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Kedatuan: Let's Build

An open–invite building project by JG–Sims–Build

The name *Kedatuan* means "realm of the datu," refers to a thalassocratic city-state. It gets its name from a royal that the inhabitants of the East Indies called the *datu*. The Kedatuan that was built in what the Spanish called *Nombre de Jesus* once had a different name, yet this was lost to its inhabitants in the ensuing 3 centuries of European rule. Step back in time and revisit the 14th and 15th centuries in the Kedatuan.

About

This project is an attempt to build a world inspired by what would become the Philippines from before Spanish contact. This itself is a spinoff and prequel to San Simeon, which represents the colonial-era Philippines during the tail-end of Spanish rule. The world is very loosely based on the central islands of EA's Isla Paradiso, which has been edited to resemble a volcanic island somewhere in Maritime Southeast Asia.

I plan on releasing at least 2 versions of the world: one completely built up and another completely blank, where simmers are free to build at their leisure. The main, built-up project is set in the 14th through early 16th centuries within the archipelago that is home to the titular kingdom and its surrounding villages.

Although the map is of the same size, its land area is bigger than the original Isla Paradiso. Thus, it contains more lots. I will also use this map as the basis for the upcoming remastered version of the original San Simeon and any projects based on it.

Participation

The project is welcome to any simmer on ModTheSims, Tumblr, and Discord who wishes to join in on the build and is willing to play by the rules. All participants and observers will be asked to join a Discord group made for this purpose. You need the following skills at the minimum to participate in the build:

- A copy of *The Sims 3* (patch 1.67) and the necessary expansions (up to *Island Paradise*)
- A working copy of *The Sims 3 Create-A-World* (CAW)
- Enough space to install custom content (CC) in your computer
- A willingness to learn about Maritime Southeast Asian history from before European contact
- Reasonable construction skills in the Sims 3 (subject to a review)

To install the world or participate in more in-depth world building, you'll need the following:

- A reasonably powerful computer that can play a large world with 120 lots
- Enough disk space in your computer for the build *and* the CC

Although I do not restrict this invite to Filipino simmers, I actively invite curious members of the Philippine Sims 3 community to join in if they'd like. Both Filipino and non-Filipino simmers alike will be encouraged to peruse the reference albums and research to help get acquainted with the world.

Non-simmers and other interested parties can still join the discussions on Discord as *observers* by request or by invitation. They are free to participate in the discussions and in constructive criticism of the works submitted.

If you are interested in participating, simply send me a DM on Discord, Tumblr, or any other available channel. I may also invite people to participate at my leisure. Participation is opt-in, opt-out. If you feel that you cannot make the commitments, inform me immediately.

Historical and Cultural Authenticity

The lands of the Kedatuan and the Philippine province that succeeded it is a work of fiction. However, its story and that of the people who lived in it are based on real historical developments and cultures. Thus, I put a prime focus on keeping everything as historically and culturally accurate as I can within the framework of the game.

I expect the same level of dedication to most builders and participants. Over the years that I've worked on the project, I've accumulated a lot of research notes and materials on how people in the past have lived in, and I will be providing a host of resources to help keep things authentic. These include historical references, guideline documents, and recommended CC lists. In the future, I hope to commission CC or make some of it myself.

(That said, we will occasionally make artistic license concessions here and there. We *are* still limited by the game's framework, after all.)

The Sims 3 also has an element of fantasy, especially since the release of *Supernatural*. To enrich the world's backstory and introduce players to Philippine mythology and folklore, I have elected to incorporate these elements into the lore of the populated version of the world. Artistic license is more lenient here as supernatural beings in the Sims 3 do not perfectly map to common figures in Philippine mythology.

To-Do List

Here's what I need for the project:

- Lots to fill in the world
- Households to help populate the world
- Playtesters to identify bugs
- Beta readers for the lore of the world

I will also be inviting people with technical knowledge outside my wheelhouse to help me put it all together. If you're a Sims 3 custom content creator and would like to create items for the world, feel free to hop in as well.

Of these, builders are who I need the most, as the world has a whopping 118 surface lots at the time of writing. An unpopulated version is what I'm looking to release first. Creating a populated version where the Sims have their own stories is next in line. These would represent both indigenous inhabitants and foreign traders.

I will provide simmers with a copy of the draft world so they can build it on site. To maintain aesthetic unity, I will provide active participants with a userpreset file containing saved wall coverings and a list of approved CC for use in the world.

Let me know what you're capable of contributing when sending me a request. *Maraming salamat po sa inyong tulong*.