

Barbie Bunker Challenge



It's the end of the sim world as we know it. The mysterious disease in Strangerville was neglected by a *certain rainbow simmer* and spread around the globe! Good news, Aliens are here to help but bad news, Aliens are purging all existence to exterminate the pest that spreads the disease...

Luckily Barbie's late grandfather built a bunker under her family home and escapes into the tunnels just in time! Sadly her grandfather didn't pass on much information about the bunker in his journals besides the entrance door keys, so Barbie has to find a way to survive and unlock the bunker's secrets on her own...

Pedicures and hair straighteners aside, it's time Barbie bolster up some courage and skill to survive! What hidden rooms will Barbie discover? Will she be able to retain her sanity in this lonely hole in the ground? It's up to you now...

- What You Need To Play -

☠️ **Need Strangerville Game Pack installed** - this is optional but it adds to the ambience of the challenge. The infection, objects, traits, the world itself etc. are all required for this challenge.

☠️ **Create a Young Adult Barbie Character** - must have Cheerful and Paranoid Traits. Optional is the CC Handy Trait by [kawaiistacie \(Traits Bundle #1\)](#)

or Download Kaleidow's Barbie from the Gallery - EA ID: kaleidow. Tick the Custom Content option to view/download. (List of Custom Content for Barbie coming soon!)





☠️ **Add a Bunker To Your House or Download The Bunker House from Kaleidow's gallery** - the lot must have the Private Dwelling and Science Lair lot traits. If downloading Kaleidow's Barbie Bunker, please note that it's not the complete version (you will have to add on rooms as the challenge progresses just as Kaleidow also will in her series).

Bunker Beginning Needs: Locked bathroom, kitchen and Science Lab that Barbie cannot access.

1x Decontamination Shower behind the bunker door. 1x Bed. 1x Popcorn Machine (needs Movie Hangout Stuff) and/or Cooler (needs Outdoor Retreat Game pack). 1x Chess Table and chairs. 1x Bookcase. 1x Portable Laptop. 1x Yoga Mat (optional). 1x Woodworking Table.

Besides the Laptop, no technology or televisions for the beginning of the challenge.

- Survival Rules for Barbie -

-  **Barbie mustn't leave the Bunker EVER** or that is the end of the challenge since the surface is uninhabitable.
-  **Barbie must start with 0 skills, a fresh slate!** She's been living a life of convenience until now...
-  **All broken items must be repaired by Barbie and not replaced.**
-  **Locked doors must stay locked at all times** until Barbie meets the requirements to unlock them.

- Beginning Rules -

DISCLAIMER! *Kaleidow will be adding onto these as the series progresses. This challenge is based on a Let's Play series so there aren't any end rules... it could twist and turn anytime! Please be patient as this page is updated over time.*

Stage One: Alone.

Barbie has unlocked the first part of the bunker as she found the location and key of the bunker in her grandfather's journal! Unfortunately the kitchen, bathroom and science lab are all locked and the key she has doesn't work on the sealed doors... Barbie's survival journey begins!

(I've changed it to Higher Levels since the challenge was TOO easy!)

To Unlock the Kitchen and Bathroom - must reach level 7 Logic, 2 Handiness and 2 Mischief.

To Unlock the Science Lab - must reach level 5 Handiness and 3 Body.

- Rewards -

Able to use the amenities in the rooms unlocked freely.

Science Lab unlocks 1x Hamster cage.

Stage Two: Heavy Lifting.

A creepy hallway at the back of the Science Lab ends at a staircase down below the bunker... Barbie finds another heavy duty door but it's blocked by rubble that has fallen from the ceiling (maybe some alien attack caused this cave in?). Time to swap yoga for heavy weights as Barbie will need to move all of that rubble to get through that door!

To Move Rubble - must reach level 5 Fitness, 5 Mischief and 8 Handiness.