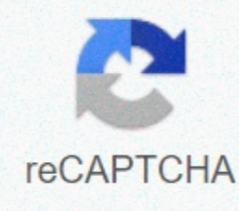




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Sims 3 alien abduction pregnancy

Welcome! I wonder if it's still possible for a kidnapped male sim to get pregnant? I have managed to have the same sim kidnapped 5 times and either time also came back pregnant. The last 2 months of real life game time have taken this and I am very considering just editing an Alien toddler just because I just don't seem to be pregnant with a male sim. (This feels wrong though, as the family sort of trying to make grandma count as the mother when I select that sim as the father.) Every night I use the disk to connect with aliens, and it takes about 2-3 sim weeks between each kidnapping at least by this method. I looked all over the internet and I just can't find any percentage chance per night I have in order to be kidnapped, nor how hard it is to get pregnant. I also picked up the fertility feature of said sim in the hope that it would make it easier for him to carry an Alien doll. Is it possible, like Sims 3, that you can save as you are kidnapped or save during a dazed moodlet of abduction and just recreate the game while you are pregnant? In another household I did as the expansion came out, a guy who never had contact with anything was kidnapped and pregnant 4 times in a row. I think I made a patch to reduce the likelihood, but it seems a little too hard for that to happen now, seeing many of my friends simmers tried for months without it happening. I read that someone had over 100 abductions on the same sim without getting pregnant. Also off topic: My UO plant is green, as if it's drifting away when it grows and blooms, and bright blue when there's fault around it. It seems the states have switched around with the latest patch for me. Page 2 La expansión de Los Sims 3 y las Cuatro Estaciones introduce los extraterrestres al mundo de los Sims 3. Estos seres extraterrestres pueden abducir a tu Sims, embarazarlos o incluso interactuar con ellos. Primero que nada, debes convencer a uno para que te visite. Existen varias acciones que puedes realizar para incrementar estas probabilidades, pero aun así pueden pasar varias noches antes de que aparezcan esas luces brillantes en el cielo. 1 Instala la expansión Los Sims 3 y las Cuatro Estaciones. Los extraterrestres no aparecen en el juego base de los Sims 3. Para poder encontrar uno, necesitas instalar la expansión de Las Cuatro Estaciones. 2 Mantén a tus Sims despiertos durante la noche. Existe la probabilidad de que un extraterrestre visite tu casa entre las 12 a.m. y 4.m a. de la mañana. [1] La forma más sencilla de incrementar esa probabilidad es mantener a los Sims despiertos y en sus casas durante esas horas. Es otro likely que si tu Sim está en el jardín a esas horas sea abducido por los extraterrestres. 3 U.S. un telescope. Compra un telescopic. Haz que tu Sim use el telescopio para ver las and thus increase The likelihood that she'll be kidnapped later that night. [2] If the sim's training has a high average level of logic, it can use the ability to search for the galaxy to further increase the chance of abduction. 4 collect space for rocks. Having space on rocks in your home increases a stranger's chances of visiting, but collecting rocks or having them in your inventory can increase your chances of being kidnapped that night. [3] Telescopes rarely allow you to find spacestones or find them on the ground, but if you use happiness points to buy Collection Manager, they appear on the map. If you have the expansion of pets, dogs can sometimes find space rocks. 5 Wait for bright lights to appear. When aliens decide to kidnap someone, bright lights appear on Sim's head. That Sim will take the action of investigating a mysterious anomaly and moving towards the spacecraft when he reaches that ship the Sim will be kidnapped. 6 Wait for sim to return. The abduction mood usually lasts about 10 hours, after which the Sim returns to normal. It is likely that the male Sim will have the mood immediately after unexpected weight gain, which means that she is pregnant. If you try to get your Sim pregnant, unless before the abduction mood runs out and reload the game, if it's not immediately replaced by the Unexpected Weight Gain mood. 7 Having an alien baby. If the male Sim is kidnapped by aliens and becomes pregnant, the baby is born after 48 hours (the game). You'll see a message asking you what your decision is, you can send it to your world, or you can lift yourself up. Even though the father is human, the baby becomes 100% alien. [4] She can be raised as a normal baby, but as an adult she will have special abilities like any other stranger. Supernatural Sims and women can't have extraterrestrial babies through abduction. 1 Increases the chance of a visit. Between 12 .m and 4 a.m. in the game, there is a chance for aliens to land in the garden. Place a rock from space outside the house and use the telescope to increase these odds. Pumpkins also slightly increase this probability. [5] 2 Make friends with a stranger. Be sure to play the game overnight and wake up with a Sim if you see a stranger. Interact with the alien to make friends with him. If you meet a stranger, you can contact him whenever he wants, as if he were any other Sim. 3 Invite the stranger to live with you. increase the friendship between the sim and Stranger, if you have a good friendship, invite him to live at home. Once the stranger lives in your home, you can control it like any other Sim. Each alien begins at the tenth level of logic and seventh in mechanics, as well as a number of additional benefits. [6] 4 Use extraterrestrial forces. Instead of an energy bar, strangers have a mental force that is charged with restoring mental strength interaction or consuming space rocks. These resources can be used for many forces:[7] We interact with other Sims to restore energy, learn about their personalities, and mental control of Sims from other homes. For quick repair, you can interact with the damaged object. Interact with gems or metals to transform them into valuable objects. 5 Use a spaceship. When an alien joins your home, take the spaceship with it. This allows you to travel to another location immediately, summon storms or kidnap friends to take you home. [8] In mechanics, the high-quality Sim can make two improvements:[9] Laser development, which allows the ship to attack other houses and launch a laser that burns clothes. Improved space travel that allows Sims to travel into space. These Sims disappear for a while and the messages appear describing the adventures you are going through and the results. 6 Get other benefits. You can use the alien Sim to sell extraterrestrial secrets to your military base, steal the science lab overnight, or get a part-time job as a test subject in the lab. Because of the test subject's work, sim dizzy can get the feel of it. 7 Let the aliens play. Human and alien Sims can try a child. Your son's half-human DNA will be half alien, this DNA will be randomly determined. Every Sim with more than 20% extraterrestrial DNA will have extraterrestrial power, which is more likely in the first two generations. [10] However, these forces only appear when the baby grows. [11] Even supernatural sims such as bedas and werewolves breed aliens. The child will have extraterrestrial and supernatural features, but no extraterrestrial power. Unlike The Sims 2, humor and personality are not affected during the kidnapping. [12] Men pregnant with extraterrestrial babies do not wear maternity clothes or take vacations. wikiHow is a wiki, which means that many of the articles are written by several authors. To create this article, the volunteer authors worked on editing and developing over time. This article has been viewed 31,642 times. Los Sims 3 Esta página ha recibido 31 642 visitas. I'm trying to get a Sim pregnant by kidnapping. They took him four times. But she'll never come back when she's pregnant. He's got space stones on his property. Is there any other trick to make that happen? Or do I just have to do this? lol getting a little disappointed here. 0 I don't know of any trait or ability that would increase the chances of abduction. @Olivesims2 you can contact the aliens with the new mod version several times in a row. I have all the alien-y stuff, use the satellite every day. Aliens and alien abductions are back in The Sims 3: Seasons. But this is the extreme version. This is one of several mods in the Sims 3 Seasons game that either reduces or removes alien abduction. There is a Alien Kidnapping Mod for MTS, which controls how often they get alien pregnant in kidnappings, allowing you to adjust your settings so only adults get alien pregnant, and you can change how often it happens. This is the 167 patch and I've got my games. There are some awesome screenshots of my sims being kidnapped as soon as im a full member i'll post them! Lately I have been setting my hold to prevent kidnapping yet, so I don't know effective the latest patched anything. I don't mind pregnancy so much, but I tried everything I could! So even if she gets kidnapped, there's a better chance she won't get pregnant. I know I could give her a foreign child at CAS, but I want her kidnapped. Also unlike The Sims 2, the player gets the choice of sending the baby back to the alien homeworld. The Sims 3:

Seasons introduces alien friends and lovers to the sims they meet. It's ready, so far no aliens, no satellites are contacting the aliens, and they called. Alien Abduction Mod ver. Sometimes a lot of them come over, but they never kidnap them. Aliens is a new type of non-human Sim available at The Sims 3 Seasons. Nothing's working! The satellite will remain active and you can contact the Aliens several times. But it took a while for my Sim to be kidnapped, and when he just had the satellite screen contacted Aliens, and had him use the telescope during the night (between 9am and 4am). Bluegenjutsu of Sims Asylum has a mod for alien abductions. I moved them to a new backup, and it's still happening. You have as much as 5 logical skill points, more space rocks in your inventory, use the telescope in the middle of the night and don't search galaxy. I really want the scientist Sim to finally get pregnant with a stranger, but no matter how often I let him be kidnapped (I usually use the Book of Chaos mod to do that, that there's an abduction option), she never comes back pregnant. There are no abductions, no fewer alien abductions. These aliens can kidnap your Sims, give them alien babies, or even move in with them. Anyone who the mod weebL_101? A kidnapping can occur if the Sim is on the same batch a UFO. with this mod will the males get pregnant when they return? As soon as I know next week everything is possible to attract them I will check again. even if I'm not an official tester can I try please? k try a few more tomorrow. Kidnapping can occur when the Sim is on the same batch as a UFO. Admin and support team MC CmD @ Feud -. The Sim who was kidnapped will have a negative Kidnapped moodlet for 10 hours. Welcome! An additional +13% chance will be added if Sim stargazes through a telescope and an extra +38% chance is added to each space rock in a Sim inventory, up to +75%. When kidnapping occurs, multi-colored glitter appears in the sky. My sim and his wife are put away every night. Fingers crossed hehe. How often are your Sims abducted? The one on MTS may be obsolete. I cheated on the satellite and contacted the aliens. Females can now be impregnated by Alien abductions! Female Sims only receive the kidnapped moodlet after kidnapping. Then not so much. I bluegenjutsu_NoAlienAbductionsAndNoAlienHouseholds.package with simsasylum. Share. They are lovers of abducting the male sim and she got pregnant, she could not give back quickly enough. very important. My level-10 professional player (male) was kidnapped at 10pm as he got home from work. The second time you control + Alt + Deleted and cancel the game in the hope that it will not be saved. I complained about my Sims NOT getting kidnapped amid complaining too much of this is happening. She requires an account (free) and then Google, or you can find her Mods page here. I think MTS specific mods are available to increase the chances of kidnapping and increasing the chances of alien pregnancy. I put this mod version in my game and contacted strangers twice in a row. First, however, you need to convince one of them to visit. All operations in the soon-to-be abducted Sim queue will be deleted and replaced by The Mysterious Anomaly Investigation operation. [quote=Hadron1776;c-15801892] As for sim abduction, you can do it: There is no fraud for abduction, but you can try to encourage kidnappings by following the instructions below. Instructions.

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