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About

The Build Stardew Legacy Challenge is a combination of the Sims 4 Legacy Challenge and the Build Newcrest Legacy Challenge, inspired by elements from the game ***Stardew Valley***.

Stardew Valley is a Harvest Moon type game that focuses on running a farm and improving the local town. There's more to it than that, so if curious you may read about it [HERE](#).

There are several different aspects to this challenge, but they may be ignored or altered to suit personal gameplay.

To the left there should be an Outline with headings for each section of this guide. Please use this to help navigate!

Contact

I based this challenge on the packs I currently own so quite a few of the goals or requirements do require specific packs. I also do not own Eco Living or the Star Wars packs, so I did not include any content from them as I have no experience with those packs. If you have questions, ideas on how to improve the challenge,

issues you've encountered, or thoughts on alternative options for people without all of the packs, feel free to reach out! You can find me on the Sims 4 forums as **ashubii** or on tumblr: <https://ashubii.tumblr.com>

Updates

8/13/22: Generations may use Cottage Living animal produced items as a means of earning income.



Guidelines

Use and ignore these as you wish to suit your playstyle!

No money cheats. Cheats may be used to reduce household funds to an appropriate starting amount and/or to reduce funds when a spouse moves in.

No mood/needs cheats. Where's the fun in that?

No life prolonging. You may play on any lifespan option, but cannot use any items that will keep a Sim from dying. Pleading to the Grim Reaper is fine.

No Roommates. Only family members currently living on the Legacy Lot may contribute to funds, gardening, and household needs.

Spouses may not bring money. If a spouse moves in and brings funds with them, you will need to reduce the household funds to the amount it was before the spouse arrived. This rule does not apply to Legacy Heirs who move away from the lot and return permanently.

All heirs must live on Legacy Lot. Most generations have the option to attend college and may live on campus until they finish their degree, are married, have a child, or when the previous heir dies.

Gen 1. MUST focus on the farm. The following generations will inherit the farm and must live there, however they may hire a gardener to tend to the crops for them.

Create a Shrine. Once the Gen 1. Founder dies, you must create a shrine for them somewhere on the lot. This can include their tombstone or not.



Getting Started

- Choose a world, evict all of the residents, and destroy all of the lots.
 - You may use the empty world of Newcrest.
 - You may also use two worlds to represent your 'Stardew Valley' if one is not large enough.
 - You may also download a blank save to use, such as [SrslySims' save](#).
- Choose a Legacy Lot and either build or place the farmhouse. (see Lots info for requirements).
 - If building, only give yourself the necessities:
 - Bed
 - Fridge
 - Stove
 - Sink
 - Counter
 - Bath
 - Toilet
 - Table & Chair
 - Cheap television
 - Lights
 - Mailbox & Trashcan

- Set household funds to \$1,800. You may only build the farmhouse using this amount.
- **Optional:** Create or find on the gallery Stardew Valley Sims to add to your world! Feel free to build or place their homes, just be sure to check that you're not required to build a specific home or lot in later generations!
- In my playthrough, I am randomly choosing a bachelor or bachelorette from SDV each gen to be that gen's spouse.

Making Money

All generations may earn money from the following means:

- Farming (selling produce)
- Foraging (harvesting & selling wild plants, frogs, and/or insects)
- Fishing (selling catches)
- Mining (digging Up & selling collectibles)
- Beekeeping (selling honey)
- Woodworking (selling crafts)
- Flower Arranging (selling arrangements)
- Knitting (selling crafts/Plopsy)
- Any animal products from cottage living!

Other forms of crafting may become available for specific generations **ONLY!**

Lots

There are a few required lots that should be placed before your challenge begins!

The Legacy Lot

- The Legacy Lot is where your Legacy will reside for all 10 generations. Choose any lot that you like, though it is recommended that you choose a fairly large lot.

- **I no longer have a legacy lot available on the gallery but there are plenty to find and choose from!**
 - If building, you may only use the allowed amount of funds (\$1,800). Use the Money cheat to reduce funds.
 - CTRL+C
 - Testingcheats true
 - Money 1800
- If you choose to use the lot I've built, you will need a 64×64 plot. The lot can be placed on a smaller size, but it will cut off some of the overgrowth (this is fine).

The Community Center

- The Community Center has been abandoned and left run down for many years. Over the course of this Legacy, you will update and decorate the Community Center! This lot may be built or downloaded, but it must contain specific rooms.
 - A Kitchen
 - A Pantry
 - An Arts & Crafts Room
 - A Main Entrance & Lobby
 - A Main Office
 - A Trophy Room
- None of these rooms may be decorated at the start.
- I have made a simple Center using Base Game items only that is available for download on the Gallery.
 - ID: ashubii
 - Name: Community Center
 - Hashtags:
 - #ashubii
 - #StardewValley
 - #BuildStardew
 - #StardewLegacy

■ #LegacyChallenge

Optional: Festival Lot(s)

- In Stardew Valley there are several festivals that take place throughout the year. More info on festivals for this challenge will be under Festivals heading.
- Since the Stardew festivals are public, you could create a special lot (or several) to be used for each festival! Re-decorate or build a specific lot to suit each festival when they occur!
- I will be doing this in my own legacy and may upload my festival lots to the gallery. Info for this pending.

Optional: Other Stardew Lots

- One of the goals in this challenge is to build Stardew, so some generations already require specific lots from Pelican Town to be built upon completing that generation's goals. The lots will be listed in the Generations link along with each gens goals.
- Feel free to build or place any Stardew lots that are NOT already a part of the generation goals.
- Additional Lot Options:
 - Marnie's Farm (A vet clinic!)
 - A Cemetery
 - A Clinic
 - The Carpenter's Shop
 - The Fish Shop
 - The Secret Woods
 - Additional housing for spares
 - ANY lot type that's missing from the neighborhood that you want!



Festivals

In Stardew Valley there are several festivals held throughout the seasons. These are important to the game and thus are important to this challenge, too! Below are details regarding the Stardew Festivals and what they mean. You may choose how to represent these in your own game & challenge, or even ignore them altogether!

Ideas

- **Seasons DLC:** Turn every festival into a proper holiday! Some work better than others with the Seasons DLC calendar!
- **Get Together DLC:** Create a Festivals Club and host gatherings, changing the club activities to suit each festival!
- **No DLC:** Host parties and social gatherings for each festival!
- Create a special “Festival Lot” where each gathering is hosted. Redecorate the lot and fill it with activity items for each festival!

In my save, the festivals occur every Tuesday and Saturday. With seasons lasting one week, this works best for me so I don't have festivals back to back. Below are the festivals info as well as how I've set the holidays up in game using the Seasons DLC.

Please note that some holiday traditions may require the use of Mods to actually add those traditions to the game. They are not required, of course!

[Custom Activites Mod](#)

[More Club & Holiday Icons Mod](#)



An outdoor festival where Sims gather to share in good food and egg hunting!

- Occurs in early Spring (Tuesday)
- **Seasons DLC:**
 - Baking
 - Grand Meal
 - Hunt Eggs
 - Flower Bunny



Townfolk gather in the woods, surrounded by beautiful flower arrangements, and watch as dancers perform the annual Flower Dance. It is a lovely gathering for couples!

- Occurs in late Spring (Saturday)
- **Seasons DLC:**
 - Art & Music Spirit
 - Give Flowers
 - Romantic Spirit
 - Dancing



For this festival townspeople usually gather near the ocean, a lake, or a pool. Surrounded by tropical decor, guests indulge in delicious BBQ and light a bonfire in the evening!

- Occurs in early Summer (Tuesday)
- **Seasons DLC:**
 - BBQ
 - Fire
 - Water Fun



This festival may take place by the water but any location is suitable. There is an emphasis on lights. It is a time to gather together and say farewell to the Summer as Autumn soon approaches. (In Stardew, this is the Dance of the Moonlight Jellies).

- Occurs in late Summer (Saturday)
- **Seasons DLC:**
 - Appreciate An Object
 - Festive Lighting

- Tell Stories



Townspople gather to enjoy burgers and show off their spring and summer bounties! It's a good time to set up booths and sell homemade wares or produce, as well as partake in autumn games and activities!

- Occurs in early Autumn (Tuesday)
- **City Living DLC:** Hold a yard sale to sell off grown produce or other crafted items!
- **No DLC:** Set up an outdoor lot with grills and outdoor activities!
- **Seasons DLC:**
 - Bar-B-Que
 - Fire
 - Invite Quests

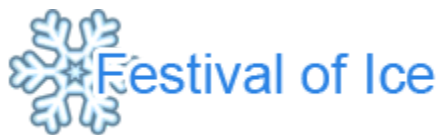


A spooky holiday where townsfolk dress up in costumes and gather for fun games, haunted mazes (or houses) and lots of candy!

- Occurs in late Autumn (Saturday)

- **Seasons DLC:**

- Wear Costumes
- Trick or Treat
- Spooky Spirit



Townfolk gather to drink hot beverages and ice skate! Sometimes they even compete in ice fishing contests!

- Occurs in early Winter (Tuesday)
- **Seasons DLC:**
 - Polar Bear Plunge
 - Drinking
 - Fishing
 - Place an ice skating rink!



A time to feast with friends and family and exchange gifts!

- Occurs in late Winter (Saturday)
- **No DLC:** Host a fancy dinner party!
- **Seasons DLC:**
 - Father Winter
 - Give Gifts
 - Grand Meal
 - Open Presents



dGenerations

Originally I wanted to do 12 generations but I've only managed to put together goals for 10. If anyone has ideas for more, feel free to send them my way!

Below are the goals for each generation. Once the goals have been met, there will be a "completion" task. You cannot start and finish this task before the generation goals have been achieved!

As a reminder, I wrote this based on packs I owned, so if any generation goals require a pack you are missing, feel free to ignore them

Gen. 1 - The Farmer

- **Founder**
 - Must be a Young Adult
 - Cannot be Occult Sim
 - Cannot attend University

- **Aspiration: Choose One**
 - Freelance Botanist
 - Outdoor Enthusiast
 - Country Caretaker
- **Career Options**
 - Gardener - Botanist Branch
 - Self-Employed Farmer
 - Finchwick Errand Runner
- **Goals & Rules**
 - Must get married and stay married.
 - Must have at least two children.
 - Same-Sex Couples: may use cheats or use CAS to mix genes & create Toddler; may bypass Newborn stage.
 - One child must be biological
 - Other children may be adopted
 - Must complete Aspiration.
 - Must max these skills:
 - Gardening
 - Fishing
 - Must grow 5 plants to Perfect quality.
 - If Gardener Career - Must reach top career rank.
 - **Cats & Dogs DLC:** After 7 Sim Days, adopt a Dog or Cat.
 - Optional if **Get Together DLC:** Join or Create a farming club.
 - Do not host gatherings on Legacy Lot.
 - Optional: Obtain every type of plant.
 - Optional if Cottage Living: Attend and participate in Finchwick Fairs!
- **Completion**
 - Build the General Store
 - **Get to Work DLC:** Make this an actual store.
 - Can be a generic lot decorated as a store.
 - Can be a home for Pierre and his family.
 - Furnish & decorate Pantry room of the Community Center.

Gen. 2 - The Writer

- **Heir**
 - Must be a YA for Gen. 2 to begin.
 - May attend University.
- **Aspiration: Choose One**
 - Bestselling Author
 - Renaissance Sim
 - Academic
- **Career Options**
 - Writer - Either Branch
 - Freelancer - Writer
 - Education - Either Branch
- **Goals & Rules**
 - May live on University campus until:
 - Earns degree
 - Gets married
 - Has a child
 - Previous heir dies
 - Does not need to get married
 - Must have at least one biological child
 - Other children may be adopted
 - Must complete Aspiration
 - Must reach top of career
 - Not applicable for freelancer
 - Must publish at least 10 books
 - Must write one book of each category
 - Must max these skills:
 - Writing
- **Completion**
 - Build a local library.

Gen. 3 - The Stay-At-Home Parent

- **Heir**
 - Must be a YA for gen. 3 to begin
 - May attend University
- **Aspiration: Choose One**
 - Successful Lineage
 - Big Happy Family
 - Super Parent
- **Career Options**
 - Work from home careers ONLY
 - Freelancer - Any
 - Any Part-Time
 - Must quit when pregnant until children age into Child lifestage.
- **Goals & Rules**
 - May live on University campus until:
 - Degree is earned
 - Gets engaged
 - Previous heir dies
 - Must get married.
 - Must not have children before marriage.
 - Spouse must have career
 - Options - Any Branch:
 - Military
 - Business
 - Detective
 - Tech Guru
 - Education
 - Must have two children
 - One child must be biological
 - Other children may be adopted

- Complete Aspiration
- Must be good friends with at least one child
 - Optional: Be good friends with all children
- Must get Toddler skills to level 3 for all children.
- Must help children with homework.
- Optional: Teach children to cook!
- Must max these Skills:
 - Parenting
- Optional: Max Cooking Skill
- Optional: Max Baking Skill
- Optional: Max Cross-Stitching Skill
- **Completion**
 - Build a local park with a playground.
 - Furnish Kitchen of Community Center.

Gen. 4 - The Drinker

- **Heir**
 - Must be YA for gen. 4 to begin.
 - Do not attend University.
- **Aspiration**
 - Master Mixologist
- **Career**
 - Culinary - Mixologist Branch
 - Part-Time - Retail
- **Goals & Rules**
 - Must live on legacy lot - always.
 - Must have at least one biological child as Young Adult
 - Other children may be adopted.
 - Get married as a Young Adult.
 - Once a biological child is born, be mean to Spouse.
 - Become unfriendly or even enemies.

- Get divorced as an Adult.
- May marry someone new as Elder.
- Buy a home bar
- Do not help children with homework.
 - Spouse may do so
- Do not work on toddler skills
 - Spouse may do so
- Have low relationship with children.
 - If alive when children become Adults, try to improve relationships.
- Must max these skills:
 - Mixology
- **Completion**
 - Build a local saloon (bar).

Gen. 5 - The Adventurer

- **Heir**
 - Must be YA
 - May attend University
- **Aspiration: Choose One**
 - The Curator
 - Archaeology Scholar
 - Jungle Explorer
 - Strangerville Mystery
- **Career Options:**
 - Self-employed archaeologist
 - Secret Agent - Diamond Agent Branch
- **Goals & Rules**
 - May live on University campus until:
 - Degree is earned

- Gets engaged
 - Has child
 - One parent dies
- Does not need to get married.
- Must have at least one biological child.
- Must complete Aspiration.
- Must reach top of career - if applicable
- Must collect at least 10 gems or fossils.
 - Keep at least 5 of them for the Community Center.
- Must unlock Hidden Grotto in Oasis Springs.
- Must max at least ONE these skills:
 - Handiness
 - Archaeology
- **Jungle Explorer DLC:** Must vacation in Selvadorada and must find a hidden temple.
- **Strangerville DLC** - Solve the mystery!
- **Optional - Get Together DLC:** Create an adventuring club.
- **NOTE:** If you have all of the above packs, you can choose to complete one or all DLC optional tasks.
- **Completion**
 - Build an Adventurer's Guild. This can be any lot type. Player choice.
 - Ideas:
 - Make it a gathering place for Adventuring club.
 - Make it an adventuring gear retail shop.
 - Make it an adventure-themed restaurant!
 - Decorate the trophy room of the Community Center and include 5 gems or fossils.

Gen. 6 - The Scientist

- **Heir**
 - Must be YA for gen. 6 to begin

- **If Discover University DLC** - Must attend.
- **Aspiration**
 - Nerd Brain
- **Career Options:**
 - Astronaut - Space Ranger Branch
 - Engineer - Either Branch
 - Scientist
- **Goals & Rules**
 - May live on University campus until:
 - Degree is earned
 - Gets engaged
 - Has child
 - Previous heir dies
 - **If Discover University DLC:**
 - Must attend University and earn a Physics or Computer Science degree.
 - Must complete Aspiration.
 - Must reach top of career, if applicable.
 - Must have at least one biological child.
 - Others may be adopted.
 - Does not need to get married.
 - Must upgrade at least 5 items on Legacy Lot.
 - Must max at least TWO of these skills:
 - Logic
 - Rocket Science
 - Handiness
 - Robotics
 - Programming
 - Video Games
 - Required if Astronaut career was chosen, optional if not- build Rocket Ship and explore Sixam!
- **Completion**
 - Build a local museum.

Gen. 7 - The Creator

- **Heir**
 - Must be YA for gen. 7 to begin
 - May attend University
- **Aspiration: Choose One**
 - Musical Genius
 - Painter Extraordinaire
- **Career Options:**
 - Critic - Arts Branch
 - Entertainment - Music Branch
 - Freelancer - Artist
 - Painter - Either Branch
- **Goals & Rules**
 - May live on University campus, but must move to Legacy Lot when:
 - Degree is earned
 - Becomes engaged
 - Has child
 - Previous heir dies
 - Must complete Aspiration
 - Must reach top of career (if applicable)
 - Does not need to get married.
 - Must have at least one biological child.
 - Others may be adopted
 - Fall in love as a Young Adult but later separate; they are not the true love.
 - Fall in love as Adult and remain together; they are the true love.
 - Gen. 8 heir can be born from either relationship.
 - Must own an easel.
 - Must own at least one instrument.
 - Must max these skills (based on Aspiration):

- **If Painter** - Painting
 - **If Painter & Spa Day DLC** - Painting OR Wellness
 - **If Musician** - At least one specific instrument OR singing.
 - Charisma
- Paint at least one Masterpiece.
 - Do not sell!
- **Completion**
 - Build the bathhouse.
 - May be a spa or public pool.
 - Decorate Arts & Crafts room of the Community Center.

Generation 8 has two options: 8.A is for those without the Realm of Magic DLC. 8.B is for those with the Realm of Magic DLC. You may choose either option or both if you want to make this challenge longer!

Gen. 8.A - The Athlete

- **Heir**
 - Must be a YA for gen. 8 to start.
 - May attend University.
- **Aspiration: Choose One**
 - Bodybuilder
 - Outdoor Enthusiast
- **Career**
 - Athlete - Either Branch
 - Military - Either Branch
 - Part-Time:
 - Diver
 - Manual Laborer
 - Lifeguard
- **Goals & Rules**
 - May live on University campus, but must move to Legacy Lot when:

- Degree is earned
 - Becomes engaged
 - Has child
 - Previous heir dies
- **If attending University:** Must join the soccer team!
- Must complete Aspiration
- Must reach top of career (if applicable)
- Does not need to get married.
- Must have at least one biological child.
 - Others may be adopted
- Must max Fitness skill
- **If Cats & Dogs DLC:** Adopt a dog
- Buy a bike and ride it everywhere
- **Completion**
 - Build the **Blacksmith!**
 - This can be any lot type of your choosing. I would recommend a gym to suit this generation's theme. Blacksmithing is physically demanding work!

Gen. 8.B - The Spellcaster

- **Heir**
 - Must be a YA for gen. 8 to start.
 - May attend University.
- **Aspiration: Choose One**
 - Spellcraft & Sorcery
 - Purveyor of Potions
- **Career**
 - Gardener - Botanist Branch
 - Any freelancer career
 - None
- **Goals & Rules**
 - May live on University campus, but must move to Legacy Lot when:

- Degree is earned
 - Becomes engaged
 - Has child
 - Previous heir dies
- Must complete Aspiration
- Must reach top of career (if applicable)
- Does not need to get married.
- Must have at least one biological child.
 - Others may be adopted
- Must max at least ONE of these skills:
 - Mixology
 - Herbalism
 - Gardening
- Must reach Virtuoso spellcaster rank
- Must learn the ultimate spell for at least ONE school of magic
- Must plant and grow Mandrake root and Valerian root
- Must own a cauldron, a wand, a broom, and a familiar
- **Completion**
 - Build the Wizard's Tower
 - This may be any lot type of your choosing
 - Furnish and decorate the Main Entrance & Lobby of the Community Center.

Gen. 9 - The Socialite

- **Heir**
 - Must be a YA for gen. 9 to start.
 - May attend University.
- **Aspiration: Choose One**
 - Master Actor/Actress
 - Fabulously Wealthy
 - World Famous Celebrity

- **Career**

- Freelancer - Fashion Photographer
- Style Influencer - Either Branch
- Social Media - Internet Personality

- **Goals & Rules**

- May live on University campus, but must move to Legacy Lot when:
 - Degree is earned
 - Becomes engaged
 - Has child
 - Previous heir dies
- Must complete Aspiration
- Must reach top of career (if applicable)
- Does not need to get married.
- Must have at least one biological child.
 - Others may be adopted
- Max at least ONE of these skills:
 - Photography
 - Media Production
- Have a low relationship or be enemies with siblings.
- As a teen and Young Adult, use Rude Introduction when meeting new Sims.
 - Switch to other Introductions during late Young-Adult and later years.
- Have 5 different outfits for each outfit category
- Own a camera and take it everywhere
 - Take lots of photographs
- Create a photo-wall in Legacy home
 - Alternatively, create a “dark room” and fill it with photographs and/or photo studio
- As an adult or elder, try to mend relationships with siblings.

- **Completion**

- Build the JojaMart!

- This can be any type of lot of your choosing. It can be a retail store like Joja's in SDV, a retail store designed as a larger mall, a department store, or whatever creative variation you can think of!

Gen. 10 - The Mayor

- **Heir**
 - Must be a YA for gen. 8 to start.
 - May attend University.
 - **Aspiration**
 - Friend of the World
 - **Career**
 - Politician - Politician Branch
 - Any - Player choice
 - **Goals & Rules**
 - Complete Aspiration
 - Reach top of career if applicable
 - Find love as a Young Adult.
 - May or may not have children.
 - End relationship before becoming an Adult - your career is too important!
 - Max Charisma skill BEFORE growing old
 - As an elder, retire immediately
 - As elder, gain at least three points in these skills:
 - Gardening
 - Fishing
 - Optional: Flower Arranging
 - Find love again as an Elder
 - **Completion_**
 - Furnish and decorate the Main Office room of the Community Center.
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