

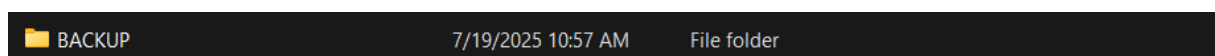
SWIMMABLE WORLDS – BRINDLETON BAY

BY NERDYDOLL

Step 1: Save the Backup Folder

The backup folder serves as a way to revert to the original world files (uninstall the mod) without having to repair the game.

Save this folder to any desired place.



Step 2: Open the World Files Folder

Open the World Files folder and copy the worlds you want to be swimmable. You can copy both at the same time as they are located in the same folder.

EP04_Coastal_01.world - Cavalier Cove

EP04_Island_01.world - Deadgrass Isle

EP04_Coastal_01.world	6/23/2025 12:10 AM	WORLD File	6,174 KB
EP04_Island_01.world	6/24/2025 12:46 AM	WORLD File	3,612 KB

Step 3: Copy the Files into the EP04 Areas Folder



Look up the specified file path for your game as listed below. *The correct folder has only .world files and no package files!*

Note: This is **not the same** folder as your Mods folder!

Windows Computers:

EA App: C:\Program Files\EA Games\The Sims 4\EP04\Worlds\Areas

Steam: C:\Program Files (x86)\Steam\steamapps\common\The Sims 4\EP04\Worlds\Areas

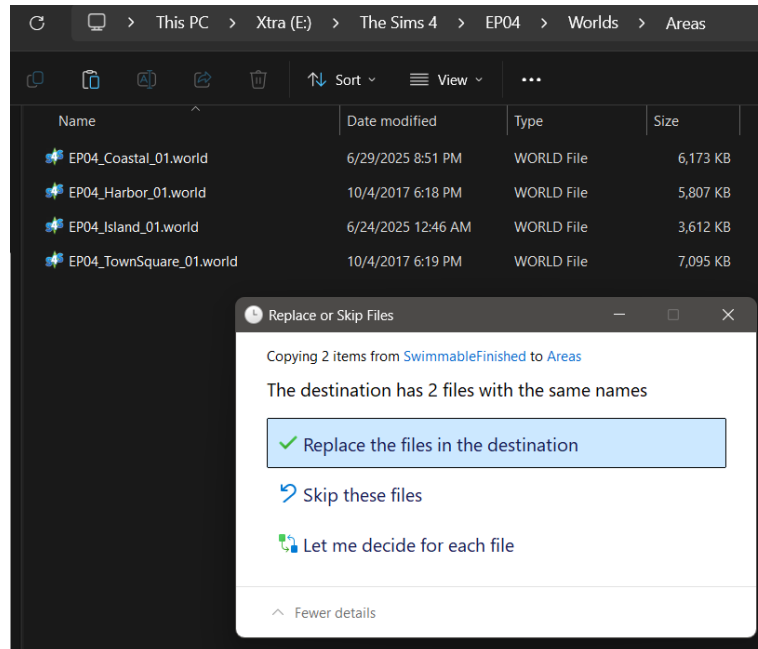
Origin: (if you installed before the EA App, now you would be using EA App to launch)
C:\Program Files (x86)\Origin_Games\The Sims 4\EP04\Worlds\Areas

Mac Computers:

Alternative 1: MacintoshHD\Users\YOUR_NAME\Applications\The Sims 4 > Right-click on The Sims 4.app and choose Show Package Contents\Contents\EP04\Worlds\Areas

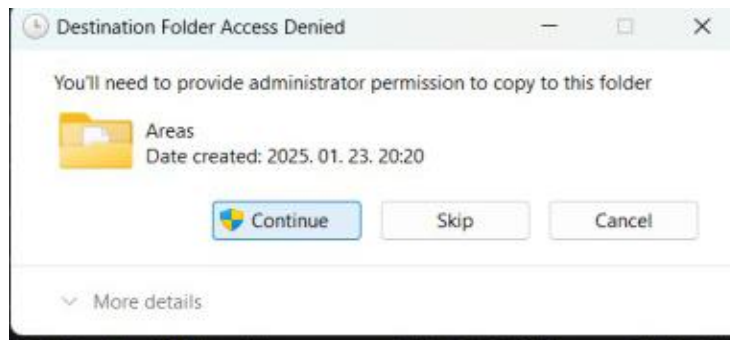
Alternative 2: MacintoshHD\Applications\ > Right-click on The Sims 4.app and choose Show Package Contents\Contents\EP04\Worlds\Areas (If you have chosen a custom installation path, you will have to navigate to that)

Note: If you have custom installation, you must navigate to the desired place!



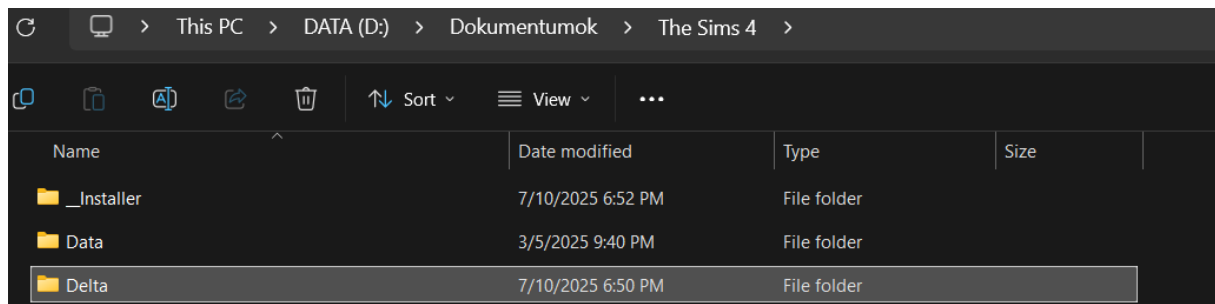
Replace the .world files. You must click on the “*Replace the files in the destination*” prompt.

It might happen that you receive the prompt: “*Destination Folder Access Denied*”. In such case, you must click on the “Continue” button to be able to paste the new files into the folder.

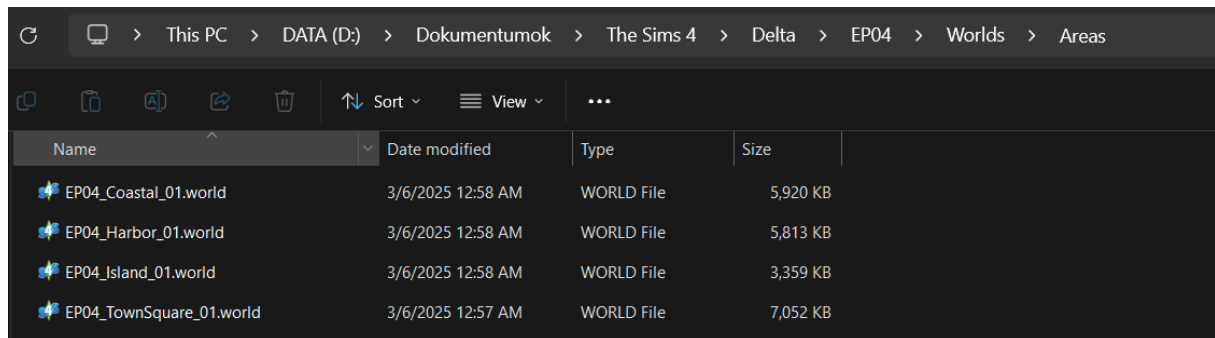


Step 4: Copy the Files into the EP04 Delta Areas Folder

This is an important step! You must navigate to the Delta Folders. They are located in the same directory as the EP folders.



After locating the Delta folders, navigate to Delta>EP04>Worlds>Areas.



Look up the specified file path for your game as listed below. *The correct folder has only .world files and no package files!*

Note: This is **not the same** folder as your Mods folder!

Windows Computers:

EA App: C:\Program Files\EA Games\The Sims 4\Delta\EP04\Worlds\Areas

Steam: C:\Program Files (x86)\Steam\steamapps\common\The Sims 4\Delta\EP04\Worlds\Areas

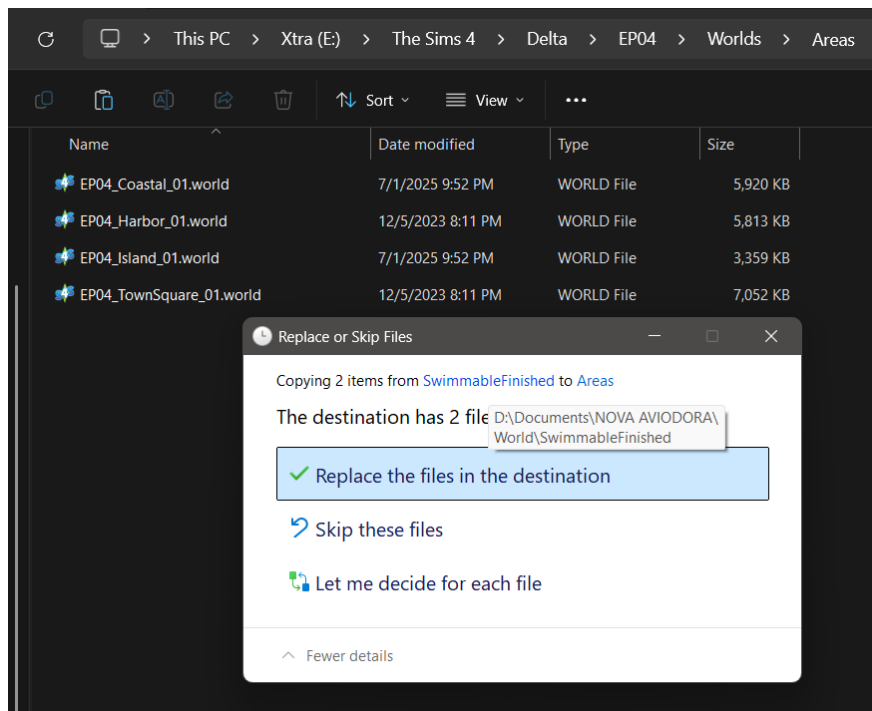
Origin: (if you installed before the EA App, now you would be using EA App to launch)
C:\Program Files (x86)\Origin_Games\The Sims 4\Delta\EP04\Worlds\Areas

Mac Computers:

Alternative 1: MacintoshHD\Users\YOUR_NAME\Applications\The Sims 4 > Right-click on The Sims 4.app and choose Show Package Contents\Contents\Delta\EP04\Worlds\Areas

Alternative 2: MacintoshHD\Applications\ > Right-click on The Sims 4.app and choose Show Package Contents\Contents\Delta\EP04\Worlds\Areas (If you have chosen a custom installation path, you will have to navigate to that)

Note: If you have custom installation, you must navigate to the desired place!



After Installation

Where to enter the ocean?





Please note that these worlds were not intended to be swimmable by EA at its original release hence entering the water may not look as perfect as in other worlds which were already swimmable.

