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career. You'll be able to purchase both in Build/Buy mode, but can use the bb.ignoregameplaylockscontent cheat if not available for you. Screenshots by Pro Game Guides In my experience, getting abducted is tough due to its random nature. Getting abducted can be tricky, so we want to give you plenty of options. Here are some other methods you can take to be abducted by Aliens in The Sims 4: Instantly create an abduction with the cheat interactions.push AlienAbduction BeAbducted to have them come ASAP. Most of the time this works, but some players have had trouble getting it to work. Reach Logic Skill 7 and/or have the Genius Trait. Both of these can lead to the option to use the Backyard Observatory (the giant telescope) function Search for the Truth. Related: How to Appease the Gnomes in The Sims 4 Screenshot by Pro Game Guides To be able to use and play with Aliens in The Sims 4, you'll need to purchase the Get to Work expansion pack. On top of including aliens, you'll also get plenty of extra content like careers, retail stores, and much more. This costs \$40 USD usually, but the pack also goes on sale semi-regularly. Screenshot by Pro Game Guides Making an Alien in The Sims 4 is something I have found to be pretty simple and direct! All you need to do is head into Create-A-Sim and click the + sign on the bottom left of the screen to add a Sim. Choose the swirl of smoke to make an occult Sim. Finally, within that section, choose Alien. From there, you can create your Alien Sim to your heart's content. Want to read more about The Sims 4? If so, check out Can you have Polygamy in The Sims 4? on Pro Game Guides. Follow us on Twitter and Facebook to get updates on your favorite games! Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Aliens and alien abduction returned in The Sims 4: Get to Work expansion. Finally, the next generation of Sims could be abducted and impregnated (if they're male) by mysterious aliens from another planet. In this guide, we'll cover how to get abducted the vanilla way, and with cheats and mods. I've found it can be rather difficult to get abducted through normal game play, but there are things you can do to make it easier. How to Get Abducted (No Cheats or Mods) In normal game play, there's a small chance of abduction if your Sim is outside between the hours of 10:00 PM and 4:00 AM. Simply going outside every night might be enough, although it's very rare. If you really want an abduction, increase your odds by: Joining the Scientist Career - Sims in the scientist career are more likely to be abducted. Using the Satellite Dish - An invention built with the Invention Constructor at level 4 of the scientist career; allows you to contact aliens for an increased chance of abduction. Using the "Out of This World" Desktop - Career reward received at level 10 of the scientist career; allows you to contact aliens for an increased chance of abduction. Search for Truth on the Observatory - Interaction unlocked at level 7 logic skill. Using The Electroflux Wormhole Generator - An invention built with the Invention Constructor at level 6 of the scientist career; allows you to contact aliens for an increased chance of abduction. (Also allows you to travel to the alien world of Sixam.) Sim being abducted by aliens after using the satellite dish. The Easiest Path to Abduction In my opinion, the easiest way to get abducted in The Sims 4 without cheats or mods is to follow these five steps: Place your Sim in the scientist career. Get him up to level 4 as quickly as possible. Build the satellite dish on the invention constructor at work; use it on your home lot to contact aliens. Reach logic level 7. Go outside and use the observatory to "Search for the Truth" between the hours of 10:00 PM and 4:00 AM. Repeat until your Sims is abducted. In my trial run, this took me 10 days from the time I started the process until my Sim was abducted for the first time. I bought an observatory and chess table on the first day, had my Sim join the Scientist career, and worked on his logic and getting promotions until he was level 4. The promotion took me eight Sim days. Getting to logic skill 7 took me five Sim days. Satellite Dish After reaching level 4 of the scientist career, your Sim can build a satellite dish on the invention constructor at the science facility. Place it outside on your lot somewhere. Click it and select "contact aliens." Use the satellite dish to contact aliens or prevent alien abductions. A beam of light will shoot into the sky, presumably letting the aliens know you're ready for a visit. The chance of an abduction on your lot is increased for the next 24 hours. You'll still need to go outside between 10:00 PM and 4:00 AM, though. Use the satellite dish as often as you like, once every 24 hours. It can also prevent alien abductions on your lot if you choose that option. Out of This World Desktop Computer The Out of This World desktop computer works exactly the same as the satellite. It's a career reward received at level 10 of the scientist career. Use it once every 24 hours to contact aliens. Contact aliens with the Out of This World Computer. You can only use the satellite OR the computer once every 24 hours. Using them both is not allowed. I recommend using the satellite since it does exactly the same thing but it's unlocked much earlier. Search For the Truth The "Search For The Truth" interaction will only appear on the observatory if your Sim has logic level 7, they're focused, AND it's between the hours of 9:00 PM and 6:00 AM. "Search For The Truth" to increase chances of alien abduction. Once the time is right, have your Sim search for the truth to increase your chances of abduction. If you're in the scientist career and you've contacted aliens with the satellite first, your chances are much higher. Even though you can search for the truth from 9:00 PM to 6:00 AM, you can still only get abducted between the hours of 10:00 PM and 4:00 AM. Just something to keep in mind! Electroflux Wormhole Generator This option takes much longer to unlock and works the same as the satellite dish and the out of this world computer. Once your Sim reaches level 6 of the scientist career AND has 11 breakthroughs, he can build the wormhole generator on the invention constructor at work. Attempt alien contact with the Electroflux Wormhole Generator. Place it on your home lot somewhere, click on it, and choose "Attempt Alien Contact." You may have to "Calibrate" the generator first, and you may have to repeat the process several times. Look for a moodlet that tells you contact was made. In my opinion, the satellite or computer are much easier for contacting aliens. I would only use the wormhole generator if you already had it for other purposes (like traveling to Sixam). How to Get Abducted with Cheats If you're impatient and you just want your Sim to get abducted now, use cheats to increase his career level in the scientist career, increase logic skill, and/or purchase the satellite before it's unlocked via normal game play. There's also an instant abduction cheat, if you wanna get really cheaty. Career Cheat Have your Sim join the scientist career. Now open the cheat console (Ctrl+Shift+C). Type in careers.promote adult, active, scientist. Press enter and your Sim will get an automatic promotion. Repeat until he's at least level 4 to unlock the satellite or level 10 to unlock the Out of this World computer. Use these objects to contact aliens and increase your chance of abduction. Skill Cheat Open the cheat console (Ctrl+Shift+C). Type in stats.set skill level Major Logic 7. Press enter and your Sim will automatically reach level 7 logic. Now you can use the "Search For The Truth" interaction on the observatory (see above for more information). Satellite Cheat Open the cheat console (Ctrl+Shift+C). Type in bb.showhiddenobjects. Press enter. Open the buy mode catalog and search for "satellite." You'll find the satellite dish in Misc Electronics. It costs 500 simoleons. Purchase the satellite, place it on your home lot, and choose "Contact Aliens." Instant Abduction Cheat There is a cheat you can use for instant abduction if you just need an abduction right now. It does require the satellite dish, though. Either build one or cheat and buy one from the catalog, then follow these steps: Place the satellite dish on your lot. Click the dish and choose "Contact Aliens." Open the cheat console and type in stats.set stat commodity AlienAbduction Cooldown 0 Now type in interactions.push AlienAbduction BeAbducted Your Sim will immediately go outside, investigate weird lights, and be abducted. You can use this cheat any time of day - not just the normal abduction hours. Make sure you enter both cheats in order. The first cheat code resets the cool down between abductions to zero (it's normally 24 hours). The second cheat code triggers the abduction. How to Get Abducted with Mods There's only one mod you need for all your alien abduction needs - MC Command Center. This mod gives you control over almost all aspects of abduction. MC Command Center's alien abduction settings menu. Click on any computer in the game, choose MC Command Center, then choose MC Occult > Aliens > Abduction Settings. This brings you to the alien abduction settings for your game. Here's a brief overview of what each one does: Abduction Frequency - You have four choices including no alien contact, normal alien contact, high alien contact, or alien invasion. High contact and alien invasion increase the chances for abduction. Use one of these until your Sim is abducted and then turn it back to normal. Abduction Start Time - Change the hours your Sim can be abducted. For example, start abduction chance at 7:00 PM instead of 10:00 PM. Abduction Time Length - Allows you to change the length of the abduction window. You could make abductions possible 24 hours a day if you wanted. Hours Between Abductions - The number of hours to pass before your Sim could be abducted again. Abduction Ages - Change the life stages that can be abducted (young adult, adult, elder). Allow NPC Abductions - If enabled, wandering or visiting NPC Sims may be abducted on your lot in addition to the active household. You can easily set things up for frequent alien abductions. And you can change these settings any time. If you want to turn everything to max until your Sim gets abducted and then turn it back to normal, that's perfectly fine. Instant Abduction with MC Command Center This mod also allows you to force an instant abduction on a specific Sim. Between the hours of 10:00 PM and 4:00 AM, click on your Sim and choose: MC Command Center > MC Cheats > Occult Cheats > Alien Cheats > Abduct Sim You'll get a pop-up box asking if you want to force your Sim to be abducted by aliens. Say yes. Your Sim will immediately go investigate weird lights and be abducted. This mod also includes settings for alien pregnancy - including allowing female alien pregnancy - but I'll go over that in my alien pregnancy guide. During and After Abduction You'll know your Sim is being abducted when he goes outside to "investigate weird light." You'll see little green orbs of light somewhere on your lot. Those are to lure your Sim closer so the aliens can abduct him! This action cannot be canceled. Once your Sim sees those lights, it's all over but the probing. (However, it is possible to lock doors or block your Sim's way to the lights.) When your Sim goes to investigate a weird light, abduction is imminent. An alien spacecraft appears and sucks your Sim up in a stream of light to the space ship. While he's gone, he'll have the "be abducted" action in his queue. There's a progress bar around the icon that shows you how much time until he returns. Sims return from abduction approximately two hours later. The space ship deposits him back on the lot in the same place he was taken from. He'll have a moodlet that lets you know how he feels about the experience. (My Sim was quite happy!) My Sim thought being abducted was awesome! Alien Abduction Pregnancy There's a 25% chance your male Sims return from an abduction pregnant with an alien baby. Females cannot get pregnant from abduction in The Sims 4 (or any Sims games for that matter) without the use of mods. How do you know if your Sim is pregnant after an abduction? He'll get the "weird tummy ache" moodlet. This moodlet appears right away. So, if your Sim only has the abducted moodlet he is NOT pregnant. A male Sim is pregnant when he has the "weird tummy ache" moodlet. Find out more in my Sims 4 alien pregnancy guide!

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