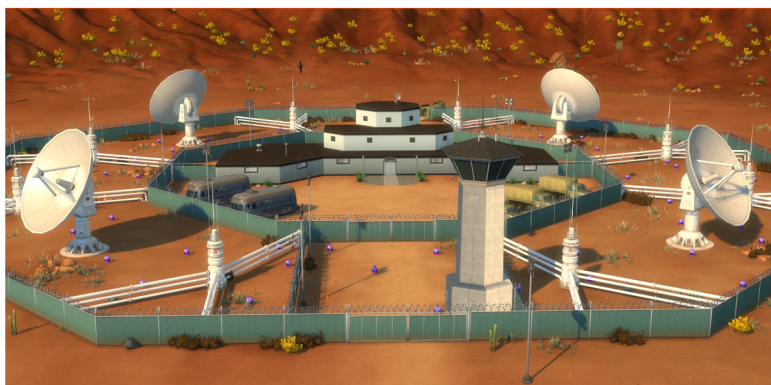




THE SIMS 4 STRANGERVILLE

UNOFFICIAL SIMSVIP GUIDE



THIS GAME GUIDE WAS WRITTEN BY:

SimsVIP

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

THIS GUIDE IS NOT AN OFFICIAL GAME GUIDE. THIS GUIDE WAS COMPOSED INDEPENDENTLY AND NOT ENDORSED BY OR AUTHORIZED BY ELECTRONIC ARTS. SIMSVIP GAME GUIDES ARE CREATED SOLELY FOR INFORMATIONAL PURPOSES. SIMSVIP HAS MADE EVERY EFFORT TO ENSURE THE INFORMATION IN THIS GUIDE IS ACCURATE AND MAKES NO WARRANTY AS TO THE ACCURACY OR COMPLETENESS OF THE MATERIAL WITHIN THE GUIDE THE SIMS GAMES ARE OWNED AND OPERATED BY ELECTRONIC ARTS

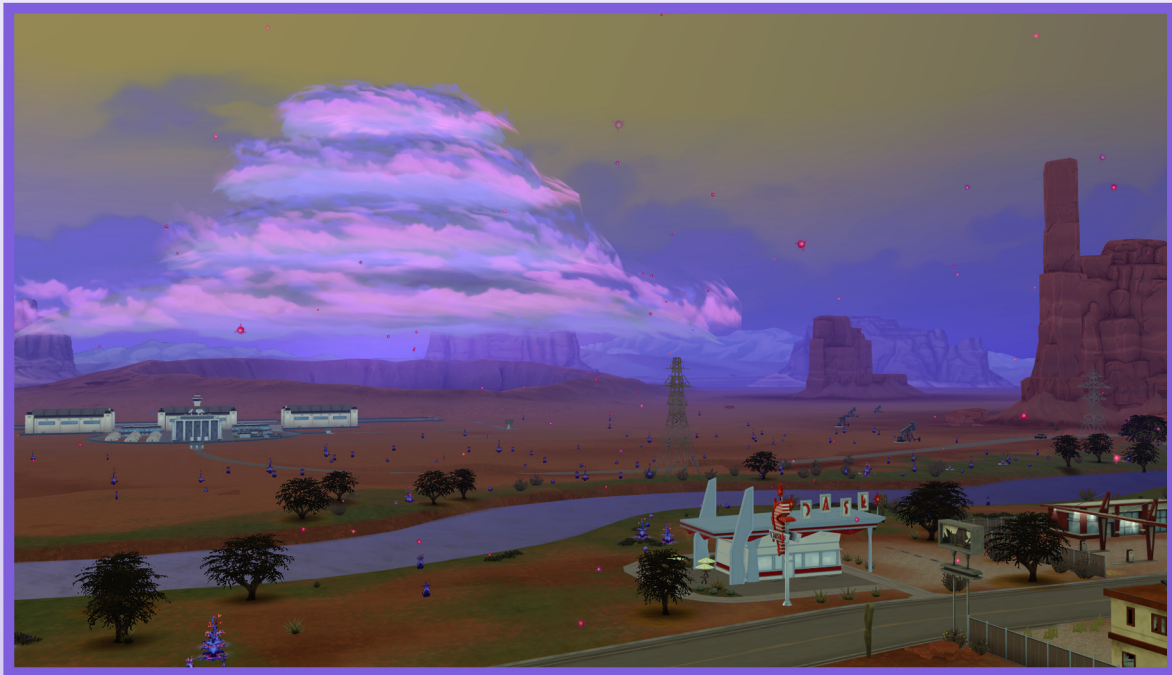
*This is an unofficial game guide for the Sims 4 StrangerVille Game Pack (PC/MAC)

THE SIMS 4 STRANGERVILLE



UNOFFICIAL SIMSVIP GUIDE

SIMSVIP GAME GUIDE



THIS GUIDE IS NOT AN OFFICIAL GAME GUIDE. THIS GUIDE WAS COMPOSED INDEPENDENTLY AND NOT ENDORSED BY OR AUTHORIZED BY ELECTRONIC ARTS. SIMSVIP GAME GUIDES ARE CREATED SOLELY FOR INFORMATIONAL PURPOSES. SIMSVIP HAS MADE EVERY EFFORT TO ENSURE THE INFORMATION IN THIS GUIDE IS ACCURATE AND MAKES NO WARRANTY AS TO THE ACCURACY OR COMPLETENESS OF THE MATERIAL WITHIN THE GUIDE THE SIMS GAMES ARE OWNED AND OPERATED BY ELECTRONIC ARTS

SIMSVIP HAS MADE EVERY EFFORT TO ENSURE THE INFORMATION IN THIS GUIDE IS ACCURATE AND MAKES NO WARRANTY AS TO THE ACCURACY OR COMPLETENESS OF THE MATERIAL WITHIN THE GUIDE.

COPYRIGHT © 2019

CONTRIBUTORS



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 StrangerVille 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 solving the Strangerville mystery 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 AUTHOR

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

CONTRIBUTORS



PAUL BENTLEY

AUTHOR

Paul is a writer and gamer from New Jersey, although he spends a lot of his time in Salvadorada in The Sims. He is an outgoing person with an aspiration to learn as much as he can.

Let's just hope that his curiosity of Cowplants doesn't get in the way of his goals!

BASIC INFO

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

GAME SUMMARY

Start your investigation and solve the mystery of a desert town that holds a deep, dark secret in The Sims 4 StrangerVille. In this ominous town, Sims are acting strange for unknown reasons. Is there a conspiracy? Will this seemingly odd force possess your Sim? Uncover the story of the secret lab where Sims will encounter strange plants and interact with peculiar devices. Can you solve the mystery?

GAME PICTURES



NEW ASPIRATIONS & TRAITS

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

ASPIRATIONS

The Sims 4 StrangerVille adds a new Aspiration to the “Location” category.



StrangerVille Mystery - StrangerVille is holding some deep dark secret, and this Sim wants to uncover why

TRAITS

The Sims 4 StrangerVille Game Pack adds 3 new traits for Sims. These new traits are either found in Create-a-Sim, earned by completing the new aspiration, or becoming infected.



Paranoid - Paranoid Sims feel that danger is around every corner, and that people are always talking about them. Paranoid Sims feel a sense of security while hanging out in basements.



Infected - Infected Sims have been exposed to the StrangerVille Infection. Sims might exhibit strange behavior, or even become Possessed. (From Consuming Bizarre Fruit or Spores)



Hero of StrangerVille - As the Hero of StrangerVille you will receive fan mail as well as being able to retell the tale of how you defeated the source of the Infection. (From Completing The StrangerVille Mystery)



Consumed by the Mother - This Sim has been consumed by the Mother Plant and will forever reap her benefits of zero Need Decay. (From Being Consumed by the Mother Plant).

CREATE-A-SIM ADDITIONS

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

CREATE-A-SIM FASHIONS

- Female Adult/Teen/Elder - 5 Hairstyles & Hats, 9 Tops, 6 Bottoms, 4 Outfits, 3 Accessories, 2 Pairs of Shoes
- Female Children - 1 Top, 1 Outfit
- Male Adult/Teen/Elder - 4 Hairstyles & Hats, 7 Tops, 3 Bottoms, 2 Outfits, 1 Accessory, 1 Pair of Shoes
- Male Children - 1 Top

HAIRSTYLES AND HATS



CREATE-A-SIM ADDITIONS

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY



CLOTHING



THIS GUIDE IS NOT AN OFFICIAL GAME GUIDE. THIS GUIDE WAS COMPOSED INDEPENDENTLY AND NOT ENDORSED BY OR AUTHORIZED BY ELECTRONIC ARTS. SIMSVIP GAME GUIDES ARE CREATED SOLELY FOR INFORMATIONAL PURPOSES. SIMSVIP HAS MADE EVERY EFFORT TO ENSURE THE INFORMATION IN THIS GUIDE IS ACCURATE AND MAKES NO WARRANTY AS TO THE ACCURACY OR COMPLETENESS OF THE MATERIAL WITHIN THE GUIDE THE SIMS GAMES ARE OWNED AND OPERATED BY ELECTRONIC ARTS

CREATE-A-SIM ADDITIONS

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY



THIS GUIDE IS NOT AN OFFICIAL GAME GUIDE. THIS GUIDE WAS COMPOSED INDEPENDENTLY AND NOT ENDORSED BY OR AUTHORIZED BY ELECTRONIC ARTS. SIMSVIP GAME GUIDES ARE CREATED SOLELY FOR INFORMATIONAL PURPOSES. SIMSVIP HAS MADE EVERY EFFORT TO ENSURE THE INFORMATION IN THIS GUIDE IS ACCURATE AND MAKES NO WARRANTY AS TO THE ACCURACY OR COMPLETENESS OF THE MATERIAL WITHIN THE GUIDE THE SIMS GAMES ARE OWNED AND OPERATED BY ELECTRONIC ARTS

CREATE-A-SIM ADDITIONS

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY



THIS GUIDE IS NOT AN OFFICIAL GAME GUIDE. THIS GUIDE WAS COMPOSED INDEPENDENTLY AND NOT ENDORSED BY OR AUTHORIZED BY ELECTRONIC ARTS. SIMSVIP GAME GUIDES ARE CREATED SOLELY FOR INFORMATIONAL PURPOSES. SIMSVIP HAS MADE EVERY EFFORT TO ENSURE THE INFORMATION IN THIS GUIDE IS ACCURATE AND MAKES NO WARRANTY AS TO THE ACCURACY OR COMPLETENESS OF THE MATERIAL WITHIN THE GUIDE THE SIMS GAMES ARE OWNED AND OPERATED BY ELECTRONIC ARTS

CREATE-A-SIM ADDITIONS

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY



THIS GUIDE IS NOT AN OFFICIAL GAME GUIDE. THIS GUIDE WAS COMPOSED INDEPENDENTLY AND NOT ENDORSED BY OR AUTHORIZED BY ELECTRONIC ARTS. SIMSVIP GAME GUIDES ARE CREATED SOLELY FOR INFORMATIONAL PURPOSES. SIMSVIP HAS MADE EVERY EFFORT TO ENSURE THE INFORMATION IN THIS GUIDE IS ACCURATE AND MAKES NO WARRANTY AS TO THE ACCURACY OR COMPLETENESS OF THE MATERIAL WITHIN THE GUIDE THE SIMS GAMES ARE OWNED AND OPERATED BY ELECTRONIC ARTS

ACCESSORIES AND SHOES



NEW GAME ADDITIONS

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

CLUB REQUIREMENTS

If you own [The Sims 4 Get Together Expansion](#), you will receive one Club Requirement with StrangerVille. The “Paranoid” trait is a new club requirement option.



MUSIC GENRES

The Sims 4 StrangerVille adds the brand new “Strange Tunes” Radio Station. You can listen to the new channels on Stereos and Wall Speakers.



NEW GAME OPTIONS & INTERACTIONS

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

CURIO SHOP

In the StrangerVille Plaza near the trailer park, there is a small stand called the Curio Shop. The shop is run by a conspiracy theorist (typically) Erwin Pries, who has a signal coming off of him indicating he's been bugged. The Curio Shop is open from 9am to 3am.



Sims can purchase a variety of items here, many of which are required in order to complete and investigate the Mystery of StrangerVille. The following items are available:

- **Miscellaneous**

- 51M5 Spy Bug - \$25
- Bizarre Fruit - \$9

- **Books**

- Avoiding the Watchful Eye - \$20
- Crystal Vu's Top Secret Inventions - \$20
- Fortune Telling for Goofballs - \$20
- Untold Mysteries of StrangerVille - \$50
- Why are We Here? - \$20

- **Clothing**

- Tin-foil Hat - \$25
- Novelty T-Shirt - \$25

- **Posters**

- Cowplant Dissected - \$25
- Emily! - \$25
- Lone Road - \$25
- Simmanatti - \$25
- Where Did it Go? - \$25

- **Decorative Items**

- Crabby Bottom Armadillo - \$125
- The Lava Beacon (lighting) - \$100
- Wacky Wonderful Carnival Sock - \$50

CURIO SHOP



Try haggling for a reduced price.

There is also a secret inventory that you can purchase from, too, to help along with your StrangerVille investigation. Sims can trade the Curio Shop owner a Secret Dossier to obtain the \$250 Keycard that opens the sealed door in the Secret Lab.

Sims can also question the Curio Shop owner about the spores in the Secret Lab, which will allow them to buy the Incomplete Hazmat Suit in the secret inventory for \$1,000. They can complete the Hazmat suit by combining it with a Spore Filter created by Scientists. The suit will help protect Sims from the dangerous spores found in the Secret Lab.

Last but not least, Sims looking to make some quick money off of their investigation can sell the mysterious evidence they find for \$10 each.

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

NEW GAME OPTIONS & INTERACTIONS

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

STRANGE INFECTION

It's not called StrangerVille for nothing. When you move into town, you will notice that the residents of this town are a bit...odd. These Sims walking around town are possessed and infected by a mysterious illness that plagues the world.



Sims end up with this mysterious infection when they consume bizarre fruit or walk into the spore cluster at the Secret Lab without a Hazmat suit. These Sims will permanently retain the “Infected” trait which forces the Possessed moodlet on them every 24 hours.

PØ\$\$€\$\$€D
+7,548,431

Possessed

(From Infected Trait)

THE MØTH€R CÀLL\$ ÅÑD I MU\$T
R€\$PØÑD

3 hours

STRANGE INFECTION

Infected Sims will act bizarre and will be unable to perform most normal tasks until the side effects of the infection wear off. In the meantime, they can plant Bizarre Plants around the world and have strange interactions with other sims.

The following social interactions are available with infected Sims:

- Welcome to StrangerVille
- Complain about Normal Human Problems
- Discuss Human Things
- Enthuse about Human Hobbies
- Praise the Great Mother
- Talk about Plants



While the side effects may wear off, the infection doesn't. The only way to cure Sims of the StrangerVille infection is to create the Infection Vaccines in the secret lab.

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

NEW GAME OPTIONS & INTERACTIONS

LAPTOPS

The Sims 4 StrangerVille introduces laptops to the game. Laptops work exactly like their desktop counterparts, except that they can be placed almost anywhere. Laptops are also a convenient way for Sims to work on the go as they can be placed in their inventory.



BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

STRANGERVILLE MYSTERY

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

GETTING STARTED

StrangerVille is strange. From strange residents to strange happenings, it's up to you to figure out how to bring normalcy to this strange place. You can start to uncover the secrets of StrangerVille by completing the all new 'StrangerVille Mystery' aspiration. Completing the aspiration milestones will help advance the story mode.

STRANGERVILLE MYSTERY INVESTIGATION (PART 1)



To kick off the all new adventure, you'll see the "Welcome to StrangerVille" popup letting you know there is something, well... strange going on in StrangerVille. It also suggests maybe talking to a few of the locals for more information. This brings us to the first aspiration milestone, "New Resident".

• MILESTONE 1: NEW RESIDENT

- Talk about StrangerVille with 5 Sims
- Buy Curio from the Curio Shop
- Examine Sealed Door at Secret Lab

Completing this milestone is fairly straight forward. When interacting with the residents of StrangerVille you'll see an option to "Talk about StrangerVille". Most of the special interactions specific to the StrangerVille Mystery have a purple icon of the strange plant. You only need to speak with five random Sims to complete these tasks. Their response will appear in the notifications menu and can vary from comments about the strange plants around town to mentions of the crater and secret lab.

STRANGERVILLE INVESTIGATION (PART 1)

RESIDENTS OF STRANGERVILLE



You'll notice there are three main groups of residents living and walking in town: *Scientists*, *Conspiracy Theorists*, and *Military Personnel*. You can spot these special characters roaming around town in fairly identifiable attire.

Scientists will sport white lab coats and hang out by the StrangerVille Information Center (Library), Conspiracy Theorists have some combination of an eccentric vest and tin-foil hat, and Military personnel will be wearing one of the military uniforms. The 8 Bells Bar in town is the most popular place to find local Military Personnel. If you hover your cursor over these Sims you'll also see a red text about their name stating which group they belong to.

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

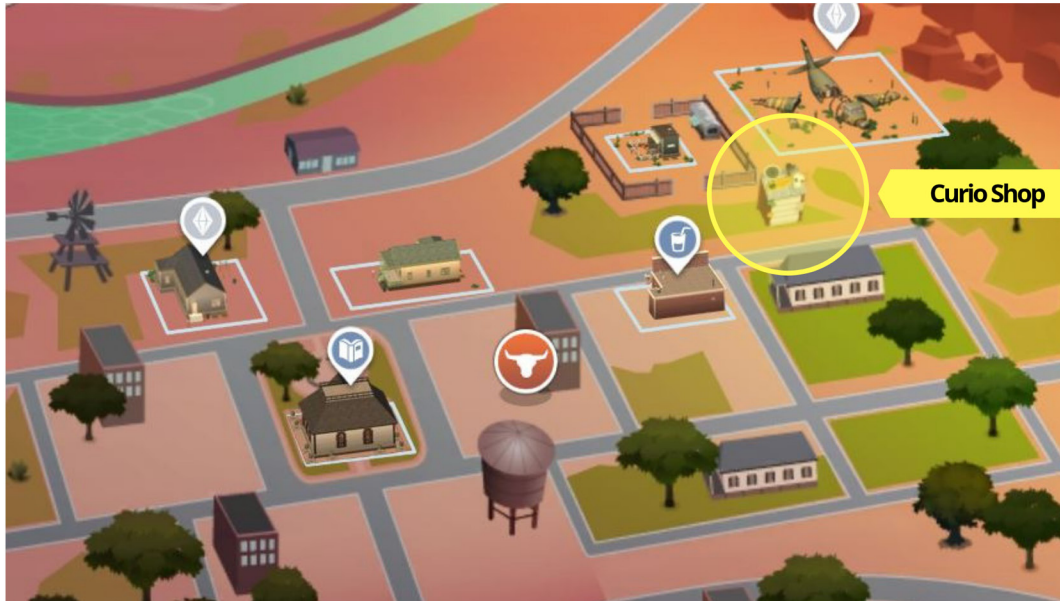
MILITARY
CAREER

WORLD

BUILD/BUY

STRANGERVILLE INVESTIGATION (PART 1)

BUY CURIO



To complete the next task, you'll want to visit a lot in the StrangerVille Plaza and locate the Curio Shop. The Curio Shop is a vendor stall, not a lot of its own, in the top right of the neighborhood. There you'll find Erwin Pries selling his odds and ends. Select "Buy Curio Items..." to view the Curio Shop's current inventory.

You can purchase any item to complete the aspiration task, but you'll find a 51M5 Spy Bug or Bizarre Fruit the most helpful for completing the StrangerVille Mystery aspiration.



BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

STRANGERVILLE INVESTIGATION (PART 1)

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

EXAMINE THE SECRET LAB DOOR

For the final task of this milestone, you'll want to visit [The \[Name Redacted\] Lab](#) located in the crater outside of town. Your Sim can enter the Secret Lab lot through a damaged section of fencing behind the main building, and can access the building through one of the unlocked side doors. The place looks like it was abandoned in a hurry. In the center of the building you'll find a large reinforced door with a security access panel. Sims should use the "Examine" interaction on this door to complete the final milestone one task.



STRANGERVILLE INVESTIGATION (PART 2)

STRANGERVILLE MYSTERY INVESTIGATION (PART 2)

For the next milestone, your goal is to obtain a keycard to open the sealed door your Sim just examined. Once you've examined the Sealed Door, you'll notice a few stacks of papers scattered around the building have a red blinking outline. This is your hint to begin the next task: gather 15 pieces of evidence.

- **MILESTONE 2: PERSONAL SPY**

- Gather 15 Pieces of Evidence
- Compile a StrangerVille Secret Dossier
- Open the Sealed Door in the Secret Lab



BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

STRANGERVILLE INVESTIGATION (PART 2)

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

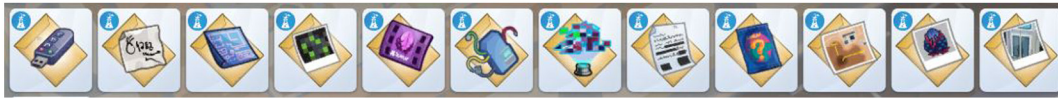
MILITARY
CAREER

WORLD

BUILD/BUY

COLLECTING EVIDENCE

There are a few ways to collect evidence around town. The easiest way to start is to click on one of the strange plants and select the “Take Picture” interaction. This is the only type of evidence you can collect only once, although you can remove this evidence from a Sim’s inventory and take another photo.



Searching the piles and boxes around the Secret Lab is the faster way to collect a lot of evidence. The type of evidence is random but you will always find something. If Sims have a Programming Skill of level 3 or higher, they can attempt to hack the computers around the Secret Lab for more evidence. This will not always result in finding evidence though, and the computer will automatically self-destruct after one attempt.



At the town library you can click on a bookshelf and select “Search StrangerVille Archives”. This takes a little longer as your Sim reads through one of the archives, and it also doesn’t guarantee a piece of evidence. There is some great anecdotal evidence in the notifications menu about the history of StrangerVille though. While you’re at the library, an additional method to gather evidence is to get to know the local residents of StrangerVille until you have a high enough friendship to “Request Evidence for StrangerVille Mystery”.

The final way to collect evidence is to plant bugs on Sims and use a listening device to create a recording of their comments. This only works on Scientists, Military Personnel and Conspiracy Theorists. Bugging “normal” Sims will not count as evidence, but it can be used to blackmail Sims.

STRANGERVILLE INVESTIGATION (PART 2)

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

THE SECRET DOSSIER AND KEY CARD

Once Sims have collected 15 pieces of evidence, it's time to create a dossier. Click on the stack of evidence in your Sim's inventory and select "Compile Secret Dossier". Another way to obtain the Secret Dossier is by finding the Encrypted USB Device (evidence) while searching the Secret Lab. If a Sim has a level 10 Programming Skill they can use the "Decrypt" interaction on the USB to obtain the Secret Dossier.

Once a Sim has put together the Secret Dossier, they can trade it for a keycard to unlock the Sealed Door in the Secret Lab. The first method is to use a computer or laptop to upload the Secret Dossier to a Hacker Forum and wait for the keycard in the mail soon after. Sims can also visit the Curio Shop and ask about the Secret Lab. In the Curio Shop's Secret Inventory Sims can use the "Buy Keycard and Give Dossier" interaction and buy the keycard for \$250.



Compiling the Secret Dossier is a task of the second milestone, but it is not necessary for obtaining the keycard. Sims who have joined the Military Career, and have a rank of level 5 or higher, can use the computer to request a key card. If the request is approved it will be delivered in the mail within 2 days. Lastly, Sims that have a great relationship with Scientists or Military Personnel, can ask them for a keycard.

STRANGERVILLE INVESTIGATION (PART 2)

OPENING THE SEALED DOOR

Once your Sims have acquired a keycard, return to the Secret Lab to complete the final task of opening the Sealed Door. Sims will then be able to go down to the lower level of the lab, but the air is heavy with mysterious spores, making it difficult to breathe.



Opening the sealed door sets the stage for part 3 of the investigation, releasing mysterious spores into the atmosphere. Toxins will fill the air outdoors, and the sky becomes an eerie color. Sims will need to talk to a few people in town in order to pass through and go deeper into the Secret Lab.

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

STRANGERVILLE INVESTIGATION (PART 3)

STRANGERVILLE MYSTERY INVESTIGATION (PART 3)



For the third milestone, the goal is to assemble a Hazmat Suit to pass through the toxic hallways of the Secret Lab. To do this, you're going to need an Infection Scanner.

• MILESTONE 3: PATHOGENIC INVESTIGATOR

- Collect 15 Spore Cluster
- Assemble the Hazmat Suit
- Traverse to the deepest part of the Secret Lab

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

STRANGERVILLE INVESTIGATION (PART 3)

INFECTION SCANNER

Infection Scanners are acquired by talking to the Military Personnel in town. Simply ask about the Spores in the Lab and they will mention they were recently given an Infection Scanner. From there you have a few choices to convince them to give you their Infection Scanner. If you are in the [Military Career](#) you can even “Pull Rank for Infection Scanner”.



After the Infection Scanner has been acquired by a Sim, they can scan the area for spores. They'll need to collect at least 15 spores to complete the first task. Spores are found in town, but Sims will rarely find more than one spore. It is much simpler to visit the Secret Lab and scan the outside area near the strange plants. This will yield five spores per scan, getting to the required goal of 15 much quicker.

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

STRANGERVILLE INVESTIGATION (PART 3)

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

THE SPORE FILTER AND HAZMAT SUIT

Once Sims collect 15 spores, they can use the chemical analyzer in the Secret lab to “Construct Infection Profile Data”. Next, they should talk to one of the scientists in town and “Question about Spores in Lab”. They will then inform the Sim that they can craft a breathing filter with Spore Profile Data to protect Sims from infection.

If the Sim has a high enough friendship, they can use the “Ask to Craft Spore Filter” interaction and give the scientist the Infection Profile Data. Scientists will then craft a spore filter and send it via snail mail.

While your Sim waits for the spore filter, they should head over to the Curio Shop and question Erwin Pries about the Spores in the Lab. He will let them know he happens to have a Hazmat Suit to sell. The Hazmat Suit will then become available for purchase in his Secret Inventory for \$1,000.

Once a Sim acquires the hazmat suit, they can collect the Spore Filter from the mailbox and click the items in the inventory to “Combine With Hazmat Suit”. They now have a Modified Hazmat Suit that will allow them to pass through the Toxic Spores in the Secret Lab. Select the suit in a Sim’s inventory and click “Wear Hazmat Suit.”



STRANGERVILLE INVESTIGATION (PART 3)

UNLOCKING THE SECRETS OF THE LAB

Now that you have the modified Hazmat Suit, you're ready to explore the depths of the Secret Lab. The keycard is required to open two additional sealed doors within the secret lab. Once you get to the second sealed door, you're ready to reveal the source of all the weirdness in StrangerVille: **The Mother Plant**.



Congratulations, you've uncovered the town's big secret. Now it's up to you to stop the Mother Plant and save the world...or not.

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

STRANGERVILLE INVESTIGATION (PART 4)

STRANGERVILLE MYSTERY INVESTIGATION (PART 4)



So you've reached the source of the infection. Now what? It's time to take on the Mother Plant and rid her infectious ways once and for all. For the final part of this investigation, Sims will need to learn how to create vaccines, recruit other Sims to defeat The Mother, and last but not least, actually defeat the Mother.

- **MILESTONE 4: STRANGERVILLE HERO**

- Vaccinate 3 Sims
- Recruit 3 Sims to Help Stop the Source of the Infection
- Defeat the source of the Infection

STRANGERVILLE INVESTIGATION (PART 4)

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

VACCINES

When a Sim discovers the Mother Plant deep down in the secret lab, they will unlock the ability to create **Experimental Vaccines** on the chemical analyzer. Experimental vaccines require five spore clusters and one Bizarre Fruit.

- Spores are collected by scanning the ground using the Infection Scanner, which can be obtained from military personnel. Areas with a higher concentration of spores, such as the Secret Lab, will produce more spores than other areas.
- Bizarre Fruit can be obtained by nurturing and harvesting a fully bloomed Bizarre Plant, or by purchasing one at the Curio Shop for \$9.



Experimental vaccines can be tested on Sims who are “possessed”. These Sims will always immediately faint as a reaction to the vaccine, but that doesn’t guarantee it will isolate the infection. It might take a few tries of using the experimental vaccine on Possessed Sims to succeed.

After you successfully cure a Sim from their possessed state with an experimental vaccine, you can then create the new **Infection Vaccine** on the chemical analyzer. Using Infection Vaccines on Sims will cure and protect them from infection.

Just like the experimental version, infection vaccines require five spore clusters and one Bizarre Fruit in order to create. Unused Experimental Vaccines can be converted into Infection Vaccines on the chemical analyzer as well.

STRANGERVILLE INVESTIGATION (PART 4)

MOTHER PLANT

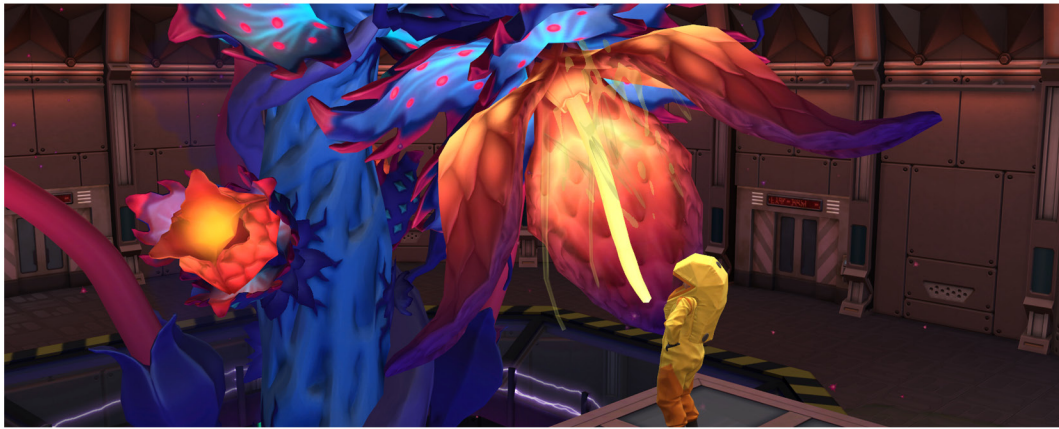
When you enter the deepest part of the secret lab basement, you will be greeted by the giant Mother Plant. She has been the one spreading the infection with her spores, causing Sims all around StrangerVille to become possessed. Now, it is up to your Sim to discover a vaccine and recruit a group of people to help you defeat the source of this infection.



When Sims first encounter the Mother Plant, they will be unsure of what they just walked in on. Do they fight her? Do they communicate with her? There are a few preliminary things to remember when dealing with the Mother. For starters, Sims can build a relationship with the Mother. When the first approach and “Attempt to Communicate” with her, the Mother will be quite displeased and instantly set the relationship to despised.

- If your Sims have not been infected with StrangerVille’s plague, be sure they wear the hazmat suit when interacting with the Mother. One wrong interaction and they will become infected, possessed, and unable to fight her without being vaccinated.

STRANGERVILLE INVESTIGATION (PART 4)



Sims can work on making a positive change to their relationship with the Mother by using the communicate interaction. Not only does a positive relationship make life in the secret lab more pleasant, it also unlocks special interactions with the Mother.

Below is a list of interactions available with the Mother:

- **Attempt to Communicate**
- **Ask for Fruit** (*Requires Positive Relationship*)
- **Taunt**
 - Taunting the Mother will result in Sims becoming infected. Make sure they are wearing their Hazmat suit before attempting this.
- **Attempt to Fight**
 - Fight mother plant alone
- **Fight Mother Plant with...**
 - Select up to three sims that you have recruited to fight Mother Plant with your sim (requires 1-3 allies)
- **Request Gifts...** (*Requires Positive Relationship - One gift per day*)
 - **Request Career Success** - Your sim will receive an “Overwhelming Focus” +3 focused moodlet that lasts for 24 hours
 - **Request Energy** - Your sim’s energy bar will fill, and they will receive an “Overwhelming Power” +3 energized moodlet that lasts for 24 hours
 - **Request Life Extension** - Your sim’s age will revert to the first day of their life stage, making it longer for them to age up
 - **Request Riches** - Simoleons will be added to your household funds

As you can see, there are plenty of interaction that await your Sims when they finally visit the Mother. What they decide to do with their relationship is a another story. If Sims want to go even further and destroy the Mother for good, it’s time to gear up for a fight.

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

STRANGERVILLE INVESTIGATION (PART 4)

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

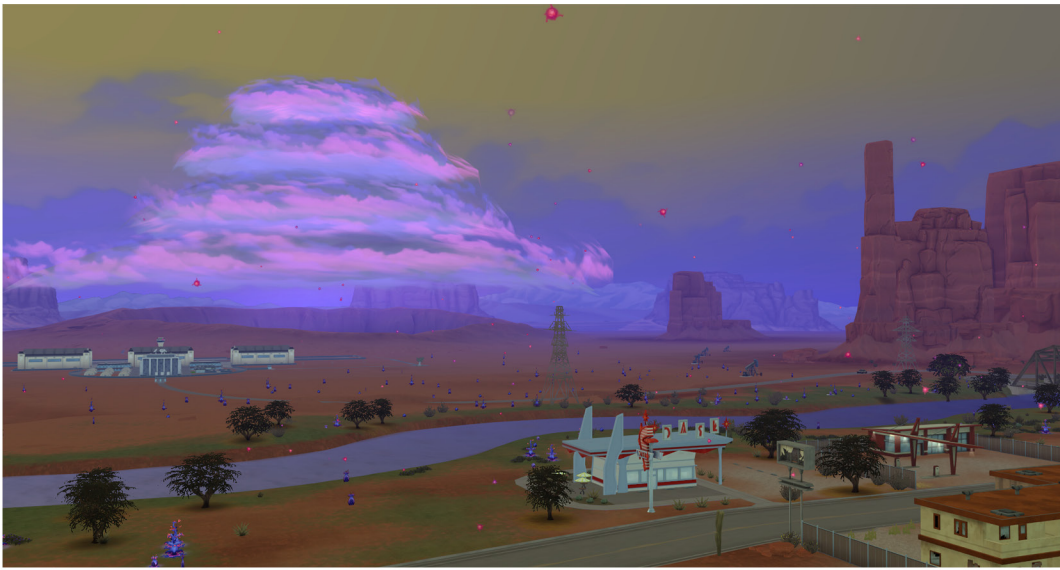
MILITARY
CAREER

WORLD

BUILD/BUY

FIGHTING THE MOTHER PLANT

It's time to save StrangerVille. If your Sim wants to help the residents of StrangerVille and eradicate the infection, your Sims will need to take on the Mother. This is not an easy task, but with a little help and some infection vaccines, Sims can cure StrangerVille.



Mother's wrath has been unleashed

Fighting the Mother Plant can only be selected if the current Sim does not have the infected trait. Sims can protect themselves by not eating the Bizarre Fruit, and by making sure to protect themselves with a Hazmat suit when entering the secret lab. Lastly, Sims can cure themselves and others by creating infection vaccines on the Chemical Analyzer.

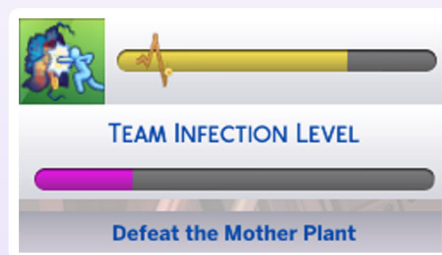


FIGHTING THE MOTHER PLANT

Using infection vaccines on other Sims will allow them to be recruited to fight the Mother Plant. This will protect them from becoming infected and joining the dark side. However, if you do not have a strong enough relationship with the Sim you're trying to recruit, they will refuse to fight the plant with you. It is best you first become friends with the vaccinated Sims before asking them to put their lives on the line.

- Only three Sims can fight the Mother Plant at one time, but Sims can recruit as many as they'd like.

The fight against the Mother Plant involves your Sim and their team surrounding the plant, and trying to attack it with sprayers and vaccines to deal the most damage. The Mother will fight back with a vengeance though, so be ready in case she infects your team.



During the Mother Plant boss fight, you'll have to pay attention to the two bars on the top left of the screen. The yellow bar on top is the health bar of the Mother Plant, and the pink bar is the infection level of your team. If the pink bar fills, your team will lose the fight.

- You can perform special interactions during the fight to lower the Mother's health. The goal is to completely deplete it, which will allow you to defeat the source of the Infection in StrangerVille.
- Keep an eye out for the Mother's possessed minions that will attempt to derail your team during the fight. It is best to have several infection vaccines available to toss at the Mother.



BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

FIGHTING THE MOTHER PLANT

The following interactions are available when fighting the Mother Plant:

- **Group Commands...**
 - **Be Carefull!**
 - Your team resists the infection, but deals less damage.
 - **Charge!**
 - Your team deals more damage, but becomes infected faster!
 - **Warbling War Cry!**
 - Your team scares off the Mother Plant's minions, but does less damage.
 - **Take a Breather**
 - Your team heals some of their infection, but does no damage.
- **Mega Spray**
- **Throw Infection Vaccine**
 - Throwing several vaccines can deal severe damage to the Mother.
- **Retreat**
 - This ends the fight prematurely.



FIGHTING THE MOTHER PLANT

If your team becomes too infected and loses the fight, the Mother Plant will pick your sim up and slam them into the ground. You can always try to fight her again, though, using a different strategy, more vaccinations, and different allies.

If you are able to deal enough damage to the Mother and she is defeated, she'll collapse and die. Once this happens StrangerVille becomes infection-free and turns back to normal. Sims will no longer be possessed, there will be no more spores covering StrangerVille, and Bizarre Plants will disappear. What to do next? That is up to you.

Choosing to leave Mother defeated and dead forever is one way to end the story...but what if you want to play with the lives of others? It's time to befriend the Mother.

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

A LITTLE LESS STRANGERVILLE



With one last screech the Mother Plant collapses. Returning home you notice that things are beginning to return to normal. The Bizarre Plants are subsiding and the infected are waking up from their nightmare. StrangerVille owes you a huge debt. You are a Hometown Hero!

You have defeated the Mother Plant and returned StrangerVille to "normal"! You can return to the Mother Plant at any point to reawaken her. Once resurrected, you can have her set the Infection Level to your desired Strangeness. This will allow you to replay the story with other families.

OK

FIGHTING THE MOTHER PLANT

DEATH BY MOTHER PLANT

The Sims 4 StrangerVille adds a new way for Sims to die: Death by Mother Plant. This death occurs to Sims who are devoured by the Mother Plant when attempting to fight her in the Secret Lab. Since Mother Plant is extremely powerful, Sims who try to fight her alone will get tossed around and become Dazed. Attempting to fight the Mother Plant again while in this dazed state will result in a Sim being consumed and killed.



The ghost of a Sim who dies as a result of being consumed by the Mother Plant will appear with plant spores floating around them. They also receive a special “Consumed by the Mother” trait that grants them zero Need Decay benefits.



BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

STRANGERVILLE MYSTERY SOLVED

REVIVING THE MOTHER PLANT

The story continues. Even when the Mother is defeated and left for dead, that doesn't mean Sims can't bring her back to life. Is this something they want to do? It's up to you.



Once the Mother is defeated, Sims can bring her back to life. The only way to revive Mother is to use the “Revive Mother Plant” interaction. This interaction is only available when Sims have Bizarre Fruit in their inventories. Offer the fruit and back she comes!

You may be thinking that doing this will immediately return StrangerVille into an infected mess of Sims, but this is not the case. Because Sims took the time to defeat and bring her back to life, they will now have an additional interaction available: “Request Weirdness”.

This interaction offers Sims a way to increase and decrease the level of infection the Mother spread into StrangerVille. By default the weirdness levels are set to “off”, so the infectious spores will not once again contaminate the town and its residents. That doesn't stop a Sim from creating another epidemic around StrangerVille.

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

REVIVING THE MOTHER PLANT

The following interactions are available when reviving the Mother:

- **Request Weirdness...**
 - **Request Weirdness**
 - A small amount of spores will be spread over StrangerVille, a small number of Possessed Sims will walk the streets, and Bizarre Plants will return to their sprout form.
 - **Request Moderate Weirdness**
 - A medium amount of spores will be spread over StrangerVille, a medium number of Possessed Sims will walk the streets, and Bizarre Plants will return to their blooming form.
 - **Request Maximum Weirdness**
 - A large amount of spores will be spread over StrangerVille, a large number of Possessed Sims will walk the streets, and Bizarre Plants will return to their blooming form.
 - **Request Normality**
 - All spores will be removed from StrangerVille, there will be no more Possessed Sims walking in the streets, and Bizarre Plants will be eradicated.



BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

MILITARY CAREER

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

MILITARY CAREER

Mysterious happenings in StrangerVille have attracted the attention of the Military. They claim it's only a coincidence they built the StrangerVille National Base next to a suspicious crater, and clearly, they have nothing to do with the [name redacted] lab that was built inside said crater. There is only one way to find out the real truth... join their ranks and uncover what the Military Career is hiding.

You can choose the new Military Career from your Sim's phone or computer. If your Sim is currently unemployed you can just click 'Join A Career' in their career panel to bring up the career menu. The Military Career is a hybrid career, allowing your Sim to either work from home or go off to work for the day. You'll receive a notification on the phone an hour before your



Sim's shift begins where you can make this choice. The Military is a passive career, so you are not able to join your Sim if they chose to go off to work.

The Military Career unlocks several new interactions for your Sim. Your Sim can use the computer to Research Historic Battles, Submit/Write Reports or Requisition a Keycard (for the StrangerVille Mystery). When interacting with other Sims they can now use a Military Introduction, Salute, Give an Inspirational Speech or Share War Stories. Finally you can have your Sim "March Around" or they can Order other Sims to "Attention!", "Clean This Place Up", "Drop and Give Me 20", "Run Laps" or "Spar Against".

MILITARY CAREER LEVELS

LEVEL	RANK	PAY	PROMOTION TASK	PROMOTION BONUS
1	Raw Recruit	\$26/Hour	Reach Level 2 Fitness	Tech Team Excellence Award
2	Private Fourth Class	\$34/Hour	Reach Level 3 Fitness	\$581 Medal Display Case Bravery Heart
3	Lacking Corporal	\$54/Hour	Reach Level 4 Fitness	\$756 Medal of Questioning New Clothes!
4	Sergeant Minor	\$71/Hour	Reach Level 5 Fitness	\$869 Construction Engineering Award
5	Warrant Officer	\$96/Hour	Reach Level 6 Fitness	\$1,130 Eagle Eye Award New Clothes!



Once you reach level 6 in the Military Career, you will be prompted to pick a branch. You can choose the Covert Operator Branch or the Officer Branch.

MILITARY CAREER BRANCHES

COVERT OPERATOR BRANCH

“The Covert Ops Branch is the part of the Military that no one talks about. You will be required to undergo secret tasks, by planting bugs and listening in on the unsuspecting. You will need to interrogate any and all suspicious individuals. No one can be trusted, and everyone is up to something. Are you up to the task?”

LEVEL	RANK	PAY	PROMOTION TASK	PROMOTION BONUS
6	Evidence Eraser	\$104/Hour	Reach Level 4 Logic	\$1,299 Air Award New Clothes!
7	Conspiracy Squelcher	\$119/Hour	Reach Level 6 Logic	\$1,689 Listening Device Medal of Supreme Bravery
8	Clandestine Investigator	\$179/Hour	Reach Level 8 Logic	\$1,790 Ranking Rug Medal of Discipline New Clothes!
9	[Redacted]	\$297/Hour	Reach Level 10 Logic	\$3,149 Tactical Genius Medal New Clothes!
10	Sim-In-Black	\$422/Hour		\$4,567 Medal of Courage New Clothes!

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

MILITARY CAREER BRANCHES

OFFICER

“In the Officer Branch you will continue to earn medals while you rise through the formal ranks of the Military. The Officer path will see you earning the highest rant possible and becoming a Grand Marshal. To build your leadership skills you will be tasked to order others and build to peak physical fitness. No grand Marshall can be outdone by a Raw Recruit!”

LEVEL	RANK	PAY	PROMOTION TASK	PROMOTION BONUS
6	Fourth Lieutenant	\$114/Hour	Reach Level 4 Charisma	\$1,299 Military Grade Flagpole Air Award New Clothes!
7	Courageous Captain	\$130/Hour	Reach Level 6 Charisma	\$1,689 Medal of Supreme Bravery
8	Lieutenant Colonel	\$196/Hour	Reach Level 8 Charisma	\$1,790 Modified B64 Training Bot Medal of Discipline
9	Brigadier	\$326/Hour	Reach Level 10 Charisma	\$3,149 Tactical Genius Medal New Clothes!
10	Grand Marshal	\$464/Hour		\$4,567 Medal of Courage New Clothes!

BASIC INFO

NEW GAME ADDITIONS

STRANGERVILLE MYSTERY

MILITARY CAREER











WORLD

BUILD/BUY

MILITARY CAREER PROMOTION BONUS

MEDALS AND AWARDS

Sims in the Military Career will received a unique medal with each promotion, regardless of which branch they choose. Medals can be displayed in the new Medal Display Case.

MEDAL	MEDAL NAME	GIVEN TO
	Tech Team Excellence Award	Raw Recruit, Military (1)
	Bravery Heart	Private Fourth Class, Military (2)
	Medal of Questioning	Lacking Corporal, Military (3)
	Construction Engineering Award	Sergeant Minor, Military (4)
	Eagle Eye Award	Warrant Officer, Military (5)
	Air Award	Fourth Lieutenant -or- Evidence Eraser, Military (6)
	Medal of Supreme Bravery	Courageous Captain -or- Conspiracy Squelcher, Military (7)
	Medal of Discipline	Lieutenant Colonel -or- Clandestine Investigator, Military (8)
	Tactical Genius Medal	Brigadier -or- [Redacted], Military (9)
	Medal of Courage	Grand Marshal -or- Sim-In-Black, Military (10)

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

WORLD

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

STRANGERVILLE (NEW WORLD)

“The only thing stranger than the people is the flora!” StrangerVille is a quiet little town with a strange problem. The residence are very friendly, but at night things start to get more interesting. If you want to find out more about this town you can find Military Personnel hanging out at the Local Bar, Scientists researching at the Local Library, and that Curio Shop stand is sure to have some strange odds and ends by the trailer park.



StrangerVille is divided into 3 neighborhoods with a total of 11 lots. “Shady Acres” is home to the more wealthy locals, “StrangerVille Plaza” is where the locals like to hang out, and the “Secret (REDACTED) Lab” holds some deep dark secrets.



STRANGERVILLE

WORLD SCREENSHOTS



BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

THIS GUIDE IS NOT AN OFFICIAL GAME GUIDE. THIS GUIDE WAS COMPOSED INDEPENDENTLY AND NOT ENDORSED BY OR AUTHORIZED BY ELECTRONIC ARTS. SIMSVIP GAME GUIDES ARE CREATED SOLELY FOR INFORMATIONAL PURPOSES. SIMSVIP HAS MADE EVERY EFFORT TO ENSURE THE INFORMATION IN THIS GUIDE IS ACCURATE AND MAKES NO WARRANTY AS TO THE ACCURACY OR COMPLETENESS OF THE MATERIAL WITHIN THE GUIDE THE SIMS GAMES ARE OWNED AND OPERATED BY ELECTRONIC ARTS

STRANGERVILLE NEIGHBORHOOD

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

NEIGHBORHOOD LOTS & INFO

StrangerVille includes 3 neighborhoods with pre-built residential and commercial lots. This section of the guide gives you information on all lots from each neighborhood.

STRANGERVILLE PLAZA

StrangerVille Plaza is where the locals like to hang out. You can find Scientists at the Library, Military Personnel at the Bar, and The Curio Shop near the trailer park. You can buy some strange odds and ends here and you will find all the information you need.

- **Riverside Grove (Residential, Sigworth Household, 30×20, 2 Bed 1 Bath, \$33,495) -**
Located on a spacious corner lot in the StrangerVille Plaza The Riverside Grove is a quaint home for a small family.



STRANGERVILLE NEIGHBORHOOD

- **Old Penelope (Residential, Cahill Household, 50×40, 1 Bed 1 Bath, \$25,895)** - Old Penelope is the tried and true cargo plane of George Cahill. She has put in many long years shuttling goods back and forth across the world. Unfortunately a freak storm while flying over StrangerVille has put her out of commission. Hopefully one day George will muster up enough energy to put the old horse back together.



- **Slip 42 (Residential, Vacant, 20×15, 1 Bed 1 Bath, \$16,604)** - Slip 42 used to be home to a local Conspiracy Theorist. One day they just decided to leave, no warning or notice, they were just gone. Upon inspection we found a strange note saying something about finding the Answer to the Ultimate Question of Life, The Universe, and Everything. The tenant even left all of their belongings behind. Those Conspiracy Theorists are definitely a strange bunch, but lucky for you Slip 42 is now vacant.



BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

STRANGERVILLE NEIGHBORHOOD

- **Carpophagous Corner (Residential, Vacant, 30×20, 1 Bed 1 Bath, \$18,338)** - Nestled in the heart of the StrangerVille Plaza, this quaint home is perfect for anyone new in town. Right across from the StrangerVille Library and the hottest bar in town Carpophagous Corner will put you right next to all the best attractions StrangerVille has to offer.



- **StrangerVille Information Center (Library, 20×20, \$32,246)** - The StrangerVille Information Center is a great place to hang out and study. We have a massive StrangerVille Archive where anyone can browse till their heart is content. The archives contain information about all the weird and unusual phenomena that has happened in our lovely little town. You can always find local Scientists here trying to brush up on research.



BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

STRANGERVILLE NEIGHBORHOOD

- **8 Bells (Bar, 20×20, \$29,075)** - 8 Bells is the hottest bar in StrangerVille. Though they have little competition, the locals swear by the drinks. Located just near the StrangerVille National Base, you can always find Military Personnel winding down after a hard days work. The staff is friendly and are always looking to tell stories of StrangerVille.



BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

SHADY ACRES

Pristine, secluded, and nestled high atop a plateau, Shady Acres is home to the more wealthy locals of StrangerVille. Curious how some of them came into their wealth?

- **Cliff Side Crest (Vacant Land, 30×20, \$4,500)** - Providing the best views overlooking StrangerVille, Cliff Side Crest is the perfect place to build your dream home. Just ignore the strange lights coming from that crater.



STRANGERVILLE NEIGHBORHOOD

- **Creek Corner Cove (Vacant Land, 30×20, \$4,500)** - Nestled slightly outside of town, and overlooking the StrangerVille creek. This quaint cliff side plot is bound to make the perfect foundation for any home.



- **StrangerVille Overlook (Residential, Roswell Household, 40×30, 5 Bed 4 Bath, \$160,567)** - With the best views of the StrangerVille Plaza the StrangerVille Overlook is the perfect place to keep a watchful eye on the tiny town of StrangerVille.



BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

STRANGERVILLE NEIGHBORHOOD

- **Dream Weavers Way (Residential, Eclectic Arts Household, 30×20, 2 Bed 2 Bath, \$160,567)** - Dream Weavers Way is tucked high atop a plateau where you can hear the babbling brook and embrace your inner creative self. Perfect for any starving artist that is just looking to get away from it all.



- **Plateau Place (Residential, Vacant, 40×30, 3 Bed 3 Bath, \$104,855)** - StrangerVille is known for its plateaus and unique rock formations. There is no better place like Plateau Place to take all of that in.



BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

STRANGERVILLE NEIGHBORHOOD

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

SECRET LAB LOCATION

- The **Secret Lab** (Secret Lab, 64×64, \$20,115) - The residents of StrangerVille say that this mysterious lab holds some deep dark secrets. Though there are many rumours, no one has ever set foot in the Secret Lab since the explosion. The Military seems to be keeping a close watch to ensure nothing goes in or out. Although security is tight around the lab, the locals say there is a small crack in the back of the fence that someone might be able to slip through undetected.



STRANGERVILLE COLLECTIBLES

BIZARRE FRUIT (NEW COLLECTIBLE)

The Sims 4 StrangerVille has added 1 brand new harvestable to the already existing Gardening Collection. The new harvestable is exclusive to StrangerVille.

IMAGE	NAME	RARITY	VALUE	SEASON	DESCRIPTION
	Bizarre Fruit	Rare	\$1	All	This Bizarre Fruit has an ominous glow to it. As if it contains some living spore... This thing should probably not be eaten.

There are several ways to collect Bizarre Fruit in StrangerVille:

- **Curio Shop** - Sims can purchase Bizarre Fruit from the Curio Shop for \$9 each.
- **Welcome Wagon** - When you first move into StrangerVille, the Welcome Wagon that arrives to greet you will come bearing gifts, and it's not just fruit cake either. Invite the strange Sims into your home and they will leave several Bizarre Fruits in your fridge.
- **Bizarre Fruit Plants** - Once acquired, bizarre fruit can be planted and harvest. Additionally, there are several wild bizarre plants located around StrangerVille, Once you have released spores from the secret lab, the wild plants can be nurtured and harvested.
- **Mother Plant** - When completing the StrangerVille Mystery investigation and meeting the Mother, Sims can befriend her and ask for fruit. This requires a positive relationship.



BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

BUILD/ BUY

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

INTERACTIVE OBJECTS

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

LISTENING DEVICE

The Listening Device allows Sims to collect evidence, blackmail other Sims, and gain logic skill by planting spy bugs and secretly listening in on what Sims are saying.

To use this device, Sims must purchase the 51M5 Spy Bug and place it on other Sims. Spy Bugs can be purchased for \$25 from the Curio Shop or directly from the Listening Device. With a spy bug on hand, Sims can perform the “Plant Bug” interaction on another Sim.



Once a Sim is bugged, the “Listen in On” interaction will unlock on the device. Bugged Sims will appear as targets when using this interaction. If the Sim you listen in on is relevant to the StrangerVille Mystery investigation (Scientists, Military Personnel, Conspiracy Theorists, or a Possessed Sims), a Top Secret Recording is obtained as evidence for the secret dossier.

INTERACTIVE OBJECTS

- Pop up notifications indicate whether the Sim you have spied on was worth the bug
- If the target Sim becomes aware they're being spied on, connections will be blocked.

However, if the Sim you planted a bug on is not part of the StrangerVille mystery, you may obtain a scandalous Basic Audio Recording from them.



Recordings received through spying can be used as a way to blackmail Sims. Need some extra money pay some bills? Threaten to release a recording of a Sim in exchange for money. The blackmailed Sim will not be happy about this, but some Sims are willing to pay the price to keep their reputation intact.

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

INTERACTIVE OBJECTS

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

TRAINING BOT

The Sims 4 StrangerVille introduces a new Fitness related object for the game. The Training bots are a great way for Sims to increase their Fitness Skill, and also serve as a task for Sims who join the Military Career. There are two versions in the game, one found in buy mode, the other unlocks at level 8 of the Military career while in the Officer Branch.



MEDAL DISPLAY CASE

Sims who advance in the Military Career will receive medals for their rank achievements. These medals can be displayed proudly in the special Medal Display Case.



BUILD & BUY MODE ITEMS

BUY/ BUILD MODE OBJECTS

The Sims 4 StrangerVille includes **114 buy and build mode items**. This includes objects, build items, styled rooms, and every other item that was included with the game.



1

Modified B64 Training Bot \$750

This training bot looks like it has been dressed up to replicate the behavior of something... But what could it be? Looks like whoever put this thing together really needs to work on their hot glue gun skills.

Unlocked at level 8 of the Military career while in the Officer Branch.



1

Ranking Rug \$250

Accented with details that mark a successful and honorable career in the Military.

Unlocked at level 8 of the Military career while in the Covert Operator branch.



1

Military Grade Flagpole \$100

Made with 100% military grade materials. Comes with all accessories you need, only to be used as shown. Assembly not required.

Unlocked at level 6 of the Military career while in the Officer branch.

Environment: 1



2

Medal Display Case \$250

The Medal Display Case will allow your Sim to neatly display all their Military Medals as they rise through the ranks. Don't forget to admire all of your hard-work and dedication.

Unlocked at level 2 of the Military career.



The Bunk \$750

Perfect for all types of indoor use. Even though it has a sturdy and rigid structure, it provides the best comfort in a lightweight frame. Perfect for those who just want to be able to relax without much fuss.

Energy: 5
Stress Relief: 5
Discomfort Relief: 3



The Tekxhnik Chair \$100

Perfect complement to The Tekxhnik. This chair will make you feel like you are the captain of a spaceship, or just look super cool in your office, lab, or for the home if you so choose. Assembly not needed.



Experimental Aluminum Slate \$65

Scratched, bruised, and cold this lonely table has been through a lot. It will never falter it will never waiver. It will stand the test of time. Just don't place anything on it.

Environment: 1



Careful Tinkering Table \$65

Complete with accessories. Live and relive the illusion of scientific work with this piece. Just beware of what can awaken...

Environment: 1



The Tekxhnik \$300

Modern and professional. Perfect for those who like for their workstations to be always tidy, or at least look that way from all angles. Comes with conveniently placed drawers for all that sensitive data you are hiding...yes, we know where they are...)



Heavy Metal - Heavy Duty Shelf \$100

See all your stored items like a pro! Everything visible and accessible. Nothing to hide here, nothing to hide.



Glass Top Stage Stairs \$500

For all your futuristic, sci-ency staging needs.



Plant Containment Cell \$750

This Plant Containment Cell can contain the peskiest of flora. It is also nice to display other things as well, I guess...

StrangerVille X

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

BUILD & BUY MODE ITEMS



Epic DIY Shower \$1,500

Resourceful enthusiasts will challenge themselves to create DIY projects safely and affordably. This shower project is not an exception and we might say, the bar has been elevated. A couple of canisters, water hose, and an old "gently" used bathtub can become the bath of your dreams with a few adjustments. Assembly not required, use at your own risk.



Listening Device \$500

The Listening Device will allow your Sim to plant bugs on other Sims and listen in on them. You never know what juicy gossip you will find out.

Environment: 1 StrangerVille 10



Listening Device W/Chair \$550

The Listening Device will allow your Sim to plant bugs on other Sims and listen in on them. You never know what juicy gossip you will find out.

Environment: 1 StrangerVille 10



B64 Training Bot \$500

The B64 Training Bot is the perfect companion for Sims to practice their sparring techniques. Be careful, this bot fights back!

+Fitness Skill 100%



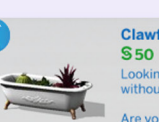
Larry's Knick Knack Bar \$800

Where Larry keeps his most prized mementos on display! That's right, the ones he won't sell he would tack on to this bar for safe keeping. Check weekly for new ones added!



The Knick Knack, Bric-A-Brac Shack \$1,200

What's the point of going on vacation if you don't bring back a plethora of precious plastic memories that you can cherish for several weeks then discard like an orphaned orange sock? Well, if that's what you're hankerin' for, visit The Knick Knack, Bric-A-Brac Shack whilst in StrangerVille. If they ain't got it - it don't exist...or does it? Inquire within. Ask for Larry.



Clawfoot Fanciful Planter \$50

Looking for a planting DIY project, but without actually making it yourself?

Are you a plant lover? Are you a lover of vintage and classy decor? Say no more!

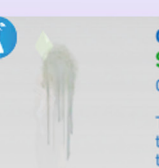
The Clawfoot Fanciful Planter is the perfect balance of 'Do It Yourself' and classy chic that is the rage these days, turning any space into a beautiful and peaceful space, and without breaking the bank! Plants are included for maximum efficiency.



Strange Wall Vines \$100

These Strange Wall Vines do not look that safe...WHY ARE THEY MOVING!

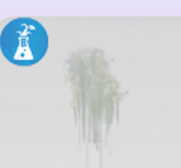
Environment: 1



Grunged Splatcal #1 \$5

Grunge is IN!

The designers at Nacar Marmalade wanted to focus on the raw look. They believe that the new Lot appearance is a thing of the past. With this decal, you can add that grungy, worn out effect to any wall to make it look edgy, vintage, and lived in without incurring in rent increase.



Grunged Splatcal #2 \$5

With the success of Grunged Splatcal #1, Nacar Marmalade decided to add a second version into their catalog. You can use them together for intensified grunge.



StrangerVille National Base Posters \$25

A collection of posters that are usually on display at the StrangerVille National Base. From scientific theorems to military promotional posters this collection has everything you need to make you feel right at home on the base.



Storytelling Paintings \$200

A painting can tell a story, or we can use a painting to tell a story. Whatever your motivation, allow these paintings to tell a story for the ages.

Environment: 1



[REDACTED] Tendril \$175

Taken from [REDACTED], this [REDACTED] is [REDACTED], filled with [REDACTED] and will help decipher [REDACTED] with [REDACTED].

Environment: 1



Plane Wing \$195

A part of Old Penelope. This Wing must have dislodged in some kind of crash.

Environment: 1

BASIC INFO

NEW GAME ADDITIONS

STRANGERVILLE MYSTERY

MILITARY CAREER

WORLD

BUILD/BUY

BUILD & BUY MODE ITEMS



Plane Wing

\$195

A part of Old Penelope. This Wing must have dislodged in some kind of crash.

Environment: 1



Plane Engine

\$250

A part of Old Penelope. This Engine must have dislodged in some kind of crash.

Environment: 1



Plane Cockpit

\$950

A part of Old Penelope. This Cockpit must have dislodged in some kind of crash.

Environment: 1



Plane Tail

\$1,250

Old Penelope is the tried and true cargo plane of George Cahill. She has put in many long years shuttling goods back and forth across the world. Unfortunately a freak storm while flying over StrangerVille has put her out of commission. Hopefully one day George will muster up enough energy to put the old horse back together.



The 'No Sign' Sign

\$1,500

It kind of makes you wonder what were the signs displayed? The dreams they shared...The colorful text in their infinite possibilities. The current look evokes the deepest thoughts about life and the passing of time.



Unorganized Documents

\$15

Stacks on stacks on stacks... and not the good kind. Just looking at this stack of unorganized papers is overwhelming!

Environment: 1



Important Paper Clutter

\$20

People should really not be leaving such important documents lying around on the floor like this. Anyone can rummage through these to find important things.

Environment: 1



Not your Grandmothers' Old Photos

\$30

This box of unassuming papers is probably not your grandmothers' box of old photos. Something about the redacted text on the side seems a bit off...

Environment: 1



Containment Barrel

\$50

For all your creature containment needs. Made from almost unbreakable materials, this barrel will help contain the meanest of creatures.

Warning: Contents vary, and they may or may not...bite.



Beakers and Burners

\$150

This small cluster of beakers and burners is sure to fill out any small lab. We will not question what strange experiments these are being used for.

Environment: 1



Containment Barrel Stack

\$150

Super safe, we promise! Don't pay attention to the label, feel free to explore their contents.

Warning: Contents vary, and they may or may not...bite.

Environment: 1



Grunge Splatrug - Large

\$5

From Nacar Marmalade! Who believe that a worn and raw effect can create the perfect Lot.

Keep your guests guessing, is it mold? Is it dirt? Oh...it's a rug?



Grunge Splatrug - Half

\$5

Nacar Marmalade believes that it is OK to not have a giant space for art and that art can be anywhere and it comes in every size. This half of a rug is for those that don't have enough space to place the Large version of this series, or want a rug on their terms.



Grunge Splatrug - 1/4

\$5

GENIUS from Nacar Marmalade!

For even smaller spaces and with no corners that will randomly curl up, how can it? It IS the corner of the rug! Who says you can't indulge?

BASIC INFO

NEW GAME ADDITIONS

STRANGERVILLE MYSTERY

MILITARY CAREER

WORLD

BUILD/BUY

BUILD & BUY MODE ITEMS



The Redacted Rug

\$10

We've collected the top ten conspiracy theories from around the world, reprinted them in all their redacted glory, and constructed a paper mache rug for you to spend countless hours pacing over how it's all connected.



Strange Floor Vines

\$50

These Strange Floor Vines do not look very safe. WHY ARE THEY MOVING!



Patterned Rugs

\$130

Deliciously vintage looking patterns for the lover of trends of old, and maybe not so old anymore. Bring some joy to your life with something that looks and feels expensive, but only you know it isn't.



Over-sized Uniform Accoutrements

\$25

You may not be a world leader, but that doesn't mean you can't decorate like one!

Environment: 1



Purifier 5000 Prototype

\$50

A revolution was waiting! Purification at the speed of sound... BOOM! A fresh smelling room without the hassle of gurgles, gurgles, shhhpeew, gurgles, blurb, pshooooooooooo... finally my fresh aerated room. 10 minutes later. But the world wasn't ready. Purification at that speed was too much to handle. People didn't know how to handle that much power. The sheer pure-osity of it all was too much for people to control.



Inconspicuous Wall

\$100

For fortresses, secret laboratories, and villain hideouts. Some may worry about the size of it, but trust us, it is so giant it will go unnoticed.

Environment: 1



Non-functional Air Conditioner

\$100

...for display purposes only.

Environment: 1



Over-sized Metal Wall Bracket, self-illuminating

\$100

We aren't sure what it does, but the manufacturer said it was impressive just to look at, and it is! Plop this metal behemoth down in your home and wonder at its protrusive-ness!

Environment: 1



Top Secret Monitor Display

\$100

These monitors display top secret information about what could be hiding in the StrangerVille Secret Lab.

Environment: 1



Vertical Spray Nozzles

\$100

They may work...or not.

But don't they look like they belong there?

Environment: 1



Scrolling Decal Clock

\$250

Relax as the soothing vistas scroll by. Escape to another reality, and forget the time and all your troubles... IM LATE!

Environment: 1



Indestructible Industrial Sign

\$350

Durable and rustic, this sign will let you place the signs of your choice and promises to withstand any scenario of disaster. Comes complete with lights so you can see your desired sign, even in pitch black!



Wacky Wonderful Carnival Sock Alien

\$50

The Wacky Wonderful Carnival Sock is the perfect decoration to tie together your eclectic arts home. Do you like collecting souvenirs from the many places you have been? What better than this creepy looking souvenir.



Crabby Bottom Armadillo Yellow

\$125

The Crabby Bottom Armadillo is always there to cheer you up. If you ever need to put a smile on your face, stare into this armadillo's confused little eyes. He never disapproves of you, and is always there to make you laugh. Everyone loves the Crabby Bottom Armadillo.

BASIC INFO

NEW GAME ADDITIONS

STRANGERVILLE MYSTERY

MILITARY CAREER

WORLD

BUILD/BUY

BUILD & BUY MODE ITEMS



Bar Back with Shelly's Photo \$1,250

It was the Summer of that year. We spent our days in the desert sun, combing the sands seeking to uncover The Truth. A novel Shelly had lost the previous year. We found The Truth, and she disappeared on a Tuesday. It was noon. I was relieving myself in a bush. I returned to our favorite sand dune, she was gone. The desert sand was scuffed, was it the wind or a struggle? I don't know, but I have my photo. My photo of Shelly.



The Purple Lava Beacon \$100

A creation from Gr00vy Lights, Co. Part of a series they said. A modern take on the traditional lava lamp in a deceptively friendly glow. Its design screams space alien and minimalist modern design all at once. Give your room a hint of retro-cool with this floor illumination piece. People will swear it came from outer space.

Did we say deceptively friendly glow? We mean...cool space alien glow!



The Green Lava Beacon \$100

A creation from Gr00vy Lights, Co. Part of a series they said. Still giving your room a hint of retro-cool, still making people wonder where it came from.

NOW IN GREEN! Super Green!



The Pink Lava Beacon \$100

A creation from Gr00vy Lights, Co. Part of a series they said - and they were not joking! Need more pink in your life? This Lava Beacon is the perfect solution for that!

What? Who said that cool alien glow cannot be pink? Nonsense!



The Yellow Lava Beacon \$100

Gr00vy Lights, Co. wants you to explore the depths of the color yellow with this version of their unique series for the Lava Beacon. Yellow hues to relax and set the tone for groovy evening.



The Blue Lava Beacon \$100

The last installment (we think) of Gr00vy Lights, Co. Lava Beacon series.

You don't have to feel blue with this shade of blue. Enjoy the depths of space in this blue shade that will evoke your grooviest space fantasies, and maybe conspiracies.



Unidentified Lamp \$150

Is it a ship? Is it a dish? Is it a spaceship? Spaceship?

For the conspiracy theorist and fan of the unknown, this ceiling lamp adds playful flair to any Lot. It may not always look chic, even with chic being a personal thing, but it will definitely evoke questions...lots of questions.

Note: No, it doesn't fly.



Not A Scrap \$125

Re-purposing at its finest! Authentic truck parts, polished for a fresh look for your walls. No junk here!



Laboratory Light Strip \$125

Almost too clinical for normal day to day use.

Warning: If the light flickers...don't call us. Just Run!



Industrialized DIY Lighting \$125

DIY chic and functional, what this lamp puts in effort makes up with style.

Already assembled.



Standard Portable Computer \$1,000

Tired of sitting at home on a beautiful day, but you still need to get that report done for work! Fret not, the Portable Computer has you covered. This high tech piece of equipment is the perfect companion for any hard working individual. From your favorite bar to your aunt Sally's for Harvest Fest, the portable computer can be taken anywhere. It even comes with a battery. They usually charge extra for that.



Customized Portable Computer \$4,250

With all your favorite functionality from the Basic Portable Computer, but now in more fresh and fun colors. Yes you need to pay more for cool colors...

Fun: 8
Reliability: 7



The Soundtastic Fantastic Royale \$1,000

Welcome to the Soundtastic Fantastic Royale! Prepare for the journey of your life! Want to hear something old? Something new? Have your eyes light up with anticipation for when you think you will hear your favorite song. No shame in listening to that song that makes you sing out of the top of your lungs, or that song that makes you cry and hug everyone. The Soundtastic Fantastic Royale has them all and is there for you!



Pillar of Opulence \$100

What secrets are contained within this obelisk? What strange language are these hieroglyphs upon its surface? Bob from accounting says it's a broken server stack. He found a whole bunch of them in the basement. I don't agree. I think it's alien tech! I hear it humming in my sleep. I think it wants me to serve it goulash. I'm not sure I know how to make goulash.

BASIC INFO

NEW GAME ADDITIONS

STRANGERVILLE MYSTERY

MILITARY CAREER

WORLD

BUILD/BUY

BUILD & BUY MODE ITEMS



Purifier 5 Million Prototype \$100

What were they thinking! The 5000 prototype was too much for the world! The 5 mi... well it incinerated the first 17 people that tried to get purify their rooms. I'd never seen purification move so fast. They hit a button, and then... well there was a sound, a spray, and they... let's just say I'm glad I was 18th in line. Why did they keep stepping up for a try? I'm not sure I... why would they... I need some fresh air to get my bearings.



Blink O'matic \$100

With 3 sides of blinking lights, no blinking light display blinks more than the Blink O'matic.

Environment: 1



Regal Bookcase \$300

Dignified bookcase, sturdy even in adversity. Holds your books, while holding your style together. Feel free to store any kind of literature, it won't judge you.

Fun: 5



Old School Stair Rail \$10

ExcUUUUUUuuusssEEee yOOuuUu! We prefer the term "Vintage," thank you.



The Gates of Heck \$50

Heck top quality wrought iron gates are drop forged in the sweltering furnaces of Heck by sweaty folks that know a thing or two about forgery. So, when anyone asks me where to get a great gate, I always tell them to go straight to Heck.



The Gates of Conundrum \$50

If I told you what awaits you on the other side of this otherwise innocuous looking gate, would you still go in? OK then, I'm not tellin', but I will say this, I know for a fact that this object was built with a Para-Normal Map applied to it. Strange? Oh, I think so.



The Gates of Quandary \$50

I don't know about you, but when I can't see through to the other side of a gate, I get very nosy. I start to question everything. What's back there? Is this where half of all socks go? Is this where they store everyone's two cents? If the gate is opened, will I be the person who let the dogs out? Why can't I have my cake & eat it too? Purchase the Gates of Quandary and become instantly omnipotent.



Ridged Cornering \$45

Strong and supportive this column will never fail. However if it feels betray you better not let your guard down.



Porch Break \$45

Interior or exterior the Porch Break column will keep things standing strong.



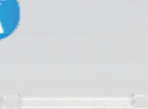
Copius Rounder \$25

Sleek and elegant the copious rounder is the perfect column to accent any classic home.



Leafed Capping \$25

Hand crafted from the finest of used wood the Leafed Capping will add the perfect finishing touches on any ceiling.



Illusion Of Fence \$25

Is it real? Is it there?



Twisting Peaks \$25

Cold and ridged, this fence will wind through out your home like rolling peaks of metal and iron. Gaze upon its beauty and never take it for granted.



Classic Picket \$25

In need of a tried and true barrier between you and your pesky neighbors? Fear not the Classic Picket has you covered.

BASIC INFO

NEW GAME ADDITIONS

STRANGERVILLE MYSTERY

MILITARY CAREER

WORLD

BUILD/BUY

BUILD & BUY MODE ITEMS



Almost Gapless \$25

Worried about unwanted finding their way into your yard? Keep everything out with this Almost Gapless yard fence.



Shuttered Mystere \$30

Following the success of "Window Of Mystere", the We Are Very Misterious - Really, Inc. design firm decided to go one pane further. Presenting Shuttered Mystere, with added shutters! For creating a look that only can be opened from within.



Window Of Mystere \$30

Made by up and coming design firm We Are Very Misterious - Really, Inc. This beautiful and regal tall window will be a center of attention of inhabitants and passersby alike.

The company's creative minds got inspired by vintage wooden textured windows with a hint of mystery and the phrase "The eyes are the windows of the soul" to create this piece that will make you want to look, but won't let you due to the fantastically crafted iron fence that adorns it.

Keeping secrets in, fabulously.



Thrice Arched Aperture \$30

Specter's vision for bigger wall spaces, the three pane offering of the Arched Aperture brings even more visual real state to make your home lot even more luxurious.



The Discreet \$30

Looking for some "normal" windows? Not into the over the top flair and intricate designs? Look no further! The Discreet will offer a simple, and functional design that will adorn your home lot as intended. Not calling too much attention to your home lot, but giving a hint of intricacy with its grooves and small details that you can see if you are close...like reaaaaally close.



Arched Aperture \$30

From the secret minds of the Specter design firm, comes a carefully crafted piece that will make your home feel a little bit more Midnight Hollow and less Del Sol Valley. Give your home a classic look that is simple and elegant and create an air of mystery effortlessly.



Sky Parlor Delight \$30

The Specter design firm decided that if you are going to design a home lot, all aspects should be cohesive. Specter's vision not only focused on the visual real state for living rooms or bedrooms, but the group considered the attic as more than just a storage room, and that it deserved its own window to match.



Twice Discreet \$30

Following the steps of the original The Discreet, now it comes in a two pane version to delight your classic yet refined vintage taste, giving your lot a cozy, homey vibe.



The Notjustador Collection – The Aether Door \$50

Why did the chicken cross the threshold of the Aether Door in StangerVille? To get to "the other side". Personally, I'm too chicken to open this door. What about you?



Inviting Swing Out Door \$50

Don't let the appearance fool you, come on in! This door might look like it has seen better days, but its construction is top of the line to withstand any disaster scenario. Properly insulated! Hardware and installation not included.



Another Not So Inconspicuous Door \$750

Not for the discreet.

Complete with lighting and scrolling text enabled, this door wants to let you know where you are and what you are doing there.

Note: You may use this in a secret lair, but it might stop being secret...



The Notjustador Collection – The Bosch Door \$50

What awaits beyond the stately antiquated threshold of the Bosch Door? Total enlightenment? Or Purgatory, perhaps? Do I really need to paint you a detailed picture?



The Notjustador Collection – The MoreDoor \$50

Looking to get more door for less Simoleons? Well, we've got just the door for you! The MoreDoor - I mean, just look at the size of this ominous entranceway! It's as big as a mountain! Don't ring, just go on in...what's the worst that could happen?



The Notjustador Collection – The Windowor \$50

When is a door not a door? When it's got so much glass in it that it might as well be a window. Well, here it is....It's a door, it's a window – it's a Windowor.

BASIC INFO

NEW GAME ADDITIONS

STRANGERVILLE MYSTERY

MILITARY CAREER

WORLD

BUILD/BUY

STYLED ROOMS

BASIC INFO

NEW GAME
ADDITIONS

STRANGERVILLE
MYSTERY

MILITARY
CAREER

WORLD

BUILD/BUY

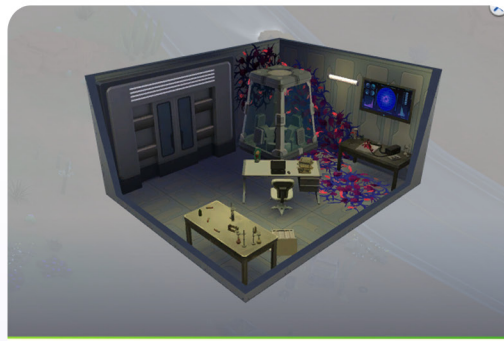


Hunker Down Bunker

Purchase For: \$5,926



Buy Room



Ominous Observatory

Purchase For: \$6,219



Buy Room



Garden of Metamorphosis

Purchase For: \$4,544



Buy Room



Larry's Old Watering Hole

Purchase For: \$6,701



Buy Room

SOLVE THE MYSTERY OF STRANGERVILLE!

THE SIMS 4
STRANGERVILLE

UNOFFICIAL SIMSVIP GUIDE

Start your investigation and solve the mystery of a desert town that holds a deep, dark secret in The Sims™ 4 StrangerVille. In this ominous town, Sims are acting strange for unknown reasons. Is there a conspiracy? Will this seemingly odd force possess your Sim? Uncover the story of the secret lab where Sims will encounter strange plants and interact with peculiar devices. Can you solve the mystery?

- A Different World
- Unravel the Story
- Crack the Code
- Suit Up Your Sim



SIMSVIP.COM

THIS GAME GUIDE WAS WRITTEN BY:

SimsVIP

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

THIS GUIDE IS NOT AN OFFICIAL GAME GUIDE. THIS GUIDE WAS COMPOSED INDEPENDENTLY AND NOT ENDORSED BY OR AUTHORIZED BY ELECTRONIC ARTS. SIMSVIP GAME GUIDES ARE CREATED SOLELY FOR INFORMATIONAL PURPOSES. SIMSVIP HAS MADE EVERY EFFORT TO ENSURE THE INFORMATION IN THIS GUIDE IS ACCURATE AND MAKES NO WARRANTY AS TO THE ACCURACY OR COMPLETENESS OF THE MATERIAL WITHIN THE GUIDE THE SIMS GAMES ARE OWNED AND OPERATED BY ELECTRONIC ARTS

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

© 2019 All Rights Reserved