

EVIL

Empire Challenge

An Eight Sim Challenge

Challenge Overview

Your Sim is paranoid and on the run from Death. They are determined to find every possible way to avoid the Grim Reaper and rule the world. They work as a **Secret Agent (Villain branch)** and recruit others to their cause, helping them master skills, careers, and aspirations while uncovering new methods of immortality. Help them build an untouchable evil empire.

The goal is to build a household of **8 Sims** who have maxed careers, aspirations, and skills while collecting every possible way to cheat death.

Setup

- CAS with **Chased by Death(L&D)**, and **Self-Absorbed(Get Famous)**, **Insider(Get Together)** traits.
 - Base Game Alternative- Evil, Materialistic, and Self-Assured
- Move into an **empty lot**.
- Start with **\$1,500**. (Use money cheats to adjust.) - **alternatively: \$0**
 - (Shift+Control+C) Testingcheats on
 - money 1500
- They **must** join the **Secret Agent career (Villain branch)**.
- **No cheats** for needs, skills, or careers (except for adjusting funds at the start). No debug menu cheating.

Gameplay Rules

1. **Find a Way to Cheat Death**
 - Your empire must discover a new way to avoid dying from the **Immortality Points Chart**. Gaining 1 immortality point lets you recruit 1 new character.
 - Once a new method is obtained, **Randomize a number between 2-17** (adjust to the number of sims left to roll on).
 - The number you roll determines the **character card** you pull.

2. Recruit Your Next Household Member

- Make or download the Sim that fits the **character card**.
- **Max your relationship** with them, and then **Ask to Move In**.
- Help them build their **career, skills, or goals** according to their character card.
- Build them a **room** that reflects their skills/career.

3. Repeat Until the Household Reaches 8 Sims

Winning the Challenge

- You win when you have **8 Sims** in the household who:
 - Have **maxed** their **career, aspiration, and key skills**.
 - Have contributed to discovering **all possible ways to avoid death**.
 - Live in a **fully built home** that reflects their skills, goals, and careers.

Additional Rules & Restrictions

- Recruiting new characters should be consensual; try not to add them to the household without asking them to move in first.
- Your main Sim **cannot** form a relationship with the Grim Reaper. Romantic or friendly.
- The Grim Reaper must remain an **enemy or neutral** to your Sim.
- If a Sim **dies**, they **must** be revived or replaced by another recruit.
- The challenge **ends in failure** if your main Sim dies before the household is complete.

Immortality Points Chart:

- Ambrosia (This counts as 4 points)
 - fish tank or pond stocked with Angelfish,
 - a garden of Deathflowers,
 - and potions of youth cabinet
 - Max Cooking Skill
- Cowplant - Milk those puppies.
- Book of Life
- (Strangerville) Befriend the Mother Plant
- (Seasons) Flower Arranging - Scent an Excellent Quality arrangement with Orchids.
- (Seasons) Reward Trait on Sim #1: Storm Chaser - Death by Lightning
- (Seasons) Reward Trait on Sim #1: Heatproof - Death by Heat Wave
- (Seasons) Reward Trait on Sim #1: Iceproof - Death by Freezing Temps
- Reward Trait on Sim #1: Forever Full - Death by Starvation
- (Jungle Adventure) Obtain and carry Antidote from Selvadorada
- Complete Aspiration on Sim #1: Freelance Botanist - Death by Fire
- (Knifty Knitting) Knit Lil Grim toys
- (Horse Ranch) Stock up on Vitality Nectar
- Emotional Deaths (1 point for 1 of these)
 - Max Wellness Skill- meditation

- Vampire- Dampened Emotions
 - Calming Aura Reward Trait
 - Emotion craftables - mixology, juice fizzing, painting, gardening(Jungle Adventure)
 - Piper Reward Trait
 - Shameless trait
 - (Crystal Creations) Craft Hematite Jewelry for all household members.
 - Optional- this counts as 1 point if sim #1 has: Werewolf- Immortal Wolf
 - Optional- this counts as 1 point if sim #1 has: Vampire- Sun Resistant
 - Optional- this counts as 1 point if sim #1 has: Spellcaster: Immortality Potion/Rejuvenation
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Character Cards:

Sim #1- Leader

Traits: Chased by Death (L&D), Self-Absorbed(Get Famous), Insider(Get Together)

Career: Secret Agent Villain path

Goals: (find all ways to avoid death, at all costs)

Sim #2- Second

Traits: Materialistic, Athletic, Mean

Career: Criminal, Boss path.

Aspiration: Public Enemy

Skills: Mischief, Fitness, Handiness

Additional Rules: Must Keep on Lot: Shark or Piranha Pond (Get Famous)

Sim #3 The Thief

Traits: Kleptomaniac, Genius, Choice

Career: International Smuggler

Skills: Mischief, Rocket Science, Handiness,

Additional Rules: Must Keep on Lot: Telescope

Sim #4 The Hacker

Traits: Genius, Loner, Choice

Career: Criminal, Oracle path

Aspiration: Computer Whiz

Skills: Programming, Robotics(University)

Additional Rules: Must Keep on Lot: Robotics Station (University)

Sim #5 Mad Scientist (Get to Work)

Traits: Genius, Childish, Erratic

Career: Scientist

Skills: Logic

Additional Rules: Must Keep on Lot: Pet Cage (My First Pet Stuff)

Sim #6 The Puppet (City Living)

Traits: Outgoing, High Maintenance, Squeamish
Career: Politician, National Leader path
Life Aspirations: Perfect Host, World-Famous Celebrity
Skills: Charisma, Research & Debate
Additional Rules: Must Keep on Lot: Sauna (Spa Day)

Sim #7 The Mole (Stranger Things)

Traits: Nosey, Active, Hot Headed
Career: Military, Law or Law Enforcement
Life Aspirations: Be-friend the Mother Plant
Skills: Charisma, Logic, fitness
Additional Rules: Must Keep on Lot: Climbing Rockwall (Snowy Escape or Fitness Stuff Pack)

Sim #8 The Reaper (Life & Death)

Traits: Choice, Choice, Choice
Career: Reaper career
Skills: Thanatology
Additional Rules: Must Keep on Lot: Crow.

Sim #9: The Doctor (Life & Death)

Traits: Macabre, Neat, Choice
Career: Undertaker
Skills: Logic, Wellness, Thanatology
Additional Rules: Must Keep on Lot: Mold Lot Trait (For Rent)

Sim #10: The Gardener

Traits: Nosey(For Rent), Loves the Outdoors, Plant Lover (Enchanted by Nature)
Career: Gardener (Seasons) or sell your own plants, keep Death Flowers
Skills: Gardening, Flower Arranging (Seasons)
Additional Rules: Must Keep on Lot: Cow Plant

Sim #11: Poison Ivy (Eco Lifestyle)

Traits: Green Fiend, Slob, Loner
Career: Civil Engineer
Aspiration: Eco Innovator
Skills: Logic, Fabrication, Gardening
Additional Rules: Must Keep on Lot: Pufferfish(City Living) & Cook it, or Dumpster

Sim #12: The Greedy

Traits: Materialistic, Shady (B&H), Snob
Career: Business, own a small business or Retail store (Get to Work)

Aspiration: Fabulously Wealthy, Esteemed Entrepreneur (B&H)
Skills: Charisma, Gemology(Crystal Creations)
Additional Rules: Must Keep on Lot: Wishing Well(Romantic Garden Stuff Pack)

Sim #13: The Player

Traits: Romantic, Jealous, Choice
Career: Romance Consultant(Lovestruck)
Aspiration: Villainous Valentine
Skills: Romance
Additional Rules: Must Keep on Lot: Murphy Bed (Tiny Living)

If you roll an Occult sim, you may turn any of your existing sims or create a sim to focus on their occult skills.

Occult Sims:

#14 Werewolf: Immortal Wolf

#15 Vampire: Sun Resistant

#16 Spellcaster: Immortality Potion

#17 Dastardly Fairy

Death List (& additional ways to gain points):

- Aging
 - Vampirism
 - Wishing well
 - Immortal Wolf
 - Potions of Youth
 - Ambrosia
 - Potion of rejuvenation
 - Age-Away serum
 - Essence of Life
 - Lil' Grim Doll
 - Vitality Nectar
 - Flower arrangements- sent with orchids
 - Immortality Potion
 - Befriend mother
- Cow plant
 - Don't eat the cake
 - Eat sims to get Potions
- Drowning


- Max Fitness skill
- Immortal wolf
- Never Wary- reward trait
- Emotional Deaths (1 point for 1 of these)
 - Max Wellness Skill- meditation
 - Vampire- Dampened Emotions
 - Calming Aura Reward Trait
 - Emotion craftables - cow plant, mixology, juice fizzing, painting, gardening.
 - Piper Reward Trait
 - Shameless trait
- Electrocution
 - Max Handiness skill
- Fire
 - Max Cooking skill
 - Luck system- good luck charms
 - Tip: Fire prevention system
 - Freelance botanist reward trait -naturalist
- Hunger
 - Deliciousioso spell
 - Hardly hungry reward/ forever full
 - Hire a butler
 - Become a Vampire or Fairy
- Consumed by Mother
 - Befriend the mother plant
- Swarmed by flies
 - werewolf- clean self
 - vampire- odorless
 - reward-trait antiseptic
- Fell from heights
 - Max rock climbing skill
- Heart Break
 - Twisted Heart aspiration trait
- Freezing
 - Iceproof reward trait
 - Cold accumulated
 - Honey
- Overheating
 - Honey
 - Heat-proof reward trait
 - Heat accumulated
- Poison
 - Get the Salvadorada cure
- Spellcaster Overcharge
 - Charge control

- Familiars
- Vampire Sunlight
 - Sunlight resistance
 - Sunlight reversal cocktail

Unpreventable Deaths (No traits or perks prevent these- only active gameplay can prevent these)

- Urban Myth
- Vending Machine
- Spa Sauna Steam
- Pufferfish
- Rabid Rodent Fever
- Killer Rabbit
- Killer Chicken
- Lightning
- Mold
- Murder of Crows
- Meteor
- Old Age Exertion
- *Beetle Juice*
- *Murphy Bed*
- Stink Capsules


Sim #1
THE LEADER



Traits: Chased by Death, Self-Absorbed, Choice
Career: Secret Agent, Villain path
Goals: (Find all ways to avoid death)

Add to Lot:
Shark Pond


Sim #2
THE SECOND



Traits: Materialistic, Athletic, Mean
Career: Criminal, Boss path
Aspiration: Public Enemy
Skills: Mischief, Athletic, Handiness

Add to Lot:
Shark Pond


Sim #3
THE THIEF



Traits: Kleptomaniac, Genius, Choice
Career: International Smuggler
Skills: Mischief, Rocket Science, Handiness

Add to Lot:
Telescope


Sim #4
THE HACKER



Traits: Loner, Genius, Choice
Career: Criminal, Oracle Path
Aspiration: Computer Whiz
Skills: Programming, Robotics

Add to Lot:
Robotics Station


Sim #5
MAD SCIENTIST



Traits: Childish, Genius, Erratic
Career: Scientist
Skills: Logic

Add to Lot:
Pet Cage


Sim #6
THE PUPPET



Traits: Outgoing, High Maintenance, Squeamish
Career: Politician, National Leader
Aspiration: Perfect Host, World-Famous Celebrity
Skills: Charisma, Research & Debate

Add to Lot:
Sauna


Sim #7
THE MOLE



Traits: Nosy, Active, Hot-Headed
Career: Military, Law, or Law Enforcement
Skills: Charisma, Logic, Athletics

Add to Lot:
Rock Climbing Wall


Sim #8
THE REAPER



Traits: Choice, Choice, Choice
Career: Reaper
Skills: Thanatology

Add to Lot:
Grim Ascendant Crow


Sim #9
THE DOCTOR



Traits: Macabre, Neat, Choice
Career: Mortician
Skills: Logic, Wellness, Thanatology

Add to Lot:
Mold Lot Trait


Sim #10
THE GARDENER



Traits: Nosey, Loves the Outdoors, Choice.
Skills: Gardening.
Aspiration: Seeker of Secrets

Add to Lot:
Cow Plant


Sim #11
POISON IVY



Traits: Slob, Green Friend, Loner
Career: Civil Engineer
Aspiration: Eco Innovator - Cancel Sims
Skills: Logic, Fabrication, Gardening

Add to Lot:
Pufferfish

Sim #12
THE GREEDY



Traits: Materialistic, Snob, Shady
Career: Business, Own Small Business or Retail Store
Aspiration: Eco Innovator - Cancel Sims
Skills: Charisma

Add to Lot:
Wishing Well

Sim #13
THE PLAYER



Traits: Romantic, Jealous, Choice
Career: Romance Consultant
Skills: Romance
Aspiration: Villainous Valentine

Add to Lot:
Murphy Bed

Sim #14
THE WEREWOLF



Goals: Immortal Wolf Reward Trait

Sim #15
THE VAMPIRE



Goals: Master Vampire
Skills: Vampire Lore

Sim #16
THE SPELLCASTER



Goals: Immortality Potions

Sim #17
THE FAIRIE



Goals: Dastardly Fairy