

The logo for the game 'Virtual Villagers: New Believers' is centered on the page. The word 'Virtual Villagers' is written in a large, golden, 3D-style font with a slight shadow and a sparkling effect. Below it, the words 'NEW BELIEVERS' are written in a white, blocky font on a dark, textured banner. To the right of the main title are two stylized masks: a blue one with a crown and a red one with a feather. To the left is a purple mask with a white feather. The entire logo is set against a light beige background with a bamboo frame and green leaves in the corners.

# Virtual Villagers

## NEW BELIEVERS

**The Official Game Guide**

The logo for 'Last Day of Work' is located at the bottom center of the page. It consists of a red square with a white sunburst icon in the center. The words 'LAST DAY' are written in white above the icon, and 'OF WORK' is written in white below it.

LAST DAY  
OF WORK

# Virtual Villagers 5 – New Believers

<b>3</b> .....	<b>Introduction from Arthur</b>	35	.....	Collections Screen
		36	.....	Trophies Screen
<b>4</b> ...	<b>Welcome to Virtual Villagers 5</b>	37	.....	The Mausoleum
<b>5</b> .....	<b>The Island of Isola</b>	<b>38</b> .....	<b>Managing your Tribe</b>	
5	.....	38	.....	Gathering food
9	.....	39	.....	Researching
	The Story So Far	40	.....	Growing your tribe
	The Story Continues	40	.....	Healing the sick ones
<b>10</b> .....	<b>Selecting Villagers to Send on the Journey</b>	<b>41</b> .....	<b>Hut Placement</b>	
<b>11</b> .....	<b>Basic Features – Quick Start</b>	41	.....	Logistic Impact
11	.....	41	.....	Types of huts
11	.....			
11	.....	<b>43</b> .....	<b>Island Events</b>	
12	.....	<b>44</b> .....	<b>Strategies &amp; Tips</b>	
12	.....	<b>46</b> .....	<b>Keyboard Shortcuts</b>	
.....	Directly interacting with the island	<b>47</b> .....	<b>Game Options</b>	
<b>13</b> .....	<b>Believers &amp; Heathens</b>	<b>48</b> .....	<b>System Requirements</b>	
13	.....	<b>48</b> .....	<b>Notice</b>	
14	.....			
16	.....			
16	.....			
16	.....			
17	.....			
17	.....			
<b>19</b> .....	<b>Game Screens</b>			
19	.....			
20	.....			
21	.....			
23	.....			
26	.....			
26	.....			
29	.....			

## Introduction from Arthur

### A FEW COMMENTS FROM THE DEVELOPER

#### AN INTRODUCTION TO VIRTUAL VILLAGERS – NEW BELIEVERS

When we set out to do *Virtual Villagers – New Believers*, we knew before we even started where we were headed with it. We have had villagers establish themselves on each side of the island, and we had in mind for some time to explore the heart of Isola. As I look back on this design, I think it is the heart of the island, both literally (it is the center!) and metaphorically. What I mean by this is that the game has always been about the little villagers and their benevolent guiding hand (you!)... this has always been the heart of the game, and in this chapter we have really brought it out to the front. The villagers (or at least the believers!) acknowledge the guiding hand (that's YOU again!); they are honoring you, expressing their appreciation, and showing that they believe in you, even if they cannot see you. That has always been the heart of the game.

From a game mechanics point of view, the heathens steal the show. It is these villagers that, maddeningly, you cannot control or interact with. When I was playing and testing early builds of the game, I found it irresistible to convert these lost people and get them into my

tribe. While they are blocking areas of the map and making trouble for your little tribe, what they are really doing is illustrating the contrast between your little believers and villagers who do not believe in you. Again, it is the heart of the game and always has been.

We went even a little farther during the design of this chapter by adding faith (essentially a measure of how much a villager believes or does not believe in you) and allowing direct interaction with the villagers and the island itself (the God Powers). To me these elements have always been hiding in the design, and it is time now that they emerge into the light.

As you play and explore the heart of Isola, I hope you see the heart of the game as I have seen it. I hope you have great success in making the heathens believe in you and great satisfaction in how you choose to display and bestow your power upon the tiny villagers below. We all hope you enjoy the games as much as we continue to enjoy developing them.

With thanks and appreciation,  
Arthur K. Humphrey  
*Lead Designer, Last Day of Work*

## Welcome to Virtual Villagers 5 – New Believers!



**Congratulations on your** purchase of Virtual Villagers – New Believers! You have a little tribe of villagers to look after now, and they are really going to depend on your attentive care and guidance. This guide will go beyond the basics and will help you to ensure that your tribe prospers and unlocks new secrets about the mysterious island of Isola.

If you've played Virtual Villagers games in the past, some of this will already be familiar. One important difference, however, is that, when you start the game, not all of the villagers believe in you. These nonbelievers, or heathens, cannot be picked up, moved, or interacted with directly, and some may be hostile to your little believers. This new dimension in game play will undoubtedly make this a Virtual Villagers experience unlike any before.

## The Island of Isola – The Story So Far



**Here is the** story so far, for people who are just now joining us on the mysterious island of Isola. Let's begin with what has happened in the previous chapters of Virtual Villagers!

Continued ...



## VIRTUAL VILLAGERS 1 A NEW HOME

This was the first time we saw Isola, as we followed a tribe of refugees fleeing their volcanic island home and searching for a new place to live. They landed on the south shore of this strange and magical island and immediately set up camp.

As this first tribe began to reestablish itself on this new island, it soon became apparent that the island was not entirely uninhabited. Although there were no natives visible, they discovered mystifying artifacts and observed disquieting signs that someone had lived here.

## VIRTUAL VILLAGERS 2 THE LOST CHILDREN

Finding their way to a new part of the island (via a bumpy ride down a waterfall), an offshoot of the original tribe found themselves needing to start over again, as they discovered that they had no way to get back to their tribe on the south shore. The question of whether or not someone inhabited the island was immediately put to rest as they found themselves surrounded by lost and hungry children. As they began to unravel the mysteries of this part of the island, they came to realize that the children belonged to a tribe of



native inhabitants of Isola. It is not certain where the parents went, but it seems that they were off on a very important mission, and the one left behind to care for the children was mysteriously missing.

Continued ...



## **VIRTUAL VILLAGERS 3 THE SECRET CITY**

The tribe that had discovered the lost children established themselves very well there on the western side of Isola. After a while they were actually getting quite crowded and decided to send out an expedition to see if there were any nearby areas that could also be populated. A small group of explorers set out on a raft and were quickly taken off course by a strong, purposeful wind, which seemed intent on directing them to an opening in the reefs at the north shore of Isola. This stunning cove held the greatest secrets so far – a magnificent ruined city with signs of great technology and masterful art everywhere they looked. Much of the city was painstakingly restored by these new settlers, and it became clear that the island is far from abandoned. Much of the

history of the original native inhabitants was revealed to them. They now understood that there were two factions that maintained the delicate balance on Isola: the magicians, who believed in the magical power of the island, and the naturalists, who believed that the island's powers were simply an extension of nature. A great battle and a sad love story played themselves out to the little tribe of explorers, as they discovered ancient texts, paintings, and other mysterious artifacts long dormant in this abandoned and ruined city.

Continued ...



## **VIRTUAL VILLAGERS 4 THE TREE OF LIFE**

The north shore tribe had established a chief to keep order among the villagers and to help them prosper. This chief noticed that, over time, the abundant life that was everywhere on the island – birds, insects, fish, plants – was waning noticeably. He grew very concerned and decided that, once again, an expedition would be needed to find the cause of this dwindling of life on Isola. He prayed for guidance from above. A group of explorers was carefully chosen, with the help of a little inspiration, and they set out on foot. Lost and confused, they finally found themselves on the eastern side of the island in a clearing protected by nearly impassable brambles. They came to believe that they had found the oldest part of Isola. All eyes were

drawn to a magnificent tree, ancient and enormous, standing in the center of a dry creek bed. The tree was tremendous and awe-inspiring, but it was clearly very ill... possibly dying! It became clear to the little explorers that saving this tree was paramount to the survival of the island.



## The Island of Isola – The Story Continues



### VIRTUAL VILLAGERS 5 NEW BELIEVERS

After saving the tree, the eastern tribe settled into their usual routine, and they were happy and thriving. A discovery one day cast a shadow over their little Utopia – a strange carved mask. This mask had to have come from others on the island. After an emergency meeting of the tribal council, they decided to explore along a forbidden path where the mask was first discovered. The expedition was ambushed by masked strangers and jailed in a remote clearing in the center of Isola. Who are these masked strangers? Why do they cover their faces? How have they lost their way?

## Selecting Villagers to Send on the Journey



**To begin your** adventure, you must first select a suitable group for the expedition. Before you race through this screen, consider the consequences! These villagers will become the foundation of your new tribe, and your choices can have a huge impact on the difficulty of the game and on your new tribe's chances for survival and success. Consider carefully the age, gender, and skills of prospective villagers, and you might also want to keep an eye on any likes and dislikes that may influence the villagers. **NOTE:** Be careful when you reject a villager, because you don't get to go back and see them again. The rejected

candidates will remain behind on the northern side of the island.

**NOTE:** Be careful when you reject a villager, because you don't get to go back and see them again. The rejected candidates will remain behind on the northern side of the island.

### ARTHUR'S TIP

The initial makeup of your tribe can really make a big difference. If you don't believe me, try a tribe of only children, or all men (or all women)! In any case, there is a lot to consider. I do not recommend ever starting a tribe with no children (missing collectibles hurts)! I also think selecting a nursing mother is a great way to sneak in an extra villager.



## Basic Features – Quick Start



### REAL-TIME GAMEPLAY!

Virtual Villagers runs in true real time. Your tribe continues to live and grow, even when your computer is off or you are not playing. Check back often to care for them and see what surprises await you!

### MOVING AROUND THE ISLAND

To explore the island, click and hold anywhere on the ground and drag the mouse to scroll the map to any location that interests you.



### ARTHUR'S TIP

If you plan be away from the game for an extended time – or maybe if you do not want to miss even a moment of your tribe's adventures – you can always pause the game before you close it. The shortcut for this is the spacebar!

### SELECTING A VILLAGER

To select a little villager, simply click on one of them. When a villager is selected, important information, such as their name, skill, and what they are doing is displayed at the bottom of the game screen. Click the "Detail" button to see even more information about them.



Continued ...

## MOVING A VILLAGER

Click on one of your little villagers and drag them with the mouse to lift them off the ground and carry them around the village. Dropping them on different objects will cause them to attempt to interact with those objects. Try dropping an adult villager on the bamboo fence to see what happens.



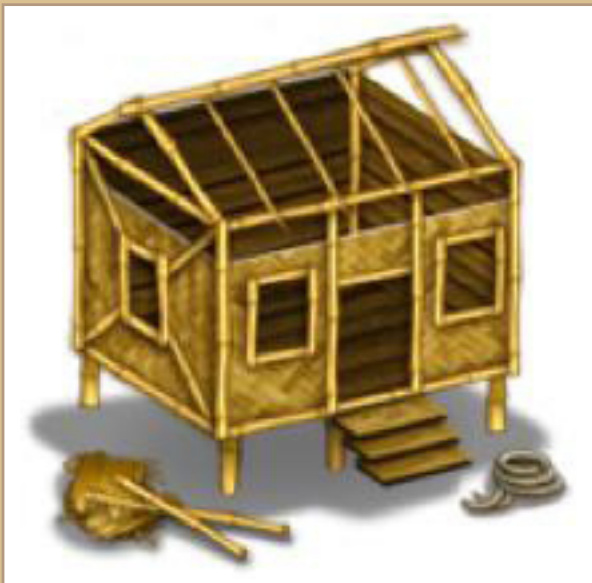
## ARTHUR'S TIP

You can select villagers who are doing something without disrupting them! Just click on them without moving the mouse, and they will be selected, but will continue what they were doing.

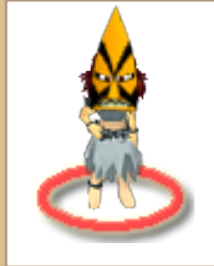


## DIRECTLY INTERACTING WITH THE ISLAND

Some objects, such as the huts, the research table, and the fire, can be clicked by the player, and information about them will be displayed at the bottom of the screen. Try clicking the lit fire or a building that is being constructed!



## Believers & Heathens



**IN ALL THE** previous Virtual Villagers chapters, everyone on the island has believed in you. You could touch them, pick them up, and tell them what to do, but things are not so simple anymore. In Virtual Villagers – New Believers, you are introduced to a new group of villagers, the heathens, or nonbelievers. These heathens have been through such an ordeal that they don't believe in anything anymore – especially you! A red circle indicates that you have selected a heathen villager. You cannot check their details (beyond their name and skill) nor interact with them directly.

### MASKS

You can distinguish the heathens from your believers by the carved masks they wear. The type of mask indicates the heathen's role:

#### Non-aggressive Heathen



These heathens have lost their faith and wear masks, but they bear no ill will toward your believers. They can be safely approached and potentially even restored to faith in you.

#### Aggressive Heathen



Aggressive heathens have a distinctive, pointy yellow mask. If any of your believers get too close to one of them, the aggressive heathen will become enraged and chase them away.

#### Scary Heathen



Scary heathens are generally larger and wear a terrifying red mask. Any believer who gets too close to these heathens will immediately stop what they were doing and run away. Scary heathens are generally guarding specific areas and do not pursue believers like the aggressive heathens do.

### ARTHUR'S TIP

A heathen's strength can also be their weakness! The aggressive heathens will chase your believers toward the center of the map, but in doing so, they are easily drawn away from their positions.



Continued ...

## Master Heathen



Master heathens were likely high ranking or esteemed members of their tribe. They still cover their face with a mask, but their special masks show their elevated status among their peers. They tend to be masters at a profession and can be safely approached.

## Chief Heathen



The elaborate and extravagant mask of this heathen suggests that he is a very high ranking individual, likely a chief or prince.



## TOTEMS

The heathens came as refugees from a great catastrophe and have not been here in the center of Isola much longer than your little believers. In order to feel safe, they have erected totems in various parts of this settlement that they believe protect their territory. To make use of the different areas of the map, you need to dismantle the 7 totems.

### The Hungry Totem



The Hungry Totem was erected to protect a lush noni fruit bush that first sated the heathens' hunger when they arrived here. The heathens continue to devour the noni fruit, and it doesn't look like the fruit will last too much longer at this rate.

### The Hollow Totem



The Hollow Totem stands in front a dry lake bed. The totem and the lake bed are both hollow.

### The Blocking Totem



The Blocking Totem stands as a wall and was erected near an ancient mausoleum that, for some reason, the heathens appear to hate. This totem protects their efforts to bury the mausoleum.

Continued ...

## The Pain Totem



The Pain Totem, through unknown means, delivers a nasty shock if you touch it. Its proximity to where they tend to their sick suggests that it protects their hospital and those who are ill.

## The Knowing Totem



The Research Totem protects a makeshift lab where the heathens conduct what they would call experiments and tech research. They are making a mess.

## The Rainbow Totem



The Rainbow Totem guards clear pools of natural spring water. The heathens seem to be enjoying themselves in there.

## The Blind Totem



Something is strange about this totem. Where Normally you can see anywhere you want to see on the island, but your vision is somehow unable to penetrate the hidden grove near this totem.

## ARTHUR'S TIP

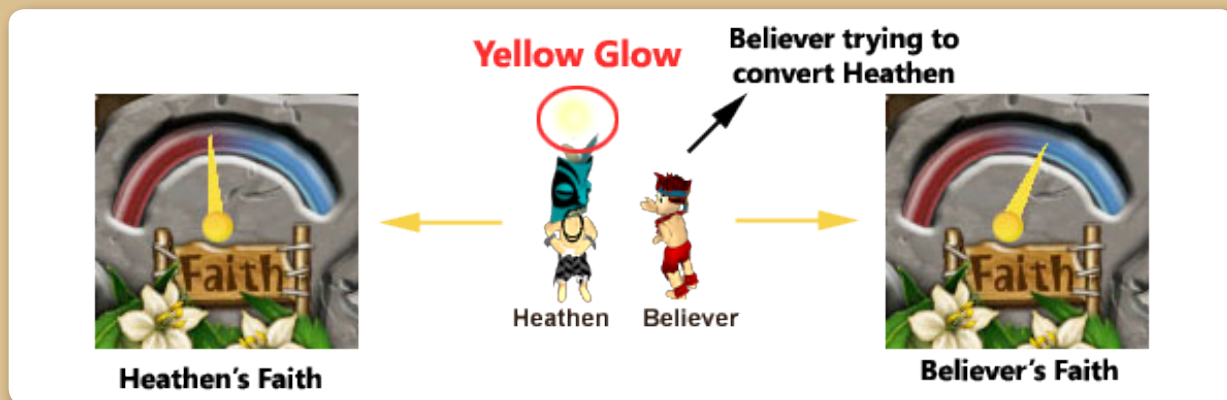
When you bring down a totem, the heathens that were guarding it may move to join the guards at another totem. Because of this, you need to decide carefully which totem you want to dismantle first. Keep in mind that while you go about your business, the heathens may be consuming resources, such as the noni fruit, or engaging in other destructive behavior.



## FAITH & CONVERSION

Heathen villagers don't believe in you. If you drag a believer onto an approachable heathen, that believer will attempt to convince the heathen that you (the player!) exist and are guiding them. When a heathen is receptive, their faith meter will move a bit toward the right.

If and when it crosses the middle, they will remove the mask and join the believers. Note that if they were receptive, but have not yet joined the believers, they cannot be approached again for at least 1 hour. This effect is shown as a yellow glow above the heathen.

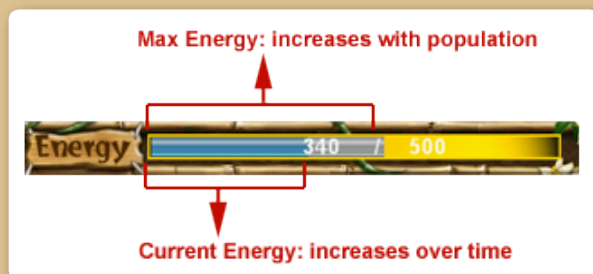


## DIVINE ENERGY

Divine Energy is your energy. You need this to use your God Powers. The more believers that believe in you, and the greater their faith, the more Divine Energy you will have. As your tribe grows, new God Powers will be unlocked. When you spend your Divine Energy to use a God Power, the amount of energy you have available will be reduced. Your Divine energy will replenish gradually over time.

## DEVOTION SKILL

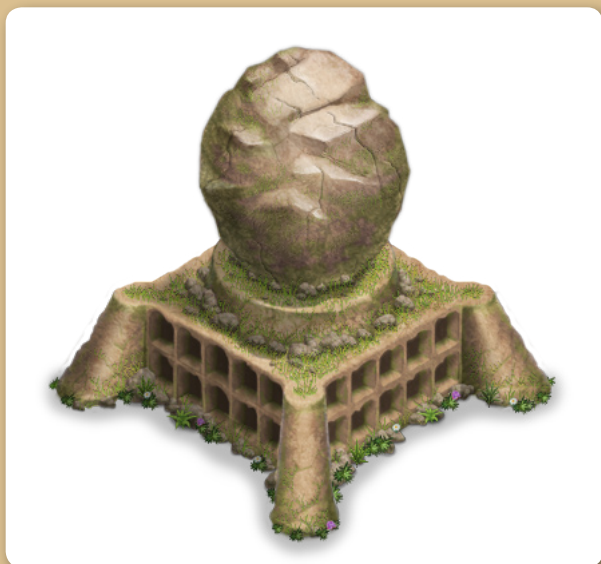
When a believer tries to convert a heathen, she will gain skill at Devotion. Devotees replenish your Divine Energy faster than other believers do.





## THE STATUE

As your believers establish themselves here in the center of Isola, they may start to construct a statue in your honor. This statue will augment your Divine Energy. In addition it will house relics that will increase your maximum Divine Energy.



## GOD POWERS

The more energy you have, the more God Powers you will have access to. When you use a God Power you spend some energy, which will be replenished over time.

**There are a total of 11 God Powers:**

### Spawn Butterflies

This God Power is easy for you to do and does not use much Divine Energy. You simply call forth butterflies from all corners of Isola to converge on the spot of your choice. It doesn't do much else, but it's irresistible to children.



### Spawn Bees

This God Power is the same as Spawn Butterflies, except instead of pretty, colorful butterflies it is a swarm of angry, stinging bees. Obviously, it can be useful to keep heathens occupied for a short time.



### Divine Sunshine

Don't like the weather? Make it hot and sunny!



### Lightning Strike

Concentrate a moderate amount of Divine Energy into a single terrifying lightning strike.



Continued ...

## Hand of Bloom

Through sheer will you are able to spontaneously accelerate vegetative growth within a small radius. Inevitably, edible mushrooms will be present.



## Revive

This potent power can revive one recently deceased villager. It should be used with caution, and you should consider carefully the cause of their death.



## Tempest

Too hot and sunny? Call forth a violent rainstorm.



## Grant Youth

Do you have a favorite villager? Keep them around a while longer.



## Dense Fog

You are able to bring forth a dense fog that will prevent heathens from seeing even their own hands. Your villagers' vision will remain unaffected.



## Earthquake

A simple and pure demonstration of unbridled power. This feat will leave you exhausted and everyone on Isola shaken.



## Time Warp

Through the use of a great deal of Divine Energy, you can shift a single villager into a parallel time field. They will have a highly accelerated rate of movement.

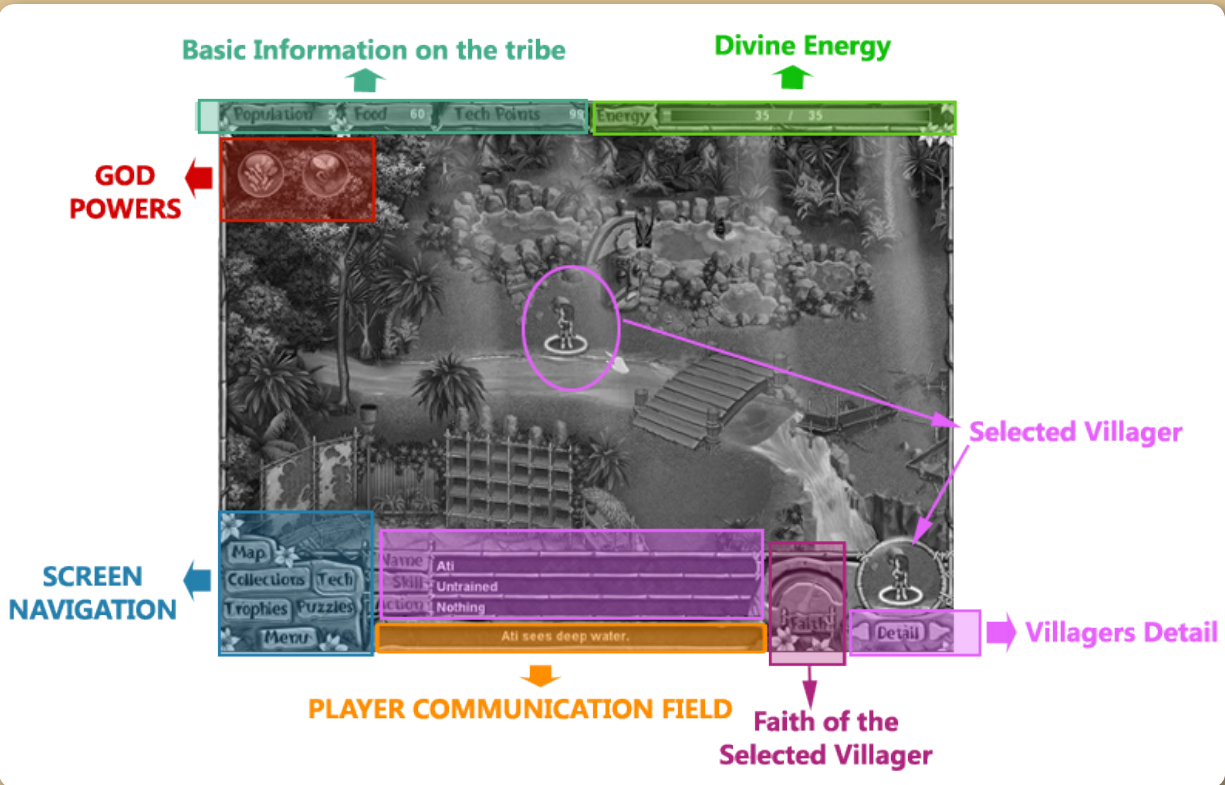


## ARTHUR'S TIP

Most God Powers may be used in multiple ways. For example: while stinging bees are clearly antagonizing to villagers, they are also expert pollinators.



# Game Screens



## MAIN SCREEN

This screen is where most of the action takes place. You can scroll around, pick up your villagers, and help them interact with their new island home. The basic information you need about the tribe is displayed continually at the top of this screen: your tribe's current population, the amount of food stored in the food bin, and the number of tech points that your villagers have available.

The **navigation buttons** that will take you to other game screens are located in the bottom left corner of the screen. The remaining area at the bottom of the screen contains information about the

villager that is currently selected (if any) and important messages about what is happening in your village.

Notice the "focus camera" that shows what the selected villager is doing—even if he or she is not currently on the screen! This, and the small arrows under it, are a great new way to quickly find a specific villager. Try it out the next time you need a child in a hurry!





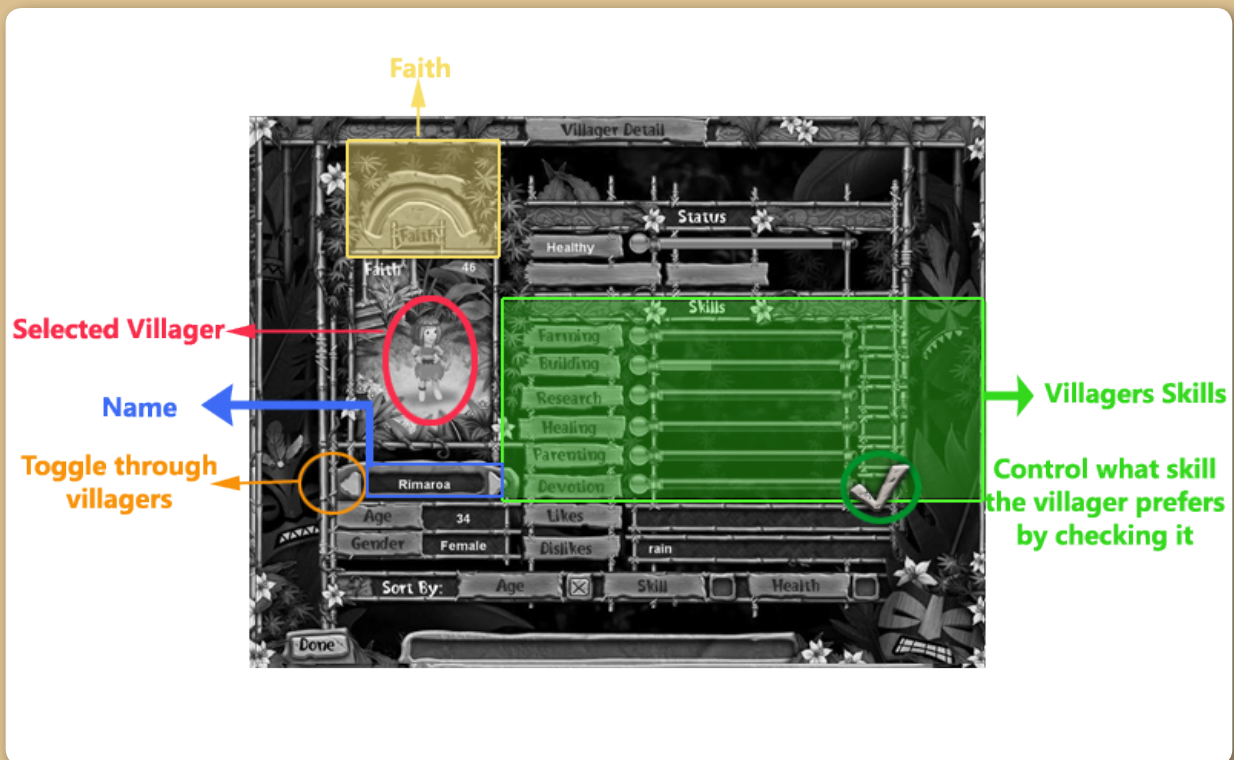
## OVERVIEW MAP

This screen shows you a bird's-eye view of your entire village. Click anywhere on the overview map to zoom in to that spot.

## ARTHUR'S TIP

The overview map is a great alternative way of finding someone quickly...or to just relax and watch your tribe. They look like ants from here!





## VILLAGER DETAIL SCREEN

This screen shows detailed information about the selected villager. The screen is grouped into sections that make it easy to see a villager's status at a glance and set certain preferences for that villager.

**The left side shows a picture of the villager** whose details you are looking at, along with their name and basic information, such as age and gender. If you would like to give your villager a different name, you can do that by changing the name below their picture. Backspace to erase all or part of the name, and type in the new name that you would like to give them. You can scroll through the details for each of your villagers by clicking on the left and right arrows on

each side of the name. As you scroll, the villagers will be presented in the order that you have set in the "Sort By:" section. You can sort them by age, skill, or health. This can help you quickly find children who have reached the age where they can work, villagers who have similar skills, or villagers who are weakened and need your help to recover. There are many different ways to use the sort feature... check them out!

**The top section on the right side of the screen** shows detailed information about their status: their health, overall status (sick, nursing, etc), and, if they are taking care of a newborn, there will be an indicator showing approximately how

Continued ...

long until the baby is weaned and begins to run around the island on its own. Note that it is just an estimate.

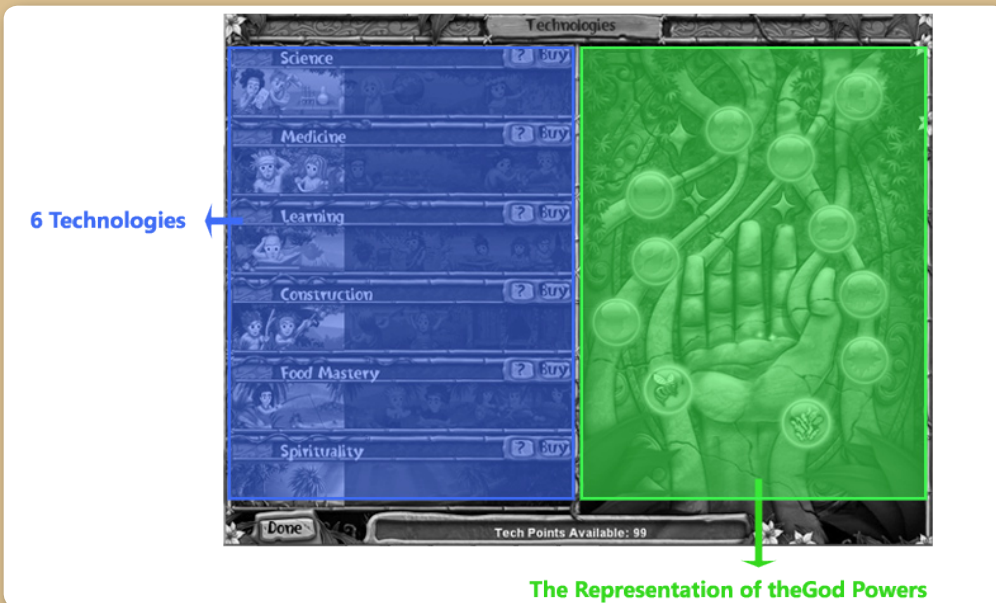
**The middle section on the right side** of the screen shows the villager's skills and the progress bar that lets you know how far they have progressed toward mastery of each skill. Just to the right of these bars are boxes that you can check to indicate that you would prefer that villager to focus on a particular skill. It does not mean that they will only do what you have selected – they still have a mind of their own! But they will generally prefer to do what you select and will work on that skill most of the time.

**The bottom right section of the screen** contains details about their personality, such as things they like and things they dislike.

## ARTHUR'S TIP

Villagers will not breed with each other unless you pick them up and have them embrace a potential mate, or unless they have some parenting skill and you select Parenting as their preferred skill. Be careful, though! If you set Parenting as a preferred skill, you could turn the game on in the morning and see a bunch of new babies running around.





## TECHNOLOGIES SCREEN

This screen is where you guide your villagers' research. When your villagers produce enough tech points, this screen is where they can spend them on more advanced technologies that will improve life on the island. Pressing the "Buy" button for a technology will immediately increase the level of understanding the tribe has of that technology and deduct the cost of that technology from the available tech points. Choose wisely!

**There are 6 different technologies; every technology has three levels and your villagers always start with level 1.**

### Science

Science technology enables your villagers to accumulate tech points faster. Each level of science technology gives a significant boost to how many points each researcher produces.



- Level 1:** Normal tech point production
- Level 2:** Increased tech point production
- Level 3:** Maximum tech point production



### ARTHUR'S TIP

The more skilled a researcher is, the more points they produce. Higher levels of Science technology increase the number of tech points that each researcher produces. Keeping a fire lit gives a small tech point bonus, and, finally, collecting missing lab pieces gives a bonus for each piece retrieved. All of these things combined make for **very** productive researchers!

Continued ...

## Medicine

Medicine technology reduces the frequency of disease on the island and significantly increases villager longevity and fertility rates.



**Level 1:** Normal fertility, longevity, and resistance to disease.

**Level 2:** Increased fertility, longevity, and resistance to disease.

**Level 3:** Maximum fertility, longevity, and resistance to disease. This level also allows your villagers to improve the hospital!

## Learning

Learning technology causes your villagers to pick up new tasks faster.



**Level 1:** Normal rate of learning.

**Level 2:** Increased rate of learning – causes villagers to succeed at new tasks about twice as often.

**Level 3:** Maximum rate of learning – causes villagers to succeed at new tasks about three times as often. This level also allows your villagers to build a nursery school!

## Construction

Construction technology enables your villagers to build and repair various structures.



**Level 1:** Your villagers can complete existing huts.

**Level 2:** Your villagers can build several new structures and the second population hut.

**Level 3:** Your villagers can build all available structures, including the final population hut.

## Food Mastery

Food Mastery increases your villagers' understanding of methods for obtaining and storing all types of food.



**Level 1:** Your tribe has a basic understanding of acquiring food.

**Level 2:** Your tribe is able to get 50% more food from available food sources.

**Level 3:** Your tribe is able to double food obtained from all food sources.

Continued ...



## Spirituality

Spirituality is an awareness of the divine guidance that you provide your believers.



**Level 1:** Your villagers can build a crude statue.

**Level 2:** Your villagers can refine their statue to a higher level of mastery, and your Divine Energy is augmented.

**Level 3:** Your Divine Energy is further augmented, and the statue can be finished into a masterpiece.

## ARTHUR'S TIP

When purchasing technologies, there are a lot of ways to go. Do you invest only in science technology, delaying needed improvements but investing in the future? Do you focus on maxing out one important technology all the way to level three, such as food mastery? Or do you take the middle road and snap up all the cheap level 2 improvements?





## PUZZLES AND MILESTONES SCREEN

There are 16 puzzles to solve. Here you will find the puzzles listed, with a hint for each one in case you need a little nudge. The next section will contain complete solutions for each puzzle. Depending upon how much you want to figure out on your own, you should skip one or both of the next two sections.

## PUZZLE HINTS



### **Puzzle 1** **THE SICK HEATHEN**

There is a sick heathen. Nothing can shake faith more than someone's illness, and nothing can restore someone's faith more than a dramatic and unexpected recovery.



### **Puzzle 2** **THE PRISON BREAK**

This flimsy bamboo prison is not doing much to hold your believers in, but maybe there is another use for all this bamboo.



### **Puzzle 3** **THE HUNGRY TOTEM**

There are many ways to distract heathen guards; there are fewer ways to distract the stubborn "scary" guards. Builders can dismantle this.

Continued ...



**Puzzle 4**  
**THE KNOWING TOTEM**

There are many ways to distract heathen guards; there are fewer ways to distract the stubborn "scary" guards. Builders can dismantle this.



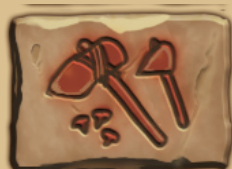
**Puzzle 8**  
**THE HOLLOW TOTEM**

This totem cannot be removed by builders. Maybe it has a weakness on the inside, but nobody can fit through the opening.



**Puzzle 5**  
**THE HYDROPONIC FARM**

This may be a two-person job. A thinker and a doer.



**Puzzle 9**  
**THE HEATHEN BUILDER**

The heathen masters are very proud of their trades. Beating them at their own mastery could be a real "eye-opener."



**Puzzle 6**  
**THE BURIED MAUSOLEUM**

Builders can dig this out. Be careful, because the longer you take to get to this, the deeper the heathens will bury it.



**Puzzle 10**  
**THE LAKE**

Restoring the dry lake will require more than just lots and lots of rain. The fish have all died as well.



**Puzzle 7**  
**THE BLOCKING TOTEM**

This is a strong totem, and it will take skilled builders to take it down. Not everyone will agree that it should be removed.

## ARTHUR'S TIP

Depending on how you deal with the heathen guards, the first totem you remove may end up being much easier than the second, so chose wisely.



Continued ...



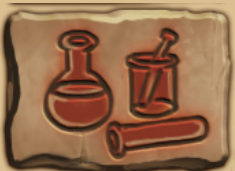
**Puzzle 11**  
**THE PAIN TOTEM**

Sometimes you can fight fire with fire, but this totem does not have any fire.



**Puzzle 12**  
**THE RAINBOW TOTEM**

Isn't there a color missing from this rainbow?



**Puzzle 13**  
**THE HEATHEN SCIENTIST**

To scientists, sometimes faith and reason overlap. How could this scientist be impressed?



**Puzzle 14**  
**THE TRIBUTE STATUE**

The statue will be the result of research, patience and elbow grease.



**Puzzle 15**  
**THE BLIND TOTEM**

This totem leaves you blind in the grove – blind as if you were missing your eye.



**Puzzle 16**  
**THE HEATHEN CHIEF**

The master scientist can be reached with reason, the master builder with feats of skill, but the heathen chief must be reached through his heart.



**Puzzle 17**  
**THE HEATHEN PARENT - BONUS PUZZLE**

This heathen won't listen to reason, maybe because she has nothing in common with those approaching her.

Continued ...



## PUZZLE SOLUTIONS

### SPOILER ALERT!

#### Puzzle 1 – THE SICK HEATHEN



Drop someone on the sick heathen (lying down in the hospital) until she is successfully healed.

#### Puzzle 2 - THE PRISON BREAK



Drop builders on the bamboo fence until it is dismantled and made into the granary.

Continued ...

## Puzzle 3 – THE HUNGRY TOTEM



If this is the first totem you are removing, there will be no scary guards present. The easiest way to remove this totem (but not the only way) will be to “kite” the aggressive guards away by dragging a believer repeatedly as the guards chase him or her farther and farther from the totem. While this is happening, drop builders on the totem. If scary guards are present you will need to use the Lightning Strike God Power to scare them off long enough to get your builders in.

## Puzzle 4 – THE KNOWING TOTEM



If this is the first totem you are removing, there will be no scary guards present. The easiest way to remove this totem (but not the only way) will be to “kite” the aggressive guards away by dragging a believer repeatedly as the guards chase him or her farther and farther from the

totem. While this is happening, drop builders on the totem. If scary guards are present you will need to use the Lightning Strike God Power to scare them off long enough to get your builders in.

## Puzzle 5 – THE HYDROPONIC FARM



To solve this puzzle you will need Construction Level 2. To repair the Hydroponic Farm you will need to drop a master scientist on the dilapidated aqueduct to supervise, then a master builder to start the actual repair work. Once the farm has been restored, the fields will periodically fill with food. Using Hand of Bloom God Power on the field will cause it to immediately replenish.

Continued ...

## Puzzle 6 – THE BURIED MAUSOLEUM



This is solved by dropping builders on the debris. If the Blocking Totem is still intact, you may find that the heathens continue to work against you, and guards may even show up. If you manage to remove all the debris, the heathens will abandon the mausoleum, regardless of the state of the totem.

## Puzzle 7 – THE BLOCKING TOTEM



When progress is made on the Blocking Totem, the heathens burying the mausoleum will rush to repair it. They must be distracted (using bees or other methods), or you must work faster than they do.

## Puzzle 8 – THE HOLLOW TOTEM



Five children will fit in the Hollow Totem. A sixth child will break it open like a piñata.

## Puzzle 9 – THE HEATHEN BUILDER



To beat the Heathen Builder at the building challenge, you must apply the Time Warp God Power to the believer before beginning.

Continued ...

## Puzzle 10 – THE LAKE



To restore the lake, start by calling down a Divine Tempest. Once puddles are forming, invoke a second Tempest to flood the lake permanently. This will take several minutes. Once the lake is permanently flooded, use the Revive God Power on the lake to bring the fish back to life.

## Puzzle 11 – THE PAIN TOTEM



Striking this Totem with the Lightning Bolt God Power will briefly inhibit its lightning defense and allow your builders to dismantle it. If the builders don't finish dismantling the totem before the lightning defense returns, use Lightning Bolt again to continue working.

## Puzzle 12 – THE RAINBOW TOTEM



The clothing hut is needed to begin this puzzle. To enable construction of the clothing hut you need to research Science Level 2. Once the clothing hut has been constructed, three pots of dye will appear in the northern part of the village. They are for dyeing clothes but can also be used to dye the natural pools temporarily. Drop a believer on the yellow dye and then drop a believer on the red dye until the pools are an awful orange color. The heathens will flee the pool, leaving the Rainbow Totem unprotected. Drop your builders on it.

## Puzzle 13 – THE HEATHEN SCIENTIST



A master scientist can be dropped on the canvas in the lab. Only a master scientist can complete a proof complex enough to

Continued ...



impress the heathen scientist (make sure he is watching). Each time this is successfully done, the heathen scientist will get a huge boost to his faith. You will have to wait an hour after each attempt before you can attempt another proof. Three successful proofs should be sufficient to convert him.

## Puzzle 14 – THE TRIBUTE STATUE



You will need to research Spirituality Level 3 and then continue to drop builders onto the Tribute Statue until it's complete.



### ARTHUR'S TIP

When the statue is complete, you can continue to drop builders on it, which allows you to train builders. They will polish the statue, gain building skill, and replenish your Divine Energy!

## Puzzle 15 – THE BLIND TOTEM



After the mausoleum has been restored, a gold pan (for panning gold) will have been found in the debris. Drop a believer onto it, and she will take it up the creek. Dropping believers on the gold pan will cause them to pan the creek for gold dust. The gold dust will be collected in the clay pot near the creek. When enough dust has been collected, you can drop a villager on the pot, and they will take the gold dust to the lit fire, where they will smelt a golden eyeball. Drop a believer onto this eyeball, which will be used to restore vision to the Blind Totem and allow you to finally see into the grove.

Continued ...

## Puzzle 16 – THE HEATHEN CHIEF



Each master heathen (master doctor, master farmer, master scientist, master builder) carries a piece of a broken necklace that belonged to the chief's daughter. When each of them is converted, the piece of the necklace they carry will be dropped on the ground. Drop a believer onto each piece of the necklace, and they will take it to a spot near the statue. Once all the pieces have been collected, a believer can reassemble the necklace. To complete this puzzle, the Blind Totem must already be solved. Drop a believer onto the completed necklace, and they will take it to the Chief and break his heart.

## Puzzle 17 – THE HEATHEN PARENT – BONUS PUZZLE



Only parents who are carrying a baby can successfully interact with the heathen parent. Dropping five parenting believers on the heathen parent, in close succession, will cause the heathen parent to convert (and the baby too!).

## COLLECTIONS SCREEN

The Collections Screen is where you can quickly check on the status of all of the collections in the game. When you see something on the ground that could be one of the many collectible items that appear in the game, drag a child to it. The child will take it to the statue or the lab, and it will be added to their collection. If it's a lab piece that they have already collected, it will be brought to the lab and transformed into tech points; if it's a relic that has already been collected, it will be brought to the statue, and it will help replenish Divine Energy. The two types of collectibles have different effects on your tribe.

There are 2 different categories of collectibles:



### Lab Pieces

Each of the 24 lab pieces that is recovered permanently boosts productivity in the lab. Repeat pieces are converted into tech points.



### Relics

Each of the 24 relics that is recovered permanently increases your maximum Divine Energy, helping you to unlock new God Powers. Repeat pieces are converted into Divine Energy.



### The Necklace

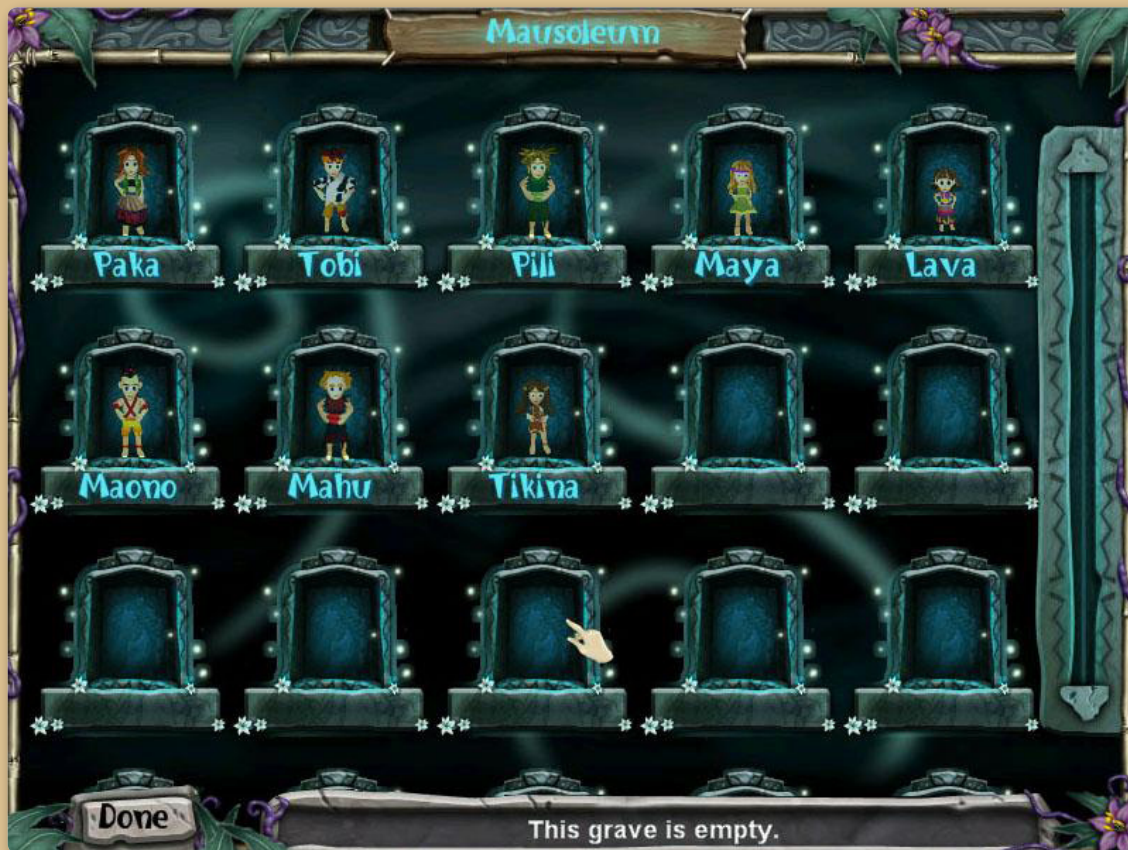
Your progress on the necklace can be tracked here as well.

# Game Screens



## TROPHIES SCREEN

This screen is where you can check your progress on a wide variety of achievements within the game. Some of the trophies are easy to obtain, and some are much more difficult. Some trophies are even awarded for collecting trophies!



## THE MAUSOLEUM

The mausoleum can be accessed only after the debris has been fully removed. To enter the mausoleum, click on the stone floor at the entrance to the mausoleum in the northwest corner of the village. The mausoleum contains a record of the first several hundred tribe members who have passed on. Clicking on a villager's picture will display a few details about their lives. You can even edit their epitaph to personalize it in a way that will help you remember them.

### ARTHUR'S TIP

Villager who pass on need to be carried by other villagers to the mausoleum, or they will be lost and forgotten forever! Once a skeleton is visible on the ground, the departed villager must be laid to rest within approximately 24 real-time hours in order to make sure that their memory is preserved in the mausoleum.



# Managing Your Tribe

## GATHERING FOOD

There are different sources of food that will become available to your villagers as they progress in knowledge and skill and solve various puzzles that they encounter.

### Noni Fruit



The delicious noni fruit are fairly abundant at the start of the game, but the heathens are eating them fast. Once they are exhausted, they replenish very slowly (or more quickly with a little divine help).

### Hydroponic Farm



Once the hydroponic farm is working, you will have a sustainable, but limited, food source for your tribe. If food is running short, Hand of Bloom can fill the fields.

### Fish



Once the lake is restored, and the fish are brought back, your tribe's food worries should be over. Just drop villagers into the lake, and they will bring fish out.

### Mushrooms



Mushrooms occasionally grow all around Isola. They are hard to see, and only children can find and retrieve them. They are delicious and nutritious, especially the rare, red ones! Hand of Bloom will cause mushrooms to spontaneously spawn.

### ARTHUR'S TIP

Using Hand of Bloom to create mushrooms is a great way to feed your tribe, but it can also be used to distract heathens!





## RESEARCHING

Research can be started only after your believers dismantle the Knowing Totem and take over the research lab. Researching is a very important aspect of tribe life. When you drop villagers on the research table, they will attempt to research. If they are successful, they will gain research skill, which will make them more productive as they continue to become more skilled.

In addition, every time a researcher completes his or her task, the tribe will gain tech points, which are shown at the top of the main screen and on the Technologies Screen. Tech points are used to purchase technology level upgrades,

as well as to purchase new clothes for your villagers once the clothing hut is available. Technology level upgrades enhance various aspects of the tribe's life and make available new and more advanced puzzles. The amount of tech points generated by a given researcher is determined by their own skill level, by the Science technology level that has been achieved by the tribe, and by how many collectible lab pieces have been retrieved by children. Additionally, a lit fire in the fire pit provides a small technology productivity bonus.

## GROWING YOUR TRIBE

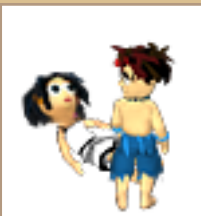


Once the love shack has been completed, you can drag an adult male onto an adult female, or vice versa, to encourage mating. If they get along, they will decide to have some privacy in the love shack. If they didn't get along, you can often encourage them by trying again immediately. You could also try with a different couple.

There are many factors that can influence whether or not a couple will produce a baby, such as:

- their like or dislike of children
- how well nourished they are
- the number of housing huts in the village
- their physical health
- the age of the parents

## HEALING THE SICK ONES



Illness has always been a threat on Isola, as it is anywhere in the world. Dragging any villager, even a child, onto a sick villager will cause that villager to try to heal the sick villager.

If they succeed, they will cure the sick villager and gain skill in healing. It is

## ARTHUR'S TIP

Normally, your population is limited by the number of huts your tribe has constructed, which enable you to make more and more babies. Converting heathens is a way for you to increase your tribe's population and circumvent this limitation.





## Hut Placement



**You can customize your** village by moving the building materials for each of the huts to various areas of the village. As you move the building materials around the village, you will see a green indication when you are over allowable locations for a structure to be built and a red indication when you are over an area that cannot be used for building a structure. Once construction is started on a hut, it can no longer be moved.

### LOGISTIC IMPACT

You should carefully consider where you place your huts. Beyond the obvious aesthetic considerations, you will want to consider the time it takes for your villagers to travel from one location to another, as well as being careful not to disrupt or block the flow of foot traffic within the village.

### TYPES OF HUTS

**There are 5 different types of huts that your villagers will build:**

#### Population huts



These huts are necessary to allow larger and larger tribes to exist. A total of 3 housing huts are possible, with one new hut becoming available with each level of Construction technology that is gained.

Continued ...



### ARTHUR'S TIP

With aggressive heathens on the loose, where you place your huts is more critical than ever. Note that, while heathens have put guards near the wood you need for building huts, when you build your statue up, these guards will soon become uncomfortable and abandon the wood pile.

# Hut Placement

## Clothing hut



The clothing hut is necessary in order to make cloth, and it also allows you to purchase new clothes for your villagers. Once the clothing hut has been built, dropping a villager on it will open the clothing purchase dialog where you can select a new outfit for them at a cost of 5000 tech points. Any cloth that your villagers have made will be stacked in bolts located on the left side of the hut. These bolts of cloth are used for puzzles. Click on the bolts of cloth to see how many are available for the villagers to use.

## Love shack



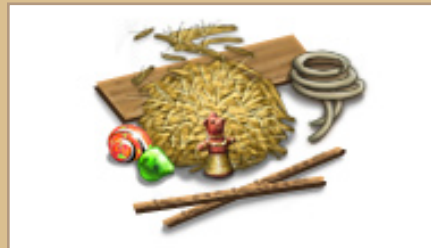
The love shack is a romantic hut where couples can get away to be in private and discuss plans for their family. The building materials for the love shack are available for construction at the beginning of the game and will likely be one of the first huts you will want to complete.

## Hospital



The hospital hut becomes available when Medicine technology level 3 has been purchased. Once construction is complete, villagers with healing skill will study at the hospital to improve their skill as healers. Additionally, sick villagers will have a place to rest and heal.

## Nursery School



The nursery school becomes available for construction once Learning technology level 3 has been purchased. Once this hut is complete and properly staffed, children will tend to spend a lot of time here. When your tribe has an operational nursery school, a small fraction of the knowledge of the teacher will be conveyed to each child in the tribe every hour. The more skilled the teacher, the more the children will benefit. There is a specific minimum skill requirement before a villager can even be assigned as a teacher.

## Island Events

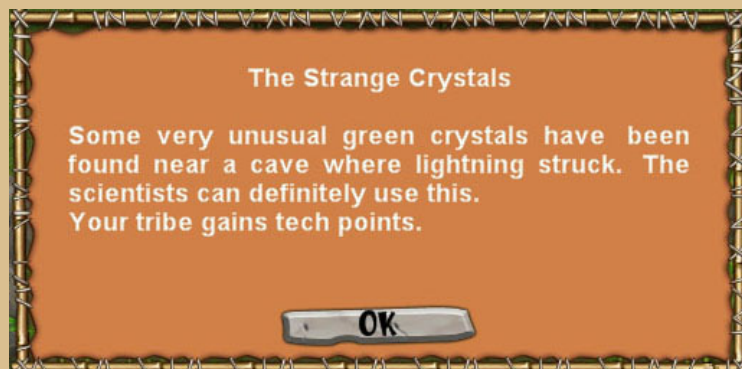
**From time to time**, your villagers may experience various unique events on the island. These events happen spontaneously and will appear in a pop-up message on the screen.

**There are two kind of island events:**

**The first** are events that require you to make a choice between two options.

**The second** are events where the outcome of the event is pre-determined and no decision needs to be made.

In both types of events, the Island Event dialog will let you know what effect the event (and any choice that you may have made) had on your tribe.



## Strategies & Tips

**The introduction of** nonbelievers (heathens) in Virtual Villagers – New Believers changes how the game is played considerably. There are many more choices now that can lead to various successful strategies in the game. There are also 2 ways to grow your tribe now (conversion and making babies), so you have many more options for playing the game.

**The first thing** to consider is the order you choose for taking over areas occupied by the heathens. The likely first choices are the Hungry Totem and the Knowing Totem, which give you the first food source and the research lab, respectively. The problem is that, once the heathens see you dismantling one of these totems, they will reassign their guards and will send a scary guard to the one you are not yet working on. Since the scary guards will very likely require the use of your lightning power to get them away from the totem, this causes the second totem to be delayed until you are able to acquire the energy for that power. So the question is: do you want food first or tech points? If you choose tech points, you can then quickly research food mastery and double or triple the amount of noni fruit that you retrieve. However, while you are doing all of this, the heathens are eating (or smashing?!) the noni fruit. If you choose to remove the Hungry Totem first, you will delay overall progress, which means less research to bring you closer to the next food source, so your noni fruit will have to last longer. Either way it is a tradeoff.

**In any case**, to remove these first two totems it will be helpful to become adept at 'kiting' the aggressive heathen guards. This is done by dropping a believer close to a guard. Ideally, this should be a mom or other believer who will not be needed to help dismantle the totem. As the guard chases your believer, you continue to reposition your believer, always just a little out of the reach of the guard, who will continue to chase your villager toward the center of the island. The idea is to move the guard as far from the totem as possible, then quickly drop several builders on the totem. If this seems too tricky, you can just lure the guard a short distance from his post and drop some bees on him. Note that you cannot just drop bees on the totem, because then your believers will not be able to work there either!

**The next thing** to consider is finding ways to build up your maximum Divine Energy. This is done primarily by increasing the number of believers on your island (babies and converted heathens), but also by researching spirituality and collecting relics. Make sure that you start your game with at least one child, so that you don't miss any relics

that appear. Starting your tribe with nursing moms is also a great way to get an extra believer or two, along with the increased maximum Divine Energy that comes with them! It is also a good idea to convert the Heathen Master Doctor immediately, since it is easy to do and adds yet another believer. Increasing your maximum Divine Energy should always be your primary concern. Filling up on spent Divine Energy is easy and will happen automatically over time (although you can accelerate it by training more devotees and assigning believers to the statue).

**Finally, some players** like to consider alternative strategies for solving some of the puzzles. One is to try to dismantle the Rainbow Totem or the Blocking Totem first. Is it also possible, although difficult, to 'zerg' the mausoleum. To do this, you would simply train up your own builders as fast as you can and try to remove the debris faster than the heathens are piling it up.

**Another puzzle that** can be approached quickly, but dangerously, is the Heathen Parent. Try starting a game with 5 nursing moms....you'll get a quick finish to that puzzle, and then you will be in for a real challenge!

### ARTHUR'S TIP

Our forums have a lot of clever players who have thought up strategies that never even occurred to us! There are also user-created mods and guides for many Virtual Villagers games. Oh, and you can find me there, too! Swing by and say "hello" at [www.LDWFORUMS.com](http://www.LDWFORUMS.com)



## Keyboard Shortcuts

**There are several** shortcuts to navigate around the game. Here are some of them:

**"C"** → will take you to the Collections Screen.

**"D"** → will take you to the Details Screen.

**"M"** → will take you to the Overview Map.

**"P"** → will take you to the Puzzles and Milestones Screen.

**"T"** → will take you to the Technologies Screen.

**"ESC"** → will always take you back to the previous screen. From the main screen, ESC will take you back to the game's menu screen.

Also, while you're on the main screen, the numbers on your numeric key pad or the top row of your keyboard will zip you around the island.

### ARTHUR'S TIP

Try using the keypad while you are dragging someone. It's a great way to fly around and find collectibles.



## Game Options

**From the main** menu you can click on Options to adjust various settings in the game. You can adjust the music and sound volume, turn on and off individual songs based on your preference, set the game to play in "windowed" mode, and adjust the game speed or pause the game.



## System Requirements

### WINDOWS SYSTEM REQUIREMENTS

Windows 2000, ME, XP, Vista, or Windows 7  
Download size: 80MB  
DirectX 7.0 or later  
1024x768 or larger display  
512MB of RAM (1 GB for most Vista versions or Windows 7)  
700 MHz Processor (1 GHz for Vista or Windows 7)

### MAC SYSTEM REQUIREMENTS

Mac OS X 10.3.9 or later  
Download size: 100MB  
Intel or 500 MHz PowerPC G4 processor  
1024x768 or larger display  
256 MB of RAM (768 MB for iBook or G4 iMac)  
32 MB of VRAM

---

## Notice

**LDW Software, LLC** (Last Day of Work) reserves the right to make changes in the product described in this game guide, or changes to the game guide itself, at anytime and without notice. This game guide and the Virtual Villagers product are copyrighted. All rights reserved. No part of this game guide may be copied, reproduced, translated, reduced or quoted to any electronic or physical medium without prior written consent of LDW Software, LLC.

Last Day of Work and the Last Day of Work logo are registered trademarks of LDW Software, LLC. Virtual Villagers and the Virtual Villagers logo are trademarks or registered trademarks of LDW Software, LLC. All rights reserved.

