



Collectibles Rework



REQUIRES THE [XML INJECTOR MOD](#)!

Collectibles (Rock Digging) Rework (Slower/Harder)

I made a tuning mod which overrides some interactions and objects to makes collecting a little bit harder because making money in sims 4 is way to easy.

How this Mod works:

You'll not always get Collectibles. There is a chance to get a Bottle instead which you can sell for 1\$.

For digging the weighting is: Crytsals etc. = 6, Treasure Map = 1, Bottle = 8

For digging deeper the weighting is: Crytsals etc. = 2, Bottle = 1

For digging even deeper the weighting is: Crytsals etc. = 5, Bottle = 1

The chance to get a Bottle when digging is higher, but the deeper you dig the higher the chance to get something with value.

What else is changed:

- Added two more options for digging "Dig deep" & "Dig even deeper". See below for more infos.
- Changed the Animation to the weeding Animation (see Picture) because the original digging animation didn't fit anymore. It looked weird when the sim digs for 3mins and then stands anround for the rest of the time
- Changed the money loot you get when you sell Collectibles to the Simsonian Museum (150-250\$ to 300-500\$; 750-1250\$ to 2.250-3.750\$; 1.500-2.500\$ to 7.500-10.000\$)
- The Time Capsule itself, the Treasure Map and broken Fossils are set to 0\$
- Digging in Sixam World/ Jungle Adventure Vacation World/ Scientist Career Lot not affected
- Crystal Creations DLC: Adjusted Recipes for Jewelry to fit the new Values of Crystals etc more

Dig:

Digging time changed to 30-45 min (default ~5min)

Rewards can be Treasure Maps and all common Metals, Fossils, Crystals with no price changes.

Dig deep:

Digging time changed to 90-120 min (default ~5min)

Rewards can be all uncommon Metals, Fossils, Crystals with the following price changes.

Metals

Crytunium – old price 75 ~ new price 375

Death Metal – old price 60 ~ new price 300

Flamingonium – old price 75 ~ new price 375

Ironyum – old price 80 ~ new price 400

Simtanium – old price 90 ~ new price 450

Socialite – old price 80 ~ new price 400

Gold – old price 85 ~ new price 425 (Crystal Creations DLC)

Crystals

Amethyst – old price 55 ~ new price 275

Diamond – old price 90 ~ new price 450

Fire Opal – old price 70 ~ new price 350

Hematite – old price 60 ~ new price 300

Shinolite – old price 75 ~ new price 375

Simanite – old price 60 ~ new price 300

Amazonite – old Price 85 ~ new Price 425 (Jungle Adventure DLC)

Moonstone – old price 75 ~ new price 375 (Crystal Creations DLC)

Refined Crystals (Jungle Adventure DLC)

Refined Amethyst – old price 150 ~ new price 330

Refined Diamond – old price 150 ~ new price 540

Refined Fire Opal – old price 150 ~ new price 420

Refined Hematite – old price 150 ~ new price 360

Refined Shinolit – old price 150 ~ new price 450

Refined Simanite – old price 150 ~ new price 360

Fossils

Prehistoric Bird – old price 75 ~ new price 375

Fossilized Udder – old price 85 ~ new price 425

Perfectly Pr. Mustache – old price 100 ~ new price 500

Fossilized 3 Toed Footprint- old price 95 ~ new price 475 (Jungle Adventure DLC)

Fossilized Crocodile Jaw – old price 110 ~ new price 550 (Jungle Adventure DLC)

Dig even deeper:

Digging time changed to 180-240 min (default ~5min)

Rewards can be all rare Metals, Fossils, Crystals with the following price changes

Metals

Literalite – old price 125 ~ new price 1250

Furium – old price 140 ~ new price 1400

Romantium – old price 150 ~ new price 1500

Sadnum – old price 155 ~ new price 1550

Rose Gold – old price 150 ~ new price 1500 (Crystal Creations DLC)

Crystals

Jet – old price 140 ~ new price 1400

Jonquilyst – old price 145 ~ new price 1450

Plumbite – old price 160 ~ new price 1600

Rainborz – old price 150 ~ new price 1500

Alexandrite – old price 155 ~ new price 1550 (Jungle Adventure DLC)

Amber – old price 175 ~ new price 1750 (Crystal Creations DLC)

Refined Crystals (Jungle Adventure DLC)

Refined Jet – old price 250 ~ new price 1680

Refined Jonquilyst – old price 145 ~ new price 1740

Refined Plumbite – old price 160 ~ new price 1920

Refined Rainborz – old price 150 ~ new price 1800

Fossils

Fossilized Whatzit – old price 175 ~ new price 1750

Pre-Pre-Pre Sim Head – old price 225 ~ new price 2250

Fossilized Alien Skull – old price 250 ~ new price 2500

Fossilized Simian – old price 200 ~ new price 2000 (Jungle Adventure DLC)

Alien Collectibles (Get to Work DLC)

Alien 1 old price 80 ~ new price 2000

Alien 2 old price 80 ~ new price 2000

Alien 3 old price 80 ~ new price 2000

Alien 4 old price 200 ~ new price 5000

Alien 5 old price 90 ~ new price 2250

Alien Terrarium 1 old price 210 ~ new price 5250

Alien Terrarium 2 old price 300 ~ new price 7500

Alien Terrarium 3 old price 215 ~ new price 5375

Alien Terrarium 4 old price 350 ~ new price 8750

Alien Terrarium 5 old price 105 ~ new price 2625

SpaceRocks 1 old price 275 ~ new price 6875

SpaceRocks 2 old price 95 ~ new price 2375

SpaceRocks 3 old price 145 ~ new price 3625

SpaceRocks 4 old price 200 ~ new price 5000

Dig for treasures:

Digging time changed to 60-90 min (default ~5min)

Rewards are Time Capsule, Voodoo Doll and **6 new surprise Treasures**

Mod Support available via my Discord:

<https://discord.gg/KpZsvRM>