

Village_Monk's Guide to:



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Game: Virtual Villagers ([game website](#))

Creator: LDW Software ([main website](#))

Synopsis: Virtual Villagers is a village simulator where you care for and nurture a tribe of little people by teaching them the basics of survival. The object of the game is to grow a small village in your computer: they have food needs, housing needs, technologies to research and diseases to fight! As the village grows and prospers, the villagers become curious about their mysterious island home and the secrets it holds. Aside from guiding the villagers' day-to-day lives, the player helps them to explore and restore the island.

Features:

- Runs in True-Real Time: new surprises every time you turn the game on.
- Hundreds of unique villagers.
- Breed your villagers and raise your own tribe.
- Unique and unpredictable "Island Events" to keep you on your toes.
- Uncover mysteries and milestones as you unravel the hidden story of Isola.
- Control the destiny of your survivors! Create your own adventure.
- Amazing original soundtracks and ambient sound effects.

Keyboard Shortcuts

Space – Pause

P – Puzzle screen

D – Detail screen

M – Map Overview

T – Technology screen

F1 – Full Screen / Windowed mode

Esc – Go back to previous screen/ Exit to menu from the game

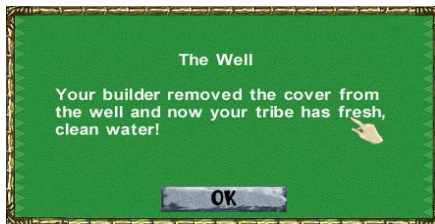
Opening Comments:

This game can be played in a multitude of ways. This is just the way I played it for this guide. It's solely intended to give a user a general walkthrough of the entire game. You can solve the puzzles in a great many ways from how I did it. You can beat the game quicker or slower, or choose a different path. I do not intend this to be a written word of the best way to play. Depending on your goals in mind, there are many ways to go about it. This is just my account of a game on easy difficulty with intention of writing this guide for anyone who may want it. With that in mind, Enjoy!



This is what your village should look like once you're done with this guide with the exception of a lot less gravestones. This was taken from an already completed game prior to writing the guide.

1. As soon as your game starts the first thing you need to do is take your builder and set him down on the well to uncover the well to solve the first of the sixteen puzzles. Once you receive the message your villagers will celebrate near the well. It's pointless to try and make them work before uncovering the well because if they haven't learned the skill before they celebrate, they will not return to try again without your help.



The dialogue for completing the well



Here you can see puzzle 1 solved

2. So after they celebrate at the well your builder will run off and start working on the first hut. Next drag 1 person to the berry bush and the other 5 villagers to the research table including your builder if you want.



Biko picking some berries



Villagers researching at the table

Odds are most of the villagers will pick it up the first time around but you may have to be persistent with a couple of them before they learn and stay at their task. If you get a stubborn villager who pretty much refuses to do the assigned task, check his/her likes and dislikes in the details screen to make sure he/she doesn't dislike what you're trying to make them do.

3. After the first 15 minutes you will receive your first event of the game. I was lucky this time and my event was to pick what area of research I wanted my child to learn. I choose research and gained 3000 tech points. Events are totally random and only the first two are show up every game at the same time. The first is 15 minutes into the game and the second is 30 minutes after that. And even though they always show up the events themselves are different each time you play.
4. The first thing you are going to want to buy is level 2 farming for 6000 tech points. So while we are waiting let's solve another easy puzzle. Grab one of your researchers and drag them to the far right till you see a little rose and drop them on the rose. The villager will kneel and study the rose and hopefully master the herb. It might take a couple tries. Once they master the rose, drag them up to the top right and you will see a strange lily. Once again drop the villager on the flower until they master it. After you master the lily drag your villager to roughly the top center where you will see a cactus. Drop your villager on top of the cactus until you master it. Once you master that, drag your villager to the far middle left and you will see a strange plant. Drop your villager on this plant until they master it. Once they master the last plant you will solve puzzle number 2, Herb Mastery.



The Rose



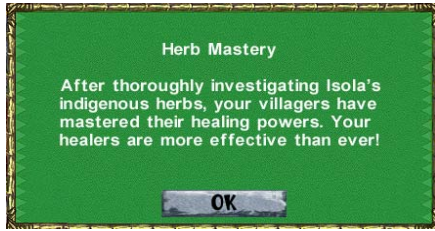
Strange Lily



Cactus



Strange Plant



Herb Mastery Dialogue



Here you can see puzzle 8 solved

5. Sometime soon you will probably receive your second event. This will be at the games 45 minute marker. I got lucky again and this time I got an event that gained me 400 food by chasing off a monkey.

6. At this point I have almost 5000 tech points, 673 food and around 1500 berries left on the bush. Once you hit around 5000 tech points grab the builder if you put them back to working on the hut so you can get that started. When you start on easy, you start with 6 adults and 1 child, which is the limit until you get the first hut built. So make sure you get the builder going on that before too long.
Note: It is often a good idea to sometimes cross train a few of your villagers that way if one gets sick, pregnant, or dies, there is always someone who can pick up the slack. This is usually more important in the beginning. Once you get 60 villagers running around it won't matter what they are they will be pretty self maintaining.

7. A good majority of this game is patience. Being that it runs in real time (unless you cheat), you pretty much get to sit and watch your villagers quite a bit. One thing you can do is go mushroom hunting. It is one thing that kids can do, about the only thing other than run around and be curious. When you are moving around the island you may see a little brown or red mushroom on the ground. When you see one, grab a kid and drop them on the mushroom and they will pick it and run to the food bin to put it in. This is a good way to pass time if you're bored.

Brown mushrooms are worth 8 food and are common.

Red mushrooms are worth 45 food but are much rarer to find.



Brown Mushroom



Child Carrying Mushroom



Red Mushroom

8. Once you get 6000 Tech Points, buy farming level 2.



You will likely have to wait for a half hour or so till the farm is ready to produce. Even with level 2 farming it is not a good idea to increase your population just yet but if you choose to, it is easier to survive. You have to wait for the first hut to

complete anyhow before you can which I'm guessing has not if your following this guide.

9. Once your crops have come in you can save your berries and start working on the crops. Grab your farmer and drop them on the crop to make them start harvesting. Each round of crops offers 800 food.



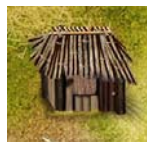
Biko Farming

Now there is something to be learned about the crops. In order to have maximum food efficiency you have to understand the timers in the game. The crops have a built in timer that starts counting down whether you're harvesting or not. If you harvest the crops out before that timer reaches 0, then you have to wait till whenever it hits zero again. However if you balance your harvesting with berry picking and make the crop last the whole length of time, then once it runs out it automatically will pop up with 800 again and start the new countdown. If your observant and figure out the countdown, which is like 120 minutes on 2x speed then you will effectively almost never run out of food to harvest.

10. Now that you have begun harvesting with your one villager, if you haven't done so yet, put your builder to work on the hut. You could even grab one of the researchers to help and train that one to build as well. Two hands are better than one after all right? Work on the hut till it is completed.



Villagers working on first hut



The hut after its completed

Collect some mushrooms, make something to eat, grab a drink, whatever you got to do. Continue to the next step when the hut is done. When the hut is completed you will receive a message telling you that your maximum population limit has increased and you will see the completed hut



Dialogue for completing the hut



Puzzle 2 completed

11. Now that your hut is done you should have enough Tech Points to buy Construction Level 2. If you don't you should be pretty close. So buy construction level 2.



Now that you have Construction Level 2 you can begin clearing the creek blockage. This is why I had you complete the first hut before buying level 2. It gets boring when you have 3 things to build and only 1 or 2 builders.

12. Work on clearing the creek until that is done. At 50% you will notice a construction marker signifying you're at least half way. Keep an eye on your food stockpile to make sure you don't get too low. You can put as many villagers as you like on the creek blockage depending on how impatient you are just cover your bases if you do to make sure nothing bad happens.



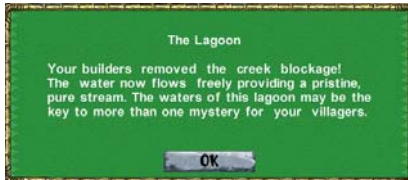
Just Starting



Multiple People



50% done and beyond...



Dialogue for the lagoon



The lagoon



Here you can see Puzzle 5 solved.

Your new lagoon should now be sparkling blue. Congrats. On a side note, once you open up the lagoon your villagers will start doing laundry from time to time deviating from their normal routine. One humorous thought behind this that I spotted on the forums was that since adults don't have "nature calling" like the kids do they must have to wash their clothes more often. You figure it out ☺.

13. Now that you have the lagoon cleared there are two ways you can proceed. It depends if you want to go straight for level 3 farming or if you want to finish upgrading other stuff to level 2 first. I think we will take the slightly harder route and finish level 2 upgrades prior to level 3 farming. Since we are going to do this we will want to upgrade science next so we get more tech points faster. You can't really take this method in harder difficulties because you start with fewer berries

and you consume more per hour. We should be safe. Once you get 12,000 Tech Points buy level 2 Science.



14. Once you buy that you will probably be about empty on tech points and with not much to do till we earn more. We have 3 solvable puzzles at this point in time. You can do them in any order. So we will solve some more puzzles now. Grab a builder and drop them on the green patch to the mid west of the map as shown below and their status should change to “Watering the field”. This is a long process much like clearing the blockage with the exception you don’t have the luxury of a percentage bar! It takes quite awhile so get that started. I have 2 builders working on that, 1 villager on farming, and 4 on researching. Healthy balance at this point in time.



15. Another puzzle you can solve if you have a Master Scientist is Founding the School. Grab a master scientist and drop them on the building just above the research table. It will say “Founding a School” in the status bar as shown below. This puzzle is instantaneous to solve.



A little drum appears next to the school once its founded.



The dialogue for completing the school Puzzle 4 solved

A note about the school. Once you have a school there is a change in the game. Now when you breed to people, the children inherit a little bit of skill from each parent. If you click on the drum of the school then all the kids will come running. I believe that it raises their skill a little bit each time they come to the school but I'm not positive.

16. Now that we are waiting on the field to get watered enough to bloom, I think we will increase our population by one while we wait. It seems safe to do because there is a steady supply of food coming from the farm and the bush as a backup. If you feel its safe in your game, we will proceed. Otherwise just keep at what you're doing until you get to a safe point.
17. A couple things need to be said about breeding in VV. If you train a male to breed, they will constantly breed with any woman they can. If you train a female to breed, she will only try to breed with the man she originally had a kid with. So you need to determine and be careful what you choose. IF you do choose a male to initiate it, make sure you check something other than breeding in his status screen when you're successful so he doesn't do it anymore until you are ready. I chose my youngest male Biko to initiate the breeding. So take your breeder and drop them onto a person of the opposite sex and you will see 1 of a few things.

If they don't hit it off one of them will probably run away. Don't be discouraged at this stage of the game sometimes it takes awhile to convince them to have a kid. If they do hit it off they might "embrace" and you will hear a kissing sound as well as see a message in the status bar that says "embracing", but they will then go their separate ways. If they really hit it off they will head towards the "love shack" and you will see a message that says "Going Indoors" in the status bar.



Biko getting lucky



Biko visiting the love shack with Tenai

The building in the lower right corner of the map. When the woman emerges she will either have a baby in her arms or not. If not try again, eventually you will get one. For those who are impatient like me, just keep dropping the villager on the other villager and watch your population count. When you are successful it will go up by one. Once the mother emerges from the hut she will head to the center of the island and begin caring for the baby. This will last 2 years. So you need to make sure you picked someone you can stand to live without for 2 years as a mother. I cross train all my villagers so this is never a problem. As a side note you can click on any nursing mother and click detail to see how long she has left nursing.



Tenai heading for village center



Tenai caring for baby



Tenai's stat screen showing she has 45 minutes left of nursing time.

- Finally after waiting and waiting my garden has been completed. I ended up dropping 3 or 4 villagers on it rather consistently because I was getting impatient. You will see the usual completion dialog and your villagers should celebrate at the garden for a short period of time.



This is the dialogue for the garden



This is what it looks like completed



Puzzle 9 solved

19. Now that our garden is complete let's solve another puzzle while the tech points build. Now we are going to clean up the beach in preparation for level 3 farming which isn't too far off now. Drag a builder onto the debris on the beach and they will automatically begin cleaning it up. If you have other builders they will randomly start helping too. This goes for any building or project that requires a builder.

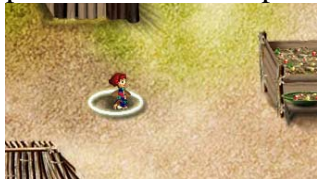


Saka cleaning up the beach



Saka depositing the beach debris

20. While I was working on clearing the beach, Tenai's baby turned 2. Here is a picture of little lulu picking her first mushroom. Tenai can now get back to work!



Lulu taking a mushroom to the food bin

21. It doesn't take too long to clear the beach especially if you put all your people on it like I did. You can visibly see the debris becoming less and less till there is nothing left and you get the message of completion.



Almost done Saka!



Beach cleaning dialogue



The happy dance!



Here you can see puzzle 3 is now solved

22. Now we are going to play the tech point's waiting game. Do whatever you have to do until you have enough tech points to purchase the next level of medicine for 15,000. This will make it so that our villagers get sick less often basically. Also your villagers will live longer overall. Once you have 15,000 tech points purchase level 2 medicine.



It shouldn't take too long to make it to 15,000. Since most of your villagers should be researching right now with a couple farming since we have level 2 science we will increase in points rather quickly and most of your researchers should be high adept or near master status which makes them earn more points per round as well.

23. Once you purchase level 2 medicine we are going to save up again till we have enough points to buy level 2 spirituality for 5000 points. This shouldn't take more than an hour to get really. Once you gain 5000 points buy level 2 of spirituality.



24. Now that you have level 2 spirituality you can solve another puzzle, but there is a catch. The only way to solve this puzzle is to wait till someone dies. The cemetery is puzzle number 7. If you're following this guide most likely no one

has died and probably no one is really even elderly status yet, so we will wait till the first death to solve this puzzle.

25. While I was waiting for tech points to accumulate to buy level 2 fertility I got another event. Biko was walking along the beach when he saw something washed up on the beach. It was a large wooden crate. Open it or leave it. I of course being the adventurous person I am always open them. To my delight this crate was filled with juicy steaks and I gained 1500 food.

26. Once you have gained 11,000 tech points and can afford level 2 fertility, purchase it. This will increase your chance of success at making babies and also give you a greater chance of having twins and triplets.



27. At this point since I got the food from the crate and we have a decent wait ahead of us to make level 3 farming our next priority. I am going to take a small chance and increase my population. So I impregnated all 4 women on my island. I have 2 men on research and 1 on farming with 2 kids running around. It is only 2 years after all. You don't have to do this if you're not comfortable with your current status. If you don't want to simply skip to the next step.

28. Well the first thing I noticed when I did this it brought my population up to 13 and I think 13 is the magic number for the next hut to be available to build. If you look over next to the research table once you hit 13 you should see the construction area for hut #2. The maximum population without the second hut is 15. Once you get the second hut you are allowed to get to 30. Once you build the 3rd hut you can have a population of 90 (92 if you have triplets as your last child attempt).



Beginning of the 2nd hut

29. So if you have a spare person or two you can drop them on the hut to begin construction of it. My builders automatically started working on it as soon as it showed up. All of my women are still pregnant so it will be a slow build for now. So get to work on that.

30. Well my mothers all had their kids while I was waiting. Since we have all level 2 techs we will be going for level 3 farming next. I am letting my villagers do whatever they want. There are a couple building, 5 or so researching and a couple farming on their own. The hut is about 10% done. Keep up the work, go grab a sandwich or something while you wait on these periods of down time, or go hunt some mushrooms with the new kids to raise your food supply.
31. Ok the hut has finally been completed. Now our population cap has been increased to 30. As soon as we get farming level 3 we will be on that breeding like white on rice because with fishing we will be able to support the population boost.



The hut dialogue



Here is the second hut completed

32. Well its been awhile and I realize I made a mistake by increasing my population to high. Im down to 200 food, but I have 47000 tech points so I will make it to fishing before anything drastic happens. In a hard game this probably would have cost me the life of my villagers.
33. Ok finally I got 50,000 tech points and can buy farming level 3. Fishing here we come. Once you have fishing you pretty much can't die unless you neglect your game. So once you hit 50,000 purchase level 3 farming.



34. Once you purchase that put all your farmers to fishing so that you can preserve your crops for now.



Fish are worth 11 and Crabs are worth food. Only master farmers will catch crabs from time to time.

35. Now that we have level 3 farming we can solve another puzzle. The magic fish. Grab your master farmer (you should have at least 1 by now and drop him/her in the lagoon and it should say "hunting a strange fish" in the status box. It might take a couple tries but he will get it eventually. For me the 4th time was a charm



Now you have a better chance at getting twins and triplets



Here you can see Puzzle 6 is now solved.

36. Now that I have fishing and my game has been running for a little bit I'm already up to 1400 food. So I'm going to increase my population again. 2 of my women are fishers and the other 3 are researchers. So I'm going to get the 3 researching women pregnant so I don't lose my farmers. So don't check breeding this time on your male. Simply drop him on the women to make them go indoors and watch your population count. I am up to 16 now with 3 more pregnant women nursing. It slows the game down a little to make them pregnant but once we get a good supply of kids, there will be plenty of labor to go around and it will speed up dramatically very soon once they get old enough to work at 14. Once you hit 15 you will get a dialogue saying you hit your first population milestone of 15 people. So get a few more women pregnant whatever you can spare we will need the labor to finish quicker now.
37. While I was waiting on the kids to be born and waiting on tech points to grow. 4 of my kids turned 14 and old enough to work. I took one of them and dropped them on the herbal bush a few times to make them a healer, then dropped her and 2 others on the research table to make them researchers. This way since most of my original villagers are now approaching elderly stage in case they get sick one of the new kids and heal them and it will be the villagers second job. Healing becomes a lot more important as your village population grows. I took the last kid and made them into a farmer and got them working on food. This is good because now I can take my 4 oldest women and make them have babies as soon as they are done nursing and keep my population growing steadily now. I will not mention anymore about breeding I will leave this up to you (as it really is the

whole game based on your food and what you think you can support). So do this at your own pace I will just talk about puzzles from now on and events.

38. The next thing I would suggest buying is construction so we can start rebuilding the temple to solve our next puzzle. After that we will get spirituality. Both of those are the two cheapest ones right now to get as well and we can solve 2 puzzles once we have them both so that is our best bet right now. So work toward 80,000 tech points and come back to the guide once you have it!
39. Once my population hit 25 people the next hut showed up and is available to begin construction on. It's in the lower left hand corner next to the research table. You will see it when you hit the magic number. So I put a couple villagers on that and im half way to 80,000 at this point. Keep chugging away once your kids grow up the game will fly to the end.

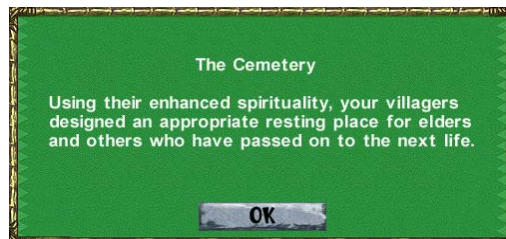


Population Milestone Dialogue



3rd hut construction site

40. While I was researching my first villager has died of old age. R.I.P. Koko. Now let's solve a puzzle. Now that we have had a death in the village we can solve the cemetery. Grab a villager and drop them in the upper right corner of the board and you will discover the cemetery and your villager will bury the other villager. The cemetery can hold up to 50 gravestones, after that you no longer will know who has died and who hasn't.



Found the cemetery dialog



The cemetery with 1 gravestone

You can also click on the gravestone and it will tell you who it was, their age and occupation. Now that Koko has died my other 3 or 4 original villagers are sure to follow. This is why I started increasing my population so those kids who just turned able to work can now carry on the jobs when my originals die and make

even more children thus increasing our population greatly.



Gravestone dialog



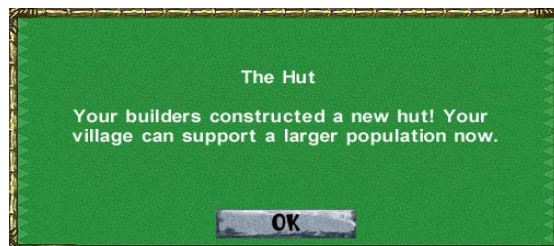
Here you can see puzzle 7 is now solved.

41. I just received the crate of spiders for an event and one of my children was wounded to 50% She will regain her strength though. I'm up to 60,000 points and my 3rd hut is 40% done. About the time I hit 80,000 my builders should be free to start working on the temple. Perfect timing. About that time also half my kids should be old enough to work which is even better. Thing will start booming shortly.



I have about 20 kids now and my population is maxed at 30 till the 3rd hut is done.

42. The 3rd hut is now complete. Now your population cap is 90 villagers. Yay



The 3rd hut dialogue



The 3rd hut completed.

43. Once you reach 80,000 tech points buy level 3 construction as shown.



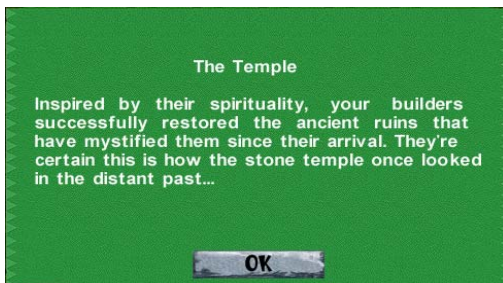
Level 3 construction

44. Now that we have level 3 construction we can begin restoring the temple, thus solving another puzzle. Drag a builder to the lower right corner over the broken rocks, and he will start restoring the temple as shown below. As always once you start the construction other villagers who can build will jump in as well. So now you can do this and work on achieving your next 80,000 tech points so we can buy spirituality to carve the statue.



Pawin starts restoring the ruins

45. I kept taking people off research to restore the ruins because I'm impatient so at 90% restored I only had 25,000 tech points, no big deal. Once the ruins are restored you will get the usual dialogue window stating that the ruins have been restored and they will look like the picture below and another puzzle is now solved.



The Temple Dialogue



Island Celebration



Restored Ruins



Here you can see puzzle 11 is now solved

46. Now get back to researching so we can get our next goal of 80,000 tech points and buy level 3 spirituality. Your game should be pretty self preserving right now with fishing and more villagers in the picture. You would probably be safe to leave the game on over night at normal or 2x speed if you wanted just check their statuses before you leave the game to make sure you don't wake up to a surprise death or anything.
47. On a side note when your not building anything it is best if you want maximum efficiency to take your builders and have them do something else, especially if they are adept builders or master, because fixing the huts does nothing in the game except build their skill. You can make them harvest or farm for more output that really matter at this point. Also I got my first set of twins on this last round of breeding. Twins and triplets are rare in the game but the more fertility you have the better chance of getting them you have.



You can see a mother holding two babies here.

48. After a period of time checking in on my villagers I now have the 80,000 I need to purchase level 3 spirituality. So do that so we can start carving the statue.



Level 3 spirituality

49. Now that we have the spirituality drop a builder on the big stone above the school. He will get to work chiseling the village statue.



Uan starting the construction of the statue.

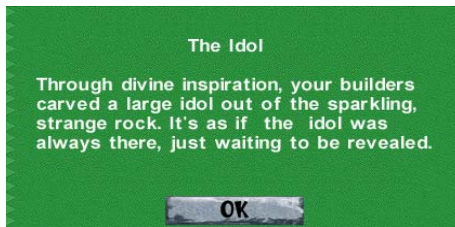
50. The next tech we are working towards is Science at 150,000 tech points. This might take some time but once we have that the other two techs though higher in price will come a little quicker due to the science upgrade.

51. As well as chiseling the statue and working on tech points I am also still breeding villagers. I just reached the 3rd milestone of 50 villagers. Working towards a real thriving village here.



3rd population milestone of 50 dialogue

52. So after some time I finally completed the statue and solved another puzzle. Your village will celebrate and now we can concentrate more solely on achieving the tech points we need to get level 3 science under our belt.



The Idol dialog



Here you can see puzzle 12 now solved

53. After a lot of research, some mushroom hunting and letting the game run overnight I woke up to maximum population and enough tech points to buy level 3 science. Great news. So buy level 3 science when you have the points to do so.



Maximum population dialog (90)



Level 3 science

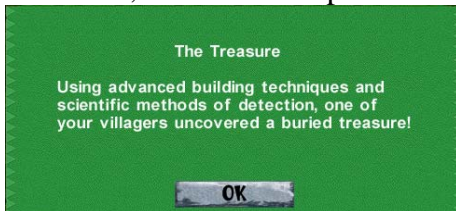
54. Now that we have level 3 construction and science we can solve another puzzle. Drop a master builder (must be a master) a little south of the food bin to the left of the temple. When you pick him up and drag him around you won't see anything. You have to actually drop him in the right spot to get it. If you drop him in the right spot his status will say "is something buried here?" If you see that your in the right spot. Pick him up and drop him till he starts digging. It might take a couple tries but once he starts the other builders will help and soon puzzle 15 will be solved.



He found the treasure spot, and started digging 3 builders working on the treasure



55. The treasure doesn't take too long to dig up. Once you do you will have puzzle 15 solved, the last of the puzzles that can be solved without the golden child.



The treasure dialog



The treasure in its glory



Here you can see puzzle 15 solved

56. Right after I dug up the treasure I got an event. Being cocky I opened the crate without looking in my list of events to see the outcome. The badly weathered crate had angry rats in it that made half my village sick. So I grabbed a lot of kids and dropped them on the adults to heal them quickly. Back to the research table for them!

57. Now we will start working towards the larger goal of medicine level 3. So put as many of your villagers on research as you can and find something to do it will take a little while to reach 250,000 tech points to get level 3 medicine. The reason we are going to do medicine first is because once you get level 3 fertility and get the golden child, he likes to throw parties that interrupt everything your villagers are doing. So we want to complete all techs before we get him.

58. While I was waiting I wanted to see how many mushrooms I could get from one mushroom. So I called my kids to the school every once in awhile till a mushroom popped up near the palm tree to the south west of the school and paused the game and started dragging the kids furiously in that direction. Here is the result.



Like 15 kids gathering from one mushroom

59. Once you have 250,000 tech points buy level 3 medicine. Your villagers will now live an average 10 years longer to late 70s, early 80s.



Level 3 medicine

60. Now we only have one tech left to buy, at 240,000 tech points and that is level 3 fertility. After that the 4 remaining puzzles can be solved rather quickly usually. So get researching, take a nap, find some mushrooms, pass some time till you have what you need.

61. Well it took about 7 hours but I got my 240,000 tech points. So once you get it purchase level 3 fertility and get ready to begin the whole golden child finale. Some people love him, some people hate him. Once you have level 3 fertility your chance of getting twins and triplets is increased.



Level 3 fertility

62. Now that we have level 3 fertility you need to get a woman pregnant so she is nursing a child. Luckily I had my population at 89. So I found my adept parent and dropped him on a woman and to my unlucky luck I got twins. Either way that will work but I will lose one of them. Take a nursing mother and drop her in the lagoon and instantly the Golden Child is born. He's a master at everything, and never ages beyond 5. He will run around your village refreshing the berry bush, creating food at the food bin and restoring the crops as well. When you hold the mother over the lagoon you will see the message "The baby is reaching toward the lagoon waters" probably hinting at what to do. Drop her in.



A few sparkles and poof there is the GC



The dialog for the GC

63. Now that we have the GC lets solve a puzzle. Drag the GC to the flower garden and see what happens. When you do he will call fourth a group of butterflies. You will also notice they follow him wherever he goes.



The Butterflies Dialog

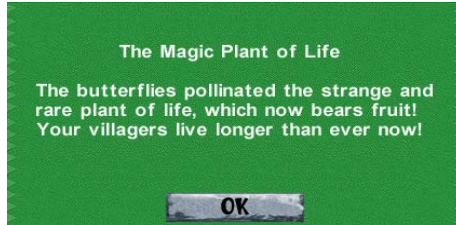


The GC being followed by butterflies



Here you can see Puzzle 13 and 14 are solved

64. Now that the butterflies are following our blessed GC lets solve another one. Drag him up to the top middle and drop him on the fruit plant (the orange and red one). When you do that the butterflies will pollinate the plant and make it bear fruit. This increases your villagers lifespan as well.



Magic plant dialog



Here you can see puzzle 10 solved

65. The only puzzle left to solve is moving the boulder. The GC will do this whenever he gets around to it. Normally it happens really soon, sometimes in rare occasions it can take days, and I heard a horror story once of it taking a week. You can't force him or bribe him, just let him walk around he will eventually do it. After that all the puzzles will be solved, and the game will be basically over.



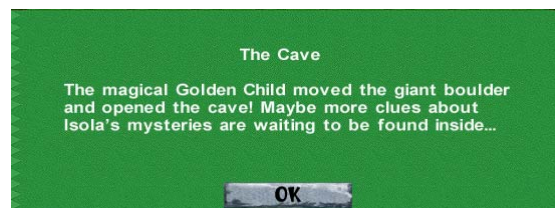
He will make some sparkles



He will make a rainbow



Poof it's gone



The cave dialog



Here you can see finally all the puzzles are solved! Congratulations, you solved all the puzzles

66. From here there is a multitude of things you can do. You can let the game go on and just check in on them from time to time, you could start a new game on a different difficulty level, or you could even start 2 or 3 games and run them at once. The events you receive throughout the game can have a drastic impact on how well you do matched with the differing difficulty levels allows this game to take a different path every time you play it. You can set your own goals such as other players do like to see how fast you can beat the game, or try to beat the game without having any of your villagers die. It is possible. The choice is yours. There is a lot of fun to be had.

******Congratulations for making it to the end of the guide******