

## Virtual Villagers: A New Home - Events

**With these events, you have the choice between two reactions.**

Names:	Choices:	Effects:
A mysterious face in the trees	get a closer look	it's a Master Farmer <b>or</b> the villager disappears
	decides to ignore	nothing
The old drum:	opens it	he finds an old healer's diary and become master healer
	plays it	it makes raining
A trouble child seems to be prodigy:	let him farming	he/she becomes an adept farmer (+ some food)
	let him research	he/she becomes a master scientist (+ tech points)
A trapped whale on the beach	freeing the trapped whale	gain a level of Spirituality
	using it for food	gain some food
The black pearl:	share with the others	it gives hope and inspiration
	keep it	he/she dislikes work or/and crowd
The moth:	wait and see	gain skills
	help it	the moth dies
The dream:	enter the left cave	find some painting on the wall (the story of Isola)
	enter the right cave	get a fear of the ocean (and possibly of fish)
The brass compass:	give it to the researchers	gain some tech points
	use it to mash berries	gain some farming skills
The old book:	read it	he/she runs away forever or gains skills
	give it to the scientists	the book disappears
The furry food	save the food you can	some villagers get sick
	throw it	lose food
The suspicious monkey:	chase it	the monkey attacks him and causes injuries – weakened
	wait and see	the villager gain healing skills
The visitor (in a boat) want to gather samples	allow him	gain medicine level
	refuse	a foreign disease swept through the village

**With these events, you have the choice to drink, open, eat the item or not.  
If you don't, nothing happens.**

A villager finds a mysterious vial filled with:	If he/she drinks it:
A oily red liquid:	All the other villagers get very sick except himself <b>or</b> he/she gain healing skills
A fizzy red liquid:	Loose his skills
A (watery or oily) fizzy liquid:	Loose his skills
Vicious green liquid:	the villager changes hair
A (watery) blue liquid:	Gain some skills
A oily blue liquid:	Makes him/her younger, child. ( <b>NB:</b> at the end of this document)

A villager finds a crate:	If he/she opens it:
A (large, small) wooden crate:	Gains food
A (small, large) carefully sealed crate:	Tools and instruments – gains tech points
A (small, large) badly weathered crate:	Tools and instruments – gains tech points - <b>but</b> peoples are ill
A (large) painstakingly, well prepared, watertight crate:	Find some infants
A tightly wrapped crate :	Find 2 children
A (large, small) rotting wooden crate:	Rats cause injuries
A (small, large) rotten, half-eaten old fruit crate:	Great, many, giant, deadly spiders

A villager finds:	If he/she eats it:
A wild strange mushroom :	the villager gains farming skills <b>or</b> he is very sick and overcome
The strange berries:	he/she becomes younger ( <b>NB:</b> at the end of this document) <b>or</b> he/she die instantly because of poisonous
A beautiful berry:	the villager gains skills

**NB:** When a villager becomes a child, if it's a woman, look at what LadyCFII (Director of QA and Testing from LDW) said:

*"It doesn't matter if she had a baby then or not. Whenever a female villager drinks that vial, and later has a baby, she will carry it until she is the age she was when she drank it. "*

**With these events, you don't have any choice:**

<b>Names:</b>	<b>Effects:</b>
The good little monkey :	gain some tech points
The bad little monkey :	lose some tech points
The greedy little monkey hide some food :	more food
A barrel with children :	3 children
The trunk :	2 children
The raft :	villagers try to get other side of Isola
A measles Epidemic :	all the children are sick
The east wind:	restores the berries and crops
The south wind:	makes all the cultivations dry
The north wind:	regenerate crops and berries
A hot wind :	works are slow
The cold front :	lose food
A might storm:	food at 0
A typhoon:	food at 0
A plague of locust:	crops at 0
An invasion of parrots :	berries at 0
The helpful Honeybees :	more berries on the berry bush
A big wave:	let some debris on the beach
Blessing day celebration:	dances and feast
Isola day celebration :	dances and feast