



THE SIMS 4 JUNGLE ADVENTURE

UNOFFICIAL SIMSVIP GUIDE



THIS GAME GUIDE WAS WRITTEN BY:

SimsVIP

THIS IS A GAME GUIDE FOR:
THE SIMS 4 JUNGLE ADVENTURE
GAME PACK (PC/MAC)

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*This is an unofficial game guide for the Sims 4 Jungle Adventure Game Pack (PC/MAC)

THE SIMS 4

JUNGLE ADVENTURE

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SIMSVIP GAME GUIDE



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ALEXIS

EDITOR-IN-CHIEF

Hey everyone! My name is Alexis and I am the Editor-in-Chief for SimsVIP.com! I am a long-time simmer and community member, and am one of the writers for The Sims 4 Jungle Adventure Guide.

If you're reading my author bio, that means you're checking out the PDF version of our guide! I hope this guide helps you with finding treasure in the Jungle and thank you for your continued support!



INES

DESIGNER

Hello everyone! My name is Ines and I love spending my days playing the Sims as well. I am a legacy player and hopeless builder but I occasionally try it anyways. I have been playing this great game since Sims 1.

I also love graphic design and especially fanart. So it is great bringing my two passions together to work on these game guides for you. I hope you enjoy and find it helpful with your gameplay.



SIMSERASERA

JUNGLE EXPLORATION

When not playing Sims or chasing around her toddler IRL, Sarah is usually baking. There are also rumors she might be a Vampire because she is frequently awake at 2 am and requires SPF 100+ for any outdoor activities.

If you like looking at photos of cookies or have a suggestion for a post you'd like to see you can follow her on Twitter @simserasera

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GAME SUMMARY

Take your Sims on a mysterious adventure into the wild and discover a new culture with The Sims 4 Jungle Adventure*. Explore a unique wilderness landscape, revealing a temple, jungle obstacles, cursed relics, and treasures. Experience the culture and customs of Selvadorada, from devouring local eats to learning spicy new dance moves!

GAME PICTURES



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SIM ASPIRATIONS & TRAITS

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ASPIRATIONS

Jungle Adventure adds 2 new Aspirations to the “Nature” and “Knowledge” categories.



Jungle Explorer - This Sim wants to explore the jungle! Sims who select this Aspiration will complete a series of actions related to the exploration.



Archaeology Scholar - This Sim wants to understand Archaeology. Sims who select this Aspiration will complete a series of actions related to the Archaeology Skill.

TRAITS

The Sims 4 Jungle Adventure Game Pack adds 2 new traits for Sims. These new traits are earned by completing the new aspirations in the game.



Treasure Hunter - Treasure Hunters have a sharp eye and will occasionally find treasure and relics in Treasure Chests that other Sims miss. **(From Completing the Jungle Explorer Aspiration)**



Museum Patron - These Sims are lovers of all things ancient. They will be especially confident at museums, and even more flirty while on dates there. They also have the unique ability to donate artifacts to the Simsonian Museum. **(From Completing the Archaeology Scholar Aspiration)**

CREATE A SIM FASHIONS

- Female Adult/Teen/Elder - 6 Hairstyles & Hats, 8 Tops, 4 Bottoms, 2 Outfits, 2 Accessories, 1 Pair of Shoes, 1 Tattoo
- Female Children - 1 Hat, 2 Tops
- Female Toddlers - 2 Tops
- Male Adult/Teen/Elder - 6 Hairstyles & Hats, 6 Tops, 4 Bottoms, 1 Pair of Shoes, 1 Tattoo
- Male Children - 1 Hat, 2 Tops
- Male Toddlers - 2 Tops

HAIRSTYLES AND HATS



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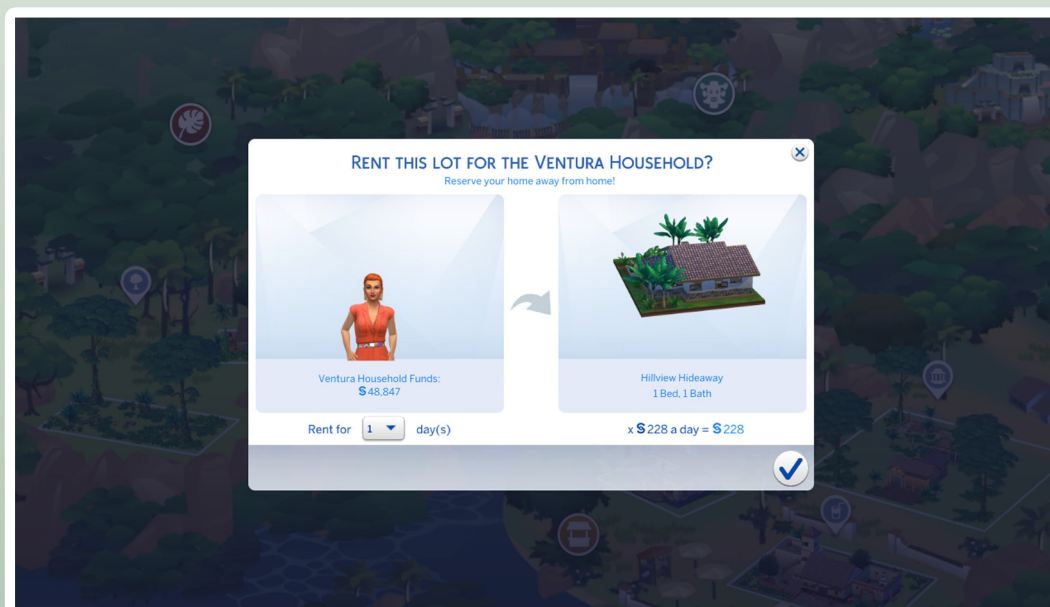
NEW GAME OPTIONS & INTERACTIONS

This section includes details of all the new game options available with The Sims 4 Jungle Adventure.

GOING ON VACATION

To begin an adventure in Selvadorada, use the computer or phone to “Go on Vacation”. The game will then bring you into the Destination Selector where you can choose Selvadorada. Once you enter map view, select the lot your Sims want to rent, and pick the number of days you would like to stay. Once you arrive at your destination, you can extend or shorten your vacation at any time using the phone.

- **Note:** Accumulated vacation time from work and school can be used without performance hits, however, extending the vacation beyond the allowed time off will result in decreased performance.



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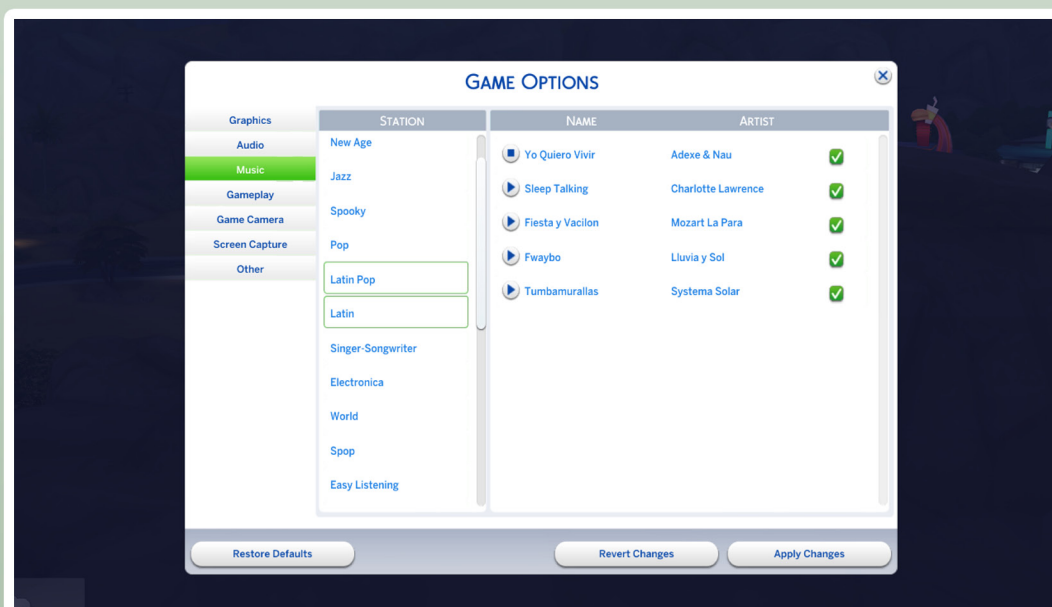
CLUB REQUIREMENTS

If you own **The Sims 4 Get Together Expansion**, you will receive two Club Requirements with Jungle Adventure. The “+2 Archaeology” and “+2 *Selvadoradian Culture*” Skills are new options available when picking club requirements.



MUSIC GENRES

The Sims 4 Jungle Adventure adds the brand new “Latin” and “Latin Pop” Radio Stations. You can listen to the new channels on Stereos and Wall Speakers.



NEW DANCE & GUITAR SONGS

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RUMBASIM DANCE

The Sims 4 Jungle Adventure adds the brand new “Rumbasim” dance. Sims with a level 4 in the Selvadorean Culture Skill can select the interaction on a radio playing the new Latin or Latin Pop music stations.



GUITAR SONGS

The Sims 4 Jungle Adventure adds 6 brand new Latin Guitar Songs. Sims with a level 3 in the Selvadorean Culture Skill, and a level 7 in the Guitar Skill, can play the following new songs on their guitar:

- Greetings From The Jungle
- Skullfinder's Ballad
- Crepúsculo en la jungla
- Selvadorean Fiesta
- La Rana Bandida
- El Jaguar Solitario



NEW FOOD & DRINKS

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FOOD STALLS

Food Stalls are a new object that allows Sims to purchase a variety of foods and drinks in the game. The stalls can be found in the Puerto Llamante Marketplace neighborhood in Selvadorada. The food vendor sets up shop in the marketplace area outside the Cantina.



The food stall is home to **10 new recipes**, and is available in buy mode for Sims to place at home, or any lots built in the world. The new recipes work similar to a skill, where they must be eaten and learned in order to be cooked at home. Sims who have a level 1 or higher Cooking Skill, will automatically learn the recipes when eating from a Food Stall, as long as they have acquired a level 3 in the Selvadoradian Culture Skill.

When Sims max out the Selvadoradian Culture Skill (level 5), they will also have access to a “Secret Menu” at the Food Stall. This secret menu has 3 exclusive recipes. In order to cook all 10 recipes at home, Sims will have to spend the time eating them all.

- Food stalls on a residential or commercial lot include the “Hire Vendor (\$100)” interaction. This brings an NPC salesperson to the stall to sell the food items.



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NEW RECIPES

The Sims 4 Jungle Adventure adds 10 brand new food recipes. Sims can make the recipes at home as long as they have the right Selvadoradian Culture Skill. The new recipes can be purchased at the Selvadoradian Food Stall in the marketplace area of Selvadorada.

- There's technically 11 new recipes in the game, with the 11th recipe tied specifically to Curses. The "Remedy of the Ancients" recipe only appears when Sims have been dealt a "Curse of the Ancients".
- Sims must reach the required Selvadoradian Culture Skill level *first* in order to learn the recipes by eating them. Sims can cook these meals at home once they reach the appropriate skill level and eat any of the recipes available at the food stall.

IMAGE	NAME	SKILL LEVEL	INGREDIENTS/ OTHER
	Arepa de Pabellón	Level 3 Selvadoradian Culture Skill	Found in the Selvadoradian Food Stall.
	Arepa Rellena con Perico	Level 3 Selvadoradian Culture Skill	Found in the Selvadoradian Food Stall.
	Buñuelos	Level 3 Selvadoradian Culture Skill	Found in the Selvadoradian Food Stall.
	Empanadas de Verde	Level 3 Selvadoradian Culture Skill	Found in the Selvadoradian Food Stall.

NEW FOOD & DRINKS

IMAGE	NAME	SKILL LEVEL	INGREDIENTS/ OTHER
	Pastel de Camarão	Level 3 Selvadoradian Culture Skill	Found in the Selvadoradian Food Stall.
	Pastel de Palmito	Level 3 Selvadoradian Culture Skill	Found in the Selvadoradian Food Stall.
	Platanos Fritos	Level 3 Selvadoradian Culture Skill	Found in the Selvadoradian Food Stall.
	Baleada	Level 5 Selvadoradian Culture Skill	Found in the Secret Menu of the Selvadoradian Food Stall.
	Curanto	Level 5 Selvadoradian Culture Skill	Found in the Secret Menu of the Selvadoradian Food Stall. Requires a Grill to be cooked at home.
	Feijoada	Level 5 Selvadoradian Culture Skill	Found in the Secret Menu of the Selvadoradian Food Stall.
	Remedy of the Ancients	N/A	Requires Ancient Bone Dust. The option to cook this meal only appears when Sims have been dealt a "Curse of the Ancients" (Screaming, Sleeping, or Sneezing)

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NEW DRINKS

The Sims 4 Jungle Adventure adds 3 brand new drink options. Just like the food recipes above, Sims can make the drinks at home as long as they have the right Selvadoradian Culture Skill. The new drinks can be purchased at the Selvadoradian Food Stall in the marketplace area of Selvadorada.

IMAGE	NAME	SKILL LEVEL	OTHER
	Espuma Agria	Level 3 Selvadoradian Culture Skill	Found in the Selvadoradian Food Stall. Created at home at the Bar.
	Horchata	Level 3 Selvadoradian Culture Skill	Found in the Selvadoradian Food Stall. Created at home at the Bar.
	Yerba Mate	Level 3 Selvadoradian Culture Skill	Found in the Selvadoradian Food Stall. Created at home with the Tea Magic Personal Brewer.

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WOOHOO LOCATION

NEW WOOHOO SPOTS

The Sims 4 Jungle Adventure introduces a new Woohoo location for Sims. Any Sims that are in a romantic relationship can use the Open Air Natural Toilet object to “Woohoo” or “Try for a Baby”.



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DEATH BY COMBUSTION

The Sims 4 Jungle Adventure has added a new way to die by fire: Self-Combustion. This death is inflicted upon Sims Cursed with the “Marked for Death by Combustion” moodlet.

- This curse is created by Sims who activate it via the Golden or Wooden “Zazatototl Death Relic”. When fused with an *Uncommon* Refined Crystal, this relic activates the curse. Details on relics are found in the [Curses & Blessings](#) section of the guide.



- Cursed Sims will randomly combust into flames every few hours. If Sims don't self-extinguish, they run a chance of dying. Sometimes the fire will burn out on its own, but don't count on it. Once the 72-hour moodlet has run its course, cursed Sims will spontaneously combust for the last time and die.

CURE: Sims who are Marked for Death by Combustion should quickly find Bone Dust and exchange it for an antidote from Marketplace Vendors, donate to Madre Cosecha to Dispel the Curse (\$250), activate the “Blessing of the Bones” Blessing from a relic, or purchase the antidote from the computer (\$1,000).

NEW AND ADDITIONAL DEATHS

Removing the curse via antidote/blessing will grant Sims with the “Blessing of the Bones” moodlet. Sims will then transform into skeletons requiring little self-care for 2 days.



DEATH BY ELECTROCUTION

The Sims 4 Jungle Adventure has added a new way for Sims to die by Electrocution. This increased chance of death is inflicted upon Sims Cursed with the “Marked For Death by Electrocution” moodlet.

- This curse is created by Sims who activate it via the Golden or Wooden “Zazatototl Death Relic”. When fused with a *Common Refined Crystal*, this relic activates the curse. Details on relics are found in the **Curses & Blessings** section of the guide.



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- Cursed Sims will randomly receive the “Seriously Fried” dazed moodlet every few hours. Tinkering with electronics and appliances will cause instant death when this moodlet is active. Once the 72-hour moodlet has run its course, cursed Sims will no longer need to worry.

CURE: Sims who are Marked for Death by Electrocutation should quickly find Bone Dust and exchange it for an antidote from Marketplace Vendors, purchase a “Faraday Fizz” can from local vendors, donate to Madre Cosecha to Dispel the Curse (\$250), activate the “Blessing of the Bones” Blessing from a relic, or purchase the antidote from the computer (\$1,000).

Drinking the “Faraday Fizz” will only remove the “Seriously Fried” moodlet. You will still be required to remove the curse via antidote/blessing. Removing the curse will grant Sims with the “Blessing of the Bones” moodlet. Sims will then transform into skeletons requiring little self-care for 2 days.



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DEATH BY POISON

The Sims 4 Jungle Adventure has added a new death: Poison. This death is inflicted upon Sims Cursed with the “Marked for Death by Poison” moodlet.

- **RELIC:** This curse can be created by Sims who activate it via the Golden or Wooden “Zazatototl Death Relic”. When fused with a *Rare Refined Crystal*, this relic activates the curse. Details on relics are found in the **Curses & Blessings** section of the guide.
- **CHANCE CARDS:** Sims can also end up with this curse if they neglect to cure Sims who are poisoned in their jungle explorations. One of the “Mysterious Pedestal” chance cards that appear when clearing a path includes an option to “Check Out Totems”. If a Sim fails at this task, they will be poisoned.
- **DART TRAPS:** Sims can also end up with this curse if they neglect to cure Sims who are poisoned in their temple explorations. Triggering the “poison dart” temple defense when exploring the temple will give Sims a dart to the neck.
- **PESTS:** Lastly, Sims can also end up with this curse if they neglect to cure Sims who are poisoned by pests in the jungle. Bees, Spiders, and other creepy crawlies can poison a Sim who is exploring.



NEW AND ADDITIONAL DEATHS

- Sims cursed with poison will instantly become ill and have colorful circular patches on their body. They will also receive a series of moodlets leading up to the “Marked for Death by Poison” moodlet.

If Sims neglect and fail to cure these symptoms they will eventually die. There is also a slight chance they overcome the illness and never get poisoned to begin with.

Dazed +1

Feeling Icky

(From Poison Dart)

Something isn't right. This icky feeling could either go away on its own or get worse. Only time will tell. Maybe acquiring an antidote would be safest?

8 hours

Dazed +6

Poisoned!

(From Poison Dart)

Poison is coursing through Audrina's veins. Better find an antidote quickly! Surely someone from Selvadorada knows where she can get one. Maybe search online?

3 days

Dazed +10

Overwhelmingly Poisoned

(From Poison Dart)

Seriously, I better speak to a Selvadorean local for an antidote or buy one online. Otherwise, this is going to end poorly... and soon...

8 hours

Uncomfortable +1

Marked For Death by Poison

(From Being Cursed)

Those jungle toxins have found their way into Audrina. Find some Bone Dust and trade it for an antidote quick.

3 days

CURE: Sims who are Marked for Death by Poison should quickly find Bone Dust and exchange it for an antidote from Marketplace Vendors, donate to Madre Cosecha to Dispel the Curse (\$250), activate the “Blessing of the Bones” Blessing from a relic, or purchase the antidote from the computer (\$1,000).

Removing the curse via antidote/blessing will grant Sims with the “Blessing of the Bones” moodlet. Sims will then transform into skeletons requiring little self-care for 2 days.



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DEATH BY POISON & NEW SKILLS

The ghosts of Sims who die by poison are also unique in appearance. These ghosts will have a gaseous cloud emitting from their body at all times.



ARCHAEOLOGY SKILL

The Sims 4 Jungle Adventure adds the all new Archaeology Skill. Sims can master the Archaeology Skill by reading skill books, or digging up, authenticating, and studying ancient artifacts. Increasing this skill unlocks new interactions on the Archaeology Table.



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Leveling up in the Archaeology Skill will reward Sims with new interactions as well. Sims with a higher Archaeology Skill can even refine crystals that are used in Mystical Relics. See the **Relics & Crystals** section of the guide for more information.

- **Archaeology Skill Level 1** - This Sim can Excavate Dig Piles in Selvadorada and Uncover Artifacts on the Archaeology Table. As they continue their studies, they will learn how to authenticate artifacts and locate more Dig Piles. They will also be able to excavate artifacts without damaging them.
- **Archaeology Skill Level 2** - This Sim can now Study art and artifacts for Historical Insights to further improve their Archaeology Skill.
- **Archaeology Skill Level 3** - This Sim now has the knowledge and expertise to Authenticate artifacts themselves. This can be done on an Archaeology Table.
- **Archaeology Skill Level 4** - This Sim has developed a keen eye for spotting sites of archaeological importance. They can now “Survey for Dig Piles” in the jungle by clicking the ground in Selvadorada.
- **Archaeology Skill Level 5** - This Sim can now Analyze genuine Artifacts, treasures, and fossils and Extract Elements from metals and crystals on the Archaeology Table.
- **Archaeology Skill Level 6** - This Sim can now find even more artifacts from Dig Piles by Establishing an Excavation Site. Multiple Sims are able to work on Excavation Sites at one time.
- **Archaeology Skill Level 7** - This Sim can now Refine crystals on the Archaeology Table. These refined crystals can be used to create powerful relics.
- **Archaeology Skill Level 8** - This Sim can now share their Archaeology expertise with other Sims by Writing an Archaeology book on the computer.
- **Archaeology Skill Level 9** - This Sim has caught the attention of Sir Vincent Skullfinder. Look for packages in the mail from Sir Vincent and the Simsonian Institute asking for help authenticating artifacts. (Turn this off at the mailbox)
- **Archaeology Skill Level 10** - This Sim can share their scholarly knowledge with other Sims by Giving an Archaeology Lecture. Their ability to practice analysis on collectibles and find high quality artifacts is greatly enhanced.

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SELVADORADIAN CULTURE SKILL

The Sims 4 Jungle Adventure adds the all new Selvadorean Culture Skill. This skill can be increased by interacting with locals and vendors in Selvadorada or by eating local cuisine.



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Leveling up in the Culture Skill will reward Sims with new interactions as well. Sims with a higher Culture Skill will also unlock a secret menu at local food stalls. For more information, see the **Recipes** section of the guide.

- **Culture Skill Level 1** - This Sim has begun to understand the Selvadorean Culture. They will be able to ask about local sights and find out more about the local heritage. The local foods will be a strong culinary adventure.
- **Culture Skill Level 2** - This Sim is becoming more acquainted with the local Selvadorean culture. They can try the local salutation or Selvadorean Introduction. They will be able to share pictures of their vacation here.
- **Culture Skill Level 3** - This Sim has started to perfect that local salutation and has developed a taste for the local food. They have also unlocked new Latin guitar songs.
- **Culture Skill Level 4** - This Sim has picked up new moves to try on the dance floor. They have also earned enough trust to inquire about local myths.
- **Culture Skill Level 5** - This Sim can now pass as a local and can write travel guides on the computer. They can also order off of the secret menu at food stalls and market tables. (Unlocks the Buy Secret Wares interaction) This Sim has even learned the local secrets to avoiding fire flies and lightning bugs in the jungle.



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SELVADORADIAN JUNGLE

Welcome explorers to the mysterious jungles of Salvadorada! We hope you enjoy your time here and want to thank you for making Salvadorada your vacation destination. While we hope you have an enjoyable visit we urge you to be respectful of the jungle.



Selvadorada was once home to the Omiscan people and you are welcome to venture to the ruins of this once great civilization. The jungle is home to wild animals and many dangers, so to ensure your safety, we've composed this handy guide for navigating the jungles.

GETTING STARTED

The first step of your expedition should be to visit the marketplace for supplies. The local merchants sell a variety of goods to aid your travels from camping gear to the Pop Up Archaeology Work Bench. You can also purchase specialty items to help you navigate the jungle ruins and to protect you from harm.

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INTRODUCTION TO THE JUNGLE

- **TIP:** If you're attempting the Jungle Explorer Aspiration you can easily complete the 'Vacationer' milestone with a quick trip to the market.



We recommend each member of your party carry the following before venturing into the jungle: *Dr. Parker's Spider Spider Repellent*, *Lighting Insulation Powder*, *Drake's Fire Quencher*, *Guzmania Pollenis Flower*, *Fire Foam* and *Plasma Bat Bait*.

Additionally, you'll want someone in your group to bring a couple Omiscan Machetes to help clear vines that may block the jungle path.

MAP OF THE JUNGLE

The jungle can be a little disorienting to novice explorers. Maybe it is the winding trails or maybe it is the portals that teleport adventurers deeper into the jungle. Before we move on, here is a handy map for reference so you'll always know where you are in the jungle.



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The first stop on the Jungle map I want to mention we've already looked at. Area (A) is the Belomisia Trailhead where the entrance to the jungle is located. From there you will travel to Area (1) notable for the scenic waterfall with a rope bridge spanning the river canyon.



Area (1) has three gateways. Gate (A) returns to the Belomisia Trailhead. Gate (B) travels to the first hidden lot, The Plane Crash. Gate (C) continues deeper into the jungle to Area (2).



Area (2) has five gateways. Gate (C) returns to the Waterfalls. Gate (D) travels to the Omiscan Baths. Gate (E) leads to a secret Lagoon. Gate (F) travels to the Temple that has a habit of mystically rearranging itself. Gate (G) will take you to a small island at the very bottom of the Jungle Map.

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Finally, there is one additional hidden lot. You can only get to it by traveling to the Omiscan Baths. Once there you will see two gateways. Gate (D) returns to Area (2). Gate (H) will take you to the Omiscan Gardens.

Now that you have a better sense of direction in the jungle let's take a closer look at the hidden areas of the jungle.

The Plane Crash



Hidden beneath a canopy of trees this area can be hard to find. Reports are the entrance to this section of the jungle is frequently closed to tourist. What are the people of Salvadorada trying to hide? Perhaps they are covering up what really happened to the pilot that crashed there. Hidden behind the crash site you'll find a treasure chest, where you'll find everything from relics to adventure gear. The area is also an archaeologist's dream with a few dig piles ready to excavate.

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The Omiscan Royal Baths



Hidden deep in the jungle sits the ruins of the Omiscan Royal Baths. With its scenic views and natural pools it is still a great place to take a relaxing dip into the water. You'll still need to clear vines from the path but the Omiscan Royal Baths are the one area that is always open. When you arrive you'll gain the "Sprightly Springs" moodlet (Energized +2) for the next 3 hours. You will also find the entrance to the Omiscan Gardens area here.

The Omiscan Gardens



At first glance, the Omiscan Gardens looks like overgrown ruins but they are home to a grove of the endangered Brazilwood tree. The gardens are also a great place to harvest a few of the wild plants native to Selvadorada. Additionally, you'll find a treasure chest hidden in the back of the gardens near the staircase.

HIDDEN AREAS OF THE JUNGLE

“Did you know that the wood from this type of tree is commonly used to make bows for string instruments like the violin? This dense wood is now an endangered species so it really shouldn’t be used as a natural resource anymore.”

This is a true fact! The Brazilwood tree has a beautiful red wood that is a popular choice for the bows of string instruments. It is currently listed as an endangered species by the IUCN (International Union for Conservation of Nature).

The Lagoon



Nestled at the foot of the Omiscan baths, the Lagoon is a prime location for a quiet afternoon of fishing. You’ll find a treasure chest near the foot of the tall tree. If you look around the Lagoon you might even dig up a cool new fossil or crystal. For more on the new collectibles, see **Fossils Collection**.

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The Island



This secluded island is home to three new types of fish: the Tambaqui, the Armored Catfish and the Electric Eel. For more, see [Fish Collection](#). The fishing spot is surrounded by beautiful views, from sunken Omiscan ruins to crocodiles swimming around. Don't worry the Salvadoradian Crocodiles are not aggressive to Sims. You keep your distance and they will keep theirs. You can also find a treasure chest near the center of the small island.

The Temple



This shining jewel of the Omiscan civilization. We're not sure what purpose this served but it is protected by traps and a skeletal guard. Legends say the temple mystically rearranges itself when no one is looking.

If you are fortunate enough to disarm the temple defenses you'll find rare treasures at the heart of the temple. There is also a tree of emotions growing at the base of the temple entrance. The berries from this tree will literally change the way you feel about life.

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Once you're geared up and ready you'll find an entrance among some Omiscan ruins near the Belomisla Trailhead. If you're unsure, just look for the Jungle base camp sign. You can use a machete or your hands to clear the overgrown vines. There is always a chance of losing your machete when you've cleared a path so it's a good idea to carry an extra.

- When using your hands to clear vines it helps to have a higher gardening skill as you're less likely to hurt your hands. Otherwise, you'll get the "Injured Hands" moodlet (Uncomfortable +2) and will need a break before attempting to clear more vines with your hands. Clearing pathways with your hands will also increase the Gardening Skill.



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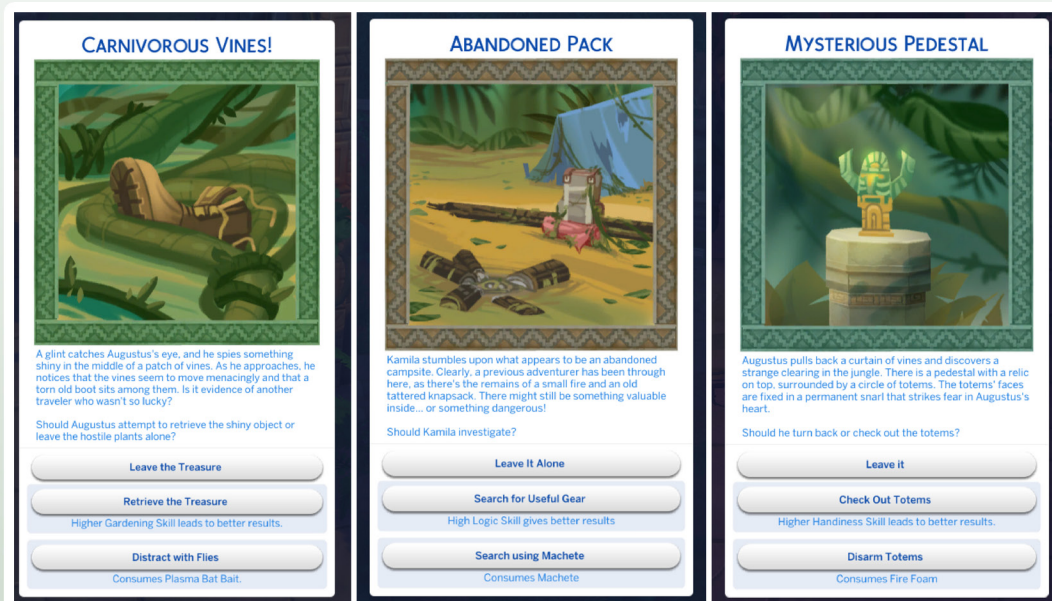
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CHANCE CARDS

Once you remove the vines from a path entrance you will be able to travel through it. The first time you use an arch to travel into a newly opened area you will trigger a chance card.

- While there are dozens of different scenarios with chance cards, they will all have the same format. At the top is a card title, an illustration, then a short description of the event. You will be given three options.



The first choice is always the “do nothing and hope you don’t face the wrath of the jungle” option. The middle choice is the skill option and will give a hint at which skill helps increase your odds for a better outcome.

Finally, the last selection is the item sacrifice option. You’re guaranteed some sort of reward but it will require you to give up an item from your inventory. *(If you do not have the required item you will not be allowed to choose the third option.)*

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NATURAL DANGERS






Traveling into the jungle is not for the faint of heart or the unprepared. If a spider falling out of nowhere and landing on your shoulder doesn't send chills up your spine, just wait until you see the lighting bugs and fire flies.

"Fire Flies, Spiders, Plasma Bats, Lighting Bugs, and Bees are all possible Natural Dangers sims will encounter in the jungle. A smart explorer will always have adventure gear in their inventory to ward off these troubles. The less prepared explorer will have to suffer all the burns, poisons and shocks that the Jungle throws at them. High Selvadoradian Culture, Fitness, and Logic skill will help Sims avoid some of these Natural Dangers."



No, these are not the cute bioluminescent beetles you may think they are. In Selvadorada these ruthless pests will set you on fire. Here is a handy chart of the dangerous pests and the recommended adventure gear to prevent attacks.

JUNGLE DANGERS

DANGER	SKILL	GEAR
	Fire Flies	Selvadoradian Culture
		Drake's Fire Quencher Super cooled ingredients extinguish the aggression of certain heat-creating Selvadoradian insects, allowing you to avoid searing irritation.
	Spiders	Logic
		Dr. Parker's Spider Repellent Dr. Parker developed 8 scientifically proven defenses against those with 8 legs and up to 8 eyes. These defenses have now been transformed into this handy spray.
	Plasma Bats	Fitness
		Plasma Bat Bait Why would you ever want a box of flies? If you've encountered the Selvadoradian Plasma Bat, you know why. Toss in the general direction of nearby bats to cause a distraction.
	Lighting Bugs	Selvadoradian Culture
		Lightning Insulation Powder This powder spray provides an electrical grounding which directs any shocking Selvadoradian insects away from your vital bits.
	Bees	Logic
		Guzmania Pollenis Flower The beautiful Guzmania Pollenis flower is treasured by the people of Selvadorada. It is invaluable as a diversion for all forms of stinging hornets and bees.

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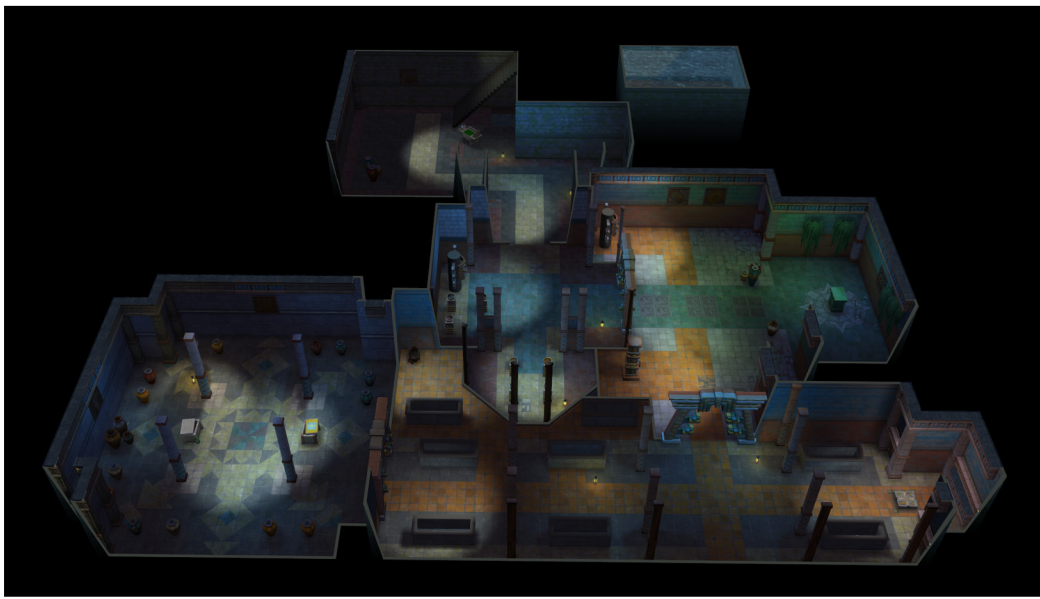
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ENTERING THE TEMPLE

Deep in the Salvadoradian Jungle you'll find the Omiscan Temple. You can find rare treasure hidden here but it is heavily guarded and locked behind an array of temple defenses. It will take some luck and your wits to make it through the obstacles unharmed. So grab your adventure gear and let's head inside!



There are a total of five unique temple floor plans, but the specific types of obstacles, defenses and treasures will change as the temple rearranges itself. Once you have finished exploring the temple and travel to a new lot, the temple will start rearranging.

The entrance to the temple will change to a closed door, and you will not be able to access the temple for 24 hours. The temple entrance will reopen once the cool down period is over. You will have to cut through the overgrown vines again, but you'll be able to travel to the temple. Potentially you can visit the temple multiple times in one Vacation.



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TEMPLE DEFENSES

Once you enter the temple, you won't make it far without running into your first obstacle. There are four types of Temple Gates that you will need to disarm to progress to the next section. We can't predict which ones you'll face so let's go over each one just to be safe.



Electricity Gate Obstacle

We don't know why you'd want to attempt to slip between the bolts of electricity but if you do you'll receive the "seriously fried" moodlet (dazed +40). The effects last 3 hours and tinkering with any appliances or electronics during this time will result in death. Attempting to pass this trap a second time in row also has a chance to be fatal.

- The Faraday Fizz drink can be purchased in the marketplace or found in treasure chests. This will remove the "seriously fried" moodlet and its effects. For more information, see [Death by Electrocutation](#).



Poison Gate Obstacle

You probably shouldn't just walk into poisonous gas. You won't be able to hold your breath and you'll become poisoned. First you'll just have the "feeling icky" moodlet (Dazed +1) and develop a strange rash all over your body. You can see if it goes away on its own but there is always a chance you won't be able fight off the poison and it will get worse. Once you have the "poisoned" moodlet you won't have long to obtain the Poison Antidote before the poison in your veins kills you. For more information, see [Death by Poison](#).

TEMPLE DEFENSES



Fire Gate Obstacle

You'll quickly regret getting too close to this obstacle since there is a high likelihood you'll catch on fire. Hopefully there is water nearby or a can of fire foam in your inventory to put out the flames. If you successfully put out the flames you'll have a "singed!" moodlet (Tense +3) and your hygiene will drop to zero. If you don't extinguish the flames you

will just drop dead. For more information, see [Death by Combustion](#).



Force Field Gate Obstacle

The least dangerous of the obstacles is the force field. You can try to walk in, but you'll bounce back. The only way to pass is to deactivate the temple defenses.

OFFERING RELICS FOR PASSAGE

The fastest (and more expensive) path through the temple would be to offer a relic for passage. Specific relics will bypass temple defenses and disarm the temple gates, but it requires sacrificing the relic. This is probably the least recommended method.



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It is a shame to destroy such beautiful artifacts of the Ancient Omiscan civilization just because you are impatient. If you still insist, the following relics will each open a specific type of gate.

- Balampaloh Chaos Relic disarms Electricity Gates
- Balampaloh Death Relic disarms Fire Gates
- Balampaloh Watcher Relic disarms Force Field Gate
- Totecallama Death Relic disarms Poison Gates

USING SKILL TO PASS TEMPLE DEFENSES

For those that can not afford (or have more respect for ancient artifacts), there are ways to use your skills to disarm the temple gates. There are six types of temple defenses you may encounter and each will utilize a different skill set. A higher skill level will increase your chances at figuring which mechanism deactivates the defenses.

Each section of the temple will have 1-3 defenses to “Examine” in order to determine which will deactivate the gate. Once you have examined each defense you will want to choose which to “Activate.” Initially a question mark will appear on each of the options.



As you examine the defenses you will start to rule out options and a thumbs down icon will appear. If you're lucky you'll figure out the correct choice and see a thumbs up icon appear.

TEMPLE DEFENSES

If your skill levels are not high enough, you may not see a thumbs up icon at all. You'll have to select one of the question mark choices and hope you're right. If you're not then you'll activate the temple defense. If you're quick on your feet you may be able to narrowly avoid the attack and see a small boost in your skill level associated with that defense.

If you're not so fortunate... well, temple defenses can affect everything from bladder control to your emotional state. Then there are the poison and fire defenses that can potentially kill you. You can only hope if you do trigger the temple defenses all you get is a mouthful of bone dust. In a nutshell, choose wisely and carefully.



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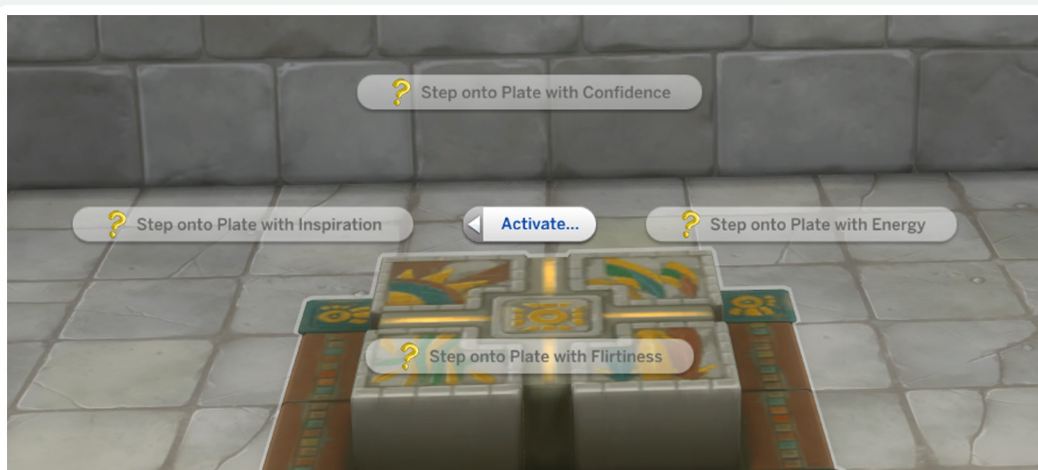
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TEMPLE DEFENSES

If you don't wish to take a gamble with your life we recommend leveling up the following six skills. Like we mentioned, the higher your skill level the greater chance of success.

- **Charisma Skill** - Helpful when examining the Ancient Talking Statue
- **Logic Skill** - Helpful when examining the Ancient Spinning Sculpture
- **Archaeology Skill** - Helpful when examining the Ancient Offering Bowls
- **Handiness Skill** - Helpful when examining the Skeleton Statues
- **Fitness Skill** - Helpful when examining the Pillar of Surprises
- **Selvadoradian Culture Skill** - Helpful when examining the Emotional Plate



Activating the Emotional Plate works a little differently compared to the other five temple defenses. You can see above the options appear in a more transparent grey text to indicate you can not select this option. You can still examine this defense like normal and will see question marks turn into thumbs down or thumbs up icons.

- The Sim activating the trap needs to be in the associated emotion they wish to select. For example, your Sim needs to be “Inspired” in order to “Step onto the Plate with Inspiration.” If your Sim is not in the right emotional state, just grab a few berries from the Tree of Emotions. (There is one located outside near the temple entrance.) To learn which berry you need to consume, see [Harvestables](#).

Once you make it past all the Temple Obstacles you will find a rare treasure chest. After you open this chest you'll get a notification. You can stay as long as you'd like if you want to excavate a few dig sites, but once you travel away from this lot the temple will lock and begin the mystical rearrangement process.

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TREASURE CHESTS

Once a Sim has managed to make their way to the end of the temple, they will be greeted with special rewards. Golden Treasure Chests are only found once a Sim has successfully passed the final temple defense and completed their journey into the Temple.



Unlike the regular stone chests that can be found within the jungle and other parts of the temple, Golden Treasure Chests contain special, rare, and unique treasures. This is where Sims can find the elusive **Omiscan Treasures**, **Golden Relics**, and other special rewards.

RELICS & CRYSTALS

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INTRODUCTION RELICS AND REFINED CRYSTALS

The Sims 4 Jungle Adventure introduces a new type of collectible to the game: **Mystical Relics**. These collectibles do not count toward any type of in game “Collection”, but the blessings and curses found within them make them desirable to find.



Relics only become “mystical” when relic “bases” and “tops” are fused together and topped off with a Refined Crystal. The most common relic type found is in wooden form, but Sims will also find the already assembled “Golden Relics”. Relics are found by Sims who excavate dig piles, go fishing in Selvadorada, or open treasure chests in the Jungle and Temple.

- Sims will sometimes find Relics that are already assembled with a crystal. These along with Golden Relics are rare finds only found in Golden Treasure Chests.
- Sims who have the “Treasure Hunter” reward trait have a sharp eye and will occasionally find treasure and relics in Treasure Chests that other Sims will not.

INTRODUCTION TO RELICS



Wooden Relics are the most common type Sims will find, and they are found either as an assembled piece, or as separate bases and tops. There are different relic tops and bases which can be fused together to create the foundation for a curse or blessing.

• Relic Tops

- Zazatototl (*Bird*)

- Balampal soh (*Cat*)

- Totecallama (*Llama*)



• Relic Bases

- Chaos (*Swirl*)

- Death (*Skull*)

- Watcher (*Eye*)



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INTRODUCTION TO RELICS

Once a Sim has found tops and bases to fuse together - or finds preassembled relics - they can begin assembling and learning more about them. There are 9 combinations of relics that can be found or made. Their value is determined by refined crystals.

- The combination of fused relic pieces determine the type of blessing or curse that will occur. Curses and blessings are then further determined by refined crystals.
- An assembled relic already has a predetermined curse/blessing “type”, but each type has 3 different “strength levels” depending on the “rarity” of the crystal.
- Being that they are made of weaker material, wooden relics tend to break easily and can only be used a few times before they disappear for good.
- There is a cool down period for relics, and a limit of one curse/blessing at a time.

Learning each of the curses and blessings can tremendously help a Sim. Have a bad case of treasure chest or temple curses? There’s a blessing to help dispel the curse. Need help with Temple Defenses? Some Mystical Relics work wonders!



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REFINED CRYSTALS

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REFINING CRYSTALS

Refined Crystals are a byproduct of crystals collected around town. Sims can send crystals to the jeweler and have them refined for \$25, or refine them at the Archaeology Table with a level 7 in the **Archaeology Skill**.



Once the refinement process is complete, the result is a smaller oval shaped version of the crystal. Refined crystals are exclusive to The Sims 4 Jungle Adventure, but all crystals in the game can be refined. There are a total of 24 crystals in the game when you include the ones that came with the **Get To Work Expansion**.

- Once a Sim has gathered refined crystals, click on the combined Mystical Relic piece and choose “Insert Crystal”. Select the refined crystal and complete the process.
- Crystals are Common, Uncommon, or Rare depending on the type. All three rarities will influence which curse or blessing a Mystical Relic can cast.



MYSTIC RELICS CURSES & BLESSINGS

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CURSES

Curses are just one of the powers available with assembled Mystical Relics. Curses can also be inflicted upon Sims who visit the Jungle and explore the temple, but this section lists all the different curses available in the game through Mystical Relics.

IMAGE/RELIC	CRYSTAL RARITY	CURSE/EFFECT/CURE
 Totecallama Watcher Relic	Refined Common	Sneezing Curse of the Ancients - The ancients have cursed this Sim with uncontrollable sneezing. They need to avoid touching friends, and cook up a Remedy of the Ancients before this spreads too far. (72-hour Uncomfortable buff)
 Totecallama Watcher Relic	Refined Uncommon	Screaming Curse of Ancients - The ancients have cursed this Sim, who can no LONGER control the VOLUME of their voice. Cook up a Remedy of the Ancients before everyone goes deaf or gets infected. (72-hour Uncomfortable buff)
 Totecallama Watcher Relic	Refined Rare	Sleeping Curse of Ancients - The ancients have cursed this Sim, who seems to have come down with a bad case of narcolepsy. These yawns are very contagious, so cook a Remedy of the Ancients before the slumber spreads. (72-hour Uncomfortable buff)
 Totecallama Chaos Relic	Refined Common	Curse of the Food Mirage - This curse is causing visions of food everywhere, but none of it is edible. Satisfying your craving for Selvadoradian cuisine could help. (72-hour Dazed buff - Sims must eat the specific recipes/items in the food mirage to cure this curse)
 Totecallama Chaos Relic	Refined Uncommon	Curse of the Feast Mirage - This curse is causing visions of food everywhere, but none of it is edible. Satisfying your craving for Selvadoradian cuisine could help. (72-hour Dazed buff - Sims must eat the specific recipes/items in the food mirage to cure this curse)
 Totecallama Chaos Relic	Refined Rare	Curse of the Pancake Mirage - This curse is causing visions of Pancakes, and Bob, everywhere. Satisfying your craving for light, fluffy, golden brown pancakes could help. (72-hour Dazed buff - Sims must eat Pancakes to cure this curse)

MYSTIC RELICS CURSES & BLESSINGS

IMAGE/RELIC	CRYSTAL RARITY	CURSE/EFFECT/CURE
 <p>Zazatotl Watcher Relic</p>	Refined Common	Curse of the Sadness Cloud - This curse is causing overwhelming sadness. Work hard and become extremely happy to dispel this curse. (72-hour Sad buff)
 <p>Zazatotl Watcher Relic</p>	Refined Uncommon	Curse of the Shocking Cloud - This curse is causing overwhelming sadness with a chance of lightning. Work hard to become very happy again to dispel this curse. (72-hour Sad buff)
 <p>Zazatotl Watcher Relic</p>	Refined Rare	Curse of the Emotional Cloud - This curse is causing this Sim to have wild mood swings. Get back to a very happy mood to dispel this curse. (72-hour Sad buff - Sims may also mood swing and receive additional 1-hour buffs in between their sadness)
 <p>Zazatotl Chaos Relic</p>	Refined Common	Curse of Arbitrary Needs - This curse is causing random drops in all of your needs. Get your needs into an overall excellent state to shrug off the effects! (72-hour Uncomfortable buff)
 <p>Zazatotl Chaos Relic</p>	Refined Uncommon	Curse of Torpid Needs - This curse is causing all of your needs to refill more slowly. Get your needs into an overall excellent state to shrug off the effects. (72-hour Uncomfortable buff)
 <p>Zazatotl Chaos Relic</p>	Refined Rare	Curse of Atrophying Needs - This curse is causing all of your needs to quickly decay. Get your needs into an overall excellent state to shrug off the effects. (72-hour Uncomfortable buff)

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MYSTIC RELICS CURSES & BLESSINGS

IMAGE/RELIC	CRYSTAL RARITY	CURSE/EFFECT/CURE
 Zazatototl Death Relic	Refined Common	Marked For Death by Electrocutation - This Sim feels electricity in the air gathering around them. An electrical shock is inevitable. Purchase an antidote, or be Blessed with Skeletal Transmogrification to dispel this curse. (72-hour Uncomfortable buff with an intermittent 1-hour Dazed buff)
 Zazatototl Death Relic	Refined Uncommon	Marked for Death by Combustion - The heat of the jungle is rising inside of this Sim. Keep a fire extinguisher handy because spontaneous combustion is likely. Purchase an antidote, or be Blessed with Skeletal Transmogrification to dispel this curse. (72-hour Uncomfortable buff)
 Zazatototl Death Relic	Refined Rare	Marked For Death by Poison - Those jungle toxins have found their way into this Sim. Purchase an antidote, or be Blessed with Skeletal Transmogrification to dispel this curse. (72-hour Uncomfortable buff)

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BLESSINGS

Blessings are another power of assembled Mystical Relics. Blessings can also be bestowed upon Sims who visit the Jungle and explore the temple, but this section lists all the different blessings available in the game through Mystical Relics.

IMAGE/RELIC	CRYSTAL RARITY	CURSE/EFFECT/CURE
 Totecallama Death Relic	Refined Common	Blessing of the Skeletal Assistant - This Sim has been blessed with a skeletal assistant. An undead assistant like this is going to stress out the household, but the help with household chores is worth it. (8-hour Skeletal assistant)
 Totecallama Death Relic	Refined Uncommon	Blessing of the Skeletal Assistant - This Sim has been blessed with a skeletal assistant. An undead assistant like this is going to stress out the household, but the help with household chores is worth it. (12-hour Skeletal assistant)
 Totecallama Death Relic	Refined Rare	Blessing of the Skeletal Assistant - This Sim has been blessed with a skeletal assistant. This charming character will bring a bit of cheer to the household while helping out with the more mundane chores. (24-hour Skeletal assistant)
 Balampaloh Watcher Relic	Refined Common	Blessing of General Wealth - The spirit of Balampaloh has blessed this Sim with a small amount of extra Simoleons. What they choose to do with this money is yet to be seen. (Sims will receive an initial payment of \$25 and receive additional royalty payments going forward.)
 Balampaloh Watcher Relic	Refined Uncommon	Blessing of Much Wealth - The spirit of Balampaloh has blessed this Sim with extra Simoleons. What they choose to do with this money is yet to be seen. (Sims will receive an initial payment of \$125, and receive additional royalty payments going forward.)

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IMAGE/RELIC	CRYSTAL RARITY	CURSE/EFFECT/CURE
 Balampaloh Watcher Relic	Refined Rare	Blessing of Too Much Wealth - The spirit of Balampaloh has blessed this Sim with a large amount of extra Simoleons. What they choose to do with this money is yet to be seen. (Sims will receive an initial payment of \$500, and receive additional royalty payments going forward.)
 Balampaloh Chaos Relic	Refined Common	Blessings of New Relationships - The spirit of Balampaloh has blessed this Sim with the Blessing of the Budding Wallflower. Will this introduction to a new random Sim lead to a great friendship, a steamy romance, a bitter rivalry, or will it simply fade away? (Gives a +40 Friendship Boost with 1 random Sim)
 Balampaloh Chaos Relic	Refined Uncommon	Blessing of the Social Butterfly - The spirit of Balampaloh has blessed this Sim with the Blessing of the Social Butterfly. Will this introduction to two new random Sims lead to great friendships, steamy romances, bitter rivalries, or will they simply fade away? (Gives a +60 Friendship Boost with 2 random Sims)
 Balampaloh Chaos Relic	Refined Rare	Blessings of New Relationships - The spirit of Balampaloh has blessed this Sim with the Blessing of Plentiful Buddies. Will this introduction to four new random Sims lead to great friendships, steamy romances, bitter rivalries, or will they simply fade away? (Gives a +75 Friendship Boost with 4 random Sims)
 Balampaloh Death Relic	Refined Common	Short Term Skeletal Transmogrification - This Sim has been blessed by becoming a ... Skeleton! This will last a short time. They should be careful with meals. It doesn't look like there is a stomach to catch that food. (Turns Sims into Skeletons for 12 hours)
 Balampaloh Death Relic	Refined Uncommon	Blessings of Skeletal Transmogrification - This Sim has been blessed by becoming a Skeleton! This will last a for a time. They don't have to worry about taking care of most of those mortal needs. (Turns Sims into Skeletons for 20 hours)
 Balampaloh Death Relic	Refined Rare	Blessings of Skeletal Transmogrification - This Sim has been blessed by becoming a ... Skeleton! This will last a long time. At least they now know some seriously humorous skeleton jokes. (Turns Sims into Skeletons for 48 hours)

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MYSTIC RELICS SKELETON BLESSING

SKELETONS

Using the Skeletal Transmogrification Blessing on Sims will temporarily transform them into a skeletal being. The effects of this will last for up to 48 hours depending on which blessing is bestowed upon them. This will unlock some new interactions.

- NPC Skeletons can also be spawned using the “Skeletal Assistant” blessing



During the time they are transformed into a skeleton, a Sim’s **Hygiene**, **Bladder**, **Energy**, and **Hunger** needs not need to be cared for. They will also act out a few skeleton tricks at random, and unlock new social interactions as well.



Skeleton Sims can also use the “Skeleton Scare” and “Tell Joke about Skeletons” options when interacting with other Sims. This makes for fun animations.

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SELVADORADA (NEW WORLD)

Enjoy learning about the culture, or explore the jungle's hidden secrets. But be prepared! It won't be an easy trek through the jungle. Salvadorada is divided into two regions.



The Plaza district contains rentable lots, the Cantina, the Puerto Llamante Marketplace, and the Alam Museum of Archaeology. The Belomisia Jungle district is where adventurers go in search of Omisca Ruins and ancient artifacts. The natural dangers of the jungle are very real. Make sure to be bring supplies to combat these dangers.

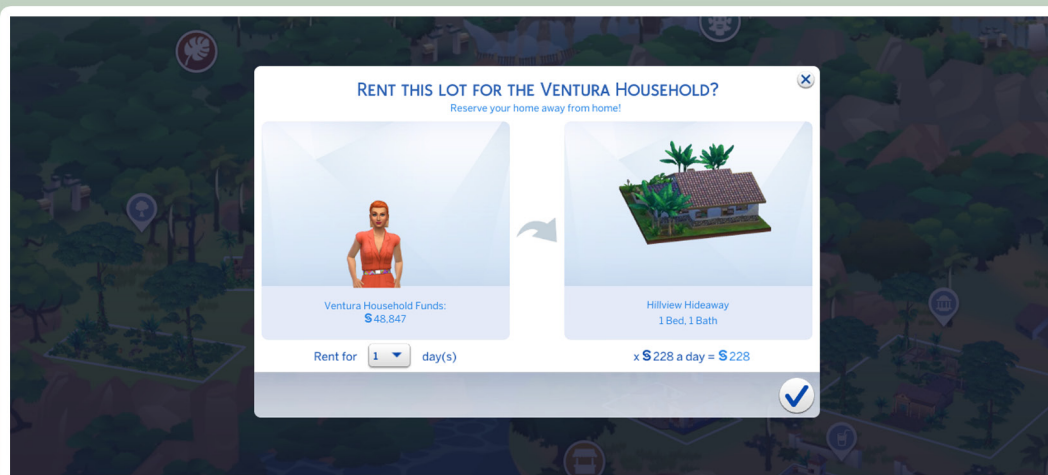


SELVADORADA

WORLD SCREENSHOTS



Selvadorada is a brand new Jungle-themed Destination World for The Sims 4. To begin an adventure in Selvadorada, Sims can use the computer or phone to “Go on Vacation”. Once you enter map view, select your destination and the number of days you would like to stay.



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LOT TRAITS

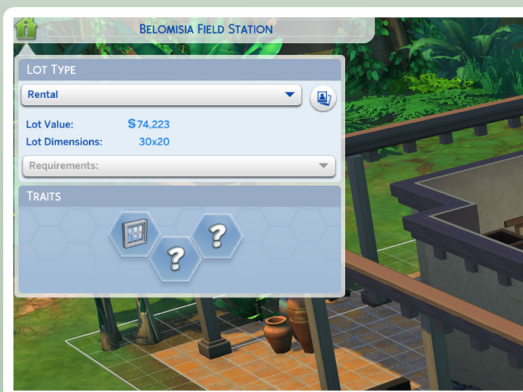
The Sims 4 Jungle Adventure has added 2 new lot traits available for use on all lots (including apartments and venues) in any world. Each trait has a unique effect that can change how your Sims interact with the lot.

IMAGE	NAME	EFFECT	AVAILABILITY
	Creepy Crawlies	It seems that some creepy pests have taken up residence here. Be prepared; when they hit you'll never see them coming.	All lots
	Peace & Quiet	Something about this lot makes it great for reading. Sims understand more, so they gain skill faster from reading, and Tense moods go away faster.	All lots

RENTAL LOTS

Since Selvadorada is a “Destination World” Sims are not able to reside there permanently, but they can extend their vacation indefinitely. When Sims visit Selvadorada they will have to rent one of the 4 available rental lots.

- You can build and alter any of the lots in Selvadorada in manage worlds, but rental lots can’t be edited in live mode unless you use the `bb.enablefreebuild` cheat.



Rentals are a new lot type available only when editing any of the lots in Selvadorada or Granite Falls. There aren’t requirements for this type of lot and you’re able to change any of the destination lots into a rental lot at any time through “Manage Worlds”.

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NEIGHBORHOOD LOTS & INFO

Selvadorada comes with 2 neighborhoods filled with pre-built rental and community lots. This section of the guide gives you information on all lots from each neighborhood.

PUERTO LLAMANTE MARKETPLACE

Come enjoy the sights and sounds of Selvadorada! Pack some gear before heading out to the jungle, or relax and experience different food and culture.

- **Cantina “El Arbol del Jaguar” (Bar, 40×30, \$63,866)** - The Cantina lot is home to the local bar and shares its grounds with the marketplace.



- **Alam Museum of Archaeology (Museum, 64×64, \$74,204)** - The Museum lot is a great place for aspiring Archaeologists. This lot has an archaeology table, natural pool, and a place where Archaeology Scholars feel especially confident.



SELVADORADA NEIGHBORHOOD

- **Selvadorada Villa (Rental Lot, 30×20, 3 Bed 3 Bath, \$618/day)** - This rental lot is closest to the Marketplace. This is a great place to rent if your Sims are looking to be near the action and Selvadorean locals. (**Bracing Breezes Lot Trait**)



- **Hillview Hideaway (Rental Lot, 20×15, 1 Bed 1 Bath, \$228/day)** - This is the smallest and cheapest rental lot in Selvadorada. It is tucked away next to the local Museum and surrounded by beautiful scenery. (**Sunny Aspect & Creepy Crawlies Lot Traits**)



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BELOMISIA JUNGLE

The jungle is teeming with wondrous sights and hidden dangers. Brave adventurers can explore the ruins of the ancient Omiscans. Skilled Sims will do well here.

- **Belomisias Trailhead (National Park, 40×20, \$13,455)** - This National Park is at the Jungle entrance. Sims who want to take quick breaks to eat and rest can throw up a tent or grill some food at the BBQ drum.



- **Belomisias Field Station (Rental Lot, 30×20, 8 Bed 2 Bath, \$717/day)** - This rental lot is closest to the Jungle entrance, and is also the largest and most expensive rental lot available. This is a great place to rent if your Sims want to explore. (**Natural Light Lot Trait**)



SELVADORADA NEIGHBORHOOD

- **Jungle Bungalow (Rental Lot, 30×30, 2 Bed 2 Bath, \$554/day)** - This rental lot is tucked inside the skirts of the Jungle. This is a great place for Sims to relax and enjoy a romantic getaway. (**Romantic Aura and Peace & Quiet Lot Traits**)



HIDDEN/LOCKED AREAS

When hovering over the green icon at the top of the world map in Selvadorada, you will notice 5 additional areas of the map that are marked by question marks.



These areas collectively make up the 3rd “neighborhood” in the world, but Sims can’t travel to these areas from the map. Sims will have to clear paths and make their way through the jungle in order to access these locations on the map.

To unlock these hidden areas and learn more about what each of the hidden pathways have in store for your Sims, check out the **Jungle Exploration** section of the guide.

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SELVADORADA NEIGHBORHOOD

NEW LOT SIZE (64×64)

The Sims 4 Jungle Adventure adds a brand new 64×64 Lot Size. The “Alam Museum of Archaeology” community lot in Selvadorada is large enough to build pretty much anything.

- Aside from the Museum lot in Jungle Adventure, this specific lot size is only found in the **Get Together**, **City Living**, or **Cats & Dogs** Expansion Packs



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SELVADORADA COLLECTIBLES

NEW COLLECTIBLES

Jungle Adventure adds the “**Ancient Omiscan Artifacts**” and “**Omiscan Treasures**” Collections to the game, and also adds several new items to the already existing **Fish**, **Fossils**, **Crystals**, and **Gardening Collections**.

All new collectibles are exclusively spawned in Selvadorada, but they can be taken back to the home world via a Sim’s inventory for planting, displaying, and eating.



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ANCIENT OMISCAN ARTIFACTS COLLECTION

The Sims 4 Jungle Adventure adds the brand new “Ancient Omiscan Artifacts” Collection. Ancient Omiscan Artifacts can be found as Clumps of Dirt or Unauthenticated Artifacts in Dig Piles or Excavation Sites. They are also found via **treasure chests** and **chance cards**.

- Sims with a Level 9 in the **Archaeology Skill** will begin to receive unauthenticated artifacts through the mail. Sims can authenticate these artifacts and keep them, they can send them back, or donate them to the Simsonian Museum.









Sims who find dirt clumps or unauthenticated artifacts can use the Archaeology Table to authenticate them as long as they have a Level 3 in the new **Archaeology Skill**. Place the artifact in a Sim's inventory to add to your collection.

Artifacts have two quality types: Poor and Excellent. Poor quality artifacts will have cracks on them and look worn, while excellent quality artifacts will look pristine. The quality of an artifact depends on a Sim's Archaeology Skill and both count as collectibles.



Sims may uncover Counterfeit artifacts as well (Left). They have a silly appearance and sell for less.

SELVADORADA COLLECTIBLES

IMAGE	ARTIFACT NAME	RARITY	DESCRIPTION
	Bronze Harvest Knife	Common	The most basic Omisca tool. This was used to harvest fruits of the jungle.
	Quartz Skull	Common	Meztli, Chief of the Third Season. Not the greatest of the Omisca chiefs. He demanded to be immortalized after claiming to be the inventor of the banana.
	Stoneware Omiscan Vase	Common	Fired in hot kilns to give this vase longer use. A side effect of this process make the vase aesthetically more pleasing.
	Terracotta Cetlcitli Statue	Common	This terracotta statue depicts Cetlcitli, the Omiscan spirit of crop preservation and longevity.
	Terracotta Mask of Khaas	Common	The Omisca dreamed of the ability to change their facial features at will. The best they could do was to use a Mask of Khaas to simulate a new set of facial features.
	Terracotta Omiscan Vase	Common	A simple earthenware vase given some special artistic attention to make it stand apart from a hole in the ground.

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IMAGE	ARTIFACT NAME	RARITY	DESCRIPTION
	Amazonite Harvest Knife	Uncommon	The Omisca who owned this tool decorated it with Amazonite. The blade is dull. The owner cared more about the looks than the function.
	Decorative Omiscan Vase	Uncommon	The Omisca didn't have refrigerators. The equivalent of putting your art on the fridge was to paint on a vase. Even in modern times this is art any parent would be proud of.
	Painted Cetlcitli Statue	Uncommon	The Omiscan people believe that placing a statue of Cetlcitli in a stone box with their food would keep that food cool and help it last longer.
	Smokey Quartz Skull	Uncommon	Itotia, Chief of the Second Season. Immortalized after choreographing the hottest dance craze to ever take over the Omiscan dance scene. The Rumbasim.
	Turquoise Mask of Khaas	Uncommon	The Omisca had a saying. "If you can't change your face, paint it." That saying is represented with this Turquoise Mask of Khaas.
	Amazonite Skull	Rare	Yolotli, Chief of the First Season. Remembered forever as the greatest of the Omisca fighters. It is said he once fought off an assault of three dire chinchillas at once.

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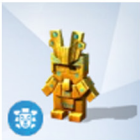



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IMAGE	ARTIFACT NAME	RARITY	DESCRIPTION
	Gold Harvest Knife	Rare	Used only during sacred harvest festivals. Golden Harvest Knives would be used to carefully collect rare emotion berries.
	Golden Cetlcitli Statue	Rare	This statue of Cetlcitli is cool to the touch. Its expression is magnetic. One can't help but to want to have multiple statues of Cetlcitli placed in one's home.
	Golden Mask of Khaas	Rare	A beautiful mask. However, it was not very functional. Wearing this mask resulted in many neck injuries due to the sheer weight of this mask.
	Golden Omiscan Vase	Rare	This vase was not common for practical use. Sure it was beautiful, but it was also really heavy. No one ever thinks of how heavy gold is when making large vases.
	What's Old is New Again	Plaque	This plaque commemorates all the time you've spent in the dirt discovering and restoring Ancient Omisca Artifacts. Decorating your apartment with these objects will truly allow you to call your style "vintage".

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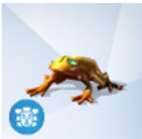
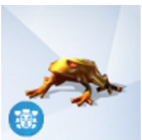
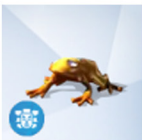
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SELVADORADA COLLECTIBLES

OMISCAN TREASURES

The Sims 4 Jungle Adventure adds the brand new “Omiscan Treasures” Collection. All 13 Omiscan Treasures are Rare collectibles that are found only in the Golden Treasure Chests found at the end of the temple, and through **Chance Cards**.



IMAGE	TREASURE NAME	RARITY	DESCRIPTION
	Bullseye Amazonite Gold Perereca	Rare	Expertly crafted by a master Omiscan jeweler.
	Disc Ruby Gold Perereca	Rare	Expertly crafted by a master Omiscan jeweler.
	Jeweled Gold Perereca	Rare	Expertly crafted by a master Omiscan jeweler.

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IMAGE	TREASURE NAME	RARITY	DESCRIPTION
	Skull Diamond Gold Perereca	Rare	Expertly crafted by a master Omiscan jeweler.
	Sprout Sapphire Gold Perereca	Rare	Expertly crafted by a master Omiscan jeweler.
	Striped Quartz Gold Perereca	Rare	Expertly crafted by a master Omiscan jeweler.
	Sunburst Jonquilyst Gold Perereca	Rare	Expertly crafted by a master Omiscan jeweler.
	Surfer Hematite Gold Perereca	Rare	Expertly crafted by a master Omiscan jeweler.
	Omiscan Gold Calendar Plate	Rare	Omisca Commemorative Plate 1 of 5. This archaeological find proves that collectible plates didn't start with your grandmother.

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IMAGE	TREASURE NAME	RARITY	DESCRIPTION
	Omisca Gold & Turquoise Calendar	Rare	Omisca Commemorative Plate 2 of 5. Documenting the 18 months of the Omisca year.
	Cetlcitli Gold Calendar Plate	Rare	Omisca Commemorative Plate 3 of 5. It looks as if someone scratched in birthday reminders.
	Cetlcitli Gold & Emerald Calendar Plate	Rare	Omisca Commemorative Plate 4 of 5. This ornate collectible celebrates all the Omisca holidays.
	Cetlcitli Jeweled Calendar Plate	Rare	Omisca Commemorative Plate 5 of 5. When you need to show off your wealth you need this plate. Solid gold and covered in rare gems.
	Treasure Hunter	Plaque	It wasn't about the gilded and jeweled treasure. That wasn't the reason you trekked through dangerous jungles and trap filled temples. No, it was this plaque. This plaque is your ultimate reward. Display it with pride.

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FISH COLLECTION

The Sims 4 Jungle has added **3 brand new fish** to the **Fish Collection**. All new fish are exclusive to Selvadorada, but can still be taken back to the home world for cooking, roasting, and mounting. Catching these new fish types depends on location and skill level.






The Tambaqui fish can be caught in all areas of Selvadorada, however, the Uncommon and Rare **Armored Catfish** and **Electric Eel** are exclusive to the hidden island lot in the jungle.

- Fish can also be randomly gifted to a Sim when completing certain chance cards.



SELVADORADA COLLECTIBLES

IMAGE	NAME	RARITY	VALUE	DESCRIPTION	REEL IT IN!
	Tambaqui	Common	\$327	The Tambaqui is already pretty big. This one's bigger.	Unlocked at Level 2 of the Fishing Skill. Found in all of Selvadorada's fishing spots.
	Armored Catfish	Uncommon	\$42	This fish is ready to go to war.	Unlocked at Level 2 of the Fishing Skill. Found in Selvadorada's "deserted" Island.
	Electric Eel	Rare	\$203	This Electric Eel is shockingly large but sparks great interest from those who catch one.	Unlocked at Level 2 of the Fishing Skill. Found in Selvadorada's "deserted" Island.

FOSSIL COLLECTION

The Sims 4 Jungle Adventure has added **5 brand new fossils** to the **Fossils Collection**. The new fossils are found by extracting them from Fossil Rock found in excavation sites or rock digs. Click on fossil rock to extract.



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IMAGE	NAME	RARITY	VALUE	DESCRIPTION
	Fossilized Llama Toe	Common	\$32	Llamas do not have hooves like horses, sheep, or cattle. Instead, they have two toes allowing them to be very stable on uneven terrain.
	Fossilized Mouseosaurus	Common	\$48	This tiny tyrannical rodent from prehistoric times is now immortalized in timeless stone. Don't drop it!
	Fossilized 3 Toed Footprint	Uncommon	\$76	All prehistoric 3 toed creatures collectively agreed to evolve away from 3 toes. There were too many problems caused by the confusion between pointing and crude gestures.
	Fossilized Crocodile Jaw	Uncommon	\$110	Crocodiles have been around for 200 million years. Their teeth were just as pointy and dangerous back then as they are today.
	Fossilized Simian	Rare	\$200	This monkey fossil was found alongside a broken chain. It looks as if there is a link missing from the chain and this monkey perished while searching for it.

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CRYSTALS COLLECTION

The Sims 4 Jungle Adventure has added 2 brand new Crystals to the Crystal Collection. Crystals are found in rock digs in the world, and sometimes in **treasure chests** and **chance cards**.



Keep an eye out for rocks with crystals sticking out of them.

Also new in the game is the ability to refine Crystals into smaller parts. Refined Crystals are used to activate Mystical Relics that trigger a variety of curses and blessings. For more on this new feature, check out the **Relics section of the guide**.

IMAGE	NAME	RARITY	ISOLATED ELEMENTS	VALUE	DESCRIPTION
	Amazonite	Uncommon	Crytacoo Melacoo Sealium	\$68	A softer gemstone which really shows off its beautiful color when polished. Sometimes found in the waters of long winding rivers.
	Alexandrite	Rare	Firaxium Goobleck Oxylin	\$124	This rare gem has a dramatic color shift from day to night. Alexandrite is sometimes described as a emerald by day and a ruby by night.

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GARDENING COLLECTION

The Sims 4 Jungle Adventure has added **9 brand new harvestables** to the already existing **Gardening Collection**. All new harvestables are exclusive to Selvadorada, but can be taken back to the home world for planting and cooking.



All new harvestables are found in Selvadorada, so this is the only place to collect them. While the Avocado and Black Beans can be used to cook some of the new recipes, the emotional berries are a completely different type of harvestable.

The Tree of Emotions found in the jungle carries all 7 of these new berries. These are useful for getting Sims in the correct emotional state when attempting to disarm temple defenses. To learn more about temple defenses, check out the **Temple section of the guide**.

IMAGE	NAME	RARITY	VALUE	DESCRIPTION	COLLECT IT!
	Black Beans	Common	\$3	Black Beans are super nutritious and good for Sims. Additionally, they are very versatile and can be used in a wide range of dishes.	Found in Selvadorada. (Bush)
	Avocado	Uncommon	\$8	Avocados are delicious vegetables! Er... delicious fruits? Well whatever the correct classification it sure is good on toast!	Found in Selvadorada. (Tree)

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IMAGE	NAME	RARITY	VALUE	DESCRIPTION	COLLECT IT!
	Cereberries	Rare	\$8	A quick handful of these berries will focus a Sim like a laser beam! Great for snacking during homework or when you just want to be able to concentrate.	Found in Selvadorada. (Tree of Emotions)
	Flutterberries	Rare	\$8	Be very careful around these berries. They will set your heart aflutter and can cause immediate flirtiness. Be aware of nearby Sims when consuming this fruit.	Found in Selvadorada. (Tree of Emotions)
	Gutsberries	Rare	\$8	These berries instill a sense of confidence in a Sim. Eat a bunch and you'll get the guts for the most dangerous social maneuvers.	Found in Selvadorada. (Tree of Emotions)
	Merry Berries	Rare	\$8	Happy little berries make for a happy little Sim. Just pop one in your mouth and try not to smile. I dare you.	Found in Selvadorada. (Tree of Emotions)
	Museberries	Rare	\$8	Writer's block? Struggling to solidify that spark of a great idea? Fear not, because around this fruit you're a bite away from a mouthful of inspiration.	Found in Selvadorada. (Tree of Emotions)
	Razzleberries	Rare	\$8	These yummy berries are squishy and juicy. One taste will remind Sims of their childhood and cause playful tendencies.	Found in Selvadorada. (Tree of Emotions)
	Vimberries	Rare	\$8	These berries will get a Sim moving! Full of vim and vigor, nothing else gets you energized so quickly. And they're delicious to boot! A win-win!	Found in Selvadorada. (Tree of Emotions)

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INTERACTIVE OBJECTS

The Sims 4 Jungle Adventure adds a variety of new interactive objects. These objects allow for new game play not previously available in game. Details on these objects below.

CURATORS CABINET

The Curators Cabinet is an interactive object for Sims who want to show off their collection of gems, relics, artifacts, or anything else they want to proudly display.

The cabinet has the following interactions:

- Engrave
- Turn On/Off on Lights
- Auto Lights
- Set Color & Intensity
- View Collection

When viewing their collection, Sims will receive the 4-hour “Fascinating Collection” Inspired Moodlet. This is a great emotional state for Sims who want to increase their skills.



INTERACTIVE OBJECTS

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ARCHAEOLOGY TABLE

The Archaeology Table is a new object that allows Sims to uncover & authenticate artifacts, refine crystals, extract elements, and practice archaeological analysis. This is a great object to help Sims increase their Archaeology Skill.

As Sims continue to improve their Archaeology Skill they will unlock additional interactions with this object. The following interactions are available on the Archaeology Table:

- **Place in World/Inventory** - Archaeology Tables can be purchased in buy mode and placed into a Sim's inventory. This interaction will allow Sims to place the table pretty much anywhere in any world.
- **Uncover Artifact (Level 2 Archaeology Skill Required)** - This option allows Sims to uncover artifacts that are found as clumps of dirt or clay. These clumps are found by excavating and opening treasure chests in the jungle and temple.
- **Authenticate Artifact (Level 3 Archaeology Skill Required)** - This option allows Sims to authenticate the uncovered artifacts they find or uncover. The quality of the artifacts depends on how skilled a Sim is.
- **Extract Element (Level 5 Archaeology Skill Required)** - This option allows Sims to extract elements from Metals and Crystals. Elements that are extracted count towards the existing Elements Collection.
- **Practice Archaeological Analysis (Level 5 Archaeology Skill Required)** - This option allows Sims to analyze authenticated artifacts, and provides a 3-hour "Inspired" boost. This interaction also helps increase their Archaeology Skill.
- **Refine Crystal (Level 7 Archaeology Skill Required)** - This option allows Sims to refine crystals at the table. Refined crystals are used in **Mystical Relics**.



CRAFT SALES TABLE

The Craft Table is a new retail-like object that allows Sims to sell food dishes, collectibles, and crafts anywhere in the world. The object can be purchased in buy mode and placed in the world via a Sim's inventory, or Sims can use sales tables on commercial lots.

To get started, Sims should have food dishes, collectibles, or crafts readily available in their inventory. Once they're ready to make some money, the following interactions are available with the Craft Table object:

- **Place in World** - Craft Tables can be purchased in buy mode and placed into a Sim's inventory. This interaction will allow Sims to place the table on any lots of public spaces in any of the worlds available with the game.
- **View/Stock Inventory** - This option allows you to see what items are currently available in the table's inventory. *(If you're just starting out, the inventory will be empty.)* From there, you can drag and drop items from your Sim's inventory into the table inventory.



- **Stock Table** - This interaction will place the items you selected onto the table. The craft table has limited space, so only some of the items you want to sell will be placed. Once you sell some of the inventory, you can restock with additional items.
- **Tend Table** - This option must be selected in order for your Sim to begin selling anything. Once they are tending the table, additional options will be available depending on what type of lot they are on.

INTERACTIVE OBJECTS

- **Mark Up Prices** - This option allows Sims to decide how much of a price markup the items will have. Available options are 0%, 25%, 50%, 75%, 100%, 200% and 300%. Pricing items too high may affect sales, especially if the items are not of high quality, but lower prices affect profits.
- **Yard Sale** - When Sims sell items on their home lots, this interaction will enable a 3-hour Yard Sale that attracts buyers to the lot. Sims will randomly appear and purchase items from the Table.
- **Clear Table** - Once your Sims have finished selling goods for the day, use this option to clear the inventory and pack up to go home. Use the “Put in Inventory” option to pick up the table and call it a day.



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OPEN AIR NATURAL TOILET

The Open Air Natural Toilet is an object that allows Sims to do pretty much anything. Found in Selvorada, and also in buy mode, this object allows for the following:

- **Fertilize** - Sims can use the bush to relieve their bladders.
- **Woohoo/Try for Baby** - Adult Sims who are in a serious relationship can both Woohoo and Try for a baby in the bush.
- **Nap/Disco Nap (Get Together)** - Tired? How about a little nap? Sims who have the Dance Machine trait can also use the “Disco Nap” interaction for a more satisfying nap.
- **Send Pets to Explore (Cats & Dogs)** - Cats & Dogs can explore the bush to retrieve feather collectibles.



BUY MODE ITEMS

BUILD/ BUY MODE OBJECTS

The Sims 4 Jungle Adventure includes **183 buy and build mode items**. This includes objects, build items, styled rooms, and every other item that was included with the game.



Camita De Ensueño

\$1,400

A simple, yet sturdy wooden frame is the basis for this quintessential Salvadoradian bed. But the real treats are the vibrant, colorful sheets that playfully decorate this lovely bed of dreams.

Energy: 5
Stress Relief: 3



Cama De Ensueño

\$2,020

A simple, yet sturdy wooden frame is the basis for this quintessential Salvadoradian bed. But the real treats are the vibrant, colorful sheets that playfully decorate this lovely bed of dreams.

Energy: 6
Stress Relief: 4



Open Air Natural Toilet

\$50

Featuring the latest natural technology, this open air model gives the user a sense of freedom never before found in an outdoor toilet. Sure, some say it just looks like a bush to soil, but we feel it's a canvas to express yourself!

Bladder: 10



Rustic Stool

\$95

Sometimes you need a simple stool upon which to rest your tired bones. Nothing fancy needed; no cushions, no pretentious designs. Just a simple wooden stool.

Comfort: 1



Wooden Lounger

\$310

Perfect to set up on the patio and take in the crisp morning air. Grab a cup of coffee or tea and simply relax.

Comfort: 4



Selvadoradian Patio Chair

\$100

This chair is sturdy and made for long term use. The crafters of Salvadorada certainly make furniture to last the ages. You certainly get what you pay for.

Comfort: 1



Cushioned Salvadoradian Chair

\$200

This uniquely designed chair has a look distinct to Salvadorada. The fine furniture makers have honed in their craft and knocked this one out of the park.

Comfort: 4



Stool De Salvadorada

\$510

What a good looking stool! The generous curves, fine leather padding, and smooth sanded wood all combine into a luxury stool fit for royalty.

Comfort: 7



Selvadoradian Sofa

\$350

Perfect alongside the other Salvadoradian pieces, this sofa is vibrant, cheery, and gracefully represents the culture from which it originated.

Comfort: 1



Rustic Selvadoradian Bench

\$420

Despite its simplistic shape the interesting designs and bold accent colors set this bench apart from others. Truly unique and lovely furniture for all your living needs!

Comfort: 1



Selvadoradian Loveseat

\$430

The Sims of Salvadorada love bright, dramatic splashes of color and this piece showcases the style beautifully. Sure to add a touch of warmth to any environment.

Comfort: 1



Selvadoradian Counter

\$235

Simple and straightforward, this counter puts function first and is incredibly efficient in its design. Solid counter top materials, industrial handles, and a sturdy frame that holds it all together make this the counter of choice for many Salvadoradian culinary experts.

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Selvadorian Cabinet

\$200

Perfect to keep kitchens clean and clutter-free, this cabinet hangs over its countertop counterpart to maximize space and reduce wasted motion.

Environment: 2 [Jungle Adventure](#)



Forgotten Island of Omisca

\$200

Legend tells of an ancient island counted from the jungle, but no one believed it until now! Recently discovered deep in the Omiscan ruins of Selvorada this island is no longer a myth.



Round Selvadorian Dining Table

\$550

Sometimes frivolous decorations, bells, and whistles are completely unnecessary. This table focuses on featuring the beauty of natural wood in its best possible form. The result is an incredibly focused design that fits in almost any household aesthetic.



Long Plank Selvadorian Table

\$1,000

The star of the show here is the gorgeous single wooden plank that the whole piece is built around. The quality of wood and love displayed in its craftsmanship is clear for all to see.

Environment: 2 [Jungle Adventure](#)



Rustic Selvadorian Hallway Table

\$85

Sometimes simple is the way to go. It's amazing what a lovely overall look a minimalist approach can provide. The slightly rough and imperfect presentation translates to a slick, perfect style.



Wooden Selvadorian Hallway Table

\$285

With far more embellishments than its rustic Selvadorian counterpart, the curves and metal attachments set this piece apart from traditional Selvorada styling.



Selvadorian Bathroom Cabinet

\$45

Perfect for containing all those unsightly bathroom odds and ends, the look of this table is somewhat unique to the normal style of Selvorada. While it features traditional wooden materials, the door designs and handle are somewhat at odds with normal sensibilities.



Rustic Selvadorian End Table

\$290

Simple and structurally straightforward, this table still has an air of grace and sophistication about it. It would look as good next to a luxury sofa as it would in a new couple's starter home.



Charming Selvadorian End Table

\$335

Although great care and detail has gone into the design of this table, it's the wood that is the star of the show. Made from reclaimed fallen jungle trees the planks come in many different colors and grains. A very personalized and unique piece.



Reclaimed Wooden Coffee Table

\$230

The wood is so gorgeous you'll never let a Sim place coffee on this coffee table. Coaster! You're going to need a lot of coasters! Because if, by Sims, the little or spill anything on this table there is going to be a wrath!



Wide Rustic Selvadorian Shelf

\$350

Sourced from old wood found deep in the Jungle this shelving unit is cheap, but very sturdy.

Environment: 2



Narrow Rustic Selvadorian Shelf

\$300

Sourced from old wood found deep in the Jungle this shelving unit is cheap, but very sturdy.

Environment: 2



Selvadorian Kitchenware Shelf

\$400

For the super organized! Plates go here, glasses go there, bowls... NOT THERE! Do put them there! Place them to the right. More. More. Too much. Perfect! Right the

Environment: 2



Polished Wooden Bar Caddy

\$615

A very common item to find in the homes of Selvorada, a family can run their entire kitchen and dining room out of this useful cabinet. Time for the kids to set the table!

Environment: 3

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Salvadoradian Kitchen Hutch \$725

This cabinet is so useful you'll never need a runner to assist your bartender again. A great add to your wooden themed bar rooms!

Environment: 3



Deep in the Bush Picnic Table \$235

Even when deep, deep in the unexplored vastness of the jungle you've got to be able to place your lunch on a flat surface. This table will do the trick!



Opulent Hand Carved Sink \$285

This luxurious sink is beautifully hand-carved and meticulously detailed. The round glass basin adds a modern touch to an otherwise timeless look.

Hygiene: 5
Reliability: 5



Wide Basin Sink \$300

Extremely functional, the wide basin allows great access to the water flow without any pesky counter splashing. This sink is almost industrial in quality and will take quite the beating before wear will show.

Hygiene: 5
Reliability: 5



Stereogram Tile Shower \$860

There is a hidden image for you to find as you gaze off into space during those long cold showers.

Hygiene: 6
Stress Relief: 2
Discomfort Relief: 2



Tubstep Deep Wash \$1,720

A fantastic way to relax and get clean. This tub was also designed to reverberate with deep bass notes if struck while empty.

Hygiene: 6
Stress Relief: 5
Discomfort Relief: 5



Pop Up Archaeology Work Bench \$390

Archaeology is a fast, competitive, on the move science. This work bench was designed to keep up with scientists in the field or those working from home.

+Archaeology Skill



Carved Bar \$800

This wooden bar has been meticulously hand carved with a beautifully patterned and adorned rustic metal foot bar. This bar is aged and elegant.

Drink Quality: 4
+Mixology Skill



Salvadoradian Craft Sales Table \$300

This bright, cheery table is perfect to house all your wares for sale. Stock up, tend, PROFIT!



Salvadoradian Food Stall \$1,800

This makeshift market stall has been fitted with a functional kitchen to create all the wonderful jungle foods you know and love.



Fresh Algae Scum \$25

Decorate your pond or pool with the freshest of algae. This algae is always having fun and making new friends. Don't waste your time with those other nerdy Algae Clumps that are always doing math.

Environment: 1



Giant Water Lilies \$50

If normal Water Lilies symbolize deep spirituality and all that jazz then Giant Water Lilies must symbolize crazy extreme levels.

Environment: 1



Hanging Fern \$110

It's a Fern plant. It hangs down. So you know, that's where the name came from wasn't a huge stretch. Cool plant though! Cool plant.



Creeping Bougainvillea Base \$110

Bougainvillea. Such a rich and interesting sounding word. Bougain Villea. Bogain Villa. Bogan Veeya. Uh oh. The name was said so many times it seems weird and wrong now. But really pretty still.

Environment: 1

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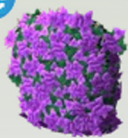
WORLD

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Creeping Bougainvillea Center \$110

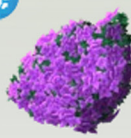


Bougainvillea. Such a rich and interesting sounding word. Bougain Villea. Bogain Villa. Bogan Veeya. Uh oh. The name was said so many times it seems weird and wrong now. But really pretty still.

Environment: 1



Left Creeping Bougainvillea \$110

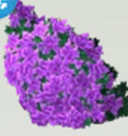


Bougainvillea. Such a rich and interesting sounding word. Bougain Villea. Bogain Villa. Bogan Veeya. Uh oh. The name was said so many times it seems weird and wrong now. But really pretty still.

Environment: 1



Right Creeping Bougainvillea \$110



Bougainvillea. Such a rich and interesting sounding word. Bougain Villea. Bogain Villa. Bogan Veeya. Uh oh. The name was said so many times it seems weird and wrong now. But really pretty still.

Environment: 1



Heliconia \$150



The flowers of this ivy plant commonly look like cute little lobster claws. Haters call them false bird-of-paradise. Totally uncaring and petty.

Jungle Adventure



Potted Willow \$170



Oh noes! Is the little Willow sad? No? The why is it weeping? What did you do?!

Jungle Adventure



Potted Jungle Fern \$250



This plant thrives indoors, but its soil must be constantly moist. It prefers partial shade but it's pretty hardy and should survive anywhere you put it.

Environment: 2



Potted Jungle Plants Varietal \$350



It's hard to believe, but these three plants are closely related to each other and can usually be found growing close together in dense, vegetative environments.

Environment: 2



Lonely Potted Tree \$50



This poor tree used to be constantly surrounded by friends. But not anymore! It has been ripped from its comfort zone and added to the Sims' supply for their placement pleasure! Enjoy and happy decorating.



Selvadorada House Plant \$50



For those that want just want to bring a little jungle into their life. This lovely plant pairs well with other assorted flora and fauna, is robust enough to stand on its own.

Jungle Adventure



Solo Bromeliad \$50



This cute little plant likes to be placed near other potted plants and trees, but it's tired for them to grow up and be independent. Spread your wings and fly, little bro!

Jungle Adventure



Rustic 2x1 Shingle Awning \$300



Not only beautiful, but this design is incredibly functional and funnels rain down and away from the base. Perfect for wet weather hot spots.



Rustic 3x1 Shingle Awning \$300



Not only beautiful, but this design is incredibly functional and funnels rain down and away from the base. Perfect for wet weather hot spots.



Scattered Ruins Makeshift Table \$20



This broken section of ancient ruins probably used to be part of a wall or pedestal structure. Now it's the perfect conversation starter.

Environment: 1



Broken Jar Ruins \$25



This old vase relic is crumbling and worn. There seems to be some sort of bone fragments mixed into the sediment inside. How was this obtained?! It should be in a museum!

Environment: 1

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Jar Ruins

\$40

This incredibly old vase has remained remarkably intact and preserved. What's inside? It could be anything? Even another vase!

Environment: 1



Jar Ruins Trio

\$75

These are my jars. There are many like it, but these are mine. My jars are my best friend. I must master them as I must master my life. Without me, my jars are useless. Without my jars, I am useless. So buy these jars, amirite?

Environment: 1



Rubble Ruins

\$100

Ruins of rubble? Are you really ready to release and resize the ruins remainder on the road or would you rather reign in your rage and respect the relative reminder of relaxing recreation?

Environment: 1



Welcome to the Jungle Base Camp Sign

\$100

Welcome to the Selvadorada Jungle. It's full of fun and amusement. There's everything you could want; find what you need. But beware poison disease. Don't let your Sim get brought to their kna kna kna kna knees.



Amazonite Sentry

\$150

Once the solemn guardian of sacred relics this sentry is now the perfect addition for multitude of holiday and party decoration

Environment: 1



The Married Couple

\$195

These vases are always seen paired together, never apart. Local myth tells the story of an enchanted prince transformed into vase alongside his forbidden love so that they could always be together. The details have been forgotten, but I'm sure it was a lovely tale.



Large Broken Ruins Pillar

\$400

This pillar is humongous! And so heavy! How did it get moved? Why? So many questions...

Environment: 2



Statue of Madre Cosecha

\$250

Madre Cosecha helped the people settle Selvadorada during a time of great famine. Her long lost recipe of Grillos Achocolatados gave the founding settlers strength.

Archaeologists also note that the Giant Omisca Cricket seems to have gone extinct



Large Ruins Pillar

\$500

This pillar is humongous! And so heavy! How did it get moved? Why? So many questions...

Environment: 2



Totecallama Totem

\$3,500

The carving of Totecallama reminds the Omiscan people to keep a firm defense up. Misfortune can befall the Sim who is not prepared.

Environment: 8



Zazatotl Totem

\$3,500

The carving of Zazatotl reminds the Omiscan people of the importance of storytelling and history.

Environment: 8



Balampaloh Totem

\$3,500

The carving of Balampaloh reminds the Omiscan people to treasure surprise at the unexpected events of life.

Environment: 8



Lotus Totem

\$3,500

The carving of the Lotus reminds the Omiscan people to stop and smell the flowers. Unless those flowers are full of stinging bugs, or poisonous snakes, or biting bats. Come to think of it, skip the flowers.

Environment: 8



"You're Full of Sticks" Decorative Centerpiece

\$50

This vase painstakingly recreates the style of the ancient jungle civilization of the past. Filled with various twigs and branches this piece adds a lovely natural touch to any table setting.

Environment: 8

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Selvadoradian Throw Rug

\$140

Great for hallways and small to medium sized rooms, this rug is a great way to tie the culture and charm of Selvadorda space.



Huge Selvadorda Rug

\$315

The bright colors really pop and the patterns add a whimsy and charm unique to this region. The hardest part is finding a room big enough to lay this down.



Ancient Circle of Bunny

\$365

Although its actual meaning has been lost over the centuries many Sims have their own theories regarding what these calendar-like circles represent.



Standalone Adobe Fireplace

\$1,820

All the height of an indoors fireplace with the need of any pesky walls. Well, you can add walls if you want. We won't judge.



Ruins Trim

\$80

A worn stone block with popular ziggy pattern etchings. This look is fairly common in discovered ruins and can be found in a variety of different types of stone.



Crumbling Ruins Trim

\$80

A worn stone block with popular ziggy pattern etchings. This particular stone rectangle has a worn and broken off corner.



Cracked Ruins Trim

\$80

A worn stone block with popular ziggy pattern etchings. This particular stone block is cracked and missing a good sized chunk.



Small Stone Wall Column Facade

\$85

This stone application provides a rough, worn look on any wall. Tile several pieces together for a strong stone finish or use sparingly as an accent piece.



Ruins Cap

\$90

This wall cap features a common design used by the ancient jungle people.



Sun Glyph

\$100

"When a Sim dies, his heart is absorbed by Death and brought to the sun, where the Watchers store the energy they need for creation. With each Sim that is born they grab a pinch of sun and put it into the newborn heart, renewing the cycle once more."



Llama Glyph

\$100

"This has all been and will forever be again."
-Excerpt from the Omisca Regeneration Myth



Tree Glyph

\$100

"There comes a time when the curiosity of the Watchers is sated, when the world has run its course. Then do the Watchers collapse and 1,000 Watchers become The Watcher once more and the world collapses into chaos."



Fire Glyph

\$100

"The Watcher is light and dark, good and evil, fire and water, life and death. The Watcher is everything."

-Excerpt from the Omisca Origin Myth



Leaves Glyph

\$100

"The Watchers create trees and flowers, love and meanness, cooking and swimming."

-Excerpt from the Omisca Origin Myth

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Arrowhead Glyph

\$100

"The Watchers do not tell time as Sims do. Their time is longer, larger, unending. A Sim's time in the world must end. As with one, so with all."

-Excerpt from the Omisca Regeneration Myth



Water Glyph

\$100

"When Sims were first created, the Watchers argued amongst themselves on whether the Sims should be eternal like the Watchers themselves or whether they should walk about the world for a time and then be no more. At first, the Watchers who wished for Sims like themselves won out, and Sims lived and lived for as long as they



The Watcher Glyph

\$100

"The Watcher divides until The Watcher is 10 Watchers, 100 Watchers, 1,000 Watchers."

-Excerpt from the Omisca Origin Myth



Poison Glyph

\$100

"And so, from the parts of themselves to decay and renew, they create Death."

-Excerpt from the Omisca Death Myth



Death Glyph

\$100

"Death, a being of bones, who roams the world and brings Sims from their life to their death. Now, when a Sim dies, his heart is absorbed by Death and brought to the sun, where the Watchers store the energy they need for creation. With each Sim that is born they grab a pinch of sun and put it into the newborn heart, renewing the cycle once



Key Glyph

\$100

"While the Sims may remember nothing of the previous worlds, The Watcher remembers them all, learns from them all. With each new world the Watcher divides into more Watchers, is able to create more Sims, smarter Sims, greater worlds.

This has all been and will forever be again."



The Builder Glyph

\$100

"The Watchers work to create the world. They take pieces of themselves. They take the light from within themselves and create suns. They take the darkness from within themselves and create night skies."

-Excerpt from the Omisca Origin Myth



Chaos Glyph

\$100

"In the darkness, there is chaos.

In the chaos is everything, and so it continues for generations and generations, chaos from chaos until the time when The Watcher emerges from the chaos. The Watcher controls the chaos and is also controlled by the chaos."



Food Glyph

\$100

"But soon, the Watchers found this system unreasonable. The world was covered with Sims. The Sims could barely move about without bumping into one another. There was never enough food or beds or happiness to go around. The sun was shrinking with the energy that went into so much creation."



Wall Brambles

\$100

The roots of this plant specialize in seeking out spots to attach itself to otherwise smooth surfaces. It's amazing how fast this thing can spread!

Environment: 1

Jungle Adventure



Ruins Trim 4x1

\$110

A worn stone block with popular ziggy pattern etchings. This look is fairly common in discovered ruins and can be found in variety of different types of stone.

Environment: 1



Extended Ruins Cap

\$120

This wall cap features a common design used by the ancient jungle people.

Environment: 1

Jungle Adventure



Wall Cracks

\$0

With the passage of time, age destroys. Even the most beautiful wall can fall into dilapidated ruins given enough duration.



Wall Ruins

\$0

With the passage of time, age destroys. Even the most beautiful wall can fall into dilapidated ruins given enough duration.

Jungle Adventure

BUILD & BUY MODE ITEMS



Framed Cetlcitli Harvest Calendar \$190

Carefully excavated, restored, pieced together and then framed. All this to give you a interesting talking point during your next dinner party.

Environment: 1



Unadorned Omiscan Treasure Chest \$1,000

Why use a normal chest when you can store your belongings in a treasure chest?! Is it a real treasure chest or a knock-off replica? Either way, it's the coolest chest around!

Environment: 4



Rustic Rubber Tree Arbor \$1,000

A simple eco solution in providing weath protection.

Environment: 4



Gilded Omiscan Treasure Chest \$1,500

Why use a normal chest when you can store your belongings in a treasure chest?! Brightly adorned and painted, this treasure chest sure feels like it has been around for quite some time.

Environment: 5



Weathered Lantern \$100

This rusting lantern is definitely showing age. The bright light it still emits is a testament to its sturdiness and quality. It definitely well made.



Hand Carved Lamp \$130

The base of this lamp is hand carved from locally sourced wood from Selvadorada and the shade features several local patterns. Find the look that best suits your home and pick one up today!



Rustic Candle Chandelier \$175

If the bright glow of a candle does not suffice to fill the darkness void then how about six? This chandelier will blast you with righteous light. Better illumination through volume! That's a saying, right?



Embellished Metallic Sconce \$210

Surrounded by a beautifully gilded sheet metal, a single light emits from within this sconce. It harkens back to bygone era where delicate details created form as sought out as function.



Classic Modern Fridge \$1,500

The design is reminiscent of the classic 50's refrigerators of the past, but with a brushed metal exterior for a wholly modern take. Oh yeah, and it totally keeps perishables from perishing.

Food Quality: 6



Classic Modern Stove \$2,700

Classic? Modern? What is it (besides confusing)? Well, it's the best of both worlds! Built with the form and function of the past in mind, but with all the improved modern day amenities, this stove can almost cook the food itself...and look great doing it.



BBQ Drum \$600

You don't know anything about BBQ if you don't know about barrel meat. Throw it on the grill. Hit it low and slow to get all the juices going. The barrel holds and transfers the heat consistently. Get ready for your mouth to water!

Food Quality: 4



Traditional Selvadorean Family Dresser \$500

Typically hand carved and sourced from local materials this particular dresser is incredibly common in the Selvadorean community. Some parents even use this as a hope chest for their children, who take the piece with them when they leave the nest.



LaneCo Curators Cabinet \$2,000

Display artifacts, treasures, and trinkets in a professional manner. This collection case self lit for easy use in low light museums.

Treasures and artifacts not included.



Ruined Ruins Pedestal \$1,000

This pedestal is made from the ruins of a deep jungle temples. It's been ruined from the ravages of time, but it surprisingly has not yet been completely ruined. Perhaps ancient Sims overlooked this stone.

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Studded Mirror

\$700

With this magical reflection device, gaze upon the glory of thine own face surrounded by rich brass studs. You stud you.

Environment: 2
+Charisma Skill



Spirit of the Jungle

\$180

This large decorative sign proudly displays a common Selvadorean symbol found in many homes. Its exact meaning differs from Sim to Sim, but it generally represents good will and tidings to all travelers.

Environment: 1 Culture: 3X



Handspun Tapestry

\$185

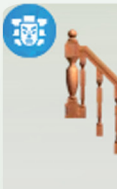
This tapestry is made from strong jungle fibers and adorned with one of several common themes. Popular with tourists and locals alike, these tapestries are found in both homes and businesses. Many are homemade from the families themselves and displayed with an air of pride.



Ancient Column

\$45

Popular for centuries (and easily lasting long) this simple stone style supported many a grand building.



Selvadorean Wood Railing

\$20

Firm yet gentle, this stair railing will always be there to support you. It's nice to have something to catch you.



Rough Stone Steps

\$8

Carved from thick stone slabs and worn by years of footsteps, these stairs will bear centuries worth of abuse with no problem.



Tidy Tiled Stairs

\$8

These stairs are laid out in a beautiful mosaic pattern that brims with personality and color.



Short Stone Ledge

\$25

Sometimes the oldest techniques work (a look) the best. There is no denying the striking, classic look this ledge provides.



Selvadorean Fencing

\$26

The wood is thick and hardy and has been well treated to ward off pests and weathering. This fencing should last for quite some time.



Ornate Wooden Balcony

\$500

Charming. Elegant. Stately. All adjectives that jump to mind when seeing these lovely balconies clinging to and jutting from the sides of their buildings.

👉 Jungle Adventure 📄



Paneless Rustic Stone Window

\$30

Open slits in this stone window allow natural light to directly enter; no glass needed. But don't worry. The window wasn't hurt when the glass was removed. It was paneless.



Rustic 3 Panel Wooden Window

\$30

Full of South Simerican charm, this traditional wooden frame houses playful glass panes that add a charm to the layout.



Rustic Shutter (Closed)

\$30

It's way too cold and drab to be opening shutters right now (and maybe a little privacy is desired). It's nice to have them and all, but keep those shutters closed up tight right now.



Left Shutter

\$30

A small square wooden window that is thrust open wide to allow entrance to nature's cool touch.

BUILD & BUY MODE ITEMS



Rustic Shutter (Open)

\$30

Open the shutters and let there be light. Lean over the railing and breathe in that fresh air.



Right Shutter

\$30

A small square wooden window that is thrust open wide to allow entrance to nature's cool touch.



Shutterless Window

\$30

A small square wooden window that is thrust open wide to allow entrance to nature's cool touch.



Ancient Paneless Window Panel

\$30

This ancient panel ruin shows just how early Sims decorated their temples and special buildings. It's pretty cool that historians have been able to uncover these styles to replicated in modern day shops.



Ancient Window

\$30

Okay, to be perfectly honest, calling this window is extremely generous. We all agree on that. It's much closer to being a hole in the wall than a window. But no one wants to hurt its little feelings so just let it have that one.



Hand Carved Heavy Wooden Door

\$50

This door weighs a ton and is quite sturdy. It's made from a single piece of old hardwood and adorned with carvings and solid, iron handles.



Heavy Wooden Double Doors

\$50

These aren't some flimsy swinging wood doors you'd find in front of a saloon. No. These are thick, solid doors made of the finest jungle wood and carved with loving, skilled hands.



Rustic Archway

\$50

Made popular in the mines of the 1800s these archways are super simple to construct and cheap to boot. But of course that's totally chic now (and so it's no longer cheap).



Ancient Temple Archway

\$200

When a simple entrance won't suffice and something a little more striking is required. Make an impact by having guests pass through an ancient stone archway.



Stone Mason Single Archway

\$210

Stones masterfully set in an arched form allow for passage through any wall. Easy to keep clean and incredibly durable, it's understandable why this specific style has been used for so long.



Wide Ancient Brick Archway

\$220

This large arch supports several Sims entering shoulder to shoulder. These archways were probably built in large structures or various ancient temples rather than individual homes. But today you can do whatever you want with it! That's YOUR choice!



Ancient Frieze Ruins

\$20

It is amazing what can be accomplished with even the most basic of tools. Sims have been doing this for centuries!



Rustic Frieze

\$20

At first glance this frieze seems simple and straight. But one is rewarded upon close inspection with an array of magnificent details.



Replicate Temple Fountain

\$350

The temples of the ancient past had fountains that looked just like this. Maybe. Perhaps. We don't really know for sure, but this is the best guess using the most current information about the past.



BASIC INFO

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BUILD & BUY MODE ITEMS



Brazilwood \$110



Did you know that the wood from this type of tree is commonly used to make bows and string instruments like the violin? This dense wood is now an endangered species so it really shouldn't be used as a natural resource anymore.



Tree Fern \$130



This medium sized tree has long, multiple pinnated fronds that grow in coils and uncurl as they grow. They are a visibly unique tree, can transplant easily, and thrive in a variety of weather conditions.



Ivy Palm \$455



Nothing says jungle like the iconic Palm tree. Sometimes they grow alone and other times they grow in clumps. In this case, Ivy has been creeping up the trunk of this tree for some time now.

Environment: 2



Ficus \$565



This is a giant tree! Those only familiar with a Ficus in houseplant form are in for a surprise. This is a tropical tree known for producing figs and the ability to be processed into a variety of industrial products (like latex).



Grass Clump \$50



These clumps of grass have been left to grow wild and have risen almost waist high.



Ground Fern \$75



It's a Fern plant. It grows on the ground. Yup, that's where the name came from. Really stretching the wings of imagination here.



Jalapa Plant \$140



The Jalapa plant grows deep in the jungle of Selvadorada. With bright green leaves and varied, colorful flowers this ground cover looks quite beautiful with very little upkeep.



Swiss Cheese Plant \$170



This plant is totally made out of cheese. It tastes delicious. Try it. Okay okay, that's an outright lie. It's called a Swiss Cheese Plant, because its interesting leaves have holes and cuts throughout it.



Maidenhair Fern \$180



This large patch of fern contains very fine fronds and has spread quickly along the ground. It doesn't look too thick though and should not impede Sims' progress.



Small Agave \$65



This grass isn't really a cactus, but is commonly confused for one. It thrives in a variety of conditions and can be found as easily in the backyard as in the deep jungle.



Agave \$110



This grass isn't really a cactus, but is commonly confused for one. It thrives in a variety of conditions and can be found as easily in the backyard as in the deep jungle.



Canna Plant \$150



Canna plants should be located where they will have strong visual impact. Most Cannas are tall and need to be placed at the back of a bed, but there are some Sims that prefer to plant at the front of the border. Really, there's no wrong way to plant it.



Bromeliad Plant \$160



This plant is native to tropical climates. There are many different varieties of this plant, but all share the same common traits - natural resistance to drought and extreme weather conditions.



Banana Tree \$85



These are really hardy trees that thrive in the sun and moisture. Its giant leaves can stretch to over eleven feet long and several varieties proliferate the jungle areas.

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Rustic Wooden Planks

\$4

Hold down the Shift key and click to apply flooring to an entire room. While selecting floor pattern, press Ctrl and F to apply a quarter of a tile.



Cracked Stone Ruins Flooring

\$4

Hold down the Shift key and click to apply flooring to an entire room. While selecting floor pattern, press Ctrl and F to apply a quarter of a tile.



Distressed Ruins Flooring

\$4

Hold down the Shift key and click to apply flooring to an entire room. While selecting floor pattern, press Ctrl and F to apply a quarter of a tile.



Broken Stones

\$4

Hold down the Shift key and click to apply flooring to an entire room. While selecting floor pattern, press Ctrl and F to apply a quarter of a tile.



Stone Ruins Flooring

\$4

Hold down the Shift key and click to apply flooring to an entire room. While selecting floor pattern, press Ctrl and F to apply a quarter of a tile.



Ancient Temple Hieroglyphs

\$4

Hold down the Shift key and click to apply flooring to an entire room. While selecting floor pattern, press Ctrl and F to apply a quarter of a tile.



Small Plain Tiles

\$2

Hold down the Shift key and click to apply wall covering to the whole room or exterior.



Wainscot Tiling

\$2

Hold down the Shift key and click to apply wall covering to the whole room or exterior.



Tiled Trim

\$2

Hold down the Shift key and click to apply wall covering to the whole room or exterior.



High Tiled Mosaic

\$2

Hold down the Shift key and click to apply wall covering to the whole room or exterior.



Solid Smooth Stone

\$2

Hold down the Shift key and click to apply wall covering to the whole room or exterior.



Low Tiled Mosaic

\$2

Hold down the Shift key and click to apply wall covering to the whole room or exterior.



Stucco'n Stone

\$2

Hold down the Shift key and click to apply wall covering to the whole room or exterior.



Smooth Concrete with Stone Bottom

\$2

Hold down the Shift key and click to apply wall covering to the whole room or exterior.

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Stucco'n Two-Tone

\$2

Hold down the Shift key and click to apply wall covering to the whole room or exterior



Stucco'n You

\$2

Hold down the Shift key and click to apply wall covering to the whole room or exterior



Stucco'n Stone

\$2

Hold down the Shift key and click to apply wall covering to the whole room or exterior



Solid Concrete

\$2

Hold down the Shift key and click to apply wall covering to the whole room or exterior



Smooth Concrete Two-Tone

\$2

Hold down the Shift key and click to apply wall covering to the whole room or exterior



Ornate Stone Blocks

\$2

Hold down the Shift key and click to apply wall covering to the whole room or exterior



Solid Stone Blocks

\$2

Hold down the Shift key and click to apply wall covering to the whole room or exterior



Temple Stone Blocks

\$2

Hold down the Shift key and click to apply wall covering to the whole room or exterior



Mission Style Rooftop

\$0

This is a very common jungle theme found on virtually every home there. Efficient and sturdy, it's not hard to see why it's so popular.



Ancient Pool Trim

\$0

The ancients of Selvadorda certainly added mysterious details to the natural pools found deep in the jungle.



Brackish Water

\$4

Brackish certainly isn't pleasant sounding nor very inviting. But it just means it has more salt than fresh water, but not as much as the ocean. It's not for drinking, but swimming in it is fine!



Hot Spring

\$4

Ahhh so relaxing. Who doesn't like a nice hot spring dip? And they're great all year round; not just in the spring.

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STYLED ROOMS



Cozy Cocina

Purchase For: **\$9,779**



Buy Room



Royal Baths

Purchase For: **\$5,261**



Buy Room



Unwind From The Grind

Purchase For: **\$5,125**



Buy Room



The Explorer's Cache

Purchase For: **\$7,965**



Buy Room



Solar Soleado

Purchase For: **\$5,127**



Buy Room

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ADVENTURE INTO THE JUNGLE!

THE SIMS 4
JUNGLE ADVENTURE

UNOFFICIAL SIMSVIP GUIDE

Take your Sims on a mysterious adventure into the wild and discover a new culture. Explore a unique wilderness landscape, revealing a temple, jungle obstacles, cursed relics and treasures. Experience the culture and customs of Selvadorada, from devouring local eats to learning spicy new dance moves!

- Venture to Selvadorada
 - Explore the jungle
- Discover a hidden temple
- Collect ancient artifacts



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SimsVIP

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THE SIMS 4 JUNGLE ADVENTURE
GAME PACK (PC/MAC)

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