



Virtual Villagers®

THE SECRET CITY

OFFICIAL WALKTHROUGH AND STRATEGY GUIDE
WITH HINTS, TIPS & TRICKS
DIRECTLY FROM THE DEVELOPERS
AND THE GAME TESTERS



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After many years of happiness and prosperity on the western shores of Isola, the villagers had grown in number and were starting to feel very crowded. They resolved to do something about it. They had come to know 2 shores of the island. They had discovered many strange things and had more questions than answers. They knew that, beyond finding a new place for the tribe to grow and prosper, they were also in search of answers about this magical and mysterious island.

They built a raft and selected an appropriate group to set out: a small family with children and some trained builders. When they pushed off from the west shore, the weather was fair and they were carried north along the edge of the island by a steady breeze. Suddenly, the wind stopped completely. Floating there, they noticed that it was very still... strangely silent. All at once the sky darkened, and a wind came out of nowhere! Their little boat seemed guided, as if by an invisible force, through smashing waves, and they had to hang on for their lives! Just as the boat started to scrape against a shallow reef, and they saw that they were at a new shore, the wind died down as quickly as it had materialized. Confused, but relieved, they picked themselves up out of the broken pieces of their raft and collected their senses. A new shore! But this was not an empty shore... they could already see wrecked huts, an enormous broken statue... buildings. It was... a secret city.


Let's embark on a new journey with a selected group of villagers in search of a new part of the island to populate. It will be a big adventure – not without danger – and they might need our help along the way.


This guide will help you help your villagers. It is divided into these sections


- A. General Quick Tips & Tricks**
- B. The Two Factions of Isola**
- C. Tips for each of the 16 Puzzles**
- D. Food and Survival Guide**
- E. Detailed Walkthroughs and Spoilers for the 16 Puzzles**
- F. Map Legend**
- G. An Excerpt from Volume 2 of the Botany of Isola**



A. General Quick Tips & Tricks

- Making a  Chief is easy but you may not want one right away.

- When it rains, mushrooms flourish 

- Making  babies is not the only way to improve parenting skill.

- Working on projects is not the only way to improve restoration skill

- Healing villagers is not the only way to improve healing skill

- If you are stuck, try things again after you have bought more tech



- If you grow your tribe too soon, you may not have the food resources to sustain them yet.
- If you don't have a doctor standing by, and your farmer gets sick, who is feeding your tribe?

- If your healer gets sick, who is healing your tribe?



- If one of your villagers is behaving strangely or is uncooperative, check his or hers likes and dislikes



- Make sure you always have a child or you will miss out on collectibles and mushrooms



- The Chief gains special abilities with each new level of Leadership Tech. When you start the game he/she can already help to feed your tribe.

- Repeat collectibles can give a big tech bonus. Your children can contribute to both food and tech in this way.

- Children can help the tribe in many ways!



B. The Two Factions of Isola:

On Isola the original inhabitants were divided into two factions: those who followed the ways of the Magic Faction studied magic and embraced it in their everyday lives, and those of the Nature Faction devoted their lives to following the principles and powers of nature. The origins of these two factions are not clear, but what is clear is that they kept the two factions separate and in balance. This balance, they believed, was necessary to keep the island itself in balance and to prevent chaos. One thing appears clear from the writings that were left behind, however, and that is that for one individual, or one leader, to embrace both Nature *and* Magic was unthinkable and impossible. Is it for this reason that your tribe, under your lineage of chiefs, must select and embrace one or the other faction...following in the steps of those before you.



The Faction of Nature embraces herbs, growth, and the natural cycle of life. They benefit from additional prosperity from the land and eventually are blessed with extended longevity.

The Faction of Magic believes that powers of the will and invisible forces not fully understood can be harnessed and controlled to achieve the unachievable. They are able to apply this knowledge very quickly to research and science, and later to how they populate the north shore, resulting in the ability to grow their numbers beyond what was thought to be possible.



C. Tips for each of the 16 Puzzles:

You can safely browse these if you just need gentle hints in the right direction.

- Puzzle 1 – involves finding the ‘chosen villager’ in your tribe. If the hat fits...
- Puzzle 2 – there is only one insect in the world that produces food that humans eat... now if they would just leave while you retrieve some of the food
- Puzzle 3 – involves finding 5 scattered pieces around the area. The pieces may not be in the same location each time you start a new game.
- Puzzle 4 – some parts of the city have become completely grown over. Removing the growth might be enough to make this item accessible
- Puzzle 5 – it starts with the Chief. A certain amount of leadership is needed here.
- Puzzle 6 – some tasks require tech advances to be purchased. Some things also require team work.
- Puzzle 7 – history lies buried beneath. This one will require technology and some skilled manpower.
- Puzzle 8 – this looks complicated. We need an expert and a plan.
- Puzzle 9 – an epic task for late in the game. The key here, apart from having a plan, is having someone lay down a foundation.
- Puzzle 10 – if you figure out what to do with Puzzle 6, then more is better.
- Puzzle 11 – it’s time to “deal” with the sharks. Requires Puzzle 3 and progress in your faction choice. A hint is shown after Puzzle 7 is completed.
- Puzzle 12 – a late game puzzle and a way for your expert doctor to enhance your tribe's health.
- Puzzle 13 – keep an eye on the fire pit.
- Puzzle 14 – requires Puzzle 3. Aim high.
- Puzzle 15 – requires Puzzle 9 and a variety of specialists.
- Puzzle 16 – follow the light!



D. Food and Survival Guide (Spoilers)



- 1) Solve the bee hive puzzle and plant the piece of fruit that is on the ground near the broken lift.
- 2) Assign 1 farmer to the bee hive, 2 builders to either the hut or the leaf-covered roster in the cemetery, and 1 scientist to the lab to research.
- 3) Once you have 2 adept builders, assign your builders to the lab, and your scientist to the building project until you have a total of 3 adept builders.
- 4) Once you have 3 adept builders, assign all available people to the lab until you can afford Restoration Tech level 2.
- 5) After you buy Restoration Tech level 2, use your 3 adept builders to repair the lift.
- 6) Keep someone on the lift all the time, or be very ready to put one on the platform the moment it starts raining.
- 7) Plant any fallen fruit you recover until you have 3 trees. At this point you can allocate people to the lab, building projects, healing, or anything as you see fit.
- 8) You should have 2 farmers, maybe 3, and do not exceed a population of 15 (including babies) until you have a better food resource than the trees. The trees will support a medium tribe of 12-15 people comfortably.
- 9) Disease can cause tribe disasters due to starvation, because your farmers can get sick while you are away. Consider upgrading to Medicine Tech level 2, as well as keeping trained doctors in your tribe with their skill preference set to "Healing."
- 10) When it rains, mushrooms grow much more frequently. You can give your tribe a good boost by being watchful for storms.
- 11) Your chief can help out with food by using his chief powers. He can also increase the amount of fruit gathered from the orchard!
- 12) Remember that the Nature Faction gets a bit more food than the Magic Faction.



E. Detailed Walkthroughs and Spoilers for the 16 Puzzles:

Don't read these unless you want to know *exactly* how to solve each of the puzzles. **Contains Major Spoilers.**

Puzzle 1. The First Chief – Drag each villager to the robe hanging in the amphitheater, until you find the villager who is able to wear the robe.



Puzzle 2. The Beehive – Make sure that your fire is lit. Drag any adult villager to the sticks on the ground, between the woodpile and the bee hive. The villager will carry the stick to the fire to create a torch and then calm the bees with smoke.



Puzzle 3. The Alchemy Lab – Drag an adept scientist to each of the 5 lab pieces scattered around the area. The pieces may not be in the same location each time you start a new game. The five pieces are:

Small red bowl



Big yellow bowl



Big brown jar



Blue bowl



Small knife



Puzzle 4. The Roster of the Dead – Drag any adult villager to the lower right side of the map, where there is a large growth of leaves on the grey rocks (to the north of what will become the cemetery). This is also a way to increase the building skills of your villagers.



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Puzzle 5. Weather Dancing – Make sure that your fire is lit. You need a Chief, Level 2 of Leadership Tech, and 3 adept farmers. First, drag the chief to the fire. Once he/she is dancing, drag the 3 adept farmers to the fire, as well, so they can join in the dance.



Puzzle 6. The Lift – You need Level 2 of Restoration Tech. You also will need 3 adept builders to restore the lift. Drag each of them to the broken lift at the same time, so that they can work as a team.



Puzzle 7. The Ruins – You need Level 2 of Restoration Tech. Drop any adult villager on the pile of rocks in the lower part of the map. If they are not skilled builders, they may need a few tries to get started. Uncovering the rocks will reveal part of the hidden story of this mysterious island.



Puzzle 8. The Ancient Bath – You must have restored the Alchemy Lab and have a master builder. Drag the master builder to the primitive chalkboard in the lab to draw the plans. Once the plans are drawn, drag your builders to the broken bath. You can also train new builders on the bath project.



Puzzle 9. The Statue – You need all of the following: the Alchemy Lab restored, Level 3 of Restoration Tech, a Tribal Chief, Level 3 of Leadership Tech, Puzzle 8 completed, and a Master Builder. First, drag the Master Builder to the primitive chalkboard in the lab to draw plans. Once the plans are drawn, drag any villager with some building skill to the top of the path, close to the base of the broken statue. When you hold them over the correct spot it will say that ‘this would be a good place to anchor the statue.’ Once the anchor scaffolding has been built, drop your Chief on the path near the fallen top of the statue so that he/she can start directing the other builders on this massive project. The builders will not work without the direction of the chief, so make sure the Chief doesn’t get distracted or worried about other things in the village. The more builders that participate, the less time it will take to complete this task. Note that as the top part of the statue is moved up the path there will eventually be less room for pushers to help push it.



Puzzle 10. The Orchard – You need to have solved Puzzle 6. Drag an adult villager to the lower platform of the lift in the first moments after it starts raining and make sure he/she stands on the lift. As the rain fills the bucket, the lift carries the villager higher, and a fruit will fall to the ground. When the fruit falls, drag an adult villager to it and they will plant it. To complete this puzzle you need to plant a total of 3 trees and wait for them to mature. The secret is to not miss the rain. Either wait for it very attentively or keep someone standing on the lift platform all the time. They will stand there for several minutes unattended before they get bored and have to be repositioned back onto the platform.



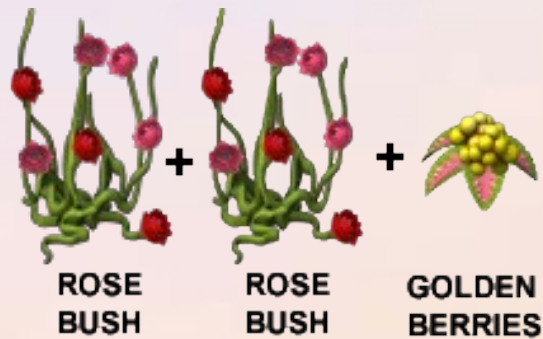
Puzzle 11. The Sharks – You need to have solved the Alchemy Lab Puzzle and attained Level 2 of your chosen faction.

a. **Nature** – Have a villager make a potion with the following herbs:



Next, drag a villager to the alchemy pot, and then he/she will carry the potion to the ocean.

b. Magic – Have a villager make a potion with the following herbs:



Next, drag a villager to the alchemy pot, and then he/she will carry the potion to the ocean.

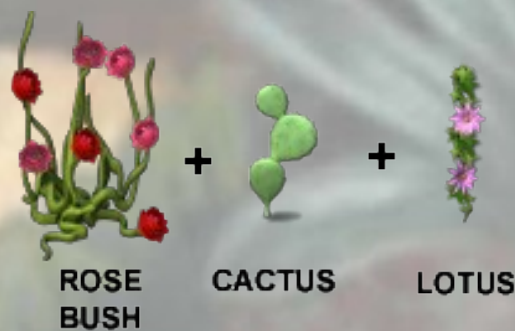
Puzzle 12. Aromatherapy – You need to have solved Puzzle 8. You also need Level 3 of Medicine Tech and a Master Doctor. First, drop the Master Doctor in the bath and he/she will gather flowers to place into the bowls surrounding the bath. Next, drop the Master Doctor onto the lit fire in the fire pit, and he/she will light the bowls. If that doesn't happen, and your doctor complains about something being too hot, you will need to complete Puzzle 13 first.



Puzzle 13. The Ash Key – Once the fire has been lit for at least 65 hours, there will be a point when it will start sparkling. Either let it go out or have your villagers pour water on it from the waterfall. Once the fire is out, the key will be revealed. The key will be too hot to touch at first, so you will need to drag villagers to the waterfall in order to carry water to the gem to cool it. Once it's cool, drop an adult villager onto it and they will carry the key to the door.



Puzzle 14. The Cliff Key – You need to have solved the Alchemy Lab puzzle. Have your villagers make a potion using the following herbs:



Drag a villager to the alchemy pot to use the potion, and then he/she will be able to jump high enough to retrieve the key when you drop him/her at the base of the cliff.



Puzzle 15. The Clam Key – You need to have solved Puzzle 9. You will also need a Master Builder, a Master Scientist, and a Tribal Chief. Once the statue is restored, a rough stone will appear at the base of the statue. Drag your Master Builder to the rough stone, and he/she will take it to the waterfall to shape the stone. It will start to resemble a pale pearl. Next, drag a Master Scientist to it, and he/she will take it to the lab and polish it. Finally, drag the Chief to this new pearl and he/she will swap the black pearl inside the clam with the newly shaped pearl. The Chief will then take the black pearl to the door.



Puzzle 16. The Chief and the Princess – You need to have found all three keys and solved Puzzles 13, 14, and 15. Once the three keys have been placed in the door, it will open and reveal a secret room. You will need to drop a villager onto the sun dial until it reaches the far left position. Once a beam of light comes in the room, the Chief and the Princess will appear as ghostly figures. This solves the puzzle. Afterwards, you can drop a villager close to them, and the ghosts will reveal their story.



E. Map Legend



G. An Excerpt from Volume 2 of the Botany of Isola

Page 61 from Volume 2 of *The Botany of Isola*

... and would cause severe hiccups. The cure for this condition is to ingest large quantities of cool water.

Part 3 - Rare Herbs of Northern Isola and Their Known Properties

My journeys to the north shore of Isola in search of seeds to bring back to my nursery have introduced me to several species of plant that are unique to the northern shore. I found the native inhabitants to be peaceful, harmonious, and relatively advanced in their settlement there.

The Rose



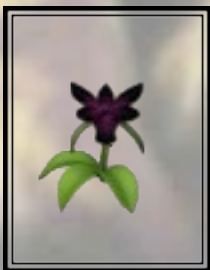
The Rose from Isola is not an ordinary rose; it contains elements that create waves of euphoria that would certainly be described as feelings of love.

The Cactus



There are several types of cactus on Isola, as I have shown in my research and in my famed nursery. Only one type flourishes on the north shore, however. This cactus, when crushed and heated, has fortifying qualities and is often referred to by the native villagers as something capable of healing and giving strength.

The Black Orchid



This plant will not grow far from where the Isola natives bury their dead. It is best handled with gloves or some kind of tool as it is extremely venomous. Strangely, however, when mixed with other herbs, it sometimes loses all traces of its poisonous qualities and gains attributes of potency, making other potions stronger. Ingested in its pure form can be lethal, regardless of the preparation.



The Lotus



A cousin of the traditional Lotus, the Lotus found on the northern shores of Isola grows only in cool, damp places and requires constant rain and moisture to thrive. It has life-giving properties and can be a component in health and antibiotic tonics. It also appears to have unknown psychotropic properties and should be handled with care.

The Tiger Lily



This variety of Tiger Lily is found only on northern Isola. Experimentation has shown that its effects when ingested are those of a contrary catalyst. It changes the nature of other herbs that it is mixed with, often opposite to the expected effect.

The Pitcher Plant



The Pitcher Plant was previously thought not to exist. Even members of the tribe did not know of its existence, and it was shown to me by an elder shaman from the tribe. It has a variety of specialized qualities relating to the function of nature, reproduction, and life function.

The Golden Berries



Equally surprising was the difficulty in finding a guide to assist me in locating this mythical plant. It is extremely rare, and its effects are of the potency of the mind and of the will.

More on all of these herbs can be found in my companion essay, "Herbology and Primitive Alchemy of the Isola Tribe", which was published in several...

END OF EXCERPT



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