

SEBS DECLASSIFIED

SURVIVE! GUIDE



HOW-TO GUIDE

Companion mods **REQUIRED**:

- Core Library by Lot51
<https://lot51.cc/core>
- Trait.Tracker by MAL22
<https://mal22.itch.io/trait-tracker-injector>

IMPORTANT :

This mod contains a huge amount of overrides. It is safe to play on pre-existing saves, but I cannot guarantee the integrity of the save if you remove the mod after playing. It is best to have a dedicated save file for this mod. Due to the scale of this mod, there are undoubtedly things I have missed such as a rogue walkby. Please be patient whilst this mod is in its early release days and send any Last Exceptions to my discord. Thanks!

SURVIVORS & SETTLEMENTS

You can assign the 'Survivalist' trait in CAS, under 'Lifestyles'.

Any sim you wish to play the mod with must have this trait. This trait is the first step in setting up your survive save! Sims with this trait will have access to all of the interactions that come with the mod.

Only households living in the same world WITHOUT the survivalist trait will be considered when calling for other survivors.

This trait will restrict sims from doing certain interactions that would make their survival easier, such as being able to grab food from the fridge.

NPC survivors that can join your camp will automatically have their own survivor trait.



EMPTY WORLDS

All worlds and community lots are now empty! This means you shouldn't see any other sims wandering about. Sims are still taking shelter in their houses so you can visit them, but it's too dangerous for them to simply stop by for a chat.

LOT TRAIT

A survivor needs a survivalist base! This lot trait is **required** to get the full experience of this mod.

This lot trait takes your sim fully off-the-grid, keeps track of whether or not they are underground and prevents bills.

Those who like to play with underground bunkers will enjoy a 'Safe and Sound' buff when sims are underground in their bunkers.

This lot trait, paired with the Survivor trait is everything you need to get your save set up correctly.



COOKING

Survivors cannot initially cook using the fridge or stove, they must generate power for their lot & collect the required ingredients for each recipe!

Until then, they can eat MRE's they scavenge or cook basic meals on the firepit. They can also eat harvestables.

COMMUNICATIONS

The first thing you should think about as a survivor is getting your outside communications in working order!

The Comms Tower and Satellite Dishes require prior knowledge of Handiness, and need upgrade parts to be fully fixed. These items can be bought from buy mode.

Once fixed, you will be able to send out transmissions to traders and fellow survivors by using the '[LN] Radio Device' which can be bought from buy mode. Choose carefully though, you can only send out one every 24 hours!



[LN] Comms Tower



[LN] Satellite Dish



***[LN] Wall Satellite
basegame***



TRADING

Simoleons are useless in the apocalypse! Sims now use a currency called 'Caps' which can be found through scavenging.

Caps can be traded for goods including food and clean drinking water from traders.

The 'Box 'o Caps' object can be opened in your sims inventory and holds more caps than the single ones they will find whilst scavenging.



TRADERS

Your sims will come across traders during their time in this new desolate world.

Three traders can be called for from the communications desk;

- Wasteland Medic
- Food Trader
- Junk Trader

Sometimes you will have no choice but to rely on these traders to keep your settlements thriving!

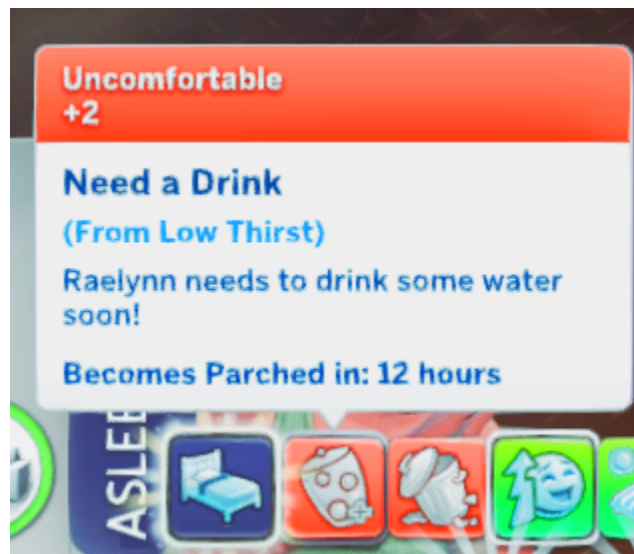


THIRST & DYSENTERY

Your sims are going to start feeling the yearn for water! Ignoring this new need will result in your sim slowly dying of thirst.

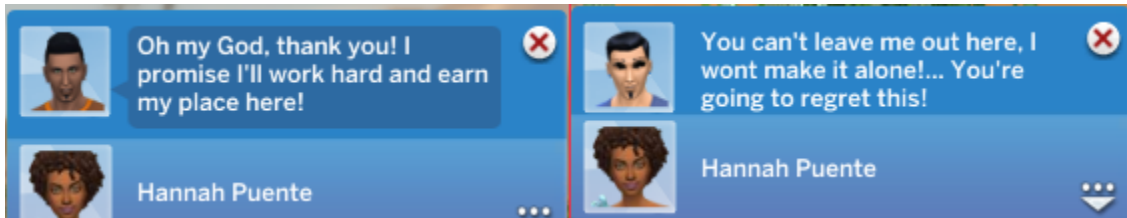
The most common type of water they scavenge from the wasteland will be dirty, and too much of this dirty water will cause your sim to develop dysentery. Leave this unchecked for too long and they will die!

Dysentery can be cured by drinking *clean* water, which can be found on occasion in the wasteland, or can be purchased from a trader for caps.



OTHER SURVIVORS

You can call for other survivors using the Radio Device once every 24 hours. Once they find you, you will have the option of letting them stay or telling them to get lost!



Once they are established in your settlement, survivors can be given different duties. These duties include; Farming, Fixer & Scavenging.

You can choose to send survivors out scavenging or hunting by clicking on the '[LN] Settlement Management Board' or by clicking on a fixed vehicle.

SCAVENGING

Sims can be sent out to scavenge by clicking on themselves when they're the active sim and choosing 'Scavenge for Supplies' under the Survival pie menu.

They will disappear into a rabbithole and come back with loot.

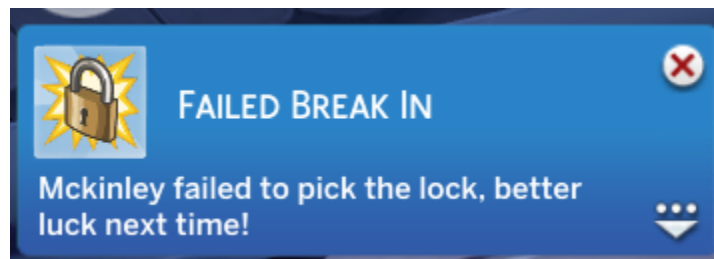
You can also scavenge for supplies whilst on a foreign lot, by clicking on your sim and choosing 'Search For Useful Items'. Your sims will walk around searching for a while before they find something!

BREAKING INTO HOUSES / LOCKPICKING

Your survivors can attempt to break into other houses. They can advance a new lockpicking skill to have better chances of successful lockpicking. Lockpicking can be learnt through the new lockpicking skill book, which sims have a chance of finding whilst out scavenging!

If the house is unowned and empty, they can freely scavenge the items inside. They can even sleep, eat & wash there for an extended period of time if they wish!

However if the occupants of the house are still surviving inside and they see your sim intruding, they will fight them until they leave. These fights have the chance of injuring your sim, which will have a negative effect on the amount of loot they bring back from scavenging and hunting on foot.



HUNTING

Sims can now choose to hunt for their dinner if that's more their vibe.

By using the Survivor Pie Menu or Vehicle you can send your sim on a hunting trip.

Settlement Survivors can also be sent out to hunt for the settlement if your sim is too busy. Make sure to use the 'Collect' interaction on them once they return to get whatever loot they came back with!

Hunting also ties into the new options on campfires - any meat that has been hunted can be cooked in a variety of ways over the fire. This also includes vegetables, fruits & fish.



FIXABLE VEHICLES / MECHANIC SKILL / GAS

Vehicles are still around in the apocalypse but they need a bit of fixing up before they can work!

Your sims can study a broken vehicle to gain a bit of the new Car Mechanics Skill. They can also find Car Mechanics Skill Books to learn from.

Once they have learnt enough and have collected all the parts they need, they can begin to fix up the cars they have found or secured from a trader!



So they fixed the vehicle... Now what??

Vehicles can be used to shorten the time it takes to go on a scavenging or hunting trip!

There are currently 4 different vehicles, and all have different specs. Some can transport more sims & bring back more loot but require more fuel per trip, whilst other use less fuel but bring back less loot! Then there's the TV Van, which has a chance of bringing back a survivor!





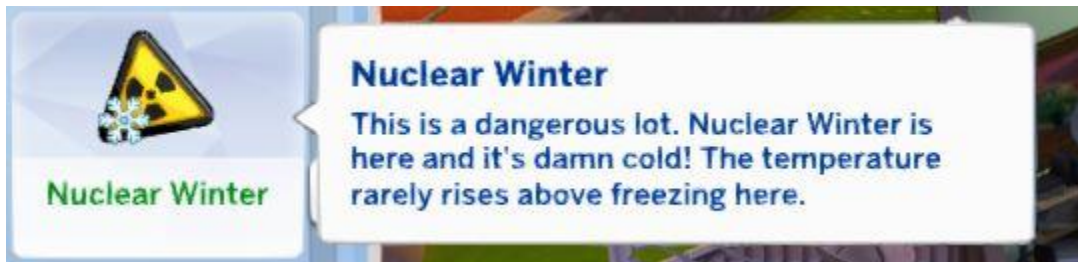
Name ▼	Level
 Car Mechanics	 5

MUTATED BEES

This custom version of the bee box has mutated! The mutated honey made by these bees have a special quality, once eaten it will grant your sim a temporary immunity to temperature. Pairing this with Nuclear Winter may give your sims more time to hunt and scavenge, and may be just the thing they need to survive!

NUCLEAR WINTER

Another new lot trait, Nuclear Winter thrusts your sims into eternal winter. Food is harder to grow and there are frequent freezing temperatures that make scavenging more difficult. An extra 'hard mode' for those who want a little more challenge! ***Requires Seasons & will cause a visual glitch if used in worlds that don't support snow, like Sulani. It will still work, but the snow will only be visible on your lot.***



INHERITED TRAITS

All sims born to survivors will get the survivor trait automatically, no need to add it in CAS!
Also, Sims born in Nuclear Winter will get a nuclear winter baby trait!

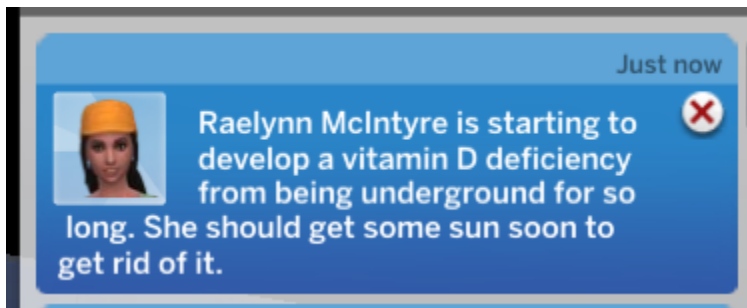
OTHER ITEMS/FEATURES

SHAMPOO - Can scavenge or trade for shampoo. If in your sims inventory, will have the option to shower with it & they will get a positive buff.

LAUNDRY BUCKET - A more post-apocalyptic friendly laundry hamper
(requires laundry day)

VITAMIN D DEFICIENCY - If your sims are taking shelter inside an underground bunker they will eventually develop a vitamin D deficiency. You will be warned through notifications as their deficiency progresses from mild to severe. Once they have a severe deficiency, they will be constantly dazed, no longer have the strength to run & will be too tired to fill their fun and social needs.

This can be cured by getting some sun!



BUNKER RECOGNITION - Your survivor sims can recognize when they're safe underground. They will get a positive buff. Be careful though, as too long underground will cause them to develop a vitamin D deficiency.

DEODORANT - Since running water is harder to come by, your sims can now scavenge or trade for deodorant. This will fill their hygiene bar.

SURVIVOR'S PANTRY - A new shelving item with lots of slots for you to place food items for your NPC survivors to take and eat. An easy way to keep them well fed and happy without needing to constantly look after them.

STRANGER DANGER - Everyone is just trying to survive in this new desolate world, but who knows what they'll do to ensure that. Your sims will be wary of any sim they don't have a relationship with.



Coolers now have inventories - Whilst the option to just grab food has been removed from all fridges, you can still use the cooler to preserve food!

No more bills! - It's the end of the world, screw your power bill!

Far more little things that you will discover for yourself!

FAQ/TROUBLESHOOTING

- The welcome wagon/mail carrier is showing up!
 - Make sure you have the lot trait on.
- I have no interactions!
 - Make sure your sim has the Survivor Trait
- The Survivors Board has no interactions!
 - You need NPC survivors who have joined your settlement in order to use this.
- No survivors show up when they are called for!
 - Make sure there are other households within the current played world that DO NOT have the survivalist CAS trait. The pool of sims are filtered by sims who do not have this trait.

Planned Mechanics to be Implemented:

- Add-ons for pets
- Wearable backpacks increasing scavenging loot and chances
 - Guard duty
 - Spray-painting SOS signs to attract more survivors
- Hazmat suits protecting against contaminated air/acid rain
 - Radiation level/tolerance
 - Basegame sickness/more diseases
 - Changing neighborhood spawn spots to food spawns
- Place-able plots of land that NPC survivors can build a tent/living space on autonomously
 - Raiders

Save Files **Suggested:**

- Dead End Save File by florwalsims
<https://www.patreon.com/posts/dead-end-save-1-82617198>

Companion Mods **Suggested:**

- Timeless Mod - Removes cars
<https://pandorasimbox.tumblr.com/post/186961042163/timeless-version-1-a-world-decluttering-mod-if>
- Quit School Mod
<https://triplis.github.io/mods/school-quit-rejoin.html>
- Ride-able Horses
<https://www.patreon.com/posts/farasi-horse-2-54976311>
- Cut Down Trees (Currently Broken)
<https://modthesims.info/d/671142/cut-down-tree-mod.html>
- Realistic Kids
<https://www.patreon.com/posts/realistic-kids-41547853>

Non-Compatible Mods:

- Ye Olde Cookbook Mod - Expanded Hunting
Pretty much any cooking mods.