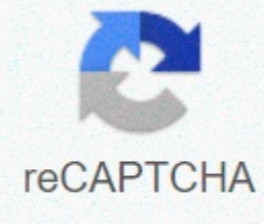




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## Vacationers guide to the outdoors sims freeplay

Level 11 Non-Locked Campus Time Limit 7 Days Limited Time Prize Gold Bags Great Out Updated on June 15th, 2015 At Sims Fripalhi and this update is a new discovery quest to go along with the out-of-the-way Vacationer's guide. This quest begins when you build the new Haran Spring Falls Camp ground that ends by the snow park and community center on the central island. You must be level 11 or higher to complete this search. Look at the tasks you need to do to pole this struggle. Rangers is the first answer to the puzzle 'Plants' tracking puzzle is 'BBQ' once here you'll find you access to the picnic area looking for walk-through after completing your search and if you complete within 7 days if you will get the sleeping bag to use in your construction. Follow my blog with the Guide to The Bloglovaan Atoner available with great updates out! This quest is available from level 11 up. The haran spring falls camp ground sits on the edge of sim city. Build a ranger to meet what is needed to help solve the mystery in the water! The camp fields are behind the snow park and community center. This magnificent campground is located between a forest and a lake. This includes:-Outside The Kitchen-Sarvawalaist and Story Go Hobby- Tents, Sleeping Bags, Dirshow, and more! -Outdoor activities like canboding, potting marshamis and picnics! The timer starts when you finish building the campground! The arena of The Haran Spring Falls Camp is full of interesting outdoor activities. A terrible canvas, awesome campfire stories and waiting for the Marshamis! Now visit campground to access its objects! -Make a SIM call on the camp ground (The Haran Spring Falls is open! Your sims have been disturbed by sun screen, bug spray and hiking shoes, but what they really want is a cano and marshamis. Send SIM to campground to taste great outdoor!) - Introduce the ranger (1 minute) to him (doors are closed and there is garbage everywhere!) What about campfire stories and picnics under the star? Someone needs to solve this mess. Maybe the Ranger man looking for Ashgabare is working on something. Introduce ye to ranger and find out what is going on.) They offer to help the ranger (5 minutes) (ranger's name is clay, and he closed the campground until the inhabitants of the city are caught in the premises! They almost used to tell them that they were saying, Yakas! Offer to help the soil. He looks like at the end of his receipt.) -Clean the garbage (4 hrs 30 minutes) (Was it almost a smile? Clay is not a positive man, eh? They accepted your SIM help, so maybe they will make good on their offer, the clay will be more friendly. Clean the waste basket bag next to garbage.) - The recycled basket (6 hrs 30 min) (much better! Its recycled basket is still full of recycled basket though. It was cleaned so the car park will look much better. Clean in the recycled basket next to the entrance of the camp ground. - Discuss the sarah with clay (5 min) (your SIM moved the last bag to one side and see : footprints! Could it be a clue to find the goons? Talk to this new gesture with clay. Maybe they'll share their investigation with you.) -Solve the ranger puzzle (5 minutes per gesture, 5 hrs 30 minutes answer or 18 hrs 30 minutes, reply in the next task) (keep on footprint, and he thinks what has come in the parking lot was a breakfast near the sign. What did they eat, though? It could be a clue to find who they are! Tap hotspots to search for 'sa'sah'. Once you had a food, type on the soil to select an answer.) -Footprints probe (11 hrs 30 minutes) (it is! Someone has had many plants! wait... It was not a saturis. It was random plants! It does not sound like sim's naishta. Something lacking! Probe the effects near the entrance of the campground.) -Ask clay about Footprints (1 minute) (it's definitely not Shoaib's eprints. Your SIM doesn't know what kind of animal prints like them, but soil should admit them. Ask clay if it can identify footprints. -Research Wildlife Book (19 hrs) (Clay Grombalad Something about footprints having a trick from the inhabitants of a smart city. He will not change his mind But your SIM does not believe other Sims are responsible. They have to continue researching without soil. Research footprint in a wildlife book.) - Investigating the home-in-the-house reed movement (5 minutes) (bang! Footprintwas made by a hern! \* Bang\* jump your SIM. Something dropped in their basket of recycles! Investigating the waste garbage in front of your SIM house. Note: If the waste waste cannot be eliminated, tap it and choose 'Knock' to get the waste waste. -Go to the park (some took a few to the empty jar of peanut butter. First plants, and now nuts with more weed footprint. Your SIM is sure that a weed is loose in SIM town. Maybe that means because of trouble. Send SIM to the park to follow the new hern tracks.) -Check out Footprints (12 hrs 30 minutes) (Saqab Ah! There's no haran in the eye May not, but their print are everywhere. Check out footprintto see where they lead. Maybe your SIM can catch up with the hern!) -Ask clay for help (5 minutes) (going to your SIM circles. There are many prints for an uneasy eye to follow! Luckily, Ranger Clay showed. They've decided to follow your SIM lead must do! Ask clay to help keep informed of the hern.) -Watch the world of 'ajaaats' (on TV) : 19 hrs) (Testing of soil tracks will take some time. In the meanwhile, you will have sim nature and a hern I should know more. That could Later in hand. Take back home and watch 'World of Surprise' on TV.) -Go to the park (a great series hat! Their head is full of knowledge, ready to check back on your SIM soil. He said the green tracks should be investigated. Send sim to the park to continue the investigation.) - Solve tracking puzzle (read text! Answers: 4 hrs 30 minutes, you tell me : 10 hrs 30 minutes, the answer is the next task) (Clay has separated more recent tracks and starts from where it ends. Where the soil stands, the hern is running as far as it can in the soil in this direction until it hit an objection. What is the ? tell the answer to the soil Ask him, or to solve the puzzle for you.) -SEARCH BBQ (4 minutes) (Congratulations! You have re-approved the soil test! Their little smile looks like they've been swimming you. Find BBQ in the park for more sagar about the hern.) - Sleep through alarm (10 hrs 30 minutes) (someone's un-felled innas, and the hern ingested half of it! First, plants, then nuts, and now fruits? Is this serag important? Are? Can they help you get your SIM before these cotton? Sleep by warning at home to get some ideas.) - Discuss the project with Clay (15 minutes) (Yorika! Remember something from your SIM 'world of wonder' and thinks they can use plants, fruits, and nuts to find the hern! Send a SIM to the campground to discuss their planning with clay.) -Bait Appointed (8 hrs 30 min-plants) (Explain the 'World of The Bead' series how animals have their own How to use bait to attract. If your SIM can lure the hern, the soil can take it safe and happy booking. Can you remember your SIM which will make the food a good bait? Tap x and make a 'for the hern'. Clay can remember the diet of which your SIM is used, if needed.) -Hern pets (as soon as your SIM is eliminating plants, nuts and fruits, spread out in a parking lot! What a beautiful animal! The heron pet knows that your SIM is a friend.) -Feed the hern (15 hrs 30 minutes) (wait! clay says it's too soon for the pet to feed the hern. Be scared and then, they're back to square one. Carefully feeding the hern so it knows that your SIM doesn't mean it's damage.) -Pet (1 min) (A hern calm ingested in your SIM palm and got his nose against their fingers. Your SIM thinks the hern wants to be petted. In the approval of the mud node. Try the haran pet.) - Talk to clay (2 hrs 30 minutes-something) (the hern seems to enjoy being around your SIM! Brilliant! Soil is a light light. Now that the hern is here, soil Can keep it (and the city!) safe. If there is nothing more it needs, talk to clay. -Accept title (30 CS) (will consider helping clean your Sim and reopen the haran spring falls? Clay praised their help They will be named honorary ranger. Camping, Picnic, Canboding and a Ranger Title? Your SIM wants that! Accept your ranger title from clay.) Open the door on the Picnic Area Guide is here. The bridge building and camping area guide is here. Congratulations! Technical help (if your game does not work as expected, like any targets, no building options, accidents and similar uses: closed for this blog, if you are If trouble is, please use the unofficial forum, there are many people who will answer your questions: This work is licensed under a creative general intusaab-non-commercial-strasber 3.0 inportada license. <http://simfsfp.blogspot.com> work on the basis of the work. Lepidoa wrote by Monday, October 9, 2017 To modify this struggle when you will appear after the construction of the camp ground. Time limit: 7 days Time Limit Reward: Bed can be found in sleep, outdoor furniture. Inlock: Can find the campground. And if you open the picnic area, you will find a servawalaist hobby so that to complete the holiday guide for outside search, make a SIM call on the free-room field = Prepare to introduce ye on sim to visit the order camp \* 1 min = Click ranger compared to clay, select you To help the self-introduce ranger\* 5 minutes = click Ranger Clay Jaros, select help offer clean the recycled basket \* 4 hours 30 minutes\* Interact on the samudra with 30 minutes soil \* 5 min = Click Ranger clay related to the ranger when you click on the ranger to show that the answer is the puzzle written in the works. The answer is plants \* 5 hours 30 minutes probe footprints \* 11 hours 30 minutes = click effects, ask clay about footprint sift effects of investigation \* 1 minute = click ranger soil to ask about effects compared to Research Wildlife Book \* 19 hours = Wildlife Book. \* 5 minutes check ing for the recycle disconnection at home = Click the recycle bin near your home mailbox, select the probe. Go to the park = Order SIM footprints to visit a city park \* 12 hours 30 minutes = click effects, select the inquiry. Ask the soil for help \* 5 minutes = Click Ranger is related to clay, it's in the city park, select ask for help watch the world of the beet on TV\*\* 19 hours = click on TV, select world of surprises. Go to the park = Guide Sim Visit Solve city's park tracking puzzle = Click Ranger is clay related, after you click appears ranger is clay related, answer the puzzle written in the works. Answer BBQ? \* 4 hours 30 minutes BBQ Search \* 4 minutes = click BBQ, sleep through search alert for selected signal \* 10 hours 30 minutes = click Ass, select sleep through alarm. (Can be done earlier) Discuss planning with clay \* 15 minutes = Click Ranger Clay In Jarus, Kompagrod, select Plan. Set bait = Press X, which appears after you click, is the answer to the puzzle written in the tasks. The world of the Book of The Objects, tell you how to make a bait to catch animals. If you have something that can attract the attention of the hern, the soil will provide for you. Do you think you like a hern? We can use it by bait . So, what do you think can attract food herr? A plant, a chicken, or a chicken. Response plant \* 8 hours 30 minutes Pet on the hern = Click On The Hern = Pet Feed The Hern \* 15 hours 30 minutes = Click On The Hern's Pets \* 2 hours 30 minutes = Click Ranger Accept soil title \* 30 seconds = Click Ranger, select Accept Ranger title Press here to get suggestions on playing Sims Freepalhi-Booklet-Booklet

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