

Build Newcrest Legacy Challenge: Empty World Variation

UPDATE LOG

October 6, 2022: Updating rules to include caveat for the Generation 1 requirement related to not letting children attend school.

About the challenge

This is a spin-off of the [Build Newcrest Legacy Challenge](#) created by [Simply Vanilla Sims](#) and some of the updates from the [Build Newcrest Legacy Challenge 2.0](#) adapted by Queenarella. It is a combination play/build challenge with a Rags to Riches element.

The main difference is that all of the worlds in The Sims 4 will be empty to minimize the number of invites your Sims get to hang out at an existing community lot or visit some other Sims's home (unfortunately, you'll still get invites for festivals). For this challenge, you must start with a fresh save file, evict every single family from their house/apartment, bulldoze every single lot and re-categorize every non-special community lot as residential. *To cut down on the set-up process, I've made a save file available for [download here](#), which already has several empty worlds and evicted households. However, I do not own all the packs, so you may still need to manually empty out a world or two.*

The Story

Something awful happened to each major population center in the world, a mix of devastating wars, man-made disasters and the detrimental effects of climate change made every single city and town unliveable. Most of the Sims that inhabited these places survived, but their homes sure didn't. Humanity returned to its nomadic roots for a while, searching for new places to live. Many have built temporary settlements in rural settings, but there's a yearning to start afresh and rebuild. Sims haven't lost their memories or knowledge (they know how computers were built and that sewage systems were a thing) but they just don't have any of the infrastructure established to reap the benefits of those inventions.

National governments have stepped in and have found some plots of land that are free of radiation and other harmful materials left behind by disasters that would make Sims sick. Assigning that land to a few pioneering individuals and entrusting them with the development of a brand new community (and delivering the mail) is as much as they can do, that is, until they start collecting taxes. Then maybe they'll jump in to develop power plants, municipal water departments and modes of transportation to take you from one place to another.

After agreeing to take out a loan for a deposit on the land, your founding Sim was lucky enough to be assigned a plot of land called Newcrest. Their goal is to start a family and establish a little area for them, maybe attract others to the community so Sims can establish some sense of normalcy they've lost. But first thing is first, they've got to survive and pay back the loan to the government. Eventually your legacy family will do such a great job that governments across the globe will approach them to establish new cities and townships for other Sims to inhabit.

Starting Rules

For the most part the rules are the same as the Build Newcrest Legacy Challenge except:

- All existing Sims must be evicted from lots, all lots must be bulldozed and all non-special community lots must be recategorized as Residential lots in all Worlds.
- The founding Sim of each world will have a Rags to Riches start, so money must be cheated to 0 when play starts, but before that, they'll still need a piece of land and some starting equipment. Keep tabs on how much it costs to get started. That will be the loan amount that you must "pay back" through money cheats - by deducting the amount from your total money.
- Your Sim may not sell anything from their personal or household inventory. Your Sim can also not sell any photos, paintings or other works from the easel, however you may collect royalties from publishing songs, writing books, programming apps and posting videos. Paintings, photos and other craftables may however be sold in a retail store, vending table or street gallery.
- Your Sim may not leave their home world except to engage in limited commerce in Magnolia Promenade (GTW) but in theory any other empty world lot works fine if you don't own that expansion pack. The original Newcrest Legacy rules state that Magnolia Promenade must be all retail lots, however to accommodate the Rags to Riches start, it's acceptable to create a small "generic" lot as a trading outpost. I outfitted the trading post with the grocer and garden stalls from Cottage Living, but it's also acceptable to plop down a selling table, so your Sim has some way of earning money. Vendors must be hired to staff market stalls. If you don't have enough to hire a vendor, cheat the 100 simoleans to do so and keep tabs of the number of times you do it in order to pay back your debt as part of your total loan.
- More on not leaving your home world: this includes invitations to go out on dates, attend festivals, visit other people's residences, or going to a vacation world.
- When playing a generation where your active household is not allowed to have jobs, they and their family are allowed to buy and then build a retail store in Magnolia Promenade to sell items they do not need.
- Once you buy or harvest an item, you can't delete it. If you have no use for it, you may sell it (but not from inventory). To get rid of unwanted items, you can incorporate it into one of your builds and leave it behind there. If you can't sell it, or use it, you must save it. Your current Sim may not want it, but maybe their great, great, great grandchild might need it - better keep it just in case!
- Empty out your calendar of holidays, once your Legacy family is established, they'll start developing holidays to celebrate.

To recap the rules from the original Build Newcrest Legacy Challenge:

- One founding Sim is allowed to start
- 2 of your 3 traits must be randomized, you can select the 3rd trait to be helpful for your Sim's aspiration

- Play on normal lifespan
- Aging must always be on for the active household and should be left on for all non-active Sims. If all you've got are ghosts and senior sims to choose a spouse from, you may seed new households from The Sims gallery, but they are not allowed to live on a lot.
- Legacy heir children cannot start work on their aspiration until the current legacy holder has completed their generation's objectives.

How to Win/How to Keep Score

- You win the challenge by completing all available generation objectives and filling up the entire world
- Each time you complete a generation, you receive a point. There are also a set of bonus points you can earn, however there are a few penalties as well (see Fail States)
- Bonus Points
 - Each unique Sim death gives you 1 bonus point
 - Each unique WooHoo type gives you 1 bonus point
 - If a founder/heir's spouse has 3 unique traits, you may claim 1 bonus point per generation
 - A bonus point is awarded for each unique "collection completed" notice you receive (frogs, crystals, etc.)
 - For every gold medal event/party you complete, you earn 1 bonus point
 - For every childhood aspiration that is maxed out, claim 1 bonus point
- Bonus Penalty Points
 - Every time a child or baby is taken away by social services, deduct 1 point

Fail States

- Your legacy family fails their mission if your legacy heir dies before completing their generation's objective and you lose one point for every time you re-start. To re-start:
 - Your current household should be moved and all their possessions sold, however whatever building structure that was left behind can remain. That household will be so devastated that they will no longer be able to live in the same town which reminds them of their deceased loved one. However, any other family households that exist (e.g. siblings that moved out) and all existing community lots and houses, except for the active lot, may stay intact with their current residents.
 - Create a brand new legacy founder. The government has noticed a lack of progress from the former founder/heir, but still believes in the mission and grants your new founder the future land rights to Newcrest. Your new Sim gets to try their hand at finishing off the dead Legacy's objective, but they must start from scratch at 0 simoleans. You can choose to marry someone from the original legacy family to legitimize your claim to the town, or you can choose to make them all your rivals and pump up the drama - the choice is up to you.

DO NOTs - Gameplay stuff

- Do not play more than one household. Your gameplay is limited to your legacy heir, their live-in spouse(s) and their live-in children. Children's spouses can also move in if there is enough space in the active household. Obviously you'll want the next-gen heir's spouse and children in your household.
- Do not move out the child that will carry on the legacy challenge for the next generation.
- Do not restart the game after an unplanned event, roll with it.
- If you own a retail lot, you may not restock items at the store. You can only sell things you already own/have harvested/found/crafted.

DO NOTs - Money and Death stuff

- Do not plant a money tree. Do not harvest a money tree. Do not cash in any reward points for a money tree seed. Money makes the gameplay easier and the point is to struggle a bit, especially in the beginning. Soon enough your heirs will be rolling in simoleans - enjoy the journey until then.
- Do not bring dead Sims back to life.

DOs - Gameplay stuff

- Do leave some room for chaos in your game, just because your Sim is tasked with establishing a community doesn't mean they're perfect - embrace the drama! Maybe a cowplant or family walks during a thunderstorm can spice things up.

DOs - Money and Death stuff

- Do feel free to extend a Sim's lifespan through special items such as the Potion of Youth or Essence of Life, but it can only be used one time per Sim
- Do beg the grim reaper to spare someone's life (but only if you want to), if you fail, however, you're done and my condolences for your loss.
- Move out non-heir children if you'd like, but ideally you want them sticking around to help fill up the world and create a sense of community. However, if you're out of space in your household and need to make room, you can move them into a spare house or make them move in with other family members in an existing residence. If that's not an option, you have to kick them out of town. They'll be so bitter, they'll never return again (you're not allowed to move someone into Newcrest, once they've left).

Succession Laws

Follow whichever rules you want from [The Sims 4 Legacy Challenge](#).

BUILDING NEWCREST

Generation 1: Living Off the Land

Your Founder Sim has moved to Newcrest and was attracted to a spot with great soil. They could envision lush greenery and maybe even a spot where future Sims could gather and enjoy the beautiful nature around them. Your Sim must plop down some starting equipment and then cheat their funds to 0. Job #1 is to cultivate the land, so this Sim and their future family can survive.

Before You Get Started

- Move into the desired lot
- Lay down a tent, a fire, a pee/woohoo bush, 1-2 places to sit + a mailbox
- You can also decorate the lot with debug plants/trees or decorative bushes, flowers, trees from the build menu, but they must not be harvestable.
- Set your lot to Off-the-Grid, Simple Living and Great Soil; you've moved in and there are no comforts of modern living, you've got to scrape by, but luckily your plants should grow well because you chose the right spot.
- You may also choose to establish your trading post lot (described above) before your game begins. The trading post should primarily be for commerce and there can be 1-2 amenities or harvestables, but it's got to be believable - no showers, no beds, nothing that makes it a suitable home away from home. At the trading post you can sell goods, but you can also buy ingredients to make dishes.
- Before you start playing, cheat your money to 0 simoleans.
- Keep tabs on the money you spent to get started on your founder's lot, that will become the amount of the "loan" you must pay back to the government. You pay back the loan by removing the amount of the loan from your current household funds.

Objective

- Purchase a wood working table before you begin building any structures (let's make this believable shall we?)
- Complete the Freelance Botanist aspiration
- Grow 8 perfect quality plants (PRO TIP: Use high quality/expensive crops to fertilize plants for faster quality growth)
- Purchase a water fountain/feature or a well (This is intended to show your Sim and the government figuring out plumbing in the town)
- If you have Seasons, after you have a spouse, establish a Spring holiday in which the objective will be to plant seeds. You can select any other traditions you want for that holiday and can make it an Easter holiday if you like, but the holiday can also be informed by your Founders personality, likes and dislikes
- Repay your government loan
- Have an heir

Rules

- Your Sim may not have a job. Any teens and adults in your household may not have a job. Society is in flux and everyone is out for themselves - there is no real job market to speak of. Your Sim must do what they can to survive until they can sustain themselves and their family on their land and barter/trade with other Sims to earn money - your Sim is going to need their family's help for that.
- Mute your phone and never answer or respond to texts - Newcrest is empty, there shouldn't be any working cell phone towers.
- You may not send your kids to school or let them do homework; you need those little hands to help you around the homestead. If your children autonomously go to school, you must bring them back home immediately. Remove your children's homework from their inventory so they won't autonomously study. (UPDATE October 6, 2022: You *will* receive daily notifications about your child's grades being affected by skipping school. Your child will also receive a daily phone call from a principal, try to cancel out of those because you're not technically supposed to have cell phone service. Sometime after your child's grade dips to 'F' you may get a notification that the child will be taken away by social services if their grades do not improve. I did not get this notification until my child's birthday when they turned into a teen, so I ignored it. If you get this social services notification early, you can either prematurely age them up or send them to school just one day in order to avoid the social services visit **ONLY** during this first generation. If you have High School Years, always elect to send your teen to school alone and then cancel the activity for school/bring them back.)
- Your household can only travel to engage in commerce activities at the designated trading post lot or a store they purchased and run. You may wander around your immediate neighborhood, but you may not use the travel function to go to the other neighborhoods within Newcrest to hunt for harvestables until you purchase a mode of transportation (a bicycle or a sized up model car/truck) at which point they can visit other areas of Newcrest or they can all go to that trading post lot you've set up.
- You may not order delivery of any time
- If you've elected to own a store to sell items, you may establish this either in Newcrest or in the same neighborhood that you've established the trading post. You may not restock items at the store, you may only stock things you already own/have/harvested/found/crafted.

After You're Done

- When you've completed all the objectives, bulldoze your lot and then plop down your 8 perfect quality plants, your water fountain/feature/ well and any other items that your legacy family wants to bestow upon the community.
- Evict your legacy family, recategorize the lot into a Park and build your very first community lot for your new society; remove the Simple Living and Off-The-Grid lot traits, but keep Great Soil

Generation 2: Family Ties and Creature Comforts

Your legacy heir likely had a lot of work to do growing up and not a lot of space of their own, their priority is to build a few small, low-cost houses so their growing family can set some roots down while living in separate households. But all that building isn't going to happen overnight, especially since they've decided to send their kids to a local recently-established schoolhouse to learn to read and write in a structured way, something the Gen 2 heir never got a chance to do.

Before You Get Started

- Select the location of the low-cost neighborhood and plot out where the 3 houses will be
 - 2 of the houses must cost below 20,000 fully furnished and your third and final house can cost no more than 55,000 simoleans
- Move into one of the lots you've designated as a sub-20,000 simolean home; this is home #1 and your residence for the time being
- Select the Simple Living lot trait for this home
- You are no longer required to select the Off-the-Grid lot challenge, however, the Government has only established infrastructure for indoor plumbing, not electricity. You may not own any electronics, all lighting and kitchen appliances must be selected from the Off-the-Grid menu
- Build the home and check the property panel to ensure you're under budget

Objective

- Have some form of transportation (bicycle or sized up model vehicle) before traveling to other neighborhoods within the world
- Visit the community park at least three times, once before you build the 2nd & 3rd house and another time before you complete the generation
- If you have Seasons, establish a Winter holiday to bring your children joy. It will involve a present exchange and a visit from Father Winter. You can select any other traditions you want for that holiday, or you can just copy the Winterfest holiday
- Complete level 2 of the Big Happy Family aspiration and purchase a Robo, the Friendly Circuitry Kit before building house #2 (2-of-2 sub-20,000 simolean homes) in the same fashion as you built home #1; at this point you can begin moving out members of your family to home #1
- Complete level 3 of the Big Happy Family aspiration before building house #3 (the sub-55,000 simolean home); move out family members of your choosing to house #2 to continue filling up the neighborhood.
- Complete the Big Happy Family aspiration
- Have a legacy heir

Rules

- For house #1, you can select any item that uses water consumption like on-the-grid showers, sinks and toilets, but you must still avoid anything that uses power

consumption including electronics; lighting, refrigerators and stoves must only be purchased from the off-the-grid item menu.

- For home #2 & #3, your Sim has figured out how to wire the home for electricity, but they are still unable to purchase food from an appliance or refrigerator due to the Simple Living lot attribution.
- Members of your active household are still not allowed to have careers, but you are allowed to have them join the Gardener career (Seasons) (or Culinary Career if you don't have Seasons) just before you move them out to make sure they succeed in the future. Generation 1 established the foundations for those careers, so they are likely employing these family members or having them take over the "family business".
- If you've elected to own a store to sell items, you may establish this either in Newcrest or in the same neighborhood that you've established the trading post. You may not restock items at the store, you may only stock things you already own/have/harvested/found/crafted.
- The government has improved road infrastructure a bit between Newcrest and your trading outpost, you may now order grocery delivery as the delivery person will be able to make it from the trading outpost to your home, but you may not order meals or pizza delivered.
- All of your lots can also select the Child's Play lot trait

After You're Done

- Put any items you're taking with you in your household inventory and double check that your final property's value is no more than 55,000 simoleans, then move your family out of the lot while leaving the rest of the home furnished
- Once you move in to your new lot you may move non-heirs into house #3 at a time of your choosing.
- You may remove the Simple Living lot trait from all homes
- You may replace off-the grid items in home #1 to include electricity, but you must stay underneath the 20,000 simolean mark for the house.

Generation 3: Prolific Writer

Your legacy heir had the opportunity to study and that experience awakened them to the joys of the written word. While they and their family must still run a retail store (if you've elected to own one), this Sim has their heart set on not only consuming every book available, but trying their hand at penning their own stories. Ultimately, their legacy will be to convert their home into Newcrest's first library.

Before You Get Started

- Select and purchase a lot for your new Legacy heir, that location will be the site of the future town library

- The bones of your home + your Sim's bookcase(s) will remain on the lot as the town library, so plan accordingly. You may definitely change wall colors and tear down interior walls, but the shell of the home must stay the same.
- Select the Peace-and-Quiet lot trait

Objective

- Complete the Bestselling Author aspiration
- Own/purchase a copy of every book possible and read every single one; read Toddler books by reading them to your Toddler
- Have a legacy heir

Rules

- The members of your Sims household may not have jobs, but any Sims you move out are allowed to have one of the previously approved jobs
- You are still not allowed to sell items from inventory; any items you do not need must be sold through your retail store if you own it, or a selling table or gallery wall.
- You may however use the mailbox to publish your books.
- You may now buy meals directly from the fridge/oven. You can still order grocery delivery if you want, but you may not order meal/pizza delivery.

After You're Done

- Move all of your items on the lot to inventory except one fully-stocked bookshelf (make sure not to accidentally leave any books in inventory) and any other furniture/lights your legacy Sim wants to donate to the library.
- Move out your Sims; recategorize the lot as a Library and renovate. You must keep the existing structure, but feel free to tear down/add interior walls or build additions or annex buildings as needed.

Generation 4: Looking for Love in All the Wrong Places

Your legacy heir grew up in a household where the quiet reading of books was the norm and they're starved for more excitement. This Sim's idea of a good time is drinks with beautiful strangers and turning those strangers into lovers. Your Sim dreams of starting up a bar, nightclub or lounge (pick one) where they can more easily meet adult Sims looking for a good time.

Before You Get Started

- Your legacy heir's lot will later be turned into the bar/lounge/nightclub at the end of their generation, build their house on the future bar lot, so pick the lot carefully.
- Select the Filthy lot challenge and Romantic Aura lot trait.

Objective

- Complete the Serial Romantic aspiration

- Max out the mixology skill
- If you have Seasons, create a new holiday to celebrate New Years Eve and select the following traditions: Countdown to Midnight and Drinking; select any other traditions you'd like
- Have a legacy heir

Rules

- The members of your Sims household may not have jobs, but any Sims you move out are allowed to have one of the previously approved jobs or enter the Writer career
- It is now acceptable to order pizza or meal delivery to your home, your Sim is so busy looking for love, it's no wonder they have no time to cook

After You're Done

- After moving out your family, bulldoze the lot and turn it into a bar/lounge/nightclub; remove the Filthy lot challenge

Generation 5: Dedicated Parent

The heir's parent was so focused on chasing love that they never really felt much love from them. Your Sim wants to make their children the top priority in their life. To do that, they'll be the best stay-at-home parent a Sim can be.

Before You Get Started

- Select the 3 lots in which you will build mid-income housing; move into one of them and start building with a budget of 135,000 each.
- Select the Good Schools lot trait

Objective

- Complete the Super Parent aspiration (if you do not have Parenthood, select the Successful Lineage aspiration but that requires a child/grandchild achieving the top level of a career. Complete all over portions of the aspiration you can and then cheat that task to completed)
- All children must be "A" students before they age up to a teen, and then be "A" students again before they age into adulthood
- You must throw each child a birthday party every time they age up
- If you have Seasons, add a Summer holiday to the calendar and fill it with family friendly activities to do with your children
- Have a legacy heir

Rules

- The members of your Sims household may not have jobs, but any Sims you move out are allowed to have one of the previously approved jobs.

After You're Done

- Before moving out your family from your lot, ensure the home is worth 135,000 simoleans or less
- Build the other 2 lots for less than 135,000 simoleans each, select the Good Schools lot trait for those as well

Generation 6: Swole Sim

This heir has fallen in love with fitness and needs more opportunities to get moving. Your Sim will ultimately build Newcrest's first gym.

Before You Get Started

- Select the lot in which you will build the gym and build a house for your Sim and their family to live in the meantime
- Select the Bracing Breeze lot trait and one of the following lot challenges - Quake Zone, Grody or Gremlins

Objective

- Complete the Bodybuilder aspiration; cheat the "visit the gym" requirement after you complete the first half of the first stage, Basic Trainer
- Have a legacy heir

Rules

- Your active household is not allowed to have jobs, but any Sims you move out are allowed to have one of the previously approved jobs.

After You're Done

- Bulldoze your lot, move out your Sims out and then build the gym.
- Keep the Bracing Breeze lot trait but remove the selected lot challenge

Generation 7: The Artist

This Sim's parent was a jock and just never understood the Gen 7 heir's artistic soul. This Sim's goal is to pursue beauty and satisfy their artistic expression. Their legacy later in life will be to establish a new community lot in Newcrest where Sims can explore their creativity.

Before You Get Started

- Select the lot in which you will build either a museum or art center and build a house for your Sim and their family to live in the meantime
- Select the Natural Light lot trait and either the Mean Vibes lot trait or the Cursed lot challenge. It does seem like all good art comes from a little bit of suffering, doesn't it?

Objective

- Complete the Painter Extraordinaire aspiration; after completing the 2 other milestones in stage 2 of the aspiration, Fine Artist, cheat for completion of the task that asks to sell 3 paintings to collectors or art gallery (reminder, you cannot sell any items from inventory or easel); Likewise in stage 3 of the aspiration, complete all other tasks and then cheat for completion of the task that requires you to visit a Museum
- Keep and display 10 excellent quality paintings in your home
- Have a legacy heir

Rules

- Your active household is not allowed to have jobs, but any Sims you move out are allowed to have one of the previously approved jobs or the Athlete career

After You're Done

- Bulldoze your lot, "donate" your 10 paintings by placing them on a wall in the lot and then move out your Sims out to build the museum or art center
- Keep the Natural Light lot trait but remove the other selected lot challenge/trait

Generation 8: The Budding Real Estate Mogul

Your heir's family line has done a lot for Newcrest and it's fair to say that they've profited in the process. Your Sim has definitely gotten a taste of the good life, but they are aware that it could all come crashing down with a few bad moves. Their goal is to build up an impressive cash buffer. For whatever reason however, strange stuff keeps happening at their home and they ultimately decide to move their family out and turn their home into a rental.

Before You Get Started

- Select and build a home on a lot that will eventually become the Vacation Rental in Newcrest.
- Select 2 lot challenges from this list: Cursed, Spooky/Haunted or Gremlins

Objective

- Complete the Fabulously Wealthy aspiration
- Max out the Charisma skill
- Max out the Logic skill
- Have a legacy heir

Rules

- Your active household is not allowed to have jobs, but any Sims you move out are allowed to have one of the previously approved jobs, or the Painter career

After You're Done

- Remove any items that your Sims family will be keeping and then move them out, keeping the lot furnished.

- Set the lot as a rental and remove the lot challenges if you'd like, or keep it and embrace the chaos

Generation 9: Socialite

Your parent was all about upward mobility and cementing your family's legacy in Newcrest. You definitely grew up as a rich kid, and in the process, learned that connections and influence are everything. Gen 9 is all about appearances and wants to show off what their family has achieved by throwing the best soirees. If only there was a good place in Newcrest to hold more parties!

Before You Get Started

- Select the lot in which you will build either a restaurant/cafe/lounge and build a house for your Sim and their family to live in the meantime

Objective

- Complete the Party Animal aspiration
- Max out the Charisma skill
- Max out the Photography skill, after all is it really worth having great parties if there is no proof of it afterwards?
- If you have Seasons, create a Fall holiday that focuses on inviting people over and hosting a grand meal; you can mimic Harvestfest or select your own traditions to celebrate
- Have a legacy heir

Rules

- Your active household is not allowed to have jobs, but any Sims you move out are allowed to have one of the previously approved jobs.
- Keep at least 5 photos of the parties you throw
- If you decide to build a restaurant, you have the option of owning and running the restaurant as a business during the generation.

After You're Done

- If you did not select the restaurant option:
 - Bulldoze your lot; plop down your party photos (a wall of fame/shame) and anything else your family would like to bestow onto your new community lot
 - Move your family out and then build your cafe or lounge
- If you did select the restaurant option:
 - Your family can continue to own the restaurant or you can choose to sell the business
 - As for your home lot, remove anything your family wants to take with them and then move out of the lot, leaving the home furnished

- Decorate the community lot with photos from your parties so all future Sims that visit will know your Sim's influence and hosting abilities

Generation 10: Old Money

With this generation, Newcrest's lots are filled and it's turned from empty green fields to a bustling community, just like the original founder had intended. Your family should have the best house in town to match the family's elite reputation.

Before You Get Started

- If you did not opt to build a restaurant in Gen 9, then you have 2 lots to fill with upper class homes. If that is the case build home #1 first without moving in your Sims, which means you'll be free building without any simolean limitations
- Move your Sim's family into the last lot and then start the generation

Objective

- Build the last home while working toward achieving the Mansion Baron aspiration
- Pick any 10-level hobby and master it by maxing out the skill level
- Have a child

Rules

- Your active household is not allowed to have jobs, but any Sims you move out are allowed to have one of the previously approved jobs, this now includes Culinary (if you weren't already using it)

After You're Done

- Total up your points for the entire Build Newcrest Legacy Challenge. Congrats!