

# THE SIM SUPPLY

# PRISON CHALLENGE

If you have any questions or suggestions, please post them here:

<http://thesimsupply.com/forums/discussion/63/the-sim-supply-prison-challenge-official-rules>

## Game setup

- **Turn aging off** for the active household off.
- **Create one Sim** to be your warden, they can be whoever you want them to be, traits, aspirations, traits, etc, do not matter.
- Use a **maximum of \$20,000** to create your prison. You can use the cheat '**freerealestate on**' to purchase any lot, I suggest getting a 50x50 lot. It must contain at least the following to start off with (more details on rooms below):
  - **One cell**
  - **Shower area**
  - **Yard**
  - **Canteen**
  - **Solitary**
  - **Workshop**
  - **Warden's Quarters**
- Enter the cheat '**testingcheats on**' and then the cheat '**money 1000**'. You must start with \$1000 no matter what.
- Once you have built everything you need, **you may acquire one prisoner** by entering the cheat '**Sims.spawn**'

## Rules

- **You can use the cheat 'testingcheats on' to teleport** your Warden in and out of the prison, as there is currently no way to lock doors in The Sims 4.
  - You can also use teleportation to move your prisoners into solitary.
  - You may not use teleportation for anything else.
- **No other cheats are permitted.**
- **You can control the Warden like any normal Sim.**
- **You can only control one prisoner per day.** All other prisoners must autonomously go about their days.
  - You may not control the same prisoner two days in a row (*unless you only have one prisoner*).
  - A 'day' is from midnight to midnight.
- **You can check the needs of all your prisoners whenever you wish.**
- **None of your Sims can have a career,** you can only make money from your prisoners working in the workshops. You can run any, or all, of the workshops at once, eg – one sim is painting, one is writing, one is gardening, etc. However, each different type of workshop needs its own separate room or in the case of gardening, separate fenced off outdoor area.
- **You can expand your prison** at any time using money you earn from the workshops. Add extra cells, items, etc.
- **Keep the prisoners alive,** make sure to feed them. Your Warden can cook food for the prisoners, or the prisoner you have control over for that day can
- **Acquire more prisoners.** To acquire more prisoners, you need \$1000 per prisoner. For example, if you have 1 prisoner, you need \$1000 for a new prisoner, if you have 2, you need \$2000, if you have 14, and you need \$14000. You must remove this amount from your game once you "purchase" a new prisoner. Use the 'money <amount>' cheat to remove the correct amount. Before you can gain a new prisoner, you are required to have a cell for them, a shower for them (each prisoner needs their own shower) and a seat for them in the canteen to eat. You can only have a maximum of 10 prisoners at a time.
- **Rehabilitate Prisoners.** To rehabilitate a prisoner they must reach level 10 in any skill, they must then be released from the prison, and you cannot continue to use them to make more money. Once you release a prisoner, you can replace them with a new one.

## Goals

- You need to earn \$50,000 from prisoners in your Workshops.
- Rehabilitate 15 prisoners.

## Room Types & Details

Room Name	What it is for	Requirements	Optional Objects
Cell	This is where your prisoners will be able to sleep and go to the toilet.	<i>Indoors</i> - Bed - Toilet	- Shower - Sink
Showers	Presuming you don't have showers in each cell, this is where your prisoners will shower.	<i>Indoors or Outdoors</i> - Showers	None
Yard	This is a general purpose area, prisons can exercise or relax outside	<i>Outdoors</i>	- Gym equipment - Seating - Bins - Foliage
Canteen	Prisoners will eat their meals here, and cook them if you don't want to.	<i>Indoors</i> - Tables - Chairs	<i>If you want to be nice:</i> - Fridge - Counters - Bins - Sink - Microwave
Solitary	When prisoners misbehave, they will be sent here at your discretion.	<i>Indoors</i>	- Bed - Toilet
Workshop	This is how you will earn money, your prisoners will work in these.	<i>Indoors or Outdoors</i>	- Computers - Easels - Workbenches - Gardening equipment - Instruments
Warden's Quarters	This is where your Warden will live, basically a regular home.	<i>Indoors</i> - Whatever you need to live	- Whatever you want