

## Village\_Monk's Guide to:



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**Game:** Virtual Villagers: The Lost Children ([game website](#))

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

**Synopsis:** Virtual Villagers: The Lost Children is the sequel to the popular game Virtual Villagers. The game play is very similar to Virtual Villagers with most of the controls remaining the same. In VV:TLC a couple members of your last tribe have ventured through the cave and fell down a waterfall and landed on another part of the island. You must once again care and nurture for your tribe as you build them up discovering the secrets this part of the island holds for your tribe. There are 16 puzzles to solve and the added fun of collectibles to help pass the time during slow periods of the game.

### 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.
- Ability to track parents of kids through details screen.

### Keyboard Shortcuts

Space – Pause

P – Puzzle screen

C – Collectible Screen

D – Detail screen

M – Map Overview

T – Technology screen

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

1-9 – Allows you to jump to spots on the map using your keypad or top row numbers

### Opening Comments:

This game like the first chapter can be played in a multitude of ways. This is just my account of a game on Normal difficulty at mostly 2x speed.



This is the full map with all puzzles solved

1. The first thing you need to do is start a fire. This is a new feature in VV:TLC and helps in a few different ways. So drag a villager to the bottom left corner of the map and drop them on the woodpile. They will gather firewood and return it to the fire pit. Then drag your villager to the top left and drop them to the right of the ugly flower. They will collect dry grass and take it to the fire pit. Once they drop the grass, drop a villager on the fire pit to start the fire.



Empty Fire Pit



Fire pit with wood and grass



Fire started



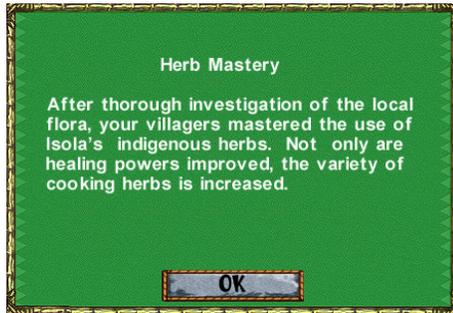
Fire started dialogue



Puzzle 1 completed

2. The next thing you want to do is train your villagers for the tasks. Check your villagers likes and dislikes in the details screen. They do affect how good a villager works. If you get a villager who dislikes wood such as I did in this game, don't make that villager a builder because they will run from the wood pile. With that in mind drop 1 villager on the research table, 1 in the ocean to start fishing and one on the hut to start building (the trainee builder you start with). Your 2 oldest kids start at 12 and 13 so they will be ready to work very soon. I always take the first kid and put them on researching to make 2 researchers right away and get things rolling!
3. After 15 minutes you will receive your first event, and then you will receive another event at the 45 minute marker of the game. After the initial first 2 events you will receive events roughly every 15 hours regardless of your game speed.
4. Now let's solve the herbs puzzle. Grab a villager and drop them in the top left on the ugly flower. Their status will say "studying strange plant". If you are successful the status bar will say "your villagers now understand this herb." Good lets do the next one. Drop your villager on the blue rose in the top middle roughly. Then the purple flower just to the right of that. Then the black vine below the purple flower. Then in the bottom right there is a red herb that looks like a chili. Drop them there, then the red rose in the bottom middle. Those are the 6 herbs you must learn to solve the puzzle. Once you do your healing powers will be greater and your chance to heal is better.





Herb mastery dialogue



Puzzle 5 completed

5. In this game my first kid was a runner. This is a good thing. Runners get twice as much done in the same amount of time. So I'm making the runner a builder, and putting my trainee builder on the research table. This way the building will get done quickly and research will also go up quickly with 2 people on the table.
  
6. The next thing I should mention and you may have already seen is collectibles. This works the same way in VV1. Only children can pick up the collectibles. There are 4 types. Butterflies, seashells, pebbles, and beetles. The seashells only appear along the coastline to the ocean. The butterflies appear all over the island. The pebbles only appear on the mosaic (solved later), and the beetles only appear once the thorny bushes are cut down (solved later). Hit C or click on the collectibles button to see the collectibles screen. Each set you fill will increase your population by 5. If you solve them all I "believe" you get increased by 10 on the last one making your maximum population 115 instead of 90. The level of exploration tech will determine how many of the uncommon and rare ones you will find. You may find rare and uncommon ones in the beginning but their frequency is increased as exploration tech is increased. So as you see them, collect them. Once you find them all the screen will look like this. You can also use this as a reference to see what your missing as you start your collections.



Completed butterflies



Completed shells



Completed beetles



Completed pebbles

7. The first thing we are going to work towards is 5000 tech points to buy level 2 engineering. The fish supply in the beginning of the game is limited. Once it runs out algae will cover the ocean until you buy level 3 farming and have a master farmer remove it with a special fish. So only put one farmer on the ocean at this stage of the game. Once you have 5000 tech points buy level 2 engineering so we can start work on the dam. This will allow us to irrigate crops giving us another food source.



Level 2 Engineering

8. Now that you have level 2 engineering begin work on the dam. The dam is at the end of the creek. Hover a villager over it until you see it. Drop at least 2 builders on the dam, it does take awhile to complete this construction project but it is the obvious first choice for techs to buy. 2 of your kids should be working by now so put both of them on the dam. What we are trying to do in the long run is make 3 master builders to solve a puzzle later on. So the sooner you get 3 builders training the better, even at the sacrifice of a few tech points early on till we breed some. On another note its always a good idea to cross train villagers at least one notch in every skill that way if you need a quick farmer you don't have to worry about the initial learning. Just drop, click the farming skill and let them go!
9. Mushroom collecting early on will dramatically help you if you closely monitor your game and get low on food. Brown mushrooms are worth 6 and red mushrooms are worth 35.



Brown mushroom

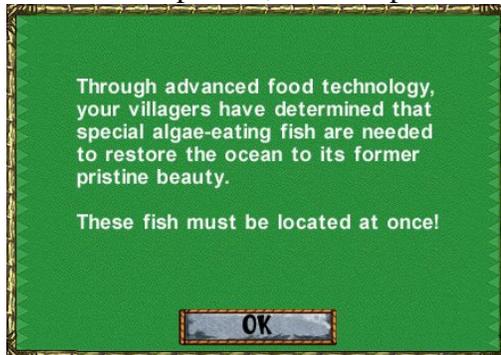


Red mushroom

10. The next thing we are working for is level 2 science so that we can increase our tech point percentage. I know level 2 farming is appealing at only 1500 and it probably wouldn't matter but the sooner we get the tech point increase the better off the village researchers are. So work towards 16,000 tech points and continue

building the dam! You should only need 1 farmer at this point fishing still.

11. Most likely you will end up getting the algae on your ocean before you hit 16,000 like I just did go ahead and buy level 2 farming so you can start collecting coconuts. Coconuts are worth 8 food each. We didn't buy it sooner because your farmer will want to harvest coconuts more than he will want to fish. It's a preference I prefer to get the fish out first, and then use up the coconuts mixed with the crops. You should be about 50% or more done with the dam by now as well. I was up to 10,000 tech points when my algae hit.

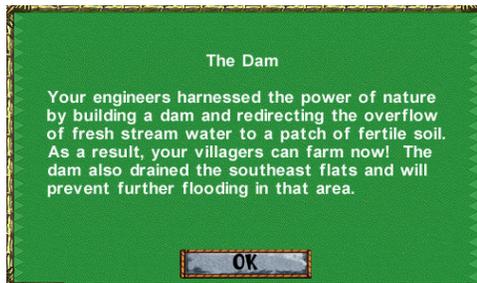


The Algae dialogue



Level 2 Farming

12. Once your dam is complete you will see that the dry patch is now fertile wet soil that you can grow a farm in. You will also see the mosaic is uncovered. We can work on that later. Now grab your builder and drop him on the first hut which is more than likely needing to be finished. The dam is the 3<sup>rd</sup> puzzle solved.



The dam dialogue



Puzzle 2 completed

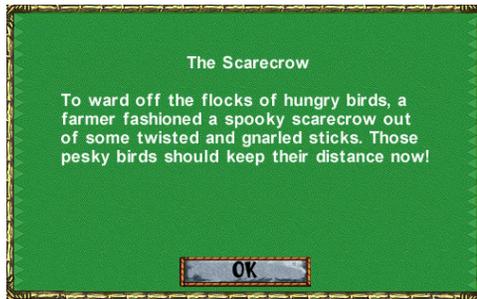


Fertile soil ready to produce crops



Mosaic uncovered

13. Grab your master farmer now and let's solve a puzzle. Drop your master farmer on the twisted wood branches just to the north east of the research table. His status should say "He sees twisted pieces of wood and vines". When you drop him it will say "building a scarecrow". It will take 2 trips to complete the scarecrow. If you don't do this crows will eventually ravage and eat your crops causing you some big problems feeding your village. After that you will have 4 puzzles solved.



Scarecrow dialogue



Puzzle 3 completed

14. Once you get to 16,000 tech points buy level 2 Science. Now the amount of tech points a researcher generates is increased so we can reach all the next techs faster. This is a good thing! The next thing we will work for is 10,000 tech for level 2 exploration. This will open up a lot for us to work on and a couple puzzles to solve.



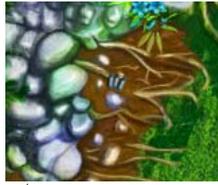
Level 2 Science

15. It shouldn't take to long to get back up to 10,000 tech points. Enjoy the small trips because the trek to level 3 techs is a long one. Buy level 2 exploration when you have the money and lets start solving some stuff.



Level 2 Exploration

16. Now that we have level 2 exploration the number of uncommon and rare items that you see will increase a little bit. I doubt you will notice the change but it is there. The first thing we are going to do is create the cutting tools. You should have a master scientist by now. Pick one up and drop him on the shiny rock looking thing north of the research table. Just above where you made the scarecrow from. After they deposit the rocks drop them on the twisted vines you made the scarecrow from to get the second piece needed to make the cutting tools.



1<sup>st</sup> piece of cutting tools



2<sup>nd</sup> piece of cutting tools



Cutting tools dialogue



Puzzle 4 completed

17. The next thing we will do is get the cauldron. Grab a villager, doesn't matter which one and drop them on the newly visible cauldron in the wood pile in the bottom left corner of your game screen. Their status will say "Retrieving a Cauldron" and they will take it up to the fire. If you accidentally interrupt the villager while he is retrieving the cauldron he will drop it. Close and reopen the game and it will reappear in the wood pile to be retrieved again.



Hidden cauldron



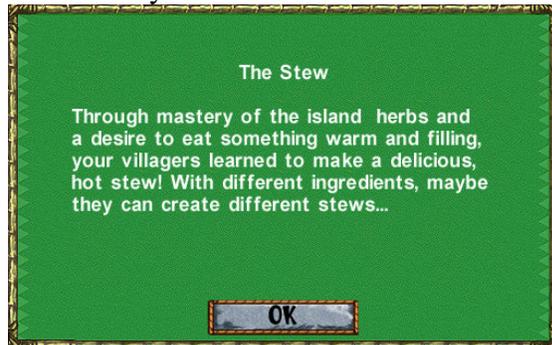
Cauldron placed by the fire

18. Now that we have the cauldron lets solve a puzzle and learn some new things. Once you have the cauldron you are obviously able to make stews. I will include a stew chart at the end of this guide for your viewing. There are 56 possible combinations using the 6 herbs on the island. You only use 3 herbs at a time. There are 18 special stews that will show up under your game statistics as you find them. Order of herbs doesn't matter (thank god because then there would be hundreds or more combinations). One special stew is used to solve a puzzle. So we will kill two birds with one stone and make that one to solve the stew puzzle and the gong puzzle piece at the same time.

19. Grab a villager and drop them on the cauldron. Their status message will say “Starting to prepare a stew”. Then drop that villager on the red flower in the bottom middle and let them take the herb to the pot. Do this same thing again on the red flower since we need two of them. Then drop them on the black vine in the top right to bring that herb to the stew. Now we need to add water and food to the stew. Drop your villager on the cauldron and they will fetch water, then drop them on it again and they will fetch food. After all the ingredients are added you will get a special stew that sparkles which will solve the stew puzzle. You can use any stew except a bad one to solve the stew puzzle, I just used this combination because we can solve another puzzle now too. So click ok to the stew dialogue and you can check in the puzzle screen, puzzle 9 is now solved. Each time you find a special stew it will also tell you that as well.



New special stew dialogue

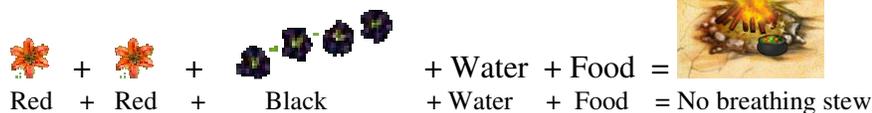


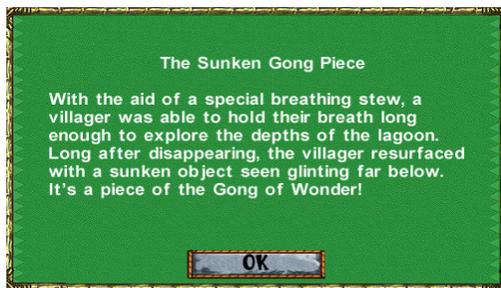
Stew discovery dialogue



Puzzle 9 completed

20. Now that you have completed that puzzle. Drop a villager on the stew to make them eat it. You will see in their status message after they eat it “This stew makes your villager not want to breathe”. Guess what, that gong piece in the pond is now accessible. Drop them in the pond and watch as they retrieve it. They will take it to the shack for safe keeping because we haven’t found the gong encasement yet. But we will work on that shortly.





Sunken gong piece dialogue



Puzzle 13 completed

21. Now that we solved those 2 puzzles lets get started on another one. Since we have the cutting tools now we can start to cut down the briar patch above the research table. Grab all your builders and drop them on the briar patch and they will begin to chop that down. You should still be ok food wise maintaining a roughly even level of food with 3 builders, 3 researchers and 1 farmer. But they are all grown up now and we can't pick up the collectibles. Stop whining. Ok let's make a kid while all this is going on. Grab a male villager and drop them on a female villager over and over again until your population goes up to 8. It could take a lot of tries to succeed the first time around. Use one of your researchers if possible so that no one is pulled off the building project or farming. Ok in 2 hours she will let her kid go and get back to work and you can start collecting your collectibles again. You can actually make the kid at any stage in the beginning and if you follow the tutorial they have you do it right away. It doesn't matter really 8 is an easy number to support on basic food just as well as 7 is.
22. So here is where we currently stand. You're working towards level 2 culture now at 20,000 tech. It might take a little while. You're cutting down the briars, which will also take awhile. Once the pregnant mother has her kid he can collect mushrooms for you as well to boost your food supply. My village has just run out of coconuts so yours probably will to if you're following this guide religiously. No worries though. One farmer cannot farm 800 crops in the time allotted, so before he gets done it will replenish with the next batch of crops and you will never run out as long as you don't increase your population more. There are many strategies to start off in this game; this is just a safe one for beginners. So go grab a snack while you wait for points and completion of the briars.
23. Just before I hit 20,000 tech points I cleared the briars. Once you clear the briars you automatically get a gong piece that was buried in there somewhere. The other piece will show up as well on the gong encasement (floating in mid air I might add) and now you have 2 of the 4 pieces found. Great job!



The overgrown gong dialogue



Puzzle 16 completed



The overgrown and underwater gong pieces hanging in place

24. Once you reach 20,000 tech points, buy level 2 Culture. This will unlock the sewing hut so it can be built. So drop a few builders on that project in the lower middle left side of the board to get it started. It's really useless unless you like to play dress up after the game is over. Happy day, 2 of my 3 builders are masters and the other is very, very close. So yours should be somewhere around that state too if you followed my guide closely. Once we have 3 master builders we will solve another gong piece.



Level 2 Culture

25. Now while you're building the sewing hut and farming and staying alive we will work towards 20,000 tech points to buy the last level 2 tech we need, medicine. This will increase the life of our villagers and reduce the occurrence of sickness and disease.
26. Well my sewing hut just got done. Now if you drop a villager on the hut you will be asked to pay 5000 tech points. If you do, you will be given a list of the available outfits in the game to choose from to outfit your villager with. Not really useful but can be fun.



The sewing hut dialogue

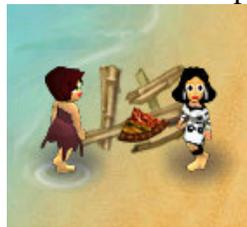


The sewing hut completed

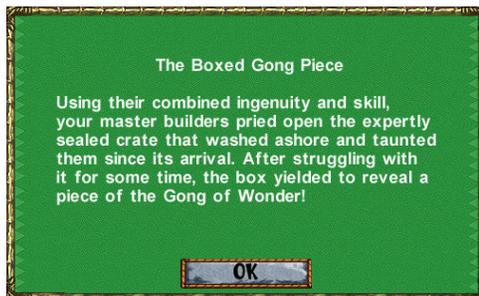
27. Now that my sewing hut is done I have 3 master builders. So once you get 3, you should be close, let's solve a gong puzzle piece. Drop the 3 master builders on the crate on the shore to break it open. No less than 3 will solve it. Once you break it open, drop a villager on it to deposit it on the gong encasement. I am not at 20,000 tech points yet, so we will keep researching. If you want you can drop your builders on the broken down hut in the lower left of your village to start repairing that since we don't have any urgent buildings needing worked on. Once you get 20,000 tech, proceed to the next step!



Unopened crate



Opened crate



The 3<sup>rd</sup> gong piece dialogue

28. Well before I reached 20,000 tech points, I completed the repairs on the "love shack" as it is commonly called. It doesn't take long and some of my builders were wandering to it on and off during other projects I think. It happens. Anyhow that is done now so your people can mate in a cute little hut. Notice they even take their shoes off before they go inside.



The cute little love shack

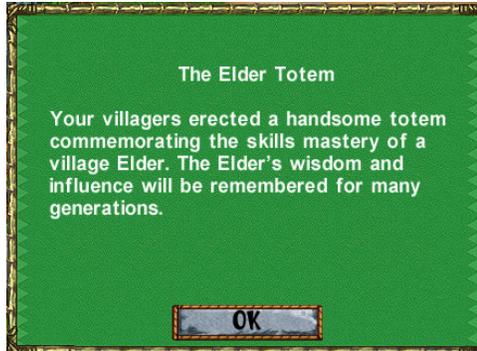
29. Woot, found a purple butterfly and got 1500 points because it was a duplicate. Now I'm over 20,000. So let's buy the last tech we need, Medicine. Now that we have that the age at which the villagers become elderly is increased to 55. Your villagers will not get sick as much and you will have an increased chance at twins and triplets, although you won't probably see any till you buy level 3 unless you get lucky.



Level 2 Medicine

30. Now we have a long journey. The next tech we want to buy is level 3 farming. This will allow us to get unlimited fishing with a little help from some algae eating fish. So sit back, leave the game on 2x overnight if you trust your villagers to survive. Collect your collectibles and see how many you can get. Rename some villagers if your bored. Whatever you have to do to keep yourself busy until you get to 90,000. Once we hit 90,000 the bulk breeding will begin and your village will grow very quickly. All the puzzles you can solve right now are solved.
31. One thing you can do while you wait is make a couple more kids if you want and don't mind sacrificing adults for a few years. You can support around 10-11 people roughly on farming alone with a little help from a couple mushrooms here and there...and if your villagers get low on life at any point in the game simply make a health stew and bring them back up to life. Look up the health stews on the chart. 2 purple flowers and a red flower will give you a full rejuvenation stew. I just brought my village up to 11 people. If you have over 1000 food and would like to go to bed or leave the game at this point you are probably safe on 2x, but if you want put it on normal just in case if you will be gone more than 4 or 5 hours. Proceed to next step when you achieve 90,000 tech points and well start banging out the rest of the puzzles.
32. When I hit 40,000 tech points the runner in my village became an Elder. Elders are when you have a villager who becomes a master in 3 or more skills. The leader board on the LDW website is also sorted by the number of elders you have as well, so it's good to try and get them. The more the better. It also helps in

breeding. If you breed elders your kids will have more skill than breeding someone who is only a master of one skill. There are 8 totems you can get and it's totally random which one pops up when you get an elder. Well back to research.



The dialogue for first elder reached



The 8 different totem types you can receive



Puzzle 6 completed

33. Once I hit 60,000 I decided to increase my population by 1. I have a villager who dislikes work and doesn't stay focused, so I got her pregnant again to give her something she can't slack off from. That puts me at 12 villagers. And still going strong with 1046 food and holding steady. Once again back to waiting.

34. Ok finally after a full nights sleep on normal speed I woke up to 91,000 tech points. Splendid. Ok buy level 3 farming and let's get cracking. Then well get back to fishing and increasing our population as fast as possible.



Level 3 Farming

35. Now pick up all your master scientists and master farmers and drop them in the lagoon so they can catch the algae eating fish you need to clear the ocean. It took me 9 fish to clear the ocean. And open it up for fishing. Now that I can fish I

went and grabbed a few relatively young people who need t master farming and dropped them in the ocean to fish. It might take a couple tries but they will either succeed or fail before they get out of the ocean. Make sure they all succeed and move on to the next long wait for tech points while trying to make a couple elders in the process.



Clearing the ocean of algae



Puzzle 7 completed



Fish are worth 11, Crabs are worth 55. Only master farmers have a chance at catching crabs.

36. Now you can take a couple paths. If you want to just beat the game, then put all but one or two people on research and the others on farming. If you want to make elders and try to get on the leader board, put everyone on tasks they are not good at. Since this game is for purpose of completing the game im putting everyone on research, make a couple women pregnant and put a couple on farming. We should start to grow gradually now.
37. I got 3 women pregnant, put 2 on farming, 3 on research, and 2 on building the new hut that just popped up when I hit 13 villagers and I currently have 2 kids running around. This increased me to 15. So work on the hut, work on getting to 65000 tech points so we can buy our next level 3 tech of medicine, and keep collecting your collectibles. The reason we want medicine is because our villagers are starting to get old. One of mine is already elderly. So when we buy medicine level 3 we increase the age at which they become elderly. They wont get slow and elderly till age 65 with level 3 which will help us keep going. Also remember women can't breed over 50. so its best to get a woman pregnant at 49 if you need children cause it's the last time she will be able to!
38. After a few hours my hut completed, which is good because now I can breed some more. You will see a completion dialogue for the hut saying you population max is increased. You can breed up to 30 now maximum. At 28 your next hut will appear ready to be built.



Hut completion dialogue

39. I'm at 15 villagers now and 2700 food, so its time to breed some more and get more kids. It might seem a little slow now but the more kids you get running around, the more adults you will soon have to work! So breed away, what else have you got to do right now anyway? I made every woman pregnant that was younger than 50 which was 4 of them. The rest are on research with 2 on farming still.

40. Ok half a day later I finally hit 65,000 tech points so I could buy medicine. So purchase that when you get enough and let's move on!



Level 3 Medicine

41. I am still increasing my population as much as I can. Once I bought level 3 medicine, I made my rounds again impregnating all the women of age. Surprisingly I got 2 sets of twins and 1 set of triplets. Talk about a population boost! I surpassed 25 which is the second population milestone you reach and hit 30. Sadly two of my villagers have also passed on before I was able to buy medicine to increase their life. Hopefully you get luckier.



Second population milestone



Lucky set of multiple births

42. Now we will work towards level 3 construction so we can build the hospital. We did medicine first to increase their overall lifespan, increase the number of births, and you can't build the hospital without it. So level 3 engineering first makes no sense since it wont unlock anything! So work towards 75,000 tech points and we will buy level 3 construction next! Keep gathering your collectibles, and maintaining your village. Now would be a good time to set the game on normal speed or leave at 2x if your brace, and head to bed because it will be a little while.

43. Once you hit 75,000 tech points buy level 3 engineering. This will enable the hospital to be built which is where you sick people will roam around if they get sick from now on. So drop some builders on the hospital to get that started and keep working on tech points. The next thing we are going to buy is level 3 culture for 85,000 tech points. This will allow us to remove the vines and the mosaic since we have all the requirements met for both puzzles after you purchase that tech.



Level 3 Engineering



The hospital construction site



Hospital 50% done

44. I was at 130,000 tech points when I checked my game so I was pretty much only about 20,000 tech points from what I needed for level 3 culture after I bought level 3 engineering. So it didn't take me long to get that 85,000 that I needed. Once you get it buy level 3 culture and begin work on the vines and on the mosaic. The vines require you solved puzzle 4 which we did and the mosaic requires we have level 3 engineering which was the last tech we bought before this one. The vines are a pretty short job but the mosaic takes a pretty long time compared to other building projects, if not the longest in the game.

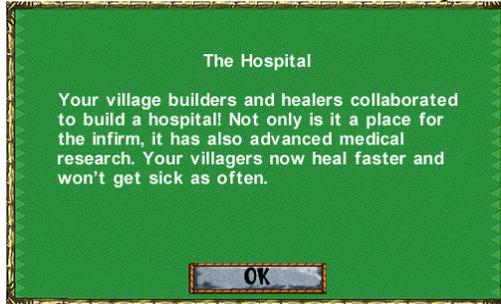


Level 3 Culture

45. After you buy level 3 culture, if your hospital is done, drop a couple villagers on the vines and a couple on the mosaic to get them started. Then feel free to leave the game run. If you want to start boosting population a lot now you can but it will probably take away a few of your builders. Either way you have sustainable fishing so food should never be a problem again in your game. The mosaic, the vines, and the hospital are 3 of the last 4 puzzles we have left to solve. Once that is done we can solve the final puzzle provided you have at least one esteemed

elder by now. So work away, work on your 3 building projects and work on tech points so we can buy level 3 exploration which is one of the only 2 tech levels we have left.

46. The hospital since you started that first should be the first thing to be completed. Once that is done refocus all your builders onto the vines and mosaic. I would clear the vines first since it is the quicker project to complete but that is up to you.

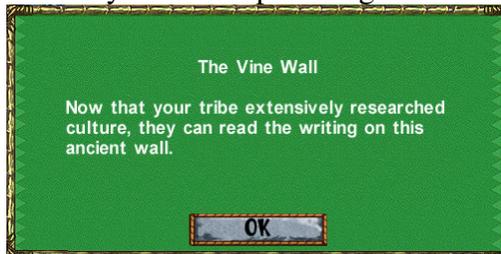


The hospital completion dialogue

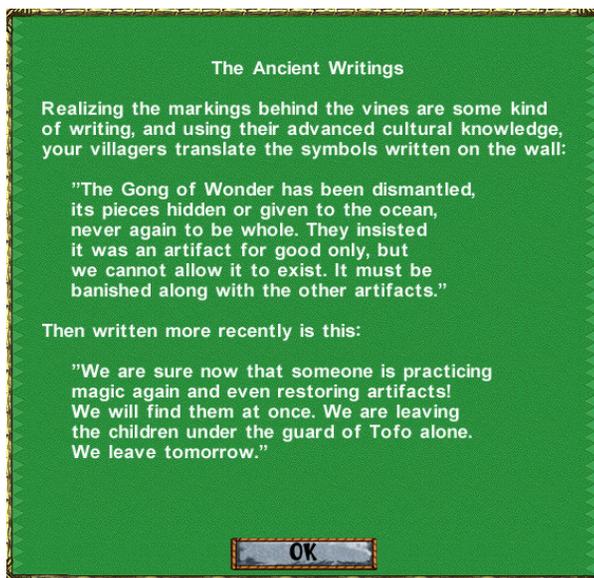


Completed hospital

47. Once you complete the vine wall you will see that puzzle 8 is solved. The only thing left you have to do is clear the mosaic and solve the last totem piece and the game is pretty much over as far as puzzles to complete. After the vine wall is cleared you can drop a villager on it to read what it says as shown below.



The vine wall completion dialogue



The ancient writings dialogue



Vine wall completed



Puzzle 8 completed

48. The only puzzles left now are the mosaic and the last gong piece. Once you uncover the mosaic we can solve the last gong piece. Work at it, it will take awhile even with a lot of builders it will take awhile.

49. After a whole night and half a day my builders finished the mosaic. Here are the resulting screens.



The Ancient Mosaic dialogue

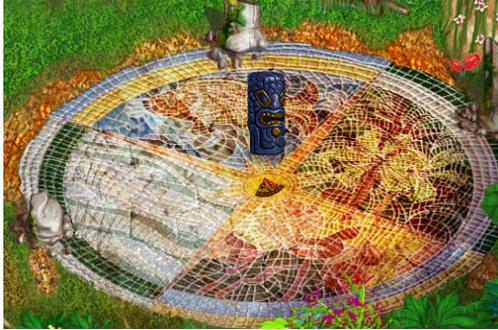


The Ancient Mosaic cleared



Puzzle 10 completed

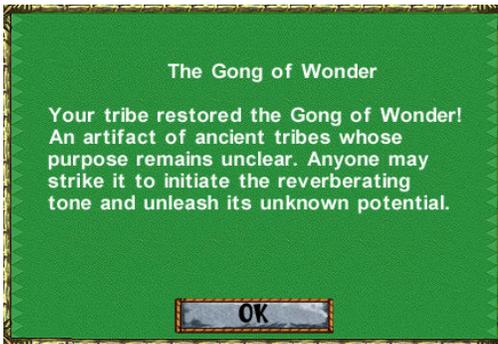
50. After finally completing the last long building project we can now solve the very last puzzle assuming you have attained at least one elder by now which you'd be hard pressed to have not done yet. Find a totem in your village and drop it in the center of the mosaic. The last gong piece will appear and you can drop a villager on it to have them put it in its rightful place on the gong encasement.



The piece appears after you drop the totem



The last gong piece dialogue



Completed Gong of Wonder dialogue

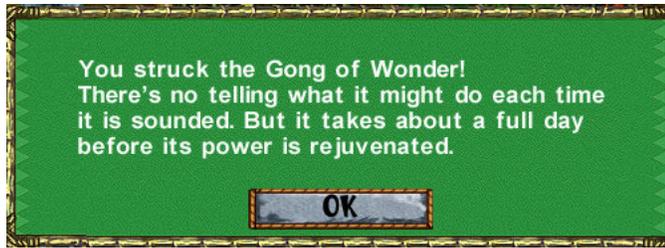


Completed Gong of Wonder



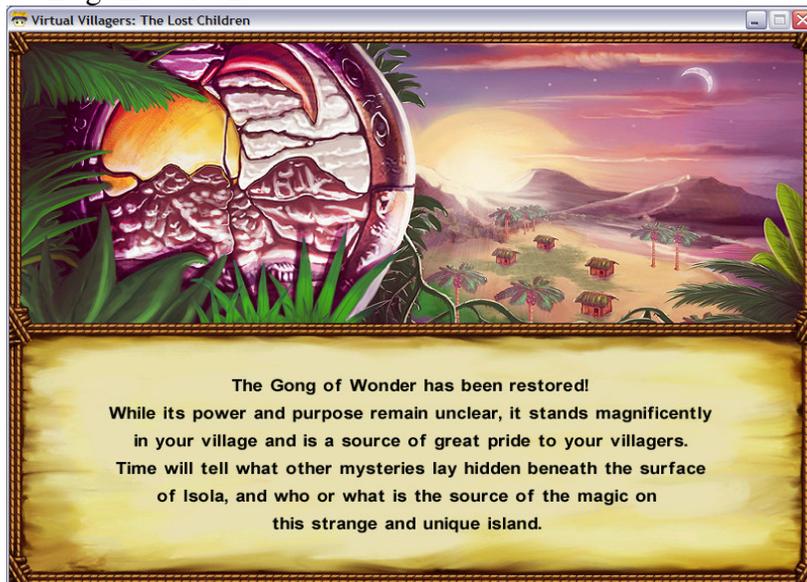
Puzzle 14 completed - All 16 puzzles completed now

51. Now that you have the gong of wonder you can ring it. It will grant different things when you do ranging from food, to tech points, to health. It can also take the same things away. Drop a villager on the gong to ring it! The recharge time for the gong is 24 real time hours. The status bar will tell you what it does when you ring it. Mine said "The gong grants health" and almost all my people were full health again.



Ringing the Gong of Wonder dialogue

52. If you click on the gong of wonder with your hand it will take you to a different screen with a brief blurb on the Gong of Wonder. Click anywhere again to return to the game screen.



53. Now you have all the puzzles and the main objectives of the game are complete. I just did some breeding and am now at 36 villagers. Once you hit 33 the foundation for the 3<sup>rd</sup> hut is available to build right under the second one. This will increase your base population to 90 once complete. Drop some builders on that to get it started, it won't take long with a few builders working on it.



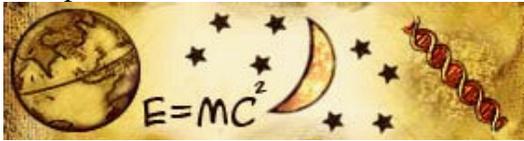
54. Well you could do a few different things now. The game is over, you beat it. There are still things to do however if you want to. You can try to max out your population; you can keep looking for collectibles which will also raise your population to 120 if you find them all. There are still 2 techs to gain if you want to that aren't really important for anything in the game.

If you buy level 3 exploration you can see collectibles on the mini map view once they appear on the game map. This is handy if you don't want to pan around looking for them. But you can't sit on map view or they won't appear.



Level 3 Exploration

In the strategy used in this guide, Level 3 science was not needed. It was determined by a group of members on [LDW Forums](#) that there is not a significant enough gain in the amount of points you earn to warrant purchasing this before L3 Engineering and L3 Culture. So get it now since you have nothing else to spend tech points on.



Level 3 Science

Also you can look at the [LDW Forums](#) where there are usually contests, mods, and other activities going on to keep you occupied if you enjoyed the game. There is a lot you can do at this point. I personally will keep the game running as long as I can to see how high I can get in the stats in the long run. The village is pretty self-sustaining now so only checking in once a day should be ok to keep everyone alive, earn yourself totems, and keep them all happy. Congratulations on beating the game.



Full Technology gained



All collectibles obtained plus the gong of wonder finished

### Technology Explained:

**Level 2 Farming 1500** – enables the collecting of coconuts

**Level 2 Engineering 5000** – enables the building of the dam

**Level 2 Medicine 20000** – enables the cemetery I think, increases longevity, reduces disease rate

**Level 2 Science 16000** – increases your points earning rate

**Level 2 Exploration 10000** – enables creation of the cutting tools, finding of stew pot, removal of thorny bushes with cutting tools, increased uncommon and rare collectible frequency.

**Level 2 Culture 20000** – enables the building of the sewing hut, need level 2 science as well.

**Level 3 Farming 90,000** – enables unlimited fishing / removal of algae with master farmer/scientist

**Level 3 Engineering 75000** – enables construction of the hospital if you have level 3 medicine. Enables the mosaic if you have level 3 culture

**Level 3 Medicine 160000** – increases longevity, increased twins/triplets rate, enables hospital if you have level 3 engineering

**Level 3 Science 150000** – increases points earned

**Level 3 Exploration 160000** – increased uncommon and rare items. Collectibles show up on the map view if already appeared on the game screen. Cannot sit on map screen and wait for them.

**Level 3 Culture 85000** - Remove the vines on the wall if you solved puzzle 4. Enables the mosaic if you have level 3 engineering.

### Quick Tips:

1. Level 3 exploration allows the collectibles to show up on the big map view
2. 1-9 on the keypad will jump you to different spots on the board. 1 for bottom left and 9 for top right
3. Female breeders only seek out one male to breed
4. Male breeders seek out as many women as they can find to breed of age
5. Woman can't bear children past the age of 50
6. You can speed breed males with elderly woman because they never get pregnant
7. You can drop multiple kids on one collectible to get more points...same with mushrooms, but you must pause the game when it first pops up and pile them on
8. Duplicate common collectible earn 100 points
9. Duplicate uncommon collectibles earn 250 points
10. Duplicate rare collectibles earn 1500 points
11. A master in 3 areas of study will become an elder and earn you a totem

12. Adept and Master parents can teach kids
13. Kids work at 14 and can breed at 18
14. Butterflies appear all over the map
15. Shells appear on the beach only
16. Pebbles appear on the mosaic once you solve puzzle #2, the dam.
17. Beetles appear only on the cut down briar patch
18. Fish are limited in the beginning of the game till you purchase level 3 farming and solve puzzle #7
19. Nursing mothers don't work and take up twice the amount of food (for her and the baby)
20. Nursing mothers wean babies for 2 years
21. Any villager any age can heal any other sick villager
22. You can train healers quickly by making black vine stew. 3 black vines will make your villager sick, then your healers can make their rounds healing all your villagers
23. Materials for the fire can be carried to the center simultaneously by two different villagers
24. Herb Mastery can be completed by one villager or 6 villagers as long as each flower is studied once
25. Full restoration stew is made with 2 purple flowers and a red flower
26. To gain building skill you can make an exercising stew with 3 red herbs
27. Builders gain skill from fixing huts not examining them

### **Mask Tips (Click on the mask by the status bar):**

1. Having children pick up collectibles is optional.
2. Research can be hazardous for your villagers.
3. A villager prefers the skill type you set.
4. Success at a task may mean meeting key requirements first.
5. Children inherit some skill from their parents.
6. Gently selecting villagers doesn't disrupt what they are doing.
7. If your healer is sick, who is healing your villagers?
8. Your village can grow to a large population.
9. If your hand gets tired, give it a rest!
10. Researching culture helps kids get a head start.
11. Sick villagers tend to hang around the fire.
12. Children can start working around age 14.
13. A master in several skills becomes an elder.
14. Building more huts supports a larger population.
15. A villager's skill preference can be set on the details screen.
16. Who inhabited Isola before your villagers?
17. Medicine reduces disease and increases longevity.
18. Sometimes villagers stubbornly do what they want.
19. Different combinations of herbs make different stews.
20. One male villager can father many children.
21. Sick or nursing villagers do not work.
22. Time passes whether you're playing the game or not.
23. Safe and happy villagers attempt new things.
24. It can take several tries to teach something to a villager.
25. Certain herbs on the island can be examined.
26. Villagers can die of old age, disease, or starvation.
27. Keep a fire burning to reduce disease.
28. Likes and dislikes can affect a villager's behavior.
29. Medicine improves fertility.
30. Master scientists generate more tech points than others.
31. Reaching a milestone can benefit your villagers.
32. Older villagers start to slow down.
33. Duplicate collectibles are turned into tech points.
34. Pause the game if you go away for very long.
35. Where did the parents go?

36. You can zip around the island with your keypad.
37. Unlimited fishing is available in unpolluted waters.
38. Add wood to your fire so that you don't have to relight it.
39. Bored villagers tend to hang around the center of the village.
40. Children will tend to look like their parents.
41. Fire assists researchers.
42. Skills can be trained with various tasks.
43. Isola is pronounced ee-zoh-lah.
44. Adult villagers are naturally excellent swimmers.
45. M displays the map, Space toggles pause on and off.
46. Keep a fire burning to reduce disease.
47. There are many useful spots to which you can drag villagers.
48. Different stews have different effects on villagers.

### **Backing up, saving and restoring games:**

1. Pause the game (if you don't time still runs in the games).
2. Close the game.
3. Open the **My Documents** folder.
4. Open the **LDW** folder.
5. Open the **Virtual Villagers 2** folder (actual name depends on where you bought it).
6. Save games files are named **isola21.ldw** through **isola25.ldw**. One for each of the 5 game slots.
7. Backup games are named **isola221.ldw** through **isloa225.ldw**.
8. If you want to backup your games, simply copy all the files in the **Virtual Villagers 2** folder to a backup media and restore it later.
9. If a game gets corrupted in slot 1 for instance, delete **isola21.ldw** and rename **isola221.ldw** (the backup file) to **isola21.ldw** (name of original slot 1 game) and start your game. It might not be the most recent where you left off but it will be close.

### **Modding Virtual Villagers 2: (advanced users only)**

**\*\*\*I am not responsible for anyone messing up their games\*\*\***

1. The very first thing you want to do is backup all the games images.
2. Open My Computer
3. Open C:
4. Open Program Files
5. Open Virtual Villagers - The Lost Children
6. Open Images
7. Right click in a blank area and choose New, then choose Folder
8. Name the folder Backup
9. Hit Control + A to select all items in the images folder
10. Hit Control + C to copy them to the clipboard
11. Open the Backup folder
12. Hit Control + V to paste them into the Backup folder
13. Once you have a backup you can then safely mod away knowing if you mess up you can copy and paste the original file back over the one you messed up from the backup folder.
14. Next you need a photo editing program that will preserve transparency in images. Adobe Photoshop and Macromedia Fireworks are 2 great programs that make editing easy if you have a little experience with manipulating images. If not there are many online tutorials for both programs you can look at.
15. Edit your image, save the image, and open the game and you should see your modded image.

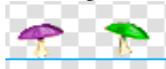
### **Modding Example: (colored mushrooms)**

1. I will do a quick one with you using Fireworks. The steps are relatively all the same no matter what program you use.

2. Ever notice those mushrooms are sometimes hard to see on brown colored backgrounds....
3. Open Fireworks (or your program of choice).
4. Click on File → Open
5. Navigate to the images directory. (C:\Program Files\Virtual Villagers - The Lost Children\Images)
6. Open carrying.png and it will look like this for the mushrooms at the bottom



7. You will see the brown and red mushrooms in the first 2 spots on the last row.
8. Click the magic wand tool. 
9. Set your tolerance to about 100.
10. Click on the brown area of the mushroom and it should select all of the shades of brown.
11. With that selected click on the Paint Bucket tool. 
12. Choose your color, I choose purple then click in the selected area and it should autofill to purple resulting in the following image. I changed the red mushroom to green as well.



13. All images in the game can be edited in this manner.
14. If you modify any of the collectibles or other items you may have to change them in a couple different graphics depending on how many places they show up in the game.

## Time Travelling:

In order to time travel in VV2 you must take a couple things into consideration

1. This is not VV1 and it does not work the same way
2. Time travel CAN affect your normal computer programs such as Antivirus, Financial software or anything relying on the time or calendar. It may cause them to error, stop working, or corrupt.
3. If you choose to time travel here is what you do.
4. Close the game.
5. Double click on the clock in the bottom right corner of your taskbar.
6. Jump the clock 1 hour ahead.
7. Reopen the game and do what you need to do and repeat.
8. Time travel is not hard, but if you get to cocky and forget to change an AM to PM or go to far to quick, you will kill all your villagers and ruin your game and have to start over.
9. If your clock gets set back to its normal time, all pregnant woman and your farm crop timers will be set back that number of hours resulting in REALLY long wait times for the next crop.
10. General rule of thumb, if you start traveling don't stop till you have unlimited fishing

## Herb Master Chart:

	Red Herb	Red Flower	Purple Flower	Ugly Flower	Blue Rose	Black Vine
	Bottom Right	Bottom	Top Right	Top Left	Top	Top Right
						
Effect	Herb #1	Herb #2	Herb #3	Status Message		
None	Red Herb	Red Herb	Red Herb	This stew gave your villager a burst of energy - exercising		
Stench	Red Herb	Red Herb	Black Vine	This stew is nasty, it is really not edible		
None	Red Herb	Red Herb	Purple Flower	Your villager feels much healthier after eating		
None	Red Herb	Red Herb	Blue Rose	This stew made your villager tired - relaxing		
None	Red Herb	Red Herb	Ugly Flower	This stew gave your villager a burst of energy - dancing		
None	Red Herb	Red Herb	Red Flower	This stew gave your villager a burst of energy - exercising		
Stench	Red Herb	Black Vine	Black Vine	This stew made your villager very ill - not feeling well		
Stench	Red Herb	Black Vine	Purple Flower	This stew is nasty, it is really not edible		

Stench	Red Herb	Black Vine	Blue Rose	This stew is nasty, it is really not edible
Stench	Red Herb	Black Vine	Ugly Flower	This stew is nasty, it is really not edible
G Sparkles	Red Herb	Black Vine	Red Flower	Your villager feels much healthier after eating
Rainbow	Red Herb	Purple Flower	Purple Flower	Your villager feels much better after eating - fills health bar
None	Red Herb	Purple Flower	Blue Rose	Your villager feels much healthier after eating
None	Red Herb	Purple Flower	Ugly Flower	This stew is very spicy - gets a drink
Sparkles	Red Herb	Purple Flower	Red Flower	This stew gives off a very sweet smell
None	Red Herb	Blue Rose	Blue Rose	Your villager feels much healthier after eating
None	Red Herb	Blue Rose	Ugly Flower	The stew made your villager have to go to the bathroom
None	Red Herb	Blue Rose	Red Flower	Your villager feels much healthier after eating
None	Red Herb	Ugly Flower	Ugly Flower	This stew is very very spicy - getting a drink
None	Red Herb	Ugly Flower	Red Flower	This stew gave your villager a burst of energy - dancing
Sparkles	Red Herb	Red Flower	Red Flower	Love Potion - male and female eat same time, they embrace
Sparkles	Red Flower	Red Flower	Red Flower	This stew gives of a very sweet smell
Sparkles	Red Flower	Red Flower	Black Vine	Strange stew...your villager feels no need to breathe - solve puzzle 13 in pond
None	Red Flower	Red Flower	Purple Flower	Jumpy
None	Red Flower	Red Flower	Blue Rose	Your villager feels much healthier after eating
None	Red Flower	Red Flower	Ugly Flower	Your villager feels much healthier after eating
Stench	Red Flower	Black Vine	Purple Flower	This stew is nasty, it is really not edible
Stench	Red Flower	Black Vine	Ugly Flower	This stew is nasty, it is really not edible
Stench	Red Flower	Black Vine	Blue Rose	This stew is nasty, it is really not edible
None	Red Flower	Purple Flower	Ugly Flower	Your villager feels much healthier after eating
None	Red Flower	Purple Flower	Blue Rose	Your villager feels much healthier after eating
None	Red Flower	Blue Rose	Ugly Flower	Your villager feels much healthier after eating
Rainbow	Ugly Flower	Blue Rose	Purple Flower	The spicy stew clears your villagers nose and throat
None	Blue Rose	Ugly Flower	Black Vine	Thirsty! So Thirsty - getting a drink
Stench	Purple Flower	Ugly Flower	Black Vine	This stew is nasty, it is really not edible
Rainbow	Black Vine	Purple Flower	Blue Rose	The spicy stew clears your villagers nose and throat
None	Ugly Flower	Ugly Flower	Ugly Flower	Your villager feels much healthier after eating
None	Ugly Flower	Ugly Flower	Red Flower	Your villager feels much healthier after eating
Stench	Ugly Flower	Ugly Flower	Black Vine	This stew is nasty, it is really not edible
None	Ugly Flower	Ugly Flower	Purple Flower	Your villager feels much healthier after eating
None	Ugly Flower	Ugly Flower	Blue Rose	Your villager feels much healthier after eating
None	Blue Rose	Blue Rose	Blue Rose	Jumpy
None	Blue Rose	Blue Rose	Ugly Flower	Your villager feels much healthier after eating
None	Blue Rose	Blue Rose	Red Flower	Jumpy
None	Blue Rose	Blue Rose	Black Vine	Thirsty! So Thirsty - getting a drink
None	Blue Rose	Blue Rose	Purple Flower	Your villager feels much healthier after eating
Rainbow	Purple Flower	Purple Flower	Purple Flower	Your villager feels much healthier after eating
None	Purple Flower	Purple Flower	Blue Rose	Your villager feels much healthier after eating
None	Purple Flower	Purple Flower	Ugly Flower	Your villager feels much healthier after eating
Rainbow	Purple Flower	Purple Flower	Red Flower	"Rainbow" - Restores your villager completely
Stench	Purple Flower	Purple Flower	Black Vine	This stew is nasty, it is really not edible
Stench	Black Vine	Black Vine	Black Vine	It Burns, This Foul Stew is very Harmful - 25% health reduction - 5 times=death
Stench	Black Vine	Black Vine	Purple Flower	This stew made your villager very ill - not feeling well
Stench	Black Vine	Black Vine	Blue Rose	This stew made your villager very ill - not feeling well
Stench	Black Vine	Black Vine	Ugly Flower	The Stew Made Your Villager Sick
Stench	Black Vine	Black Vine	Red Flower	The Stew Made Your Villager Sick

## 18 Special Stews Needed for statistics

Ugly Flower    Ugly Flower    Blue Rose    Your villager feels much healthier after eating

Ugly Flower	Ugly Flower	Red Herb	This stew is very very spicy - getting a drink
Ugly Flower	Blue Rose	Red Herb	The stew made your villager have to go to the bathroom
Blue Rose	Blue Rose	Black Vine	Thirsty! So Thirsty - getting a drink
Blue Rose	Blue Rose	Red Flower	Jumpy
Blue Rose	Purple Flower	Ugly Flower	The spicy stew clears your villagers nose and throat
Purple Flower	Purple Flower	Purple Flower	Your villager feels much healthier after eating
Purple Flower	Purple Flower	Red Flower	"Rainbow" - Restores your villager completely
Black Vine	Black Vine	Black Vine	It Burns, This Foul Stew is very Harmful - 25% health reduction - 5 times=death
Black Vine	Black Vine	Red Flower	The Stew Made Your Villager Sick
Red Herb	Red Herb	Ugly Flower	This stew gave your villager a burst of energy - dancing
Red Herb	Red Herb	Blue Rose	This stew made your villager tired - relaxing
Red Herb	Red Herb	Red Herb	This stew gave your villager a burst of energy - exercising
Red Flower	Purple Flower	Black Vine	This stew is nasty, it is really not edible
Red Flower	Red Herb	Black Vine	Your villager feels much healthier after eating
Red Flower	Red Flower	Black Vine	Strange stew...your villager feels no need to breathe - solve puzzle 13 in pond
Red Flower	Red Flower	Red Herb	Love Potion - male and female eat same time, they embrace
Red Flower	Red Flower	Red Flower	This stew gives of a very sweet smell

**Credits:** The names are members of the [LDW Forums](#) who helped in some way with my guide. All help was greatly appreciated and if I miss anyone I apologize ahead of time!

Pictures of completed collectibles – srose

List of 18 special stews needed for statistics – Quickstorm

Picture of sustainable fishing dialogue – Aoh

Misc tips under quick tips – Charley323.ink

Full collectibles screen and full technology screenshot – Charley323.ink

Analysis of level 3 science value – Mcroft, srose, Squawky, Bajantara, Eyeshigh

Proofreading and general review of my guide – srose, Batgrl2u, Squawky,  
Charley323.ink