

# The Challenge

The Apocalypse Challenge has many restrictions and is, by design, extremely difficult in the very beginning. The way you make life easier for yourself is by having Sims reach the top of careers. Each career branch has its own set of restrictions tied to it. You must abide by all of those restrictions.

However, once a Sim reaches the top of a career branch, the restrictions related to that career branch are lifted. You no longer have to obey them. Even if that Sim quits their job, the act of reaching the top level of a career will permanently lift that career branch's restrictions.

There is a catch, however. Only one set of restrictions may be lifted per Sim. Even if you can get them to the top of more than one career in their lifetime, only the first one counts towards completing this challenge. This includes teenage careers. If a Sim reaches the top of a teenage career, they are unable to lift any restrictions related to a future adult career.

The challenge ends when every set of restrictions has been lifted. Your "Score" is the number of Sim days it takes you to accomplish this feat, with the fewer days taken being a better score (like Golf).

# Universal Rules

These rules are always in effect and are not tied to any careers. These rules cannot be 'lifted' and must be followed during the entire challenge.

1. No cheats, custom content, or mods that would give you an unfair advantage over someone who didn't have them. The Move Objects cheat is allowed, but restricted by a career-specific restriction that must be lifted before you can use it.

2. You may not age up sims early.
3. You may not adopt infants or children.
4. Play on normal lifespans.
5. You must follow all career-specific restrictions until a Sim reaches the top of that career, at which point the actions and objects previously forbidden by the restriction are now allowed for all sims in the household.
6. You may only play your Apocalypse family in the neighborhood and they may not move to new lots during the challenge.

## Getting Started

You start with a single founder Sim. Unlike the Legacy Challenge, this may be ANY sim, young adult or older. This may be a previously played sim with skill points, perks and other advantages. You may download this Sim from the gallery or use your own. In fact, if you're looking for some very well bred sims, I would suggest downloading a [#WonderChild](#). If a downloaded sim comes as part of a larger household, simply split them off.

Your founder must be moved into an empty lot, but you may choose any empty lot you want in any neighborhood. You may demolish a pre-existing house if you happen to want the lot it was sitting on. (Oasis Springs is suggested as it fits with the theme of the challenge better, but there is no rule requiring it)

Once moved into the lot, your Sim must quit any job they were previously part of. If they were at the top of a career, it does not lift the restrictions associated with that career, nor does it bar them from re-taking that same job. Once a sim has no career and is the only sim on the empty lot, the challenge begins and all of the career-specific restrictions go into effect.

# The Career Specific Restrictions

## Tech Guru - Startup

The world has pretty much given up on the city as a lost cause. A few humanitarian suppliers risk the journey in, but they only offer the most basic and meager of furnishings. The region used to be host to some high tech industry, but all of that is abandoned. The little luxuries in life are the last thing on everyone's list.

Only the worst version of any item class may be purchased or used. For the purposes of this restriction, single and double beds are two different item classes. If another restriction outright restricts an entire item class, that restriction takes priority until it is lifted, even if you lift this restriction.

(Essentially, you can only use the item of each category with the worst stats. If more than one item shares the equally low stats you may choose between them. If an item class has no stats at all (Like doors) You may use any item in that class.

### Completion

*With a little legal maneuvering and some keen technical know-how, your Sim buys up and revives the previously abandoned high-tech factories in the area. Items made of better materials and constructed using advanced engineering techniques now become available in the region.*

## Tech Guru – eSport Gamer

*Sure, we have computers now, but the old video games don't work on the new machines. Sim's are left to try to build their fun the good ol' fashioned way. . . reading. Wait what did you think I was going to say?*

No video gaming or video game consoles. No whimsical electronics like LinzE, etc.

*Sure enough, we knew that with computers back video games weren't far behind! With video games as good as these, we can start to forget we're still in an apocalypse!*

## Business – Investor

*Commerce and trade used to be a cornerstone of the Glassbolt region. All of that is in shambles now. While there are some companies importing some basic survival items into the region, nobody is bothering to try and export anything. The assumption that there is nothing of value to export and that whatever is exported might be tainted with the lingering radiation means that nothing of value is leaving the region, and very little money is flowing back in.*

You cannot sell Buy/Build mode items or collected/harvested items. Cannot do any interactions with the Geo Council for found items. Cannot publish books (You may self-publish) or songs. Cannot write and sell Jingles.

### Completion

*The region is ripe with opportunity and your Sim sees this. Flush with cash and strong with clout, your sim convinces a major shipping company to invest in the region, publishing the stories of the survivors, buying excess goods to re-sell as “Survivor Vintage”, and to labs for scientific study. While the new company makes a mint on this new opportunity, it also opens the door for some much needed cash to flow into the pockets of those living there. A true win/win for everyone involved.*

## Business – Management

*It is amazing that some companies have remained in the region. But it soon becomes clear that most of them are taking advantage of the situation and labor standards are being ignored to the detriment of the workers. With unemployment so high, bosses feel free to use and abuse their workers and fire them on a whim knowing they can be easily replaced.*

You may not take any days off, either as vacation OR family leave. If your Sim misses work, is late for work or leaves work early they must quit the job and may not re-take the same career ever. If a Sim voluntarily quits their job, or switches to a new job, that Sim may never re-take their old job. Elder Sims may not retire. Sims cannot ‘play hookey’. These restrictions do not apply to the grade school or high school “careers” but DO apply to any after-school teenage careers taken. While at work, you must choose either work normally or “Work Hard” as your Sim’s work mode and may not choose any other work modes.

Note: Sims who have the “Professional Slacker” trait are exempt from this restriction

### Completion

*Haven risen through the ranks of the business world, your Sim declares that the practice of mistreating workers must end. Your sim's company has enough business and legal connections to other businesses in the region and pressures other businesses in the region to do the same. Working conditions for everyone improve overnight.*

## Culinary – Chef

*The destruction in the region has cut gas lines and made the electricity grid very unstable. As a result, gas and electrical appliances can't be relied on to cook and preserve food. The citizens of the area are forced to resort to more primitive cooking methods and living off the land to stave off starvation.*

You may not purchase, place, or use any refrigerators, stoves, ovens, or microwave ovens or coolers. Non-fish items may not be cooked on grilled on fire pits. If you do not have the [Outdoor Retreat game pack](#), you may make non-fish items on the grill, but must move a fish in your inventory to the family inventory each time you cook a meal.

### Completion

*After breaking the Simmish Book of World Records for hosting the largest soup kitchen for the region, your culinary master Sim attracts the attention of the world's most famous chefs. Seeing the plight of the region they form the global food fund to ship truckloads of fresh food to the region as well as repair the gas lines and electrical infrastructure, allowing the people of the region to once again make and eat good food.*

## Culinary – Mixologist

*There is something in the water. In fact, there is something in all liquids that are made in the region. The radiation in the air seems to easily trickle into liquids making drinking anything a risky and unhealthy affair. Only the juices and liquids locked in fresh food seem to be safe, which is just enough to stave off total dehydration.*

Sims may not drink any drinks made at a bar. They may not drink any Lifetime Happiness reward potions. They may not have drinks from a fridge or cooler and cannot brush their teeth at a sink. Newborns may not be bottle-fed. Your Sim may make drinks to practice, but you must throw them out.

### Completion

*After ages spent mixing drinks, trying to make something drinkable, your master Mixologist sim stumbles on a genius drink mix that, when added to any liquid, neutralizes the radiation and renders the liquid safe to drink. Cheap and easy to make, your Sim distributes this miracle drink mix to the whole region, allowing Sims everywhere to raise a glass and drink to their health.*

## Astronaut – Space Ranger

*The radiation cloud released by the meltdown has taken the form of a dark and grim cloud, blocking out much of the sky and sunlight. The presence of the cloud makes sleeping outdoors unsafe and the lack of sunlight sets the entire region on edge, unable to appreciate the beauty of many objects around them.*

All objects must be covered by four walls and a roof and sims may not sleep outdoors. Sims may not travel to or vacation in Granite Falls (If you have the [Outdoor Retreat Pack](#)). Sims may not stargaze or cloud watch or use the telescope to watch the sky. You may not enable the mood auras on any mood aura objects. Tents may not be used. Mailboxes, Outdoor trash cans and rocket ships are all exempt from the “Must be covered by 4 walls and a roof” rule.

### Completion

*With a heroic mission in low orbit, your brave space ranger sim is able to harness the power of the solar winds to pull the radioactive cloud out of the atmosphere and send it into space, clearing the sky and letting the region breathe a little easier and actually see the sun once in a while.*

## Astronaut – Interstellar Smuggler

*The prototype designs for the next generation of objects was stolen from the region’s high tech industrial sector during the chaos and confusion of the meltdown. The knowledge of how to make those unique and special objects has been lost. Worse still, the blueprints for do-it-yourself improvements are missing, rendering the handysims of the region clueless on how to improve the functionality.*

Cannot place, sell, or use career reward objects. May not upgrade any objects other than rockets.

### Completion

*While your Interstellar Smuggler went on an epic quest to steal back the stolen plans, their efforts were ultimately in vain as the thieves were found dead and the laptop with the stolen plans broken beyond repair. Luckily all the gadgets, trinkets and high tech modifications your Sim developed while*

*preparing for their mission were more than enough to replace the knowledge lost. Your Sim releases the plans to the region for all to use.*

## Painter – Master of the Real

*Art has taken a back seat to survival. Who wants to look at drawings when one doesn't know where their next meal will come from? Anyone who had artistic talent in the region has forgotten how to make emotionally powerful objects.*

Your Sims may not paint mood-aura paintings. Handysims may not create emotional aura items on the workbench. (Items with just a plain environment score are not considered emotional aura items) Authors may not write emotional books.

### Completion

*Your Master of the Real realizes how to break through the tragic haze in the region and once again master their emotions and put that mastery into their creations allowing the region's art scene to be revived and develop a unique style of its own.*

## Painter – Patron of the Arts

*The outside world is largely cut off from those in the region. Given that there is no market for works of art within the region itself as your fellow survivors care more about food and shelter than pretty pictures, even the greatest masterpiece will go unheeded and the greatest artists unrewarded for their work.*

You may not sell any Sim-produced objects. May not self-publish books

### Completion

*Having attracted the attention of major international art gallery using their connections, your Sim establishes an art auction house where the artists of the region can go to get real money for their works of art. There is a robust market for creations from the region as suffering and struggle felt by the artists of the region make for very memorable and valuable creations.*

## Writer – Author

*The libraries and the bookstores are gone. Only stray books can be found these days. If your Sim wants to read more than the handful of books that come with new bookshelves, they had better hope they know a local author or write one themselves.*

You may not order books from bookshelves or online, and may not visit library lots (even if visiting other lots is otherwise allowed).

### Completion

*The written word is indeed powerful and your prolific author has penned enough books to restock the entire region and setup an ordering service for sims to buy books from the outside world. The money earned from all this is used to rebuild the regional libraries.*

## Writer – Journalist

*The state of the region is terrible. The sanitation system is in ruins, medicine is scarce and the worst part is...the rest of the world doesn't realize how bad it is. Rather than properly investigate the region, the major media outlets of the world have largely glossed over the events in Glassbolt. The rest of the world doesn't know how bad it actually is and because of this few seem eager to lend a hand.*

You may not purchase or use showers, tubs or, shower/tub combinations. When Woohooing, if the "Try for baby" option is available, you MUST choose it rather than Woohoo. May not 'take pregnancy test' on a toilet.

### Completion

*Your crack investigative journalist Sim manages to do a stellar piece. Gathering photos, quotes, events, and evidence of exactly how bad things have gotten in the region. They then release this to the world. International aid organizations spring into action. Doctors come to help out the sick and provide much needed pharmaceutical items, including birth control and pregnancy testing items. A joint effort quickly repairs the sewage and water sanitation systems, allowing clean...ish and free flowing water to return to everyone still living in the area.*



## Secret Agent – Diamond Agent

*The radiation released by the meltdown wasn't just your normal, run-of-the-mill radiation. The plant was experimental and the resulting radiation has had some...unique effects on those who were near the power plant when it blew. Zombies. And not just regular zombies, but RADIOACTIVE zombies roam the major streets. It is unclear what makes them tick or what they are after, but it is not safe to travel between neighborhoods, lest the zombie hordes get you. The thread of zombies have made people paranoid about letting anyone into their homes.*

Sims may not visit community lots or enter neighborhood houses (They may still wander their local neighborhood, as long as it doesn't cause a loading screen. This does not prevent Sims from leaving for work. May not move sims out of the household (Besides your initial imported family to slim it down to 1 member if needed)

### Completion

*After infiltrating the zombie hordes and doing some acts of seduction that your Sim would rather not talk about, your Diamond Agent Sim finds the source of the zombies' power. The Evil Dr. Vu is controlling them and using the nuclear disaster as a cover. After destroying Vu's nefarious device, the zombies all return to normal, leaving the streets clear and neighborhoods safe.*

## Secret Agent – Villain

*Something must have snapped in the mind of Glassbolt's mayor. When the meltdown took the life of his pet llama, the mayor went a little insane, enacting bizarre zoning laws and mobilizing the region's fire and police forces to enforce them while ignoring the suffering and other problems that a police force might otherwise be able to help with.*

When you start the challenge, you must choose an 8X8 square on your lot. You may only build in this area. Nothing may be placed outside the 8X8 area. You may not sell or delete urns or gravestones or 'release spirit'.

### Completion

*Your villain, aggravated by this insane and clearly incompetent mayor's rules, has decided to take down the figure of authority and seize power for his or herself. Through some careful manipulation from the shadows and some very good use of minions and henchmen, your Sim manages to stage a little 'accident' for the mayor mere minutes after being named deputy mayor themselves. While there isn't exactly a lot of wealth and power to be gained from ruling a devastated region, at least your Sim*

*can do away with the previous mayor's silly laws while they ponder ways to exploit their new-found authority.*

## Entertainer – Musician

*The people of the region have difficulty relaxing. Living in a nuclear hell-hole has a way of keeping you focused on the here and now. Music is seen as a waste of time and the local radio stations have all been destroyed in the disaster. People seem more set in their ways and stubborn to try new things or give into their changing impulses.*

Sims may only "Practice" instruments, and may not do any other interactions on them. They may not purchase or use any kinds of radios or stereos. You may not change a Sim's aspiration, even if they have completed it (Other than the forced change going from childhood to teenager). You may not cancel whims.

### Completion

*With your Sim filling the air with beautiful music, the people of the region are inspired to rebuild the radio stations just so they can hear your Sim play. Hope is renewed and people feel more at ease and flexible in how they approach life.*

## Entertainer – Comedian

*The people of the Glassbolt region are a depressed group, and rightfully so. But depression feeds more depression and people become more hesitant to gather together or even look at themselves in a mirror. Nobody laughs or feels they can make merry and everyone is on edge.*

Sims may not throw parties and may not go on dates. They may not invite other Sims to their lot. They may only invite in one Sim per generation to join the household. Sims may not use mirrors.

### Completion

*With a star comedian touring the region, the people of Glassbolt learn to laugh again even at themselves. People may still look like hell, but at least they are more comfortable joking about it. With everyone being a lot less self-conscious, people once again gather for events and are more comfortable joining others.*

## Criminal – Boss

*The one thing that wasn't destroyed by the blast was the local mob. With law enforcement severely weakened and unable to maintain order, the mob has volunteered itself to 'protect' the residents. The upside is that burglaries are non-existent. The downside is that this 'protection' has a price – everythMing you made that week. Residents are in such bad shape, that saying 'no' is not an option.*

Whenever you are due to pay bills, pay them (if able) and then reduce your household funds to \$0 using the money cheat. (Open cheat console with ctrl-c then enter 'Testing Cheats on' without the quotes and hit enter. Then 'Money 0' without the quotes and hit enter). You may not spend any money while you have outstanding bills or once the mail carrier appears on the lot until the bills are paid and the household funds reduced to 0.

### Completion

*Beating the mob is not an option, but if you can't beat them, join them. As the big boss in charge, the mob plays by your Sim's rules. And their rules say 'no protection payments are to be drawn from my family for life'. And when the boss speaks, the goons listen.*

## Criminal – Oracle

*Things are bad, but they seem almost artificially bad. As if the universe was conspiring against the people of Glassbolt at the whim of some cruel otherworldly power. Sadly, the people of Glassbolt are powerless to act upon this paranoid feeling and must go about their lives.*

Sims may not use the move objects cheat. You may not download or import any Sims from the Gallery or place any Sims into the neighborhood (other than your founder at the start of the challenge). You must use the money cheat to remove any money brought in by a spouse moving in (if they bring any money in).

### Completion

*Your master hacker Sim manages to tap into the matrix. They almost go mad from the revelation. They are just a simulation, a computer program. And the state of the region is that way because of some 'challenge' being played. Unable to escape from the simulation, the oracle finds little ways to get ahead and manipulate their player's computer to make things easier for their family.*

As an added bonus, upon lifting the Oracle restrictions, you may legally use the "Kaching" cheat once per Sim day (Other money cheats are still restricted)

## Athlete – Professional Athlete

*People feel hopeless in the region. The bare minimum is done and nobody thinks they can aspire to greatness. “Good Enough” is the attitude of the day and people think the days of role models and heroes is over.*

You may not purchase any reward traits for your Sims.

### Completion

*After your professional athlete Sim organizes a brand new sport, “Glassbolt Ultra Caber Toss” in the ruins of the old Glassbolt Stadium, people from around the region come to either play or cheer on their favorite local teams. Heroes and sports idols emerge once again and people feel encouraged to give 110% and make themselves even better.*

## Athlete – Bodybuilder

*The wave of radiation produced by the power plant turned many people into zombies. Those not turned into zombies found themselves severely weakened. Muscles can barely lift what they used to and people struggle just to stand, let alone haul heavy loads or lift heavy objects.*

You may not move or sell any objects that have a footprint larger than 1×1 once they are placed and build/buy mode is exited. Cannot carry more than one stack of objects in personal inventory at a time. You may not remove any items out of family inventory, regardless of size. (You may place items into it, but they may not be brought back out until this restriction is lifted)

### Completion

*Your bodybuilder and personal trainer Sim devises a rigorous alternate-day body bulk-up routine designed to take make the meek and the weak into the MIGHTY! Organizing a regional gym, your Sim spends their day whipping everyone in the region back into shape.*

## Teen Career – Babysitter

*Modern parenting techniques have fallen by the wayside. Simply feeding and protecting a Sim's child is hard enough, so no effort is given to raising them and shaping them into a proper citizen of the future.*

You must use the [random trait generator](#) to pick personality traits whenever an infant/child/teen ages up in the household and gains a new personality trait. You must also follow the random generator's result when choosing a childhood or adult aspiration when aging up an infant to child or child to teen respectively. You may not use music or fruit to influence the gender of an unborn baby.

### Completion

*With your young Sim's new and revolutionary post-apocalyptic childcare techniques, children can once again be encouraged and shaped into little angels....or devils depending on what the parents deem is good behavior.*

## Teen Career – Fast Food Employee

*The modern convenience of fast food has all but vanished overnight. Being able to find enough normal food is now the order of the day. None of the major food chains has any plans to try and return to the region.*

May not use the "Quick Meal" option on a fridge or cooler. May not order chips from a bar. May not order pizza.

### Completion

*After rebuilding a local pizzeria from the ashes of one that had collapsed, the global pizza chain "Little Napoleans" sees a viable market for their product. They make your teen Sim a new franchise owner and start shipping in pizza supplies and other snacks by the truckload, returning fast and yummy food to the region.*

## Teen Career – Manual Labor

*Look someone has to do this job, I just don't want it to be me! Too bad you can't find anyone who wants to work these days! From servers to comedians to musicians to farm workers, there's a big gap in the labor pool.*

Cannot hire roles for parties. Cannot (Hire \$100) interaction. Cannot take gig work. Must have Simple Living Challenge.

*After a few willing sims started to get the hang of picking up a job here or there, gig work and manual labor is back on the menu boys!*

## Teen Career – Retail Employee

*The downtown shopping center has been picked clean and the local mall looted. You can still \*get\* things, you just need to know when the weekly swap meet is. While there is a local market that has sprung up from the ashes of the old one, it is only open once a week. If you need something any other time, you are out of luck.*

You may only purchase/build new objects in build/buy mode on Sundays. You may only “replace” broken objects on Sundays. (Brand new games should start on a Sunday, allowing you to get your initial house established). You may not use plan outfit to change a sim’s wardrobe.

### Completion

*With sharp organizational skills and lightning-fast fingers at the checkout line, your teen Sim helps the local market keep itself open 7 days a week. Supplies might still be limited but convenience is back, and with a smile!*

## Teen Career – Barista

*With the water supply tainted in the region, the last thing people want is a hot cup of coffee or tea. Even if they did, supplies of coffee and tea to the area have halted and aren’t showing any signs of returning.*

You may not purchase or use any coffee or tea related items. May not purchase or use the lump of clay object.

### Completion

*Between school and work, having no source of caffeine is NOT acceptable to your Barista sim. They engineer a clever little water filter that makes water potable, but sadly only when used for coffee or tea. A more potent purifying method will be needed to make other liquids safe to drink. With this problem solved, the natural order is restored and hundreds of coffee shops appear out of the blue overnight.*

# Bonus Careers

## Detective

*Crime is Rampant! (It's the apocalypse, what did you expect??) It seems like no matter what you do, someone is stealing from you every week!!*

Every Sunday roll a D20 and add two 00s to be "stolen" from your funds every week. If you do not have the funds, you must sell an object and take the sale funds from your money. Add a Zero each if Crime Boss, Interstellar Smuggler, or Villian has already been completed.

### Completion

*Enough is Enough! If no one else will hold these thieves accountable, you will! Upon completing the detective career, detective agencies pop up all over the Sim Worlds, and rampant arrests drive crime away!*

## Doctor

*Injuries, illnesses and the decay of the human body (plus radiation and decades of poisoning, thanks Exxon) your sims don't have the long and fruitful lives they used to!*

Sims no longer survive until old age, and must move onto the after life before becoming an elder. Sims who max out Fitness, Wellness or Herbalism are exempt, thanks to their very useful life prolonging skills.

*After dedicating your life to healing, you spread your knowledge far and wide! With a bit of exercise, stress-management, and natural remedies, simmies once again start to enjoy long full lives.*

## Scientist

*What's that? The grid's down again? Unfortunately electricity is slipping away from common knowledge, and it seems like the more often the grid goes down, the longer it stays down. I bet if we had some better brains on the job we could figure this out.*

All lots must have the Off The Grid Challenge.

*Eureka! It only took an entire career's worth, but you've finally discovered the secrets to easy clean electricity for all!*

## Critic - Arts

*Everyone knows there's no such thing as bad publicity, which is great, except when there's no publicity at all! Without someone to tell us what's good and what's bad and where to go and what to try, there's not much you could say we all agree on.*

Businesses cannot advertise. Cannot use the fame system. Cannot celebrate the New Show Premiere Holiday.

*With a keen eye and a bit of word of mouth, beauty - and well known name - is back in the simsverse. We can certainly all agree that Baily Moon - wait what's that? You're already fighting?*

## Critic - Food

*Sure, your mom was raised under "it's what we have, or you can have sleep for dinner again" but food is a bit more abundant these days. Now we at least have a difference between "yeah that's edbile" and "now that's decent food." Someone ought to spread the word and set some standards.*

Cannot have restaurants, bars, karaoke lounges, lost must have the Grody challenge.

*With a clear voice setting trends and demands for the town, a food scene pops back up!*

## Politician

*Without a clear voice to guide society, things we once took for granted - like roads and commerce - are a little less regulated.*

Cannot leave the world. Cannot vote on any NAP. Cannot open a business.

*Finally! A little bit of societal structure! Look at what a little organization can do for a sim world.*

## Politician - Charity Organizer

*When everything started falling apart, people waited for Red Plumbob and Simsicorps and all the others to rescue sims stranded and suffering. It was only when these organizations didn't come that Sims realized they were in the apocalypse and on their own.*

All lots must have Volcanic Activity, Quake Zone, and Wild Foxes Challenges

*Finally a Sim with the ability to get from the Haves to the Have-Nots! The charities are back, lending a helping hand to help restore order!*



## Social Media - Internet Personality

*[Only Available After Completing Tech Guru - Startup] There's still a sour taste of corporations sharing a Sim's private data, but many Sims remember legends of Sims striking Gold by becoming a big name on Social Media! Why, there's still stories of a Sim called Kris and her stories of a kid named Riley and her mutated tiny hand, or something like that. . .*

Sims cannot attend community pop up events (Fenwich Fair, Flea Market, Romance Festival, Snow Festivals, etc.), even if they could otherwise travel to that neighborhood. (They can if they otherwise happen to be in the neighborhood)

## Social Media - Public Relations

*[Only Available After Completing Tech Guru - Startup] Now that the internet is up and running again, we as society have to decide what we're okay with when it comes to businesses and a Sim's private information (looking at you Simstagram!). And without someone to convince the public corporations are good again, internet commerce remains stale.*

Sims cannot use social media, browse the web, take photos or selfies, or use Plopsy.

*After a lot of elbow grease, Sims are once again comfortable with sharing their lives and money online! Hooray for the internet!*

## Gardener

*With the great apocalypse came another great loss - knowledge, specifically the knowledge of plants. And our young techie simmies are slowly learning that a plant doesn't grow just because you put a seed in dirt. Thank goodness there's still stuff growing wild.*

May not plant, grow, graft, take samples of, or level up plants. You may not hire maids or ranch hands. (You MAY harvest 'wild' plants, and ONLY wild plants)

*With the knowledge of nature once again in hand, sims start to plant thriving gardens on every corner!*

## Actress/Actor

*Once upon a time, it seemed like the entertainment options were endless. Now? Well, there's no one to make new movies, and as it turns out, the same one channels seems to play a lot of reruns.*

No TV, no TV Show Premiere Holiday, cannot busk for tips.

*A few brave souls with good stories to share brought movies back to Sims! And now these thankful sims are willing to throw a few simoleons on to good performers!*

*As an added bonus, add a Movie Theater lot to your neighborhood/world/game.*

## Military - Covert Operator

*The Govt has some special secrets regarding the hoarding zombies, but they need someone special to do a deep dive.*

Download 24 zombie sims from the gallery and add them to your worlds. If your sim has a conversation with these zombie sims they're bit and die within the next few days unless they get medicine.

*After revealing Dr. Vu's plot, the zombies no longer pose a threat.*

## Military - Officer

*The Zombie Horde is upon us. The military is recruiting as many sims as possible to keep the flesh eaters at bay. And until the horde is gone, your sims lives are a bit more interesting. As an officer, the predominant concern is to keep the public safe and direct the troops. It just seems the current officer's ideas of safety are a bit strict.*

All lots must be fenced. You cannot leave the lot at night. You cannot visit a community lot unless it is protected by a fence. You cannot cross Bridges or Bodies of Water. You cannot nap in public.

*With a bit of better management, you've managed to make it restore a bit of normalcy to your sim's lives.*

## Conservation - Environmental Manager

*The problem with the Apocalypse, everyone's too worried about finding food and water to worry about the planet literally burning around them! Hopefully all this lack of conservation won't cause even more problems. . .*

Cannot use Eco-Friendly appliances or off-grid options, cannot vote for Green NAPs, cannot dispose of trash plants, all lots must have Creepy Crawlies and Reduce Reuse Recycle traits, all community lots must have the Landfill trait if applicable.

*Thankfully someone has decided to spearhead the effort! There's always been a will, and now your sim has forged a way! With a bit of community organization, you start to see your world clean up around you.*

## Conservation - Marine Biologist

*The water isn't doing well on mother earth. Rumor has it, mersims once lived on land, but they haven't been seen in generations. Maybe their disappearance has something to do with all the bad things that happen lately?*

Cannot play with mermaids. Must have the cursed lot challenge.

*With a bit of love for the ocean and the planet, mermaids return once again! They've stopped cursing the polluting land dwellers too!*

## Education - Administrator

*While sim kids think it's a blessing, parents know not having school is a curse. Nonetheless, unless the community can come together to organize a school building where children can go to learn, it seems that they'll keep wandering the rubble instead of learning.*

Children and Teens cannot attend school. No libraries.

*With a bit of community organization and some good education administration, school is back in session! Hopefully the next generation of Sims kids will be a bit better educated.*

## Education - Professor

*Great halls of learning now lay silent in ruin. Maybe a well educated sim could encourage others to listen to lectures and hear new ideas once again.*

Sims cannot attend University. Sims cannot mentor each other or be mentored.

*With a teacher here to guide Sims of all ages, education abounds again!*

## Engineer - Computer

*The backbone servers and fiber optic cables that used to bring the internet to the region were fried during the meltdown. Now power is scarce, electronics are faulty and computers are crippled in their functionality. Cell phone towers were taken out too, crippling phone functionality to the region.*

The computer may *\*only\** be used for daily tasks required by a Sim's job (if said daily task requires use of a computer) and nothing else. The cell phone may only be used to take or quit a job and

cannot be used to play games, chat, text, prank, or invite other sims. TVs and electronic notebooks may not be purchased or used either. Cannot take Tech Guru careers.

## Completion

*Fed up with their jury-rigged connection to the outside world, your Sim takes their network connectivity know-how and leads a community effort to restore servers, cell towers, and reconnects the fiber optics. Suddenly, internet speeds are 10 times that of the rest of Sim Nation. Handy not having an ISP monopoly.*

## Engineer - Mechanical

*Older sims remember the days when travel was fast, but today it's all on foot! If only there was a way to get all these old car skeletons up and running again. . .*

When traveling outside your neighborhood, you must visit one lot in each neighborhood along the way.

*With a keen eye for how parts work together, you've managed to put cars back on the roads. Sure it's a bit bumpier now, but hey, beats walking!*

## Law - Judge

*It just doesn't seem fair that the justice system can charge me this much? I didn't even do anything!*

Sims now trapped in the criminal justice system must continue to pay \$1000 in legal fees every Sun.

*At last justice is served! After a career of dedicated coordination and harm reduction efforts, the criminal justice system actually helps sims!*

## Law - Private Attorney

*The legal system is an absolute nightmare! Sure, the Detectives keep the villains and crime bosses from robbing us dry, but they seem so insistent to prevent all crime, they've started locking up innocent citizens! It's hard to prove your innocence in the law that's so confusing.*

Every Sunday roll D20 for arrest for each sim. Sims must beat an Arrest Check of 8, or miss their next work shift unless they can pay bail of 1000. Sims with a maxed skill in Charisma (talked your way out of it) Fitness (fast boi) Logic (I actually do understand the law) or Rock Climbing (can't follow me here!) skills are exempt.

*Finally lawyers here to defend the public and the Detectives are forced to take a hard look at their arresting policy and dial it back.*

## Civil Designer - Civic Planner

*What do you mean you don't think I built this right? Of course I did! \*Building collapses.\* Without proper building codes and good city planning, Sims homes and neighborhoods are a bit lacking.*

Cannot build more than 1 story. Cannot build basement. Cannot have gym lots.

*With a bit of clearly written building code, and some city planning that includes healthy spaces for Sims, neighborhoods are looking much nicer lately!*

## Civil Designer - Green Technician

*Suuure the planet's burning. But without some bright green ideas to help restore the planet, there doesn't seem to be much we can do about it!*

Cannot have Parks. Cannot have Community Spaces lots. Cannot make eco-friendly upgrades.

*Go figure, all sims needed was a bit of easy instruction and they take to green spaces and eco-friendly appliances like, well, a Sim back to nature! Look at them go!*

## Salaryperson - Expert

*Skilled labor is hard to find, so even if you do find someone willing to work for you, they probably aren't that skilled.*

Cannot hire more than one employee per role. Cannot promote or train employees.

*Now that careers are becoming more stable, Sims are willing to dedicate the time it takes to learn new things, and skilled laborers start to show up en masse!*

## Salaryperson - Supervisor

*All Sims know how to pick up a tool and get a job done, it just sure seems like some Sims can't figure out exactly what that tool is, or what they're supposed to be doing. It sure makes finding good employees a struggle.*

Cannot ask for Bonuses or Raises. Cannot get Professional Slacker Aspiration.

*Finally some skilled sims to organize skilled sims! With the bar raised and standards set, it's easier to get good sims, and the treatment a good sim deserves!*

## Interior Decorator

*Long gone are Better Builds and Gardens and Simmy DIY magazines to help you spice up your property, and it seems decor is just a bit more trash and spiderwebby these days. Sure do miss pretty spaces. . .*

Cannot remove built walls, cannot use decor.

*With a bit of advice, Sims start to pick up the art of decorating once again. So many plants. . . . could bring a tear to my eye.*

## Diver

*[Locked by Lifeguard] What secrets lie beneath the sea? Unless someone brave enough figures out a way to dive down there I guess we'll never know. . . .*

No museums.

## Fisherman

*What was once a basic food source for the entire globe hasn't even left bubbles in their wake. All the way across the pond to Japan and back again, the waters are eerily quiet.*

Sims cannot cook fish, eat fish-based dishes, mount and decorate with fish, or keep aquariums.

*Your Sim won't have it! Certain oceans haven't gone silent, they dedicate their life to finding where the fish have gone. Turns out with a little habitat restoration, and gratitude for the waters and the fish so vital to life, the great fish happily return to their ancestral homes.*

## Lifeguard

*Maybe there's something lurking in the water, maybe sims were just never really that great at swimming in the first place! No matter the reason, it's common knowledge that you just don't swim in the apocalypse.*

No pools. No swimming. Unlocks Diver.

*The water is just too inviting! After taking turns promising to keep each other safe, you and your friends bring swimming back in style!*

## Completion

You can track your challenge progress on our score sheet found [here](#).

## End of the challenge

The Challenge is completed once every single restriction has been lifted. For some, just finishing the challenge is enough. But if you want a 'score' it is the number of days it took you to complete the challenge, with a lower number being better.