🔮 The Heir Rule

“Every light returns as its own shadow.”

Each generation begins with the Leader’s rebirth **within** the bloodline.

* The new heir must be a newborn to a descendant of the prior leader
* Carry one inherited trait or aspiration
* The birth household becomes the “Chosen Branch”
  + They now take over the Cult estate
  + The “Acting Leader” will abdacate when player either graduates/drops out of highschool.
    - -3 SP for any groups you take over without using cheats

#### Lost Rebirths

If the leader’s soul manifests outside the family, -3 SP and trigger a “Week of Penance”

* Week of Penance
  + Build a “Shrine of Return” (More than §5 000)
  + Live ascetically-simple
    - Meditate most of the day, raw meals
    - No romance or business
  + +1 SP When completed

#### Reincarnation

This is not just reserved for Leaders. I also highly recommend recycling characters into side households to further the line instead of playing them through.

You should be keeping all tombstones and urns on the cults lot.

* If they die and have the **rebirth** ability
  + Become reborn as an infant and use the Pop-Corn household spinner to see where they land.
  + +3 SP
* If they die and **do not** have the rebirth ability
  + “Spirit Guide”
    - Assist the ghost in passing on OR
    - Resurrect them
      * +2 SP

##### The Great Reckoning

Every 10 weeks hold a ritual and summon all the ghosts

Spin The Great Reckoning Wheel and see if you get a:

* Reunion
* Uprising
  + Spin a Tier 1 penance
  + Spin a Tier 2 penance
  + Start a fight with the person who has the lowest relationship with you.
* Peace
  + One of the ghosts transcends, either through rebirth or moving on

### Popcorn Rules

Durning Generations 4-6

### Soul Points

# Getting Started

I do recommend looking through the upcoming generation before committing any major changes to your save.

* You do not need to start in a fresh save, however you will need to have neighborhood stories on during Gen 4-6 at minimum
  + It is my recommendation to switch saves when you move house.
    - To do so: Upload your sims/home to your gallery and then drop them into your new save. (You can do this with lots as well)
    - The downside is that social groups will not follow you to a new save, so you will have to start over.
      * Ideal switch time is Gen 7 when social groups are dropped for one generation and you are forced into isolation
* Founding Sim
  + Check [🌾 Gen 1 Lore](#_mpj8h6f64371) for details on sim
  + [Leader Rule](#_ojnpvauon5y0) is not in effect until Generation 2
  + Check the [Heir Rules](#_8wsdz8qqtci2) for information on who comes next
* Save Set up
  + Auto Aging On, Lifespan is up to you. I wouldn’t recommend short.
  + Autonomy Full
    - You can turn it off for selected sim.

# Lore

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This is the break down of each Generation in the legacy and what they mean / why they were included. It is fully not needed in order to play the challenge, but it provides deeper context to what this challenge is as well as how to play each generation.

## 🧭 Generational Arc Overview

1. Gen 1 — Builds belief

2. Gen 2 — Doubts it

3. Gen 3 — Spreads it

4. Gen 4 — Fractures it

5. Gen 5 — Heals it

6. Gen 6 — Exploits it

7. Gen 7 — Rejects it

8. Gen 8 — Records it

9. Gen 9 — Resurrects it

10. Gen 10 — Transcends it

## 🌾 Gen 1 — The Believer

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