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Virtual Villagers: The Lost Children

[Virtual Villagers: The Lost Children Walkthrough and Tips](#)

New adventures on the island of Isola

The island of Isola is again in the centre of attention. Two of our little buddies from the previous Virtual Villagers game wandered off into the unknown through the mysterious cave on their side of the island. Turns out another group of people made their home further away. The rediscovering process starts all over again along with your efforts of teaching them how to survive. The basic needs are pretty much the same: food, health, housing and research. However, several exciting actions were added in addition to the 16 new puzzles. Not all of them will prove extremely useful, but everything is fun nevertheless. If you're interested in seeing for yourselves what's changed in Virtual Villagers: The Lost Children, you can download the trial version [here](#). There are a few things that you should know before getting started with your tribe. My personal favorite new feature is the **Collections**. You can have the kids gather all sort of curious items found at times across the island. At first you'll only get **butterflies** (pretty much everywhere on the island) and **shells** (on the beach). As you solve a couple of puzzles, your collections will also contain **pebbles**, **beetles** and later on some mysterious pieces of an ancient artifact. The great thing about it is that by gathering all these items your **children** can actually give your scientists some help. Common items count as 100 research points, while the rare ones contribute with up to 1500 points. This way you'll be able to purchase additional levels much faster. So be sure to have a kid or two wander around the island just in case something interesting turns up (of course they can also collect the mushrooms to give your food supplies a small boost). Food is always a little scarce on a remote island so your villagers can learn (at some point) that they can make a **delicious stew** that will last for some while and it doesn't "cost" so much. Besides, with the right recipe you can actually do wonders in getting your villagers in great shape again or even perform a few miracles. Nevertheless, keep in mind that food sources get exhausted in time and it takes a lot of research to get a steady source. My advice is that you don't extend your initial population too much before you are able to feed everybody. Before you really get to "work" let me just give you a little inside info so you don't waste too much time and effort. First of all keep in mind that **you will need 3 (three) master builders** to complete one of the puzzles so make sure you put these chosen ones to work as soon as possible (not that you won't have a chance to get them adequately trained later, but that would be much, much later on). You will also need to train at least **one village elder**, that is get a villager to master three different skills. I'll let you in a little **trick** to get a villager's **parenting skill** up rather quickly. You can just drop him/her over a representative of the opposite sex without allowing them to reach the intimate beach house at all. You'll see the parenting skill going right up. Of course, this still takes time and you will be required to do a lot of clicking, but at least you'll get a master parent in about half an hour rather than days. It works even better if the female you've selected is beyond her 50s so she doesn't get pregnant. Another useful tip would be to use the research points to "buy" the Technologies in the exact ascending order of their cost. Level 3 Medicine won't help your villagers avoid dying of starvation because you failed to research level 2 Farming. Clicking on the mask on the main game screen offers different tips, but if you still experience trouble with the puzzles (or you're just curious to know what more needs to happen) feel free to look over following solutions. **Puzzle 1: The FireFire** keeps your villagers warm (and the kids busy watching it) and is a must have for the cooking activity. All you need to do is have one villager gather some firewood (from the big pile of wood in the left lower corner of the island, on the beach) and some dry grass (the pile of dry grass next to a strange flower in the left upper corner). Than just drop him over the fireplace and he'll know what to do. Remember the fire only

lasts 9 hours so have one villager gather more of any of the two resources from time to time. **Puzzle 2: The Dam**Farming goes hand in hand with building sometimes. This is one of those times. After you've researched level 2 Engineering you can drag a builder over the rocks in the lower part of the stream to get him/her starting on building a dam. This way you'll irrigate the fertile soil so it can serve as a farm and also uncover a mysterious ancient place (where the kids can spot lovely pebbles). **Puzzle 3: The Scarecrow**After you've helped your villagers set up the farm, the native birds make a habit out of eating all the seeds. Since they seem to get easily scared the second a villager comes near them, there is surely a way to trick them into thinking there's always someone there. Drag an adept or master farmer to the vines next to the sacred area so he can gather some straw. It will take two roads to the vines, so make sure you get the scarecrow right. **Puzzle 4: Sharp Cutting Tools**After purchasing level 2 of Exploration Tech you can drag a master scientist to the north side of the island, right between the area of the dead and the vines so he can make a breakthrough discovery. You'll be on the lookout for something sparkling that resembles iron and that will be used for the tip of the spears. He'll also need some wood to complete the tools. Take him to the vines and wood just near the place where you found the metal. These tools will be used to cut off the unnecessary wild vegetation on the island and even fish more efficiently. **Puzzle 5: Herb Mastery**Just like in Virtual Villagers: A New Home, one of the puzzles refers to the abundance of strange plants on the island. There are six plants to be mastered: right above the waterfall there is a dark plant, beneath the dam there's a reddish flower, another orange-red flower to the left of the mosaic, another red flower to the north - on the beach next to the very dry grass, a blue flower to the right of the thorny vines covering the entrance to the gong cave and a light blue flower just north of the graveyard. Each of these plants can be studied to enhance your villagers skill at healing and they are the main ingredients to your custom stews, so do remember them. **Puzzle 6: Village Elder Totem**I told you right from the beginning that you'll need to train a village elder. To do that he'll have to master 3 (three) different skills. Once again, keep in mind that you can easily get a master parent if you can spare about 20-30 minutes to drop him repeatedly on an opposite sex villager (without allowing them to reach the love hut). If your villager is a female, note that once they turn 50 they can't get pregnant anymore and your job will get a lot easier. A totem (that you can move anywhere on the map) will appear to commemorate their success. **Puzzle 7: The Golden Fish**After you've researched level 2 Farming Tech, if you continue fishing in the ocean, lots of green algae will appear. Don't worry, there's a quest for this, so you do need these algae popping up. Once you research level 3 Farming Tech take a few master farmers or master scientists to the pond and allow them to catch some golden algae eating fish to clear out the ocean. It will take a few trips, but after that, you'll have an endless supply of fish source. **Puzzle 8: The Ancient Markings**After fashioning the cutting tools in the fourth puzzle and purchasing level 3 Culture Tech, the strange vines covering the right side of the stream's wall can be removed. Have your builders do just that to learn the story of the gong pieces. **Puzzle 9: The Stew**Once you research level 2 Exploration Tech have an adult villager look for a black cauldron among the wood on the southern beach. He'll pick it up and take it to the fireplace. With the fire up and running, your villagers can now experiment with a lot of cool stew recipes. To do that, you need to drop one villager over the cauldron to start cooking the stew. Drop him again to add water to the stew. One more drop and he'll also add food. All that remains now is to add three herbs to the stew. Here is where you get to experiment. Each strange plant on the island has different effects. Some recipes will turn into delicious stews with benefic effects and some will turn out to be harmful. If you combine the three red plants you'll give your villagers a boost of energy. The blue plants will clear their nose and throat. Three orange-red flowers give a very sweet smell; three blue flowers (near the thorny vines) make them jumpy; three red flowers (near the dam) give them a burst of energy, while three dark flowers (near the waterfall) are harmful. Add three mauve flowers (north of the graveyard) or three red flowers from the northern beach (next to the very dry grass) to give your villagers

a boost of health. Just have them eat these special stews and watch their health go up. This is a wonderful way to keep your villagers in great shape and in the same time make some economy with the food supplies. **Puzzle 10: The Mosaic** If you were wondering about the ancient covered floor in the southeastern part of your village, now is the time to get it uncovered. First you'll need to research both level 3 Engineering Tech and level 3 Culture Tech. Once you've managed to do that, it all comes to your builders to uncover the site.

Puzzle 11: The Hospital After you purchase both level 3 Engineering and level 3 Medicine a new foundation appears in the southern part of your island (just above the orange-red flower). Have your builders work on that and in a short while you'll be able to treat your sick villagers in your very own hospital.

Puzzle 12: The Sewing Hut After you research both level 2 Culture Tech and level 2 Science Tech a new foundation appears next to the love hut. Put your builders to work on it and you'll get a very special sewing hut. Here you'll be able to buy different clothing for your villagers at the price of 5000 research points each (a little expensive, but once you've researched everything it will be a nice way to spend those points).

Puzzle 13: First piece of the Gong There is a crate on the beach (just a little north of the love hut). To open it you'll need the strength of 3 (three) master builders. One more gong piece lays here.

Puzzle 14: Second Piece of the Gong After uncovering the mosaic (puzzle 10) and getting a village elder totem (puzzle 6), just place the totem in the middle of the mosaic to uncover another piece of the gong.

Puzzle 15: Third Piece of the Gong Once you've built the cutting tools (puzzle 4), you can drag your builders to work on clearing the thorny vines blocking the access to the gong encasement. It is advisable to use adept or master builders, as this is no easy task and a trainee may get it wrong lots of times. Once the thorns are clear you'll also notice a piece of the gong already in the encasement. The kids can find here a wide variety of colorful beetles.

Puzzle 16: Fourth Piece of the Gong There is something sparkling in the pond (where the waterfall is) from the very beginning, but it was too deep for any of your villagers to be able to get it. If you've uncovered the ancient markings (puzzle 8) than you see pictures of some strange plants. All that is left for you to do is prepare a stew out of these (so you do need at least level 2 Exploration Tech to be able to complete this puzzle). Add one dark flower (by the waterfall) and two orange-red flowers (left of the mosaic) to get a special stew that will allow your villagers to breath underwater. A new piece of the gong has been revealed.