

WASHED ASHORE CHALLENGE (ISLAND LIVING DLC CHALLENGE)

Your sim is either shipwrecked or plane wrecked and ends up stranded on the volcanic district of Sulani (Mua Pel'Am District). They can use either an island living ship wreckage or strangerville plane wreckage and have a basic hole underneath to shield themselves from the elements, natural lights on the walls, and they are able to take naps on a log bench until they craft a bed. They meet another sim on this island who has been living there for a year already and it's your choice on the storyline of their relationship. Clear the house lot on the island so there is no shelter except for the lot containing the wreckage. Your sim cannot begin as a mermaid, however they may become one later after consuming mermaid kelp. CC is always welcome to make the objects seem more realistic, and you may use as much CC in CAS as you'd like, but nothing that can be used to cheat the rules.

Main Objectives:

Give your starter sim the Beach Life aspiration and complete it! Other sims on the island may have the following aspirations: Angling ace, Super Parent, & The Curator.

If your sim gives birth on the island, the child does not need to complete their aspiration, but must max their motor and social skills. Give them the Child of the Island trait. If they age to a teen before you leave, give them the Beach Life aspiration which they must now complete as well.

You must save up 75 bundles of twigs (gained by daily dice rolling) to craft a canoe strong enough to travel across the sea.

Every sim must be max level in fitness before they leave. This shouldn't be hard to accomplish while your sim struggles to survive the unforgiving island!

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RULES:

*AGE MAY BE SET TO LONG, OR NORMAL FOR MORE OF A CHALLENGE.

*YOU MUST HAVE THE LOT TRAITS "ACTIVE VOLCANO" AND "OFF THE GRID", WHICH MEANS NO PLUMBING OR ELECTRONICS EITHER. CLEAR THE HOUSE NEAR THE VOLCANO AND ALL TOWNIES LIVING IN SULANI TO GIVE AN UNTOUCHED EFFECT TO THE ISLAND.

*FOR HYGIENE, YOU MAY ONLY SWIM IN THE WATER AND SHOWER IN THE WATERFALL FOUND ON THE ISLAND. IN THE BEGINNING, ADD A BUSH FOR THE SIM TO FERTILIZE.

*FOR FOOD, YOU MAY ONLY EAT NATURAL INGREDIENTS SUCH AS PINEAPPLES, COCONUTS AND FISH. YOU CAN COOK FISH OVER A NATURAL FIRE PIT OR THE LEAFY PIT THAT COMES WITH ISLAND LIVING. YOU MAY HAVE AS MANY PITS, AND VARIETIES OF PITS AS YOU WANT.

*ONCE A DAY (OR LP EPISODE) ONE OBJECT MAY WASH ASHORE TO HELP YOU EXCEPT ELECTRONICS OR PLUMBING, SUCH AS A TENT OR A SUITCASE/TRUNK. IF A

SUITCASE/TRUNK WASHES ASHORE, YOUR SIM MAY CHANGE THEIR ORIGINAL OUTFITS BUT NOT BEFORE. IF YOU'RE STRUGGLING WITH TWIGS, ONE BUNDLE MAY WASH ASHORE PER DAY.

*YOU CAN EITHER LIVE IN THE WRECKAGE FOR THE ENTIRETY OF THE CHALLENGE OR CREATE A HUT OUT OF THE NATURAL ELEMENTS.

*ROLL 1 DICE EVERY DAY WHEN THE FIRST SIM WAKES UP, OR IF THEY PULL AN ALL NIGHTER AT 8AM. ROLL OUTCOMES ARE:

1~ WHO IS THIS?! SOMEONE NEW WASHES UP ON SHORE. THEY CAN EITHER BE ANOTHER SIM FROM THE SAME WRECK AS YOURS OR A MERMAID WHO PLANS TO STAY WITH YOU.

2~ NO FISHING LUCK TODAY! YOUR SIM MAY ONLY EAT HARVESTABLES.

3~ FIVE DEBUG BUNDLE OF TWIGS ADDED TO YOUR SIM'S INVENTORY.

4~ THE SIM GODS DECIDE TO BE GRACIOUS AND YOUR SIM IS GIFTED WITH GREAT HEALTH. YOU MAY CHEAT THE HOUSEHOLD NEEDS.

5~ WOW! YOUR SIM FOUND 15 BUNDLES OF TWIGS TO ADD TO THEIR INVENTORY!

6~ LUCKY YOU! AN EXTRA ITEM HAS WASHED ASHORE.

*** YOU MAY BEGIN THE GAME BY PLACING 5 DEBUG TWIGS AROUND THE ISLAND (FOUND BY PRESSING SHIFT+CTRL+C AND TYPING BB.SHOWHIDDENOBJECTS INTO THE CHEAT BAR) TO FIND BUNDLE OF TWIGS IN CATALOG, TYPE "TWIGS" IN THE SEARCH BAR. SAVE THE TWIGS YOU OBTAIN THROUGH DAILY DICE ROLLS FOR THE FOLLOWING OBJECTS:**

5 BUNDLES OF TWIGS: YOU MAY CRAFT A FISH TRAP TO SET IN THE OCEAN TO GIVE YOU A BREAK FROM FISHING.

10 BUNDLES OF TWIGS: YOU BUILT THE FRAME FOR A BED AND A BLANKET WASHED TO THE SHORE FROM THE WRECKAGE. YOU NOW HAVE A PLACE TO REST YOUR HEAD AT NIGHT. ALL BED TYPES APPLY, INCLUDING CRIBS AND TODDLER BEDS.

20 BUNDLES OF TWIGS: YOU MAY NOW ADD A WOODWORKING TABLE TO CRAFT NATURAL ITEMS SUCH AS PLANTERS, TABLES, CHAIRS, ETC. IT COSTS 1 BUNDLE OF TWIGS EVERY TIME YOU CRAFT A NEW ITEM.

30 BUNDLES OF TWIGS: YOU MAY USE THE DEBUG CHEAT TO ADD AN OFF THE GRID-COMPATIBLE TOILET



50 BUNDLES OF TWIGS: YOU NOW HAVE ENOUGH MATERIAL TO BUILD A SMALL OVERGROUND HUT OUT OF NOTHING BUT WOOD AND OTHER ISLAND-NATIVE MATERIALS (SUCH AS THE ISLAND LIVING ROOFING AND PLANTS) YOU CAN FILL THIS HUT WITH THE FURNITURE YOU CRAFT.

75 BUNDLES OF TWIGS: YOU NOW HAVE ENOUGH TWIGS TO CRAFT A BOAT AND GET OUT OF HERE! YOU MAY USE THIS BOAT TO FISH UNTIL YOUR ASPIRATIONS ARE COMPLETE. WHEN THEY'RE COMPLETE, YOU'RE ALL SET TO GO HOME!

ONCE YOU LEAVE THE ISLAND, YOU'VE PASSED THE CHALLENGE! IF ALL SIMS IN YOUR HOUSEHOLD DIE BEFORE THE CHALLENGE IS COMPLETE, YOU'VE FAILED.