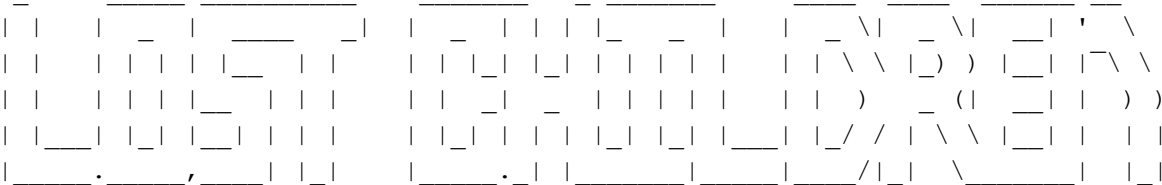
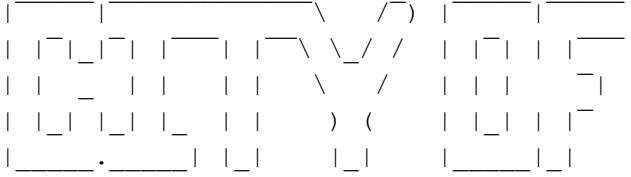


The City of Lost Children FAQ/Walkthrough

by Shotgunnova

Updated on Mar 10, 2017



FAQ/Walkthrough by P. Summers (Shotgunnova) / shotgunnova@gmail.com

I. CONTROLS	CNTR
II. WALKTHROUGH	WLKT
III. FREQUENTLY ASKED QUESTIONS	FAQZ
IV. UPDATES & CONTRIBUTIONS	UPDT
V. LEGALITY	LGLT

I. CONTROLS [CNTR]

Due to the game's age, it has pretty basic controls. Players can change to a second configuration in the main menu.

BUTTON	FUNCTION
D-Pad	Controls movement (on field and menu screens)
Circle	Toggle inventory screen
Square	'Talk' button for NPCs
Triangle	Pick up item (or drop currently selected item)
X-Button	'Access' button (for interacting with objects)
L1 Button	Switches camera POV
L2 Button	Switches camera POV
R1 Button	(Hold) sprinting mode
R2 Button	(Hold) crouching mode

II. WALKTHROUGH [WLKT]

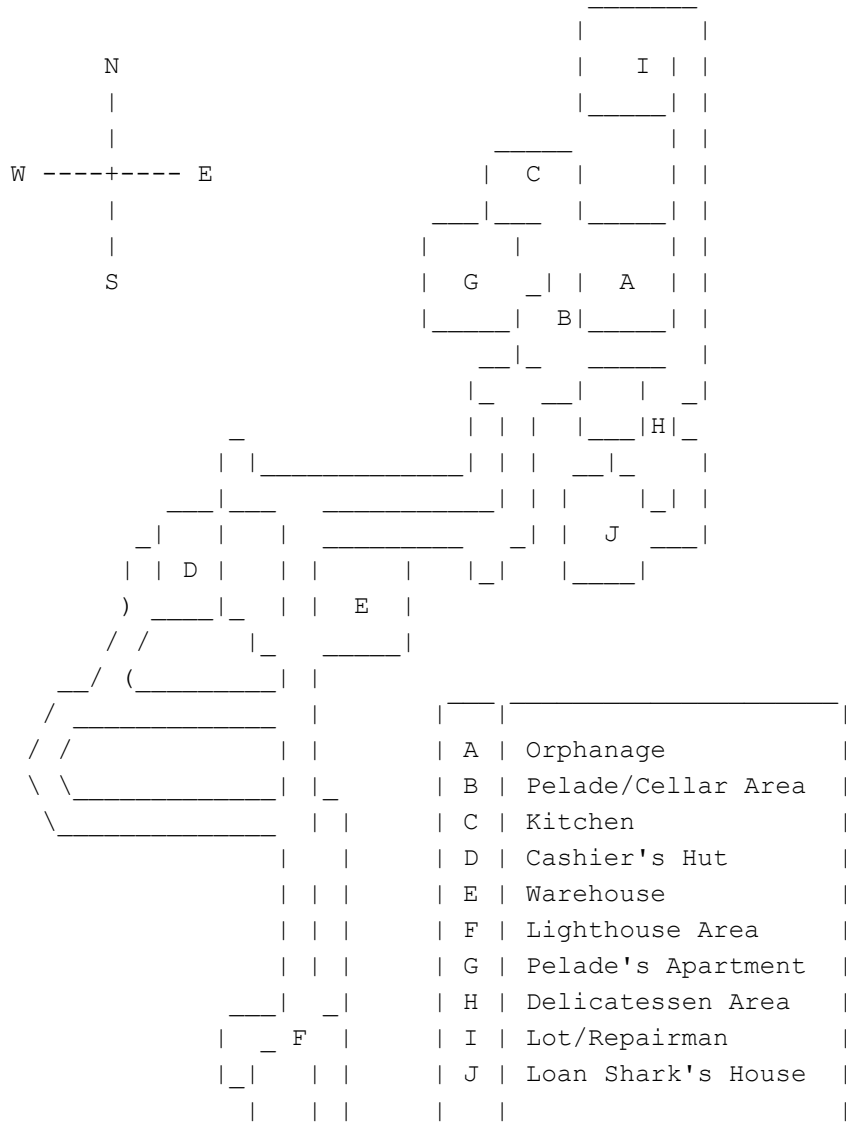
City of Lost Children is a movie loosely based on (or bastardizing, as some would say) the 1995 of the same name. It's rather short and can be divided into three main sections. The first two stretches uses the map below.

A few things before starting:

- There is an inventory limit. If it's reached -- which it can be by picking

up all manner of refuse, like empty bottles -- select an item from the inventory and put it on the ground.

- Players get a game over if they're captured by the orphanage NPCs three times. Make sure to save a few times before then.
- The game laughably uses 15 slots in a memory card, so be prepared.



The maps will make progressing much easier, so don't ignore 'em, please!

I. THE CASHIER'S HUT

Miette, the protagonist girl, begins in the orphanage/thieves guild and is tasked with robbing a cashier's hut. Speak to the headmistresses to learn Pelade has the key, then exit into the alley. Pelade will be sitting nearby and gives the item. (Note that he won't give it if the evil twins haven't mentioned it.)

- If Miette pisses off the schoolhouse NPCs or Pelade, they'll throw her in the dungeon. The first time, she can escape using the unlocked door; the second requires shutting the crate under the window, then using it to boost out. The third leads to a game over. (A few other NPCs who can catch Miette can contribute to this ongoing tally.)

Enter into town, a dizzying mass of passageways. As part of the prep work, move down to the nook by the water's edge and take the Brush. It's one of the game's many hard-to-find items and gives no clue it's necessary, but it is. A visual aid may be necessary (<http://i.imgur.com/3iFfheN.png>).

Players can move toward the cashier's hut if they wish, but it's guarded by a nightwatchman -- he'll need to be moved to continue.

- If one trespasses by the hut, the watchman will toss Miette in a warehouse. To exit, climb the crate stack near the entrance shutters (the one she was thrown through) and plug in the fuse. At the room's other side, press the door button to make an exit. The path leads back to the water's edge near the hut.

Anyway, move to the lighthouse docks. On a crate stack, near the start, is a metal bar (<http://i.imgur.com/39wuTjh.png>) to steal. Approach the lighthouse itself and use the metal bar on the fusebox -- which resembles an open window in PS1 graphics -- to short it out. Now, before the watchman approaches, run to the crates on the building's other side and duck down. (Toggle the camera POV to see how close the guard is.) If done right, Miette will comment on staying there awhile.

Now preoccupied, the cashier's hut is free for the robbin'. Unlock it with Pelade's key, then head inside. The goal is to steal the jewels from the electrified cupboard. First, flip the light near the entrance (yes, this must be done), then use the brush on the cash register to screw up the circuit.

Miette will meet One, another movie character, in the FMV.

II. THE LOAN SHARK

The evil twins' bidding now wants loot from the loan shark's place, though they offer no aid in doing it (as before). In fact, the path to that area isn't available by default.

To begin, take the bag of marbles from the schoolhouse's bookshelf. Be quick about it to avoid being tossed into the cellar. Exit into the alley, then visit the now-accessible kitchen, where a kid is making a "strong potion" for Pelade's headaches. He'll give Miette some in exchange for his marbles. Players can find a piece of chicken, cheese and cake around the kitchen as well, though they're not that necessary.

Deliver the potion to Pelade to drug him. Access the rope beside him to get the sausage and door handle, the latter of which can unlock the door atop the stairway. Inside, flip the light (also right by door) to illuminate the courtyard key atop Pelade's bed.

This opens the red alley door near one of the kennels. However, unlocking it without distracting the doberman wakes up Pelade, leading to a fun-filled cellar visit. Use the sausage, chicken or (if players found it by trashcans across from the kennel) marrow bone. Cake, cheese and other refuse won't work.

The new route leads to a water's edge near a delicatessen. Ignore the area for now and visit north, to a parking lot where a mechanic is doing some car repairs. Speak to him and wait for him to say "maybe if I try doing it this way" -- that's the cue to steal his Pincers. Use the object on the silver wall bell a distance away, then pocket the noisemaker.

Return to the deli waterfront and locate the blue-suited man (a Cyclops) that guards a stairway. The bell will noticeably annoy him, but only banging it onto the metal steps causes him to leave. Children can be so cruel...

Enter the loan shark's office. On the lit-up table by his desk is a replica

locked gate nearby).

- COMPASS: By One's location ("D" on map) is a stick laying on the pier path. Take it to the funfair wagon (point "G") and poke the jar of fleas. Crank the square-shaped organ next to the jar; this knocks out the NPC. Use the atomizer on his flea-ridden jacket in order to steal his compass-watch.

Revisit One's boat and give him the map and compass to end the game. Sadly, the oil rig climax of the movie isn't portrayed in anything but an FMV.

V. FREQUENTLY ASKED QUESTIONS

[FAQZ]

[Q] - Is the game fun?

[A] - Honestly, it is a little fun, if only to inhabit the movie's dystopic world for a while. It's not an amazing point-and-click experience by any stretch, though.

[Q] - Should I watch the movie before playing?

[A] - Definitely. First-time players should experience the film first, not the knock-off game.

[Q] - I fed the dog but it doesn't get distracted!

[A] - Some items don't distract it. Use chicken, sausage or the bone.

[Q] - I'm ringing the bell but it doesn't distract the Cyclops!

[A] - Ringing it isn't enough; it needs to be banged against the loan shark's metal staircase. There'll be just enough room to do it.

[Q] - Since this is a PAL game, what languages are supported?

[A] - English, Italian and Spanish. They can be swapped on the main menu.

VI. UPDATES & CONTRIBUTORS

[UPDT]

3-10-2017 -----+ Started/finished walkthrough

THANKS TO...

- Sailor/Ceej, for hostin' my crap

VII. LEGALITY

[LGLT]

This document is intended for private home use ONLY, and may not be reproduced through electronic or commercial means without the expressed consent of the author (P. Summers). It cannot be hosted, edited, or distributed for profit, and may not be given away as an add-in/gift to bought items. All rights are reserved to respective parties, even those not explicitly stated herein. Those who find this document on sites not listed below should e-mail the author (me). Thanks for reading this, and thanks for respectin' FAQ authors.

Allowed Sites:

Disallowed Sites:

- Gametalk.com
- GameFAQs.com
- MyCheats.com
- Neoseeker.com
- Gamesradar.com
- Supercheats.com
- Cheathappens.com
- Honestgamers.com
- Chaptercheats.com
- Cavesofnarshe.com

- cheatcc.com
- gamersshell.com

E-mail me for permissions ~
shotgunnova (a+) gmail (d0t) com.

BORN INTO
MONEY, IT'S
NOT A CRIME

Document © Shotgunnova, 1997-2016 (and countin'!)
City of Lost Children namesake © respective owners

E N D O F D O C U M E N T

This document is copyright Shotgunnova and hosted by VGM with permission.