

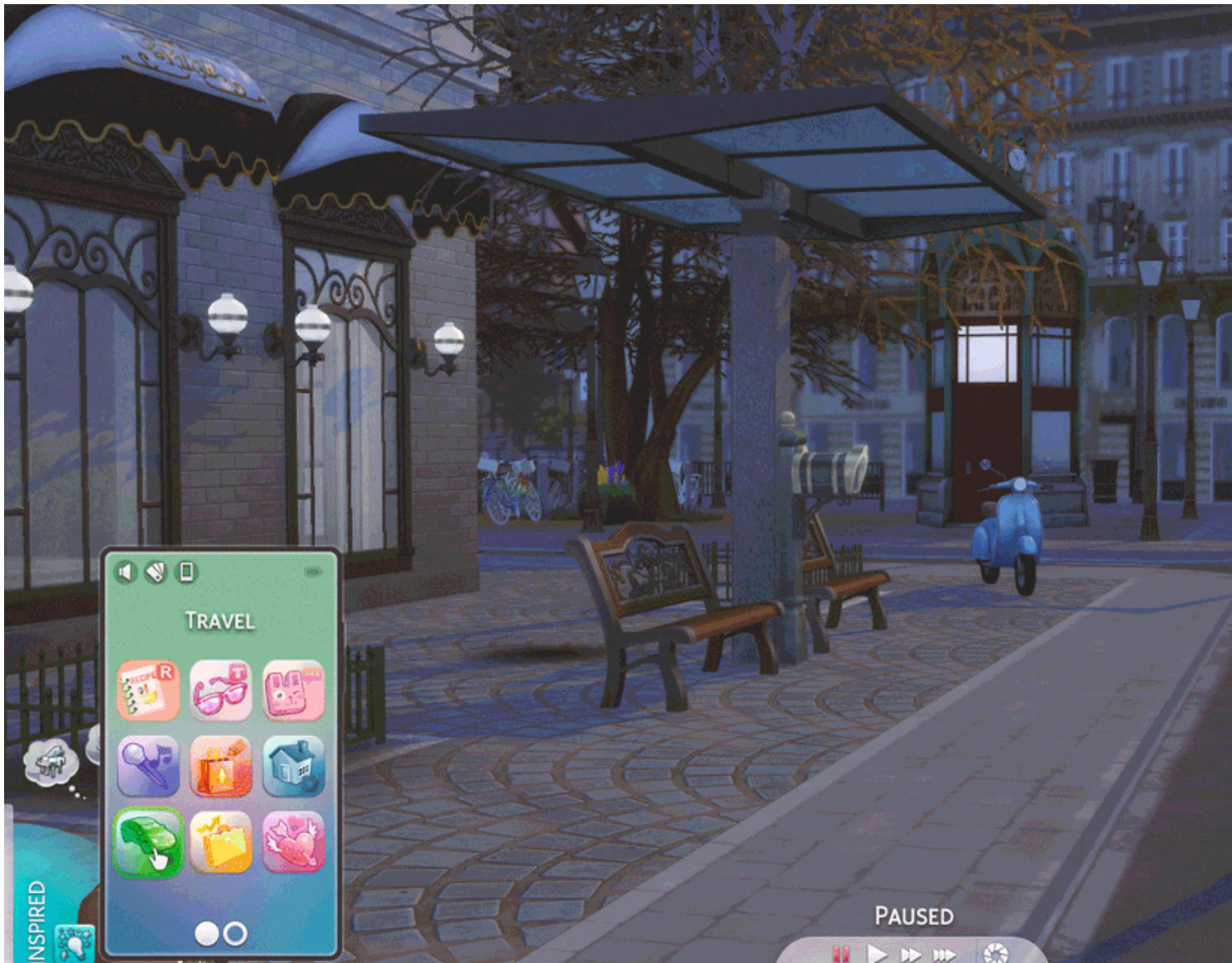
Hello!

I hope you had a lovely and restful Christmas holiday!

I really wanted fully-fledged motorbikes in game so I made them. When I say fully-fledged I mean:

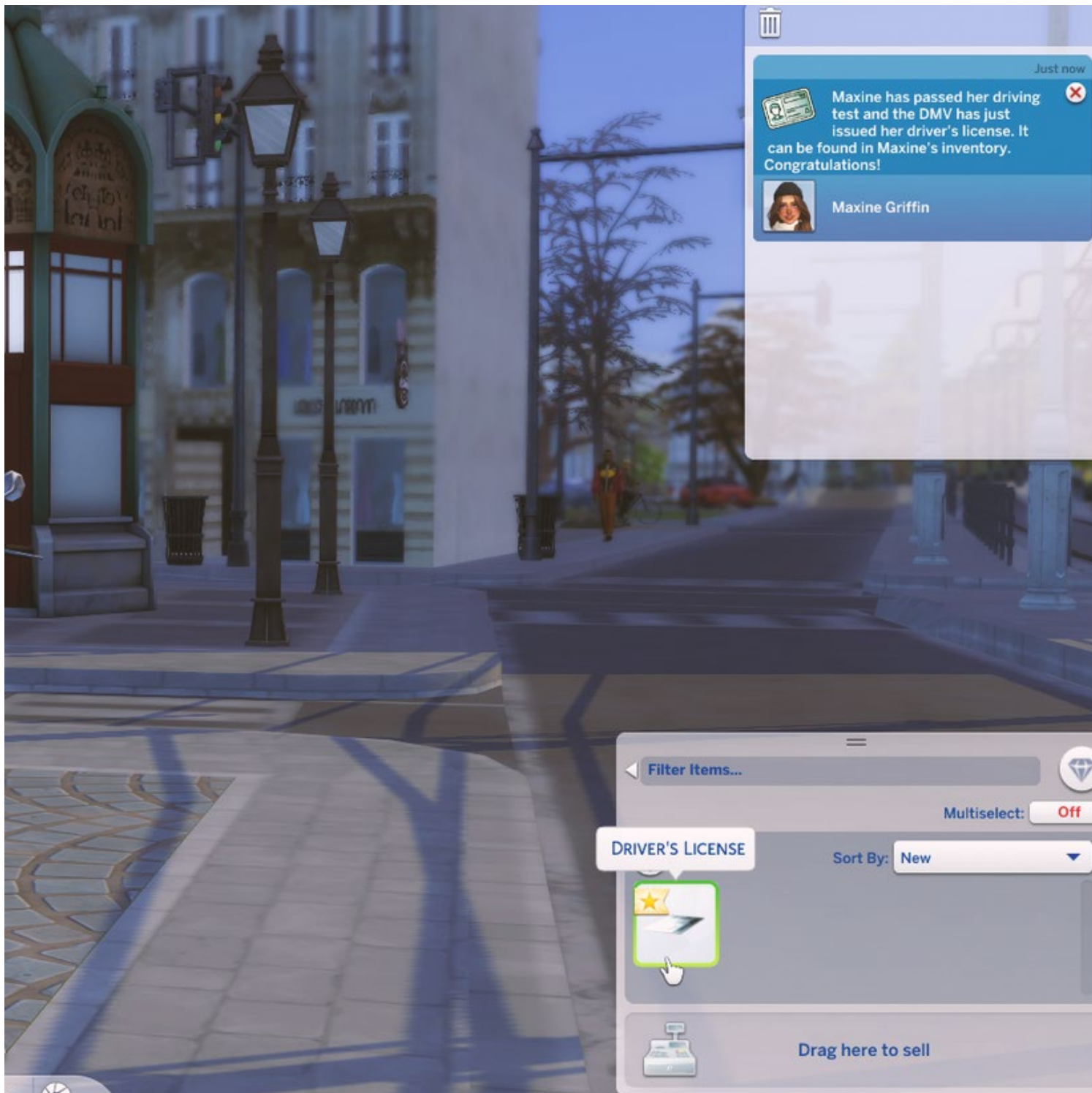
1. The motorbikes can be ridden and make custom engine sounds
2. They need gas in order for your sims to use them
3. Your sims will need a driver's license to drive them

First, you need to have a few lessons to get your driver's license:



After each lesson, your sim will get a buff telling you they're getting more confident at driving. When they've completed about 3 lessons, your sim will get a driver's license.

If you can't be bothered with taking the lessons and you want to start driving now, just **shift click** on your motorbike and you'll see the 'Give Driver's License' interaction.



Now, you're ready to drive! Just purchase your motorbike from the Build/Buy menu. Prices are realistic.

When you hover over the bike, you'll be able to see how much gas you have.



As you ride your motorbike, your gas will slowly be depleted like in real life. When your gas tank is empty, your sim can refill it like so:



I also made a custom engine sound so now, as your sims drive around, you'll be able to hear your motorbike and not the sound of a bicycle.

Finally, you know how when your sims have a bicycle in their inventory, they will try to use them everywhere? For example, your sim lives in an apartment in San Myshuno and to get downstairs they try to use their bikes instead of walk 5 steps? Yeah, no more of that with this bike. Your sims will ride their motorbikes ONLY when you tell them to.

I made 2 motorbikes; a vespa and a vintage looking Triumph/Enfield motorcycle. They come in these swatches:



IMPORTANT TO NOTE:

- You need [XML Injector](#)

I make my mods in such a way that they are very unlikely to break with any EA updates. Still, I will check to see that they work as intended after any patches