

The InTeenimater 1.9

A Mini-Expansion for Teens and Young Adults for The Sims 2

Introduction

Welcome to the InTeenimater v1.9! This is the final installment of the InTeenimater mini-expansion and teen pregnancy mod for The Sims 2. It is compatible with the Apartment Life expansion pack and/or The Sims 2 Ultimate Collection. If you own neither of these products, you should download and install an earlier release of the InTeenimater that is matched with the latest expansion pack installed in your game. See the Version History for details.

Core Features

- Public WooHoo/Try for Baby enabled for teens on community lots
- Pregnancy belly mesh and complete custom maternity wardrobe for teens and young adults
- Access to maternity formal wear for all sims
- Full Teen/Teen, Teen/Adult public/private WooHoo support (beds, hot tubs, clothing and photo booths, cars, elevators, saunas, hammocks, tents, helicopters, and closets) – age/gender unrestricted
- Full Teen/Teen, Teen/Adult Try for Baby support
- Full support for sim-to-sim interactions with pregnant teenagers (talk to baby, rub belly, etc.)
- Expanded romantic interactions between teens and adults
- Random pregnancies resulting from regular WooHoo for all sims
- Teens experience morning sickness and all phases of pregnancy
- Teens get maternity leave and paid time off from their job and school (pregnancy is hard enough without all the homework!)
- Intelligent Teen/Teen, Teen/Adult Propose... | Go Steady or Committed Relationship support
- Full Teen/Teen, Teen/Adult Propose... | Engagement / Surprise Engagement support
- Intelligent Teen/Teen, Adult/Teen Propose... | Marriage or Joined Union support
- Intelligent Teen/Teen, Adult/Teen Propose... | Move In support
- Teens over 18 may Find Own Place (including pregnant teens)
- Teens over 18 are no longer required to attend public/private school
- Teens over 18 can now follow the adult career track
- Pregnant teens can visit community lots
- Jealous reactions to proposals
- Support for multiple concurrent committed relationships for teens and adults
- Relaxed breakup requirements for Steady, Engaged, and Married couples
- Teens do not forget their teenage loves when transitioning into adults
- Expanded privacy, nudity, and hot tub behaviors/reactions for teenage couples
- Support for autonomous Teen/Teen, Teen/Adult sleep and spoon behaviors while in bed

- Same sex relationships (w/ support for WooHoo and engagement/civil unions) for teenage couples
- Fertility treatments for sims to increase pregnancy odds
- Birth control (contraception) for sims to significantly reduce the odds of pregnancy
- Instant impregnation (singletons and twins) and support for accelerated pregnancies
- Pregnancy progression meter for teenage sims
- Motive-triggered miscarriages for all pregnant female sims with custom behaviors, reactions, long term mood effects, and memories
- Miscarriage sensitivity and risk factor increases with age (female sims over 40)
- Adult fertility decreases with increasing age (female sims over 40)
- Adult multiplet odds increase with age (female sims over 40)
- Biological Clock is now accessible on all residential, community, and university lots
- Biological Clock locator facility
- Expanded compatibility and interoperability with popular 3rd party mods
- Improved compatibility with the University Expansion Pack including the following:
 - Support for university pregnancies (random or otherwise) on all lots
 - Support for university families on all residential university lots
 - Sims age normally while living on university lots
- Striking behaviors enabled for teens on all lots
- Teens may ask young adults and adults on dates (and visa-versa)
- Biological Clock may now be stored in your sim's personal inventory
- Support for teen/adult attraction scoring and chemistry
- New flavor paks allow you to customize the InTeenimater to your own personal preferences
- Teens can plan their own vacation and/or honeymoon
- Teens have full access to all adult functions on vacation lots
- Teenage witches can become pregnant and use their brooms
- Localized in twelve different languages

What the InTeenimater Is (and Is Not)

With the exception of the Biological Clock (described later in this document) and support for miscarriages, this expansion does not introduce many new features or objects to your game. Rather, it enables/alters existing behaviors ordinarily restricted to adult sims and extends them to your eligible teenage sims. For this reason, the InTeenimater runs quietly behind the scenes with very little visual disruption to the normal flow of gameplay. You should not observe any earth-shattering visual changes with the InTeenimater installed (see the *Installation* documentation for instructions on how to verify that the InTeenimater is installed properly). You should instead play the game as you would normally but with new options presented to you while interacting with your teenage sims. This expansion is not intended as cheat but an extension to gameplay. Most functionality requires that you meet certain criteria in order to have those options made available to you. These criteria are largely unchanged from the original game. For instance, *Try for Baby* is only available if the couple's short-term and long-term relationship levels are sufficiently high and they have no other pressing motives. Unhappy, angry, and jealous sims will likely not have an option to *WooHoo* or *Try for Baby*.

The Birds - Teen WooHoo and Try for Baby

The rules governing teen *WooHoo* and *Try for Baby* closely parallel those of adults. Any teen may WooHoo with another teen or adult sim using a bed or hot tub provided they satisfy the normal relationship, mood, and privacy criteria. Simply *Relax* both sims in bed (or direct them to the hot tub), select *Cuddle*, and then *WooHoo* or *Try for Baby* as appropriate. *Try for Baby* is not available to sims when either or both sims are actively using birth control.

The rules governing romantic interactions are incredibly complex. If you are having trouble getting the option to *Try for Baby*, review the following checklist:

1. Both sims are in love/have a crush and your long-term relationship scores are > 90.
2. Make sure both sims have strong mood and positive aspiration scores.
3. Make sure neither sim is furious with the other.
4. Make certain both sims have ample privacy. In general, beds should be placed in rooms having four or more walls and a door in order to satisfy the game's privacy requirements.
5. Make sure both sims do not have any pressing/critical motives (hunger, bathroom, etc.)
6. Make sure you have control over the female sim. **Visiting female sims and NPC's cannot get pregnant unless you are actively controlling them** (a Maxis design limitation). Mods such as the TwoJeff's *SimBlender* can be used to take control of a visiting female.
7. Verify that neither sim is currently using birth control (an InTeenimater feature).
8. Verify that you have not exceeded the maximum number of sims on the lot (default is 8).
9. Any adult female sim must have 5 (or more) life days remaining to become pregnant
10. You have a conflicting mod installed (please see the *Compatibility* documentation).
11. One of your sims is a Townie and was initialized with bad data (see the *Additional Notes* section for information on how to fix a "junk" townie).
12. Your visiting female sim is an NPC or Townie without a physical residence somewhere in the neighborhood (does not matter if you actively control them or not).
13. Ensure you do NOT have another teen WooHoo mod installed alongside the InTeenimater
14. Verify both of your sims have had their **first kiss**; this is the gateway interaction to WooHoo.
15. Make certain neither sim isn't already pregnant.

Both *WooHoo* and *Try for Baby* carry with them a variable risk of pregnancy – in any context regardless of the options selected. Factors such as locality, fertility treatment, and birth control can affect these odds significantly. Your female sim will have the best chances of becoming pregnant when choosing *Try for Baby* while in bed and actively on fertility treatments. To minimize your risk of pregnancy, prefer *Safe WooHoo* in the hot tub while actively using birth control. You cannot, however, completely eliminate the possibility that your sim will become pregnant – no contraception is perfect - although the pregnancy odds are extremely remote for sims on birth control (unless the **No Fail Birth Control** flavor pak is installed, in which case the odds of accidental pregnancy are zero).

NOTE: Same sex partners may *WooHoo* but cannot *Try for Baby*. Same sex pregnancies can, however, be achieved using the Biological Clock (described later in this document) or through compatible third-party mods designed for use with the InTeenimater.

The Bees - Teen Pregnancy

Teens may become pregnant in one of three ways: via *Try for Baby* (offering the highest odds), regular *WooHoo* (“oopsie” babies), and artificial impregnation via the Biological Clock. Use of the Biological Clock’s fertility and birth control functions can also affect the chances that your sim will become pregnant. The functions of the Biological Clock are described in detail later in this document.

Teens progress through pregnancy as *pseudo-adults*. When a teen is made pregnant through the InTeenimater, they are aged internally, but not externally. In other words, they retain the facial and body characteristics of a teenager but take on many of the behavioral traits of a pregnant adult. **Don’t panic!** This transition is both temporary and completely normal. Like all pregnancies, teen pregnancy will trigger the normal pregnancy chimes (unless the **Silent Pregnancy** flavor pak is installed).

While pregnant, the teen will begin to exhibit the usual signs of pregnancy. At the onset of the second trimester, your teen’s belly will begin to show and he or she will change into an outfit from a special teenage maternity wardrobe. The life expectancy meter can be used to indicate progress of any teen pregnancy. The display of the pregnancy progression meter is controlled using the Biological Clock (described later). The meter is updated approximately once every five to six hours. When the meter is 1/3 full, the sim has entered her second trimester and similarly at 2/3 full, she will have entered her third and final trimester. When the meter is completely full, your teenage sim is due to deliver her baby at any time!

After a baby is delivered, the teenage sim is restored to her rightful teenage state and aged forward to account for the duration of her pregnancy. Pregnant teens may continue working their jobs during the 1st trimester but will “drop out” of school for the full term of their pregnancy unless the **Back To School Flavor Pak** is installed. New teenage mothers with jobs will receive maternity leave from work like their adult counterparts upon reaching their 2nd trimester. In addition, once the babies are delivered, if there is another attending adult on the lot, the teen may leave the babies in their care and return to work/class. A teenage mother cannot move away to college unless there is a qualified adult (or teen over 18) living on the current lot to look after the child(ren).

Orphaned Pregnancies

In some instances, it is possible - through the use of other 3rd party mods or cheats – to create a condition where a sim becomes pregnant but the pregnancy can no longer advance. The sim remains in a state of perpetual pregnancy. This condition – sometimes referred to as an “orphaned pregnancy” – is a common source of confusion for players and warrants a brief discussion here.

Pregnancy in the Sims 2 is governed by two objects: an invisible object on the lot called the pregnancy controller and a bit of data – called a pregnancy token – that is stored on the sim itself as part of his or her personal inventory. The pregnancy token contains important data about the pregnancy whereas the pregnancy controller is responsible for advancing the pregnancy forward from conception to delivery.

Maxis never intended for these two objects to become divorced from one another. For that reason, the designers established a policy that sims may only get pregnant at home. This ensures that the sim with the pregnancy token is always associated with a lot that contains the controller responsible for advancing their pregnancy. As such, visiting sims cannot be made pregnant through conventional means since it cannot be guaranteed that a visiting sim even has a lot to which they belong (NPC's and many townies, for instance, do not reside on lots).

However, when a visiting sim is made selectable using a 3rd party mod, they are afforded the same privileges as ordinary members of the household. As such, they can become pregnant like any other household sim. As long as this sim remains on this lot, their pregnancy will progress normally. However, should the visiting sim be made unselectable or sent home, they will become severed from the controller and their pregnancy may cease advancing. An orphaned pregnancy is created.

A few solutions to this problem exist:

1. Marry or Move the visiting sim into the current household. This is the safest (and recommended) practice and yields the best results. The visiting sim can be moved out later after the baby is born. In this instance, the baby will follow the mother to its new home.
2. Keep the visiting sim selectable for the full term of the pregnancy. Use the Biological Clock to accelerate the delivery if necessary (NPC's have a tendency to leave on their own, even when selectable, so it's best to act quickly). Once the baby is born, the visiting sim can return safely. The baby, however, will remain associated with the household it was born into.
3. Invite the visiting sim back to the lot where they first became pregnant. Then terminate the pregnancy using the Biological Clock.
4. See the section at the end of this documentation about cleanly terminating an orphaned pregnancy.

Miscarriages

Eating right and getting plenty of bed rest is no longer just textbook advice from the doctor – it's a necessity for any pregnant female. Prolonged periods of hunger and/or rest will now make your pregnant females susceptible to losing the pregnancy to a miscarriage. This is especially true during the first trimester when the risk of miscarriage is greatest. Sims with a prior history of miscarriages are at an elevated risk for future miscarriages as well. Sims over 40 are also at increased risk of miscarriage. Eat right and give your sim plenty of rest and you will ensure a healthy delivery.

Sims who are at risk of miscarriage will generally exhibit "condition yellow" hunger or energy motives. Miscarrying sims may experience visible signs of cramping, nausea, and emote thoughts about the baby. Should the pregnancy ends, the game will notify you that a miscarriage has taken place, and your sim will react quite visibly to the event.

In the event of a miscarriage, your sim will experience an extended period of depression. Her thoughts may become preoccupied with the loss of the baby and she may be unwilling and resistant to performing certain tasks. She will be difficult to please in this condition, even with her motives satisfied. This mood resistance will abate gradually with time and should disappear altogether within 24 hours (game time) after the loss of the baby.

Miscarriages may be suppressed altogether using the **No Miscarriage** flavor pak.

Sweet Eighteen

The InTeenimater imbues teens 18 and older (7 days or less remaining in the teen life stage) with special privileges ordinarily reserved for adults. These include: the ability to move-out, invite others to move in, get married and start a family, graduate from high school, attend university, and advance to the adult career track. This process is automatic and requires no action by the player.

The **No Adult Teens** flavor pak is available for those who prefer their teens remain dependent children for the full duration of their life stage.

Revised Proposal Rules for Teens and Adults

The InTeenimater includes a number of exciting changes to the relationship system. The latest release extends all three relationship stages (Go Steady/Engagement/Marriage) to eligible teens and adults. In addition, sims can now carry on more than one steady relationship. A sim, however, may only be engaged or married to one person at a time. Engagement severs all committed relationships with other sims, giving romance sims yet another reason to steer clear of the altar. Have a care, such proposals – in the presence of other committed sims – may elicit a jealous response!

Teens who go on to become adults or young adults no longer forget their relationships with the teenage flames they leave behind. In fact, the InTeenimater allows adults to fully engage in most intimate romantic behaviors with teens, allowing these relationships to continue and flourish.

Marriage between teens and teens/adults, however, is now fully bi-directional (either party may propose to the other) provided that any teen(s) are of consenting age (over 18) unless the **No Age of Consent** flavor pak is installed. A teen is considered to be “of age” when her life meter is at half-full (or more). Eligible teens may now propose or accept marriage to/from another eligible teen or adult sim. Underage sims may *Propose... / Engagement* as before but cannot marry *unless* both sims are the biological parents of an unborn baby. In this instance, the restriction is lifted, and the teenage couple will be permitted to marry. This exemption is only available during the term of the pregnancy and is not available after the baby is born (at least until both sims are over 18)!

Propose... / Move In is also governed by the same constraints as *Propose... / Marriage* save a special provision that is afforded teenage Townies and NPC's in which the 18+ age requirement is lifted (since these sims are unable to age like other sims). Some lots, like dorms and frat/sorority houses will allow two sims to marry but the spouse will not be permitted to move in. Instead, move your university student to one of the residential homes on campus first before proposing marriage. Conversely, you cannot move a university student *away* from college via *Propose... / Move In* or *Marriage*. University students must either graduate or drop out of college to return to their home neighborhood. See the section on University Families for more details.

NOTE: Adults are presented the option to *Propose... / Committed Relationship* in lieu of *Go Steady* (unless the **No Committed Relationships** flavor pak is installed). This is a language/textual change only. These options are otherwise functionally equivalent to one another. Adults must first *Propose... / Committed Relationship* before they can *Propose... / Engagement*.

Relaxed Breakup Rules for Teens and Adults

As a companion to the new relationship features, the rules governing *Propose... / Breakup* have been significantly relaxed or eliminated. Steady or engaged sims may sever a relationship at any time for any reason. Married sims no longer need to become mutual enemies. When their short term or long term relationship scores dip below those required to maintain a basic friendship (around 60), *Breakup* will be made available.

Relaxed Privacy Rules and Teen Nudity

Like their adult counterparts, teens who have established loving relationships with other teens or adults no longer shoo their lovers from the bathroom nor react adversely in the presence of the other's nakedness. In addition, the hot tub rules have been greatly relaxed for teens. Teens may, at their option, join any hot tub with a naked sim. In addition, if the teen is outgoing enough, they may fling their own clothes off and join the fun!

Maternity Wear

All teens and young adults now have a custom maternity wardrobe at their disposal complete with morphable belly mesh! The active outfit is selected automatically based on the sim's present activity. The sim's active outfit may also be changed explicitly using a wardrobe, dresser, or armoire, however, this is optional – no work is necessary from the player to take advantage of these new outfits. Pregnant teens are automatically restored to their regular attire at the end of a pregnancy. Currently, this wardrobe attire is fixed and cannot be changed (although advanced users may edit the textures to their preference). As such, the options for pregnant teens to *Plan Outfit...* or *Try On...* are disabled for the term of the pregnancy. At present, there are 2 complete wardrobes that are selected at random.

Biological Clock

The Biological Clock is a supplemental object that all adult and teenage sims now possess. This object gives you direct control over ALL your sims' pregnancies (how, when, and with whom) regardless of gender or age (teens/young adult/adult). It also gives you the ability to elevate (or suppress) your sims' fertility levels to increase or decrease the probability of having children. The Biological Clock cannot be used standalone as its functionality is tightly coupled with the reset of the InTeenimater.

Each of your teenage, young adult, and adult sims will have his or her own personal Biological Clock. In order to access its functions your sim must use his or her own clock - you **cannot** use another's. You can spawn your sim's Biological Clock by first making them the active sim, left clicking on them, and choosing *InTeenimater... / My Biological Clock* from the menu. A purple and pink alarm clock will appear on the ground nearby. The clock can be picked up and moved to a table, end table, or countertop for convenience. With your sim selected, click on his or her Biological Clock to choose from the various options. To remove the clock, select it and choose *Dispose*.

If you already spawned the Biological Clock and misplaced it, you can use the Biological Clock's locator to find it. Follow the same procedure as above, except select *InTeenimater... / Find My Biological Clock*. The camera view will be centered on the active sim's Biological Clock.

NOTE: The camera view is always centered with respect to the active sim's current location. For multi-story homes, you may need to manually cycle through the floors of the lot to bring the clock into view.

As an added convenience, you can stow the Biological Clock in your sim's personal inventory using the *Put Away* command. To remove the clock from your sim's inventory, simply reselect *InTeenimater... / My Biological Clock*. Alternatively, you may manually select and drag the Biological Clock to and from the inventory panel. The clock will travel with your sim and retain whatever settings you last specified while in your sim's inventory.

The following options are available on the Biological Clock:

Biological Clock - Basic Features

- ***I Want a Baby With...*** – provides instant artificial impregnation of the selected sim with another teen, adult, or elder on the lot (impregnations with one's self, babies, toddlers, children, aliens, and death are not featured - use the InSIMenator if you want this). This functionality is not gender specific so male-pregnancies and same-sex pregnancies are possible! The InTeenimater works great on teen males too! Additionally, familial ties are not considered when using this option making Jerry Springer families possible. This function guarantees delivery of a single baby. This option is not available if the selected sim is already pregnant.
- ***I Want Twins With...*** – same as *I Want a Baby With...* but guarantees delivery of twins. This option is not available if the selected sim is already pregnant.

- ***Express Delivery...*** – allows you to accelerate the selected sim's pregnancy so that labor is induced in a matter of hours rather than days. Pregnancy may also be suspended indefinitely or labor induced immediately with this option. This option is available only when the selected sim is pregnant. The following choices are available:

Standard – Pregnancy operates at its normal pace. Full gestation occurs in approximately 3 days. This is the Maxis default.

First Class – Pregnancy operates at an accelerated pace. Full gestation occurs in approximately 1 day.

Priority – Pregnancy operates at a highly accelerated pace. Full gestation occurs in approximately 1 and ½ hours.

Hold – Pregnancy is suspended indefinitely until another *Express Delivery* method is chosen.

Immediate – The affected sim is transitioned to the 3rd trimester and immediately begins the birthing sequence. If this option is used on a sim who is off the lot, the birth will begin as soon as that sim returns home.

- ***End My Pregnancy*** – terminates the pregnancy of the selected sim. This option is available only when the selected sim is pregnant.
- ***Put Away*** – removes the Biological Clock from the lot and stows it in your sim's personal inventory. Click on the sim and select *InTeenimater.../My Biological Clock* to respawn it. This option is always available.
- ***Dispose*** – removes a Biological Clock from the lot and resets the owner's fertility and birth control to a default state. This option is also displayed for any Biological Clock belonging to a sim that has either died or moved out.
- ***Show/Hide Pregnancy Meter*** – this option is available to teen sims only. This option toggles the display of the pregnancy progression meter (described earlier). **By default, the meter is ON.**

Extended Features (Female Sims ONLY)

- ***Miscarriage*** – Manually force a miscarriage on the active sim. This feature differs from *End My Pregnancy* in that it triggers the mood, aspiration, motive, reaction, and miscarriage memories on the active sim.
- ***Aphrodite's Fertility Treatment*** - elevates the selected sim's ability to conceive a child (in any context - including regular WooHoo!). Be careful with this option, as fertility treatments tend to make the stork a little overeager at times. You may find you get more than you bargained for! You can stop and start fertility treatments at any time except when pregnant. If you delete your sim's Biological Clock, she will automatically discontinue her fertility treatments. This option is mutually exclusive with birth control (enabling fertility treatments disables birth control).

Extended Features (Male and Female Sims)

- **Birth Control** – significantly reduces the likelihood that the selected sim will conceive a child through regular *WooHoo*. *Try for Baby* is disabled when this feature is active. You can stop and start birth control at any time except when pregnant. If you delete your sim's Biological Clock, he or she will automatically discontinue birth control. This option is mutually exclusive with the fertility treatment (enabling birth control disables fertility treatments). Birth control used by either sim will always result in "Safe" *WooHoo* regardless of gender.

University Families

A much unsung feature of the InTeenimater is the ability to create university families! This was previously not possible due to a number of in-game limitations including time passage, no age progression, pregnancy anomalies, and flawed move in/move out logic that would often leave children stranded on campus lots. The InTeenimater corrects these issues and allows any young adult sim to experience normal family life on a qualified residential university lot. A qualified residential lot is any campus lot that is not designated as a dormitory or frat/sorority house. Young adult sims may invite friends and family from other university lots or even their home neighborhood to live with them on campus – even after graduation if the **Residential Graduates** flavor pak is installed! It's life as normal for your university sims. Babies may be born and raised on campus anywhere! School aged children will attend public or private school. Teens and adults will continue to work as they normally do. Young adults returning home from college will take their fledgling families with them when they leave.

There are a few rules and restrictions you need to be aware of when using this feature of the InTeenimater. While this expansion corrects the most serious issues, it does not attempt to solve **all** problems associated with non-YA sims living on university lots.

1. Young adults may now become pregnant and give birth on any residential lot (including dorms and frat/sorority houses). Often, when this occurs, one of the Townie sims will vacate their room to make space for the new addition.
2. You may **not** *Propose...* / *Move In* to anyone but another university student while living in a dorm or frat house. Students who are married while living in a dorm/frat house will remain married but their spouse will not be permitted to move in with them (unless they themselves are enrolled at that university).
3. You may **not** *Propose...* / *Move In* to a young adult by any sim living in a normal (non-university) residential neighborhood (thereby forcibly removing the target sim from college). All young adults must explicitly graduate or drop out in order to return home to their neighborhood. There is one exception to this rule. If the young adult is a Townie, they *can* be forcibly removed from college in this manner. In this event, the Townie will be aged into an adult immediately after moving into their new home. They will be flagged as having dropped out of college.
4. You **may** *Propose...* / *Move In* to any teen or pregnant teen provided they don't have dependents (children) on their home lot.

5. Residential homes with families that later become chartered as a frat/sorority house will experience the same restrictions as other frat lots from that point forward.
6. Young adults will not abandon their children to go to class or attend final exams! You must hire a baby sitter or nanny to watch them or have another qualified adult on the lot to look after them. Spouses will follow a graduating sim home unless they themselves are enrolled as students. In this case, the spouse will remain on campus to complete their education.
7. It is possible through the use of 3rd party mods to circumvent the InTeenimater and forcibly move ineligible sims (like teens) directly into a dorm. This is not supported. You may experience irregularities in game play when doing this. A teen who is forcibly added or moved into a dorm or fraternity is assumed to have already entered college and will automatically be age transitioned to a young adult!
8. Teens who have been moved out using *Gather a Household Together for College* will be promoted to young adults only if moving into dorms. This is a non-issue for most since college bound students rarely possess enough cash to rent a residential home anyway. Teens moving into residential housing in this manner will not automatically age *unless* you specifically elected *Move to College* from their home neighborhood.
9. Teens who move out on their own (in their home neighborhood) and later elect to attend university will not take their household funds with them when they are moved to university lots. Only scholarship monies can follow a teen to University.

Whenever a sim from a University Family returns home, the following sims always return home with them:

1. Any spouse or fiancé(e), unless he or she is actively enrolled as a student at the university. All other adult sims (or teens over 18) are responsible for moving out on their own.
2. All related dependents of the returning sim who otherwise could not move out on their own (babies, toddlers, children, and teens under 18). If either parent (or spouse in the case of a married underage teen) of a dependent remains behind on the lot, then no action is taken. If neither parent is present, then the child returns with the first blood relative or the last eligible sim to leave the lot (see #4).
3. All related dependents of the spouse or fiancé(e) who otherwise could not move out on their own (babies, toddlers, children, and teens under 18). If either parent (or spouse in the case of a married underage teen) of a dependent remains behind on the lot, then no action is taken. If neither parent is present, then the child returns with the first blood relative or the last eligible sim to leave the lot (see #4).
4. Any dependent (regardless of familial relationship) who would otherwise be abandoned to the social worker because no suitable adult remains behind to look after his or her welfare.

NOTE: Any children or spouses/fiancé(e)s who satisfies one of the above criteria and are either at class or at work when a sim leaves, will be summoned home immediately. In the event they should miss the taxi, they will exit the lot by walking/crawling to the nearest portal.

Appendix A – Flavor Paks

As an added bonus for users, the InTeenimater now includes *Flavor Paks*. These optional package files (available separately), when installed to your Downloads folder, allow you to tailor specific aspects of the InTeenimater to your personal preferences. Just pick the ones you want, drop them in, and go! No messy custom modding required!

The following Flavor Paks are available in v1.9:

- Back To School
- College Admissions
- No Adult Teens
- No Age of Consent
- No Miscarriage
- No Fail Birth Control
- No Committed Relationships
- Residential Graduates
- Silent Pregnancy
- Risky Runaway
- Risky Sneakout
- Risky Honeymoon
- Teen Maternity Fashions

Please refer to the enclosed Flavor Pak documentation for more detailed information about these optional extensions to the InTeenimater.

Appendix B – Language and Compatibility

Internationalization

Currently, the InTeenimater is available in English-US, French, German, Italian, Spanish, Dutch, Danish, Finnish, Swedish, Polish, Portuguese, and Portuguese-Brazil. There are no further plans to port the InTeenimater to additional languages. Thank you to everyone who has volunteered their time in undertaking this effort.

Compatibility

The Apartment Life expansion pack or Ultimate Collection **is required** to use this edition of the InTeenimater. It cannot be used with any other version of The Sims 2! Always install the version of the InTeenimater that matches the most-recently-released expansion installed in your game.

Releases

Below is a list of all prior releases of the InTeenimater and the expansion pack(s) with which they are paired. See the Revision History documentation for a detailed chronology and features/bug fixes introduced in every InTeenimater release since its inception.

Version 1.1h - Standard Edition is compatible with the original retail release of The Sims 2 with no expansion packs and is available for download here:

[InTeenimater 1.1h - Standard Edition](#)

Version 1.3g - University Edition is compatible with the University Expansion Pack and is available for download here:

[InTeenimater 1.3g - University Edition](#)

Version 1.3m – Nightlife Edition is compatible with the Nightlife Expansion Pack and is available for download here:

[InTeenimater 1.3m – Nightlife Edition](#)

Version 1.4a – Open for Business Edition is compatible with the Open for Business and Family Fun Expansion Packs and is available for download here:

[InTeenimater 1.4a – Open for Business Edition](#)

Version 1.5c – Pets Edition is compatible with the Pets Expansion Pack and is available for download here:

[InTeenimater 1.5c – Pets Edition](#)

Version 1.6d – Seasons Edition is compatible with the Seasons Expansion Pack and is available for download here:

[InTeenimater 1.6d – Seasons Edition](#)

Version 1.7b – Bon Voyage Edition is compatible with the Bon Voyage Expansion Pack and is available for download here:

[InTeenimater 1.7b – Bon Voyage Edition](#)

Version 1.8a – FreeTime Edition is compatible with the FreeTime Expansion Pack and is available for download here:

[InTeenimater 1.8a – FreeTime Edition](#)

Version 1.9 – Rise of the Kitten Killer Edition is compatible with the Apartment Life Expansion Pack or The Sims 2 Ultimate Collection and is available for download here:

[InTeenimater 1.9 – Rise of the Kitten Killer Edition](#)

Appendix C – Limitations and Known Anomalies

What follows are additional notes and observations made by myself and fellow users throughout the InTeenimater's development lifetime. The items here are not necessarily bugs per se, but rather anomalies and limitations of the mod (or the core game). They are noted here to help you identify and/or troubleshoot issues you may experience in your game. Where applicable, workarounds which may apply, are noted.

Adult Wants: Pregnant teens may acquire adult wants over time. This is by design.

Cheats: Pregnancies created through the boolProp cheat or another teen WooHoo offering circumvent the normal behaviors that the InTeenimater uses to control pregnancy. As such, these pregnancies are not supported nor can they be properly controlled using the InTeenimater's Biological Clock.

Junk Townies: A number of townie sims (mostly from Strangetown and Veronaville) were populated with bad data by Maxis during early development of the game. The presence of this malformed/junk data can cause significant disruption to the InTeenimater's normal operation as it relies on the integrity of this data. Key symptoms may include (but are not necessarily limited to):

1. Inability to *Propose...* / *Engagement* or *Marriage*
2. Inability to *Propose...* / *Move-In*
3. Inability to *Try for Baby* or become pregnant
4. Missing functionality on the Biological Clock
5. Adults who become pregnant may be "age-adjusted" into teenagers after giving birth to a baby
6. Sims stop aging
7. Numerous birthday notification popups
8. Adults can attend public or private school; get on the school bus
9. Adults are presented with choices normally reserved for teens such as *Hang Out* and *Ask Permission To Go Out...*
10. University students stop attending class
11. Interaction icons appear briefly before falling out of the queue
12. Missing romantic interactions
13. Other sims on the lot are unable to leave a baby, child, or toddler in the care of another eligible adult
14. Adults are able to apply for scholarships

The InTeenimater detects and corrects this bad data whenever a sim first becomes pregnant. However, in some instances (a non-pregnant male townie, for example), it may be necessary to manually repair the issue. To do so, simply spawn the offending sim's Biological Clock and then save the game. If the clock is already visible, you must first *Put Away* or *Dispose* of the clock and respawn it. This latter method may only be used on non-pregnant sims.

Teen Wedding Attire: Teens who marry using the wedding arch dress in their formal attire (or maternity formals. They do not appear in the stock wedding dress and tux as adults do. This is by design.

Inaccessible Biological Clock: After upgrading from v1.1, your sim may be unable to access an existing Biological Clock that was saved on the lot. This is because the way Biological Clocks are associated with sims has changed. Because of this change, some clocks may become orphaned and unselectable. Instructions for fixing this problem are provided in the *Installation* notes.

The Biological Clock may also become inaccessible after its owner moves out. Saving and loading the lot should allow the clock to be disposed of by another resident sim.

Go Steady and Move Out Wants: Married teens may display Go Steady and Move Out wants.

Teen Voices: Pregnant teens may speak with adult voices when pregnant and running adult animations.

Animation Height Mismatch: Some animations between adults and teens (such as kissing) will not be properly synchronized/aligned. This is due to height differences in the models' skeletons and the fact that teens and adults share animation sets in places. You can use the *stretchSkeleton* cheat to adjust the height of the adult and/or the teen if this bothers you. You only need to make small adjustments. Changes of +/- 0.01 will have a very visible effect on the model. By default, teens have a *stretchSkeleton* adjustment of 0.94; adults have 1.00 (no adjustment).

Hats and Hair Styles on Load Screen: In some instances, pregnant teens may appear with different hair styles (or even bald) and without hats or other accessories on the Lot Loading screen. This problem is most prevalent in sims wearing custom or young-adult hair styles. The sim's actual hair style will be unaffected.

Birth Cinematic for Young Adults: The vocal audio for young adult sims giving birth is not present during the birth cinematic.

No Chemistry Bolts for Teen/Adult Relationships: When an adult and teen sim have chemistry, the relationship panel will not display lightning bolts nor will they appear in the Chemistry Only filter on the relationship panel. The UI has been hardwired by Maxis to only display the lightning bolts if two sims are the same age. This is purely a cosmetic anomaly and has no functional impact on gameplay.

Multiple Birthday Notifications: Teens who become pregnant on or within 2 days of their birthday may receive redundant birthday notifications. Pregnant teens will not be aged to adults until their pregnancy is carried to term or is terminated.

Nannies and 18+ Teens: When a teen turns 18, nannies may continue to track the teen's school schedule.

No Nudity Blur for Pregnant Teens and YA: The "nude" pregnancy mesh is implemented as an overlay as to allow custom skin tones to display properly while sims are bathing. It was necessary to "hijack" an existing clothing category to do this. Because of this, the game is unaware that the pregnant sim is really nude and the censor blur is not applied.

Sims Don't Miscarry on Community or Vacation Lots: Spontaneous miscarriage requires an active pregnancy controller. Vacation and community lots do not have pregnancy controllers. Pregnancies on these lots remain in a state of “suspended animation”. So while it is possible to become pregnant on these lots, it is not possible to have a baby on them. Conversely, it is not possible to lose a baby to miscarriage either.

Orphaned Pregnancies: In rare instances – most commonly due to mod conflicts or bugs in the pregnancy controller - you may find your sim has an orphaned or “stuck” pregnancy that will no longer advance. This is often the case if you spawn a pregnant sim's Biological Clock and find that none of the pregnancy options are available to you. In some instances, reloading the lot, moving a sim out and back into the affected lot, waiting one game hour or until 18:00 (6:00 pm - age up hour) will induce the game to self-correct this condition.

In the unfortunate event you find your sim has an unresolvable orphaned pregnancy, you may repair the sim manually by enabling debug cheats and running a hidden option:

1. Press **Ctrl+Shift+C**. This will display a small white console window at the top of your screen.
2. In this window, enter the following command and press **Enter**:

boolProp testingCheatsEnabled true

Finally, **Shift+Left Click** the afflicted sim's Biological Clock and select ***End My Pregnancy** (preceded with an asterisk). This will result in a momentary “jump bug” followed by an “Undefined Transition” error; answer **Reset** when prompted. It may take a brief period of time before the fix is fully apparent and realized in game (note: teenage sims may appear to backfloat temporarily when idle), but should correct the condition. This solution is non-elegant and is not the prescribed way of ending a normal pregnancy. Use this **only** as a last resort! Do **not** use another third-party mod to terminate an orphaned teenage pregnancy!

Reporting Issues

The InTeenimater is no longer actively supported. However, a user-to-user support forum is available at the following link:

[InTeenimater User to User Support Forum](#)

This forum is frequented by fellow users and moderators who are well-versed in the features and pitfalls that many first-time InTeenimater users fall into. Please do the courtesy of reviewing this documentation to see if your question is answered here already before posting (RTFM!).