

Walkthrough for “The Fall of Galadriel”

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Game version 0.13.1



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This is the WT until version 0.13.1

It’s the second version and will be updated from time to time.

In case you find anything unclear, or missing or wrong,
or you have a constructive comment, we will take this into account next time.

Have fun
Regards,
Rolo

Foreword

This game is a trainer, based on “Lord of the Rings”. The dev “MegaCock” is a part time developer, one could say a solo dev, with 2 or 3 occasionally helpers, who like the game. “Fall of Galadriel” is his first project of this kind, and he uses some AI tools to help with graphics.

One could say this WT is full of spoilers. Be aware of that. Handle it in your personal way. Some ppl only read here when they are stuck, coz they want to explore by themselves. Others read it after playing a part, to check if they have done the job correct. It's up to you.

Just a word about AI. I have seen a lot of AI generated games, some horribly bad, some well done. This game is edited fine after using some AI help. Like that it doesn't fall into the typical category “bad AI generated games”, coz the graphics are really great, for some players even extraordinary good and lovely.

Tbh, good graphics are very important for me, and with “Fall of Galadriel” I fell in love mainly coz of the graphics. The dev is able to publish quite some fine content using this AI help (quantity and quality), and that's what matters in the end, imho.

The game had a certain amount of clicking and grinding, but in the last few updates, clicking and grinding was reduced quite a lot. There is still some work to be done here.

Any hints on where improvements can be made are welcome.
Dev is very cooperative and is open to suggestions.

I have to apologize for my English, but I hope you can understand the essence. Dev also is no native speaker, but his texts are fine imho.

Game play is quite easy, and you will get the hang of it soon. There are a few daily routines, some visits you do from time to time, and single events (some of them repeatable).

Ok, let's start with the game. There is a prolog. It's helpful to do it once at least, to understand the start situation.

Settings (difficulty level)

In the settings, you are able to define your difficulty level.
With the “Gollum grind booster” (top right in settings) you can boost the intel which Gollum will bring, when you send him out for information.

0% is normal, +100% is easy (double intel income what Gollum brings home in the evening), and +200% is very easy (feels almost as a cheat).

Normal level is just fine, but needs a bit of smart management.

+200% delivers you an abundance of intel (the real currency in the game), so there is not much of necessity to use other cheats.

In this WT I use a +100% boost. Experienced players might try 0% (in a later PT?).

The WT lists the first few days, day by day. Later we will learn about the different events.

It is not mandatory what to do on day x. These are just examples.

What you actually do on what day is up to you ofc.

Day 1

After the introduction, you should look around in the room. Don't miss anything where you can click on, otherwise the story will not continue. Looking out of the window is also necessary, but do not expect that anything will happen there (atm v0.12).

Read carefully the description, when clicking at the top in the middle.

There is money (cash) and there is intel

(valuable information, like in "**Intelligence Agency**" - CIA).

Some stuff you get only with intel, not with cash.

In the shop, you buy with "intel" (=information. The trader explains why).

Intel regulates the balance between good and evil.

The punchline is:

Cash is there in abundance (should be if played well).

Intel is limited (unless you play on +200%) and therefore valuable.

Intel wins the war (balance between good and evil).

Galadriel's favors mainly cost (almost worthless) cash (hehe).

High positive values of balance show that the good side (anti orc alliance) is likely to win, negative values (down to -100) show that the orcs (Sauron's army) have a tendency to win.

Sending intel to the orcs, strengthens the orc side.

Have an eye on the "Force Balance". Gandalf (who is Sauron actually) likes to put the balance in favor of the dark side (to the left, "eating" up the white angelic side). When the balance value is -5 (or less), then Galadriel is under pressure and therefore, she is ready to negotiate. With a balance value of -4 or higher (= in her favor), she does not see any necessity for negotiations in your favor.

Top right, you see 3 icons: a notebook with hints, a chest with collected items, and a door.

Clicking this door serves as a shortcut to bring you back to your room, wherever you are.

After you clicked on everything possible, day changes to evening.

Before going to sleep, you are able to click on the Palantir (this is a colorful sphere on the right, for communication to another Palantir far away). Clicking on it, a kitchen servant (Ghart) is coming and – in future - you will be able to send intel to the commander in chief of the orc, to influence the force balance in your favor (100 intel for one balance unit. Type only full hundreds!).

Don't forget: Sauron (in the body of Gandalf) is on the orc side, but has to hide it diplomatically.

Click on the table to sleep. Night comes and a new day starts.

Day 2

After the queen left your office, you get the message: "Now you can write laws ...". It turns to evening.

In the evening, you could talk to Gollum, but I propose to do this only next morning. Caring for cash asap is more important.

To "write laws and think about the people", click on the book on the left side of the table. There are ways to increase the cash in the state's treasury through taxes and VATs. Choose wisely, focus on gaining cash, but don't care much about the wellbeing of the human town. Avoid to choose options which cost a lot of money.

In the end of this WT, I have listed the possible laws (decrees) and the consequences of the options. Sometimes you will find new items in the shop next Monday.

Sometimes nothing special happens and you just get 1000 cash income.

This will be your last action for the day.

In the bottom left you can see some changes which happen overnight. Like weekly income changes, or the mood of some girls.

Day 3

Summon Gollum.

As first thing, chose: **"Discuss how to meet Galadriel"**.

Then:

"If only we had the necessary ingredients."

You can now leave the room.

But before leaving, call Gollum again and send him "for information gathering". (from now on do this every morning! Collecting intel is most important). Later, in the evening, he will tell you about the results (his findings of intel).

To leave the room click on the door to get to the corridor.
The store room for ingredients is the first door to the right.
Shake the door 3 times in a row. Alternatively, there is a key under the carpet (grey spot).

After entering, first thing you should take is the **book on the table in the middle**.
In this you will find 7 available receipts for potions, when you open the book
(it's fixed on the right side now, below the door icon).

There are many bottles with ingredients and other stuff in this store room. You can take 4 of them. The ones you need and you can take are highlighted, when you hover over them.

Spoiler: *(Take the red bottle in the left, the grass in the pot and the violet mushroom - both on the right. Also take the yellow bottle top right.)*

You can take one ingredient of every kind, or any 4 ingredients you like.
E.g. 4x violet mushrooms or 4x yellow bottles (these two will be used a lot).

You will get the "Thief Achievement" quite soon (after 10 items, that's 2.5 days).

With that, you will be able to send Gollum for that job every morning:
to fetch 1 item each (of the 4). This reduces your manually grinding a lot.

To the right, there is another door in this corridor. It's a royal bathroom with toilets.
It doesn't have any function atm.

Later in the game, it might be a good idea to inspect the toilets after handing over the wine to Galadriel. She might have special urges and feels the need to use such a room immediately (!), after drinking the wine.

Back in your room (door = shortcut) you are able to brew your first potion, finally.
Brew an aphrodisiac.

Coat the handle of the door with this aphrodisiac
(to give Galadriel a nice warm and wet welcome).

This should work on the elf – for easier negotiations
(hopefully, the queen doesn't disturb now –
just joking. Ofc she will interfere in the wrong moment. Look at her flushing face.).

After talking to Galadriel, you have a chance to look at her buttocks,
but you have to be quick! (nothing special to see atm).

To find the shop, go to the corridor again and enter the door on the far end.
Use the door to the right to go outside to the street. Look around.

On the right you could buy fruit and vegetable

(not necessary until much later in the game, don't bother now).

In the far end of the street there are the inn and a forest.

The inn is open in the evenings.

In the forest you get mushrooms in the evening, but only once a week).

Click on the arrow (left) to get back.

Now, enter the shop. It is on the left side of the street.

Clicking on the merchant brings you to the "sell – buy" screen.

On the right side you can buy stuff: chocolate to better the mood of the elf, lipstick for the queen and lockpicks to open doors and chests.

Click on the lockpick and buy 5 for 100 intel each.

They appear in your inventory (left side).

Lockpicks will break occasionally while you use them, and imxp this is almost unavoidable. Fortunately, they are cheap now (they have been 500 in early versions).

Clothes you will only buy later in the game,
and other items ("door handles") will come even much later.

Go back to your room with the door icon on the right (shortcut) or take the long way with the arrow in the left.

While in the corridors, you find 2 chests. Click on them, then open them with a lockpick. 2 needles appear. Move the upper one until the lock opens.

The upper needle needs to be in one of the 3 directions (left, up, right).

Or in 2 directions in between.

Or – very rarely - in one of the other 4 directions in between.

Click, and you might succeed.

The magazines from the chest and from other places are just there for looking good.

The liquors will come in handy soon, to get someone drunk.

Unfortunately, these 2 chests are a one-time-event each. They will not be refilled.

The maid is also here just for optical reasons

(Later there is an event when maids get a "more attractive" uniform.

But this is costly! Postpone it for much later).

Since there is nothing else to do, click on the table (for a "special" potion material).

With wizards cum, one can brew a very valuable and useful potion (Maiar essence).

The merchant will pay very well for it (500 intel).

You also can click on the book on this table (decreases for cash and - occasionally - new items).

Work with the book can also be done in the evening, which means 2 times with book is possible. In the first 1 to 2 weeks, I suggest to work with the book also during the daytime, sometimes, and most of the evenings, coz we need cash and shop-items. Later, day time is fapping time (unless there are other – more important - day time events, like visiting Galadriel).

Both tasks progress daytime to evening.

Gollum will bring some information (=intel). Remember, in the settings you can boost the amount of intel Gollum brings in the evening (double=+100%, triple=+200%).

You may chat a bit with him now and then, but it's not mandatory on a daily base. Last thing you do before going to sleep is to click on the book to earn some money for the treasury. Choose wisely. Remember, one of your tasks is to fill the treasury. If you need help with choosing the best option, look for the appendix in the end of this WT.

Reading laws in the book ends the evening.

Day 4

Next day, after talks with Galadriel and the queen in your room, you are able to visit both.

Before that, send Gollum for intel and yourself go and fetch ingredients in the store room.

Now find the queen (her name is Tar Miriel) in her throne room (go straight to the door in the second corridor). She tells you that she is “busy”. Come back there in the evening.

Something about mood: If a girl has mood 7 or lower, you cannot negotiate with her. Then she will tell you that she is “not in the mood”. When her mood increases above 10, it will be reduced down to 10 automatically. This means it doesn't help to boost mood beyond 10.

To visit Galadriel, go outside and look for the barracks (right side of the street). Click. You might meet a subordinate elf in the hall. Click on her to find out what opinions she has. You can click more often.

If you don't see Galadriel in the hall, enter the stairs in the middle. This brings you to her private room.

As you can also read in the notebook, her mood is only 7, but she needs 8 at least to be willing to negotiate with you. Gifting her a chocolate would help to better her mood - if you had any.

Gifting her a bottle with your sperm also doesn't help atm. Definitely!

Go to the shop and sell an aphrodisiac (+500) and buy chocolate (and lockpicks).
Give Galadriel a chocolate. With mood 8 she is willing to talk to you.

In the evening, you might want to visit the queen.

Talk to her, offer her some alcoholics (chocolate liqueur). This will loosen her tongue a lot ...
Your royal meeting will only end up deep at night.

Day 5

First thing in the morning, after Gollum talked to you about the night,
Chose the option to talk with him about Galadriel.
This talk finishes the daytime.

In the evening you send enough intel via the sphere and Ghart to the orc chief.
It is necessary to move the balance down to -5 (or lower),
otherwise, Galadriel doesn't feel enough pressure to negotiate with you.
E.g. when the balance is at +4, you need to send 1000 intel to the orc chief.
Balance will be -6 then (next day -5).

Technically it is possible now to merge the aphrodisiac with a chocolate to get a really dangerous and effective potion. Gandalf thinks, he shouldn't leave Gollum alone with this potion. But Gollum will find it at night, and next morning there will be a big surprise.
You can brew this any time later. The girls will not use it anyway atm.

End the evening with the law book.

Day 6

Fetch the ingredients in the store room. Today you receive the achievement "qualified thief".
From now on, when you send Gollum out for intel, he also brings ingredients (1 of each).

Sometimes he is out on his mission for more than one day (when events are happening).
He brings more intel then.

Study the law book twice (day and evening).
Cash income and shop items are first priority in the first week.

Day 7

Send Gollum out for intel and ingredients.
Send enough intel via Ghart, to bring the balance below -5

Today is Sunday, Galadriel's free day. You find her in front of the veggie trader on the street.

You can click on her, but events with her will be later only.
Go back in your office and study the law book.

In the evening, go to the forest (in case you didn't go there this week). Last day, last chance.
Sometimes it rains (bad luck), so you cannot go outside.

Visit the queen. Open a bottle of her beloved chocolate liquor and have a long night – talking.

Day 8

Its Monday, a new week begins. The treasury got filled a lot.

Send Gollum for intel and ingredients.

Brew potions.

You are able to choose 2 or more ingredients, and with one click, you get 2 (or more) potions.

Now go to the shop and see about the new products.

Assumed you studied enough laws in the book, you will find “beaver extract” and “udder expansion” potion for higher milk production of cows.

Both are quite costly, buy them later (unless you have the cash).

Chocolate and lockpicks are also stocked up at 10.

Sell the aphrodisiacs and buy chocolate and lockpicks.

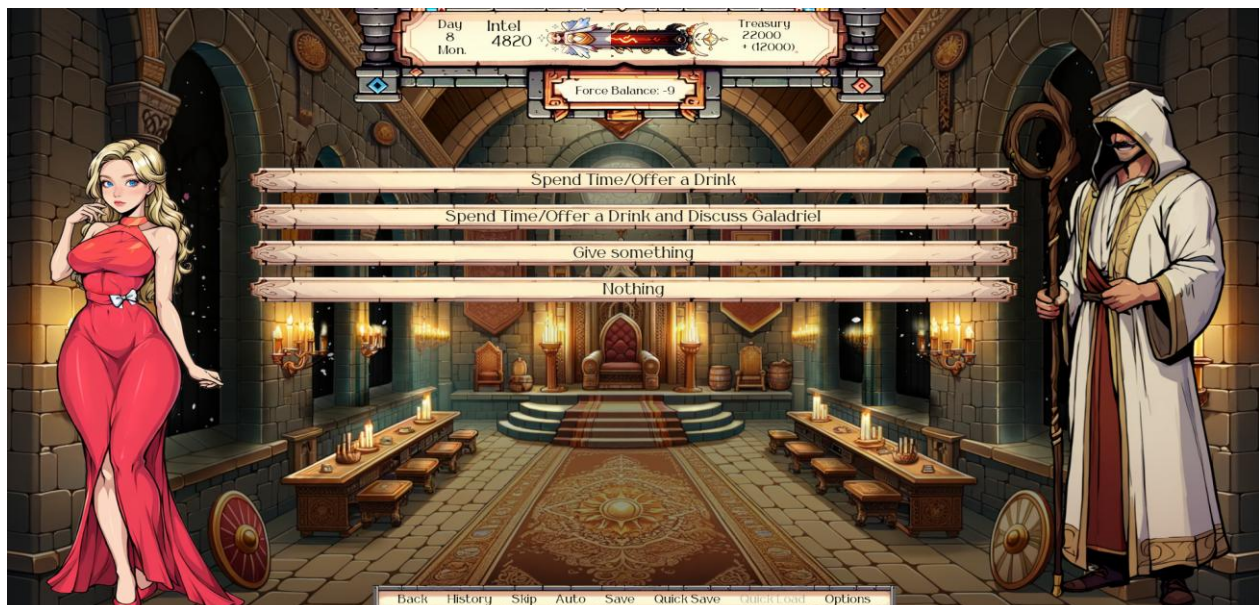
There is also nostalgia potion (gallery function). Buy later, there is not much gallery atm.

You might see a new scissor symbol on the left side of the street. Go there and talk.

Later you have the chance to bring Galadriel here, in case she agrees to have a new hair color.
(Red, black, blonde. Other wishes in later versions).

Talk to her to advance your relationship with her.

In the evening, visit the queen and discuss Galadriel. Don't miss this option.



The following I do once every week (preferable in the beginning of the week):
Brew potions, sell stuff in the shop for intel (e.g. maiar essence or aphrodisiac),
buy chocolate and other stuff.

On some days (depending on the amount of chocolate I still have in stock)
I visit Galadriel and/or the queen.

On days without visits or events, I write laws or jerk off to switch to evening.
As soon as you come close to +30k per week cash income, there is not much use to
work with the law book, coz income is capped at +30k/week.
(I guess everything beyond will be used by the queen by doing her nails and such stuff).
Instead working with the law book, do some talks with Gollum in the evening. He tells you some
exiting stories (among other ones) and steals even a valuable potion (beaver extract).

Special mushrooms from the forest you can get once every week – in the evenings.
The bar is open in evenings. You can listen to drunkards and talk with them about the elves.
There is a drunkard in front of the bar. After you spend him a “magic moonshine” drink,
he disappears and you can open the letter box.

Back in the office, you can summon Gollum for an evening talk (from time to time).
Write laws (book on the table) for cash and new stuff in the shop.

When you get the choice with Gollum to discuss something about Galadriel,
take it (it's necessary to go on with the elf!).

After some days there is a FAQ when summoning Gollum.
Very useful if you missed some details.

In case Gollum proudly presents you an old banana peel, you can throw it away.
It will be of no use.

The next days

Queen events

There are drinking events with the queen in the evening (talks and nice pics).

Chose: “Spend Time /Offer a Drink”.

She wants more “spice in her life”. You visit her in day time in her throne room and tell her
what to do. In the evenings, she visits you in your office to report her experiences.
(You see, the queen accepts you as her trainer in personal intimate issues).

When the queen did both kinds of quests (guards and commoner services) up to 2/4, she

needs to get a higher whole rank to continue with higher (lewder) quests.

You need to give her the corruption wine to upgrade her corruption level (from 0 to 1).

With writing laws, you got a message about the goblin trade union.

After that there is the "beaver extract" in the shop (following Monday).

You find the receipt for the corruption wine in the receipt book.

Bring her the wine and go on with her quests.

Number of quests with the queen are quite limited atm. There will be more in the future.

You cannot do anything wrong with the queen's quests.

In v0.13 there are 2 more quests with queen. Just be courageous with her!

Galadriel events

Visit Galadriel in her barracks at day time (except Sundays).

First you need to talk to her. Negotiations will come later.

As soon as you have enough intel, click on the sphere in the right of your office (Palantir) to call the kitchen orc (Ghart). Spend enough intel to have the force balance at -5 (or -10 or less) (this moves the balance to the left, to the dark side). This is not necessary every day, but do it from time to time, to put some pressure on the elf.

This is necessary to make her ready to talk with you.

In the beginning of every day, the force balance shifts to the good side (humans and elven) for 1 point. This means, time is against you (as Sauron), but fortunately 1 point per day is easy to compensate.

Send only full hundreds of intel with Ghart. Parts of 100 will be lost.

In case Galadriel's mood is below 8, give her chocolate until it is 8. More than 8 doesn't help, more than 10 will be reduced down to 10 overnight.

After a while, when the balance is -5 or lower and the mood 8 or higher, you are able to negotiate with Galadriel. Do all possible quests.

At some point you need to corrupt her with the according wine to go on.

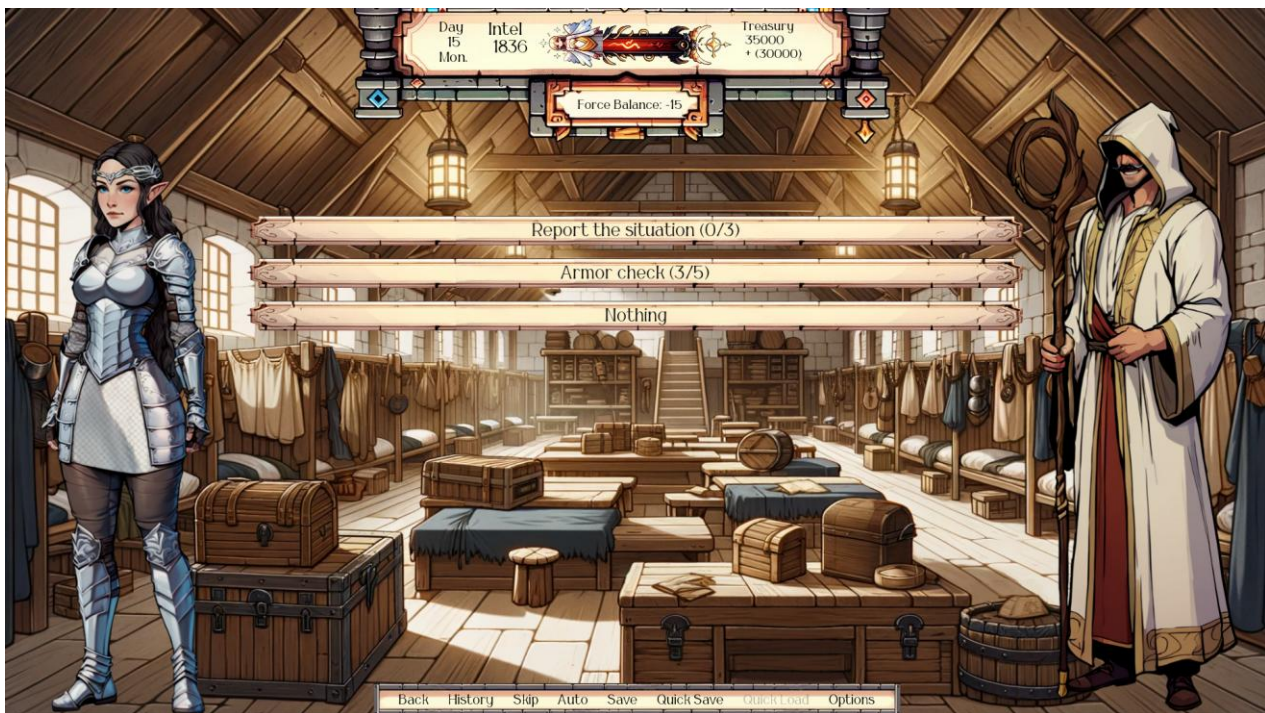
With writing enough decrees, you should have beaver extract from the shop (3000).

Receipt for corruption wine is in the receipt book.

When you get the message that Galadriel is not ready yet, there are other quests to finish before you can go on with a special event. Sometimes the message is that she needs to be more corrupted to continue. Then you need to gift her a bottle of wine.

In case she refuses, there are other quests to finish before.

This is an example:



When I click on Armor check (3/5) I get the message that I should level up her lewd level. Trying to giving her the wine, I get the message that she is not ready yet.

Next step is: Report the situation (0/3). Do this until this option is 3/3. Then try to corrupt her again.

Taking the corruption wine, seems she drinks it immediately. Control the royal bathroom and you might catch her doing naughty stuff in a toilet cabin.



Ofc, you choose "security comes first!". You have a key for the cabins to go for "law and order".

Next time you go to the shop you will find the “mind potion recipe”. As soon as you have 3k intel available, go for it (plus 5k for the expansion potion bottle).

Armor check

Now you can continue with armor check, up to 5/5.

Btw. sometimes it is advantageous to give her 10k, when she is asking for 5k.

This means you put more pressure on her and she is willing to turn around, showing her bare boobs or pussy to you (but not both together).

Underground event

When you have brewed a “mind swap potion”,
you can ask Gollum in the evening to do a mind swap.

In Gollum’s body, you are small enough to go underground and steal some stuff from the elves. Have a look into the chests in the dormitory.

In case Galadriel is corrupted already,
you might find her being busy with a cucumber (random event).

Otherwise, you can steal some stuff from her wardrobe,
(but not the heavy armor. Gollum’s body is not strong enough).

Visiting her next day, Galadriel is desperate about having no pants (and panties) any more, until next day. She feels desperate and will not talk or negotiate with you.

Gollum’s kiss event

Gollum took your place in your office during the mind swap.

Gandalf asks him if something happens.

Gollum lets Galadriel in and agrees to her proposals (take these options).

He will come Galadriel very close, what makes him unable to think clearly (he isn’t anyway!).

Gandalf is shocked about the huge loss in the treasury.

He looks for a loan (with horrible interest) to cover it.

But don’t worry. Even with negative cash, you still are able to spend the necessary money.

And the weekly income will be abundant in the long run.

Udder expansion event

For this event, you need the according potion (comes after the “33 cow law”).

Then do the mind swap in the evening.

Go down to the underground and catch the white mouse (you need that later).

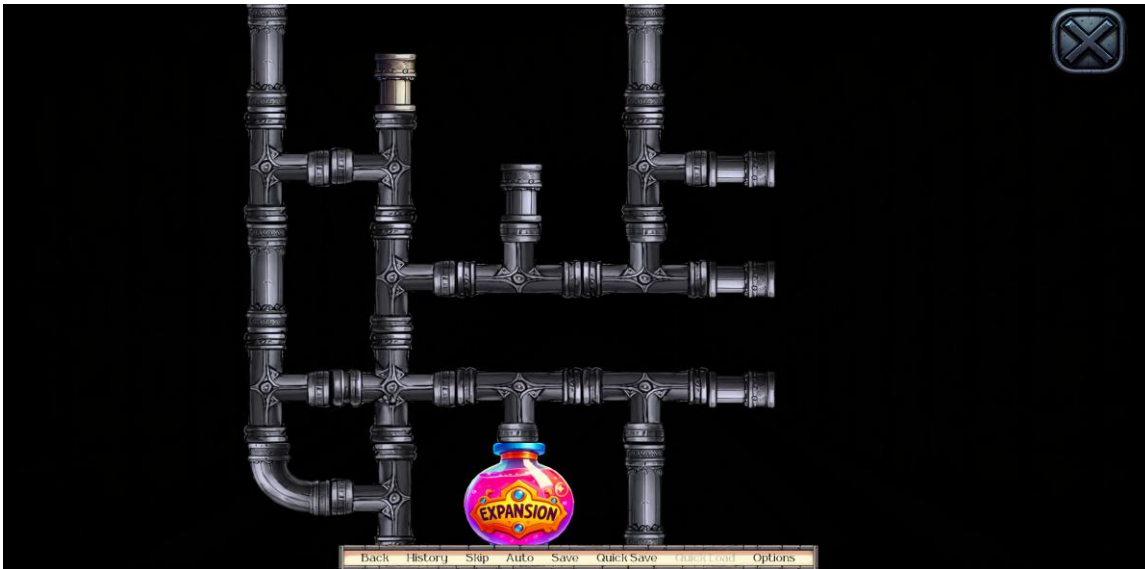
Take the right gangway. You will find a nice changing room picture. Nothing else atm.

Go back and follow the left gangway.

Take off the first grating and go the tunnel to the end.

Fix the broken water-tubes (it should be a closed system)

and place the expansion potion bottle as shown in the following picture.



Go back and steal some stuff from Galadriel's room and from the dormitory chests.

You should do that after the manipulation of the water pipes,

coz when you see her masturbating, you will not have a chance for the pipes any more.

Next morning an outrageous Galadriel will visit you and present to you some effects she got after her morning shower.

You gladly agree to "help" her with her problem ("drawing out" some bad magic from her body).

Archer event

When you talk to Galadriel about the Spiders that caught elf archers,

you should say **"let's send more archers to free them"**. (This answer is important for the story.)

In the shop, you choose the option: "Ask about the equipment for forest archers".

You find a rolled-up bunch of brown clothes for 1200. Buy it.

Give Galadriel the "archer clothing". Offer her to try it on. She is appalled and refuses.

She is too shy to put it on - unless you bribe her with 10k gold. Do it.

(Later, when her lewd level is 4, she is willing to wear this lewd clothing as long as you want.)

Yoga events

When this option shows up, explain her the yoga positions (3 in 3 days).

Later, when you visit her in her room on Tuesdays, you find her exercising one of these.

With higher lewd levels (4), there are more yoga events.

Galadriel's "tasting" events

When these events are possible, buy the needed stuff at the market stall. Also buy the candy bar in the shop. Galadriel is so desperate about getting cash funds for her elves that she is finally ready to do the candy bar tasting (4th step) for free (mind the contradiction hehe. So silly). Just pretend you have no money and try to find someone else for the test. Tell her you even do the job yourself. She insists to do the job, under all circumstances, even for free.

There is a bonus event with a corn cob at the market stall. Meet her there at a Sunday. Funny thing is that all the veggies and fruit are full of dirt from the field, hehe. Gandalf convinces her to taste them "as is".

"Touch the armor" event

To go on with this event beyond 2/6, you need to corrupt her more.

Gift Galadriel another wine to bring her whore level up to 3.

In case she refuses, there are other quests to be done, until she agrees.

You might let her taste 2 different foods (lolly and banana) before she accepts another wine.

"Touch the armor" event, you aim for 6/6.

The steps from 3/6 to 5/6 are just negotiations to break her resistance (she will refuse 3 times!).

You will need a lot of chocolate to make her ready for more negotiations.

Don't get frustrated. Finally, you get the reward, completing the 6/6 event (repeatable!).

Dwarfs event 1

Queen comes in, very infuriated. Follow her to her throne hall.

Galadriel invited the dwarfs without telling anyone.

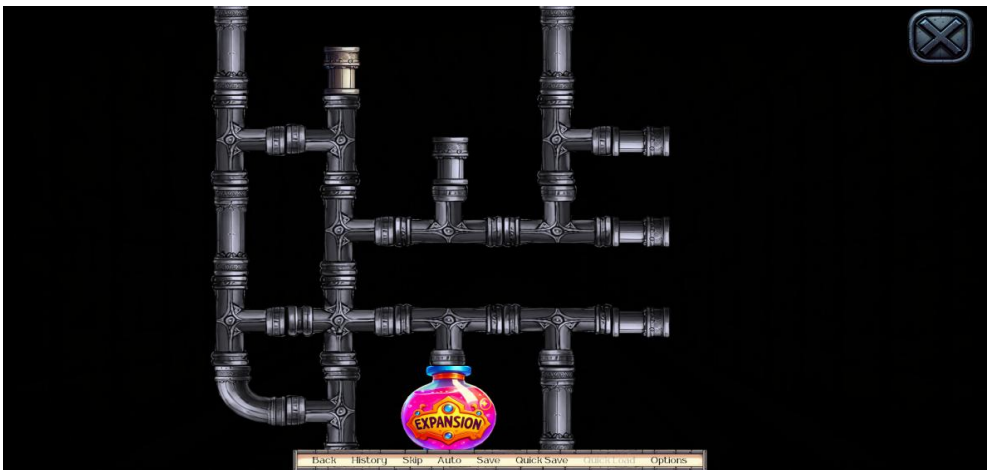
Second udder expansion event

You liked the first abuse of "udder expansion" on elves? Want more of it? Definitely!

You need a second "udder expansion potion" for 5k intel.

Go underground again with mind swap. Catch the white rat (roll back if you miss her).

Visit the water pipes again. Click on the pipe on top (short, lighter in color).



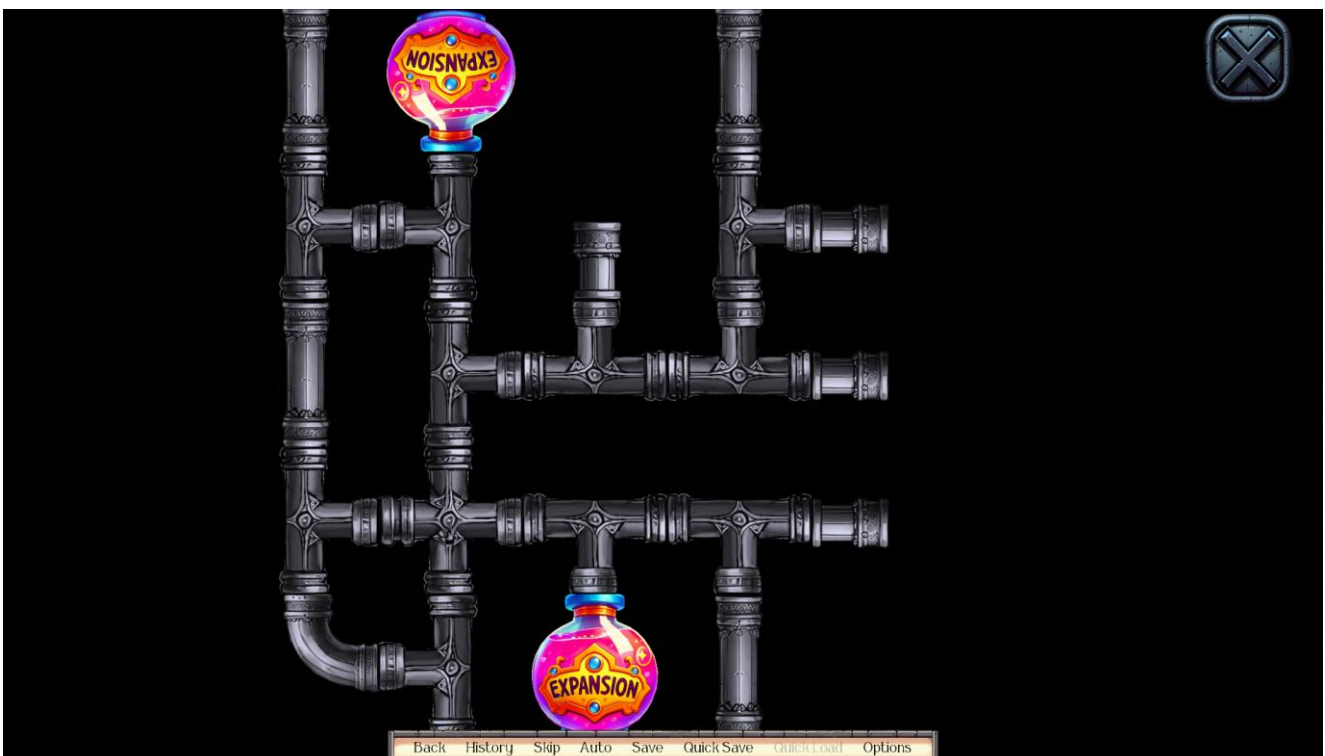
You realize that you need a spanner to finish the job.

Go back. Don't miss to steal some stuff from Galadriel (and dormitory – optional). After swapping back with Gollum, ask him about the spanner. He will organize one, but wants a mouse wine in exchange.

There is a new receipt in the receipt book. Use the rats (black and white) - which you hunted before - to brew a rat wine.

Talk with Gollum in the evening and trade spanner for rat wine.

Next time you go underground – now equipped with a spanner – you can place the second udder expansion. Surprisingly you are thrown back into the tunnel. Click “place”, and you see the following picture:



Optionally, visit dormitory and Galadriel's office.

Next morning, she will show you her new breasts. Seems she is not the only elf with an effect on her breasts, but the most sensible one (causing the biggest udders).

Funny thing is that some subordinate elves who are not affected are rude now to Galadriel, which is quite humiliating for her as a commander.

Also, she gets difficulties to shoot with bow and arrows hehe. How embarrassing for an elf leader.

Public quests

Most of these quests are self-explanatory.

Before you can send her to the bar undercover, buy her a cheap old rag dress in the shop. It's far too small, displaying her assets nicely, making the drunkards happy.

Mushroom leaflets event

That's a big event with 3 repeatable parts (3+2+4 penalties).

You have to talk her into a job to save the mushrooms in the forest:

Placing leaflets in the city at night.

You will convince her to do it with the option: "I feel responsible".

And enough cash (10k) is also a necessary argument for her.

There is some chance that she succeeds.

Then she will tell you about her success next morning (easy money for her).

Otherwise, she will be punished harshly in one way or another.

One kind of punishment is severe spankings in Gandalf's office (hand, ruler, horse whip).

Her stay in prison lasts 3 days every time. (Fapping time for Gandalf ...).

Finally, after prison, she enters your office in the morning and tells her story.

After solitary prison 3/4 you must talk with Gollum in the evening – about his experiences.

This will enable solitary 4/4.

Events from later updates:

(In case you start new, some of these events might be possible from beginning. Other events need a higher lewd level. Like 3 or 4)

Hairdresser event

This one is easy. There is a special law for it. Watch out for the scissor symbol on the

street (left). Go there and talk with the lady.

Next time you meet Galadriel, you can ask her if she is interested to change her hair style. Go there, and let Galadriel chose between black, red and blonde. When the lady has more tools (in later versions) she will supply more changes of the haircut.

“Elven Medicine” favor

Gandalf need Galadriel’s healing skills. She should feel if there is something wrong below his stomach. When she realizes that she should massage his member, she gets very angry throws him out.

Later, in the evening she visits him in his office to finish the “healing process”.

That’s mainly coz she worries about future financial aids from Gandalf.

But, who knows,

her increasing curiosity and lust might overwhelm her reasonable behaving already.

Healing Gollum

Another version of this event is that Galadriel gives Gollum (in the body of Gandalf) some “healings”. Let Galadriel grope Gandalf during day time. As usual, she kicks him out.

In the evening do a mind swap, go underground, return and listen to Gollum’s experiences. Gollum needs to welcome the elf in the office for that event.

Dwarfs event 2

To trigger this, Galadriel must have slut level 3 and finished at least the first 3 yoga events.

A room for the negotiations is needed.

Tavern is only possible when Galadriel agrees to work as a barmaid, to gain the trust of the barkeeper. She should guarantee that the dwarfs – when drunken – do not destroy the bar.

After (very short) negotiations with the dwarfs, Galadriel gets a gift from them:

A black rubber training sword with a specially shaped handle (female “training” version).

Go underground and visit her at night (keyhole!).

You can watch her “training” with this training sword.

Barmaid minigame

Galadriel changes into her barmaid uniform and starts working.

Gandalf goes outside and tries to send men on the street to the tavern. The more the better, to give the barmaid more to do than she can handle.

The more work she has, (and the more she is molested, while she carries mugs of beer in both hands), the lower is her sanity in the end (and her uniform suffers too).

Try to bring her sanity close to zero.

What to do?

Use the arrow keys (left and right) to meet the men on the street, until time is up.

As a reward you get a picture of Galadriel at work, surrounded by drunken customers.

The minigame is repeatable, even after the Dwarfs event.

Best score should be a sanity of zero.

Improved spanking events

Maybe you missed the improved spanking scenes which came only in later versions.

There is some additional sound and simple animations.

(Endless. Hide the UI, let it run, click when you think it is enough).

There are also versions 2/3 (ruler) and 3/3 (whip) for even more and better spankings.

The whip scene is repeatable, in case you think she needs more application of that horse whip.

Advanced Yoga events

You can start yoga 4/6 with lewd level 3 (after finishing the tastings).

When you do yoga 5/6 and put your hand into her shorts, she throws you out.

In case you did all necessary events, she is ready now for corruption wine number 4.

Don't forget to look for law and order on the royal toilets after handing her out the wine.

On lewd level 4, she doesn't mind much when Gandalf puts his hand into her shirt.

Yoga 6/6 - the upgrade of 5/6 - has 3 different endings.

I recommend to play and experience all 3 endings on different days. 6/6 is repeatable.

“Time to get to work with your hands” event

On lewd level 4, Galadriel is ready to give Gandalf's member direct massages. Let her pull it out.

3 stages with different happy endings.

Sidequests

They are not needed to advance the game. They are just for entertainment.

Sexy maiden outfit

There is one decree about the outfit of the maids. The union claims that maids get too much unwanted attention from everywhere. After sending them a bottle of corruption wine, they even agree to much sexier outfit.

Wait for this decree to activate until you have an abundance of ingredients and cashflow.
To keep maids sexy is not cheap.

Mega Gollum

There is a receipt for mixing aphrodisiac potion with chocolate liquor –
to get “aphrodisiac chocolate liquor”.

Atm there is **no use for this**, with one exception:

Produce a single potion – and Gollum will be curious and drinks it in secretly next night.

Next morning, he will misbehave.

Brew this potion later in the game, when you have an abundance of ingredients.

Galadriel without panties

After you have stolen Galadriel’s panties, you can trade them against the pigfish in the shop.

To make this possible, talk to Galadriel and demand her to wear her leggings again.

(This only works when she had the leggings the day before.) Demand that she pulls them up.

She is totally embarrassed coz she wants to avoid to show her camel toe in public.

After that you send the shopkeeper to her to let him check her camel toe

as a proof that she is without panty. You get the pigfish as a trophy in exchange for her panty.

There is another spicy possible event. It happens when her lewd level is 4,

and she wears the very short armor skirt (which normally goes with the brown trousers).

Steal her panties AND her trousers.

Next day she walks around without trousers and her micro skirt.

And she even starts to like it (fresh air down there, feeling free!).



Archer's dress

With lewd level 4, she lost some of her shyness,
and you can command her to wear the archer's dress.
Now she will wear it as long as you want.

General hints

Brewing potions

You can brew more than one potion at a time. E.g. chose 7 of each ingredient and get 7 potions with one click (or any number of ingredients you like).

Rat-wine for intel

With 100% intel boost, you never should be short with intel (normal playing).
Playing without boost (0%), you might need another source for intel:
collect rats and sell rat-wine for 500 intel

Gallery

Is there a gallery in the game? Yes!
Buy nostalgia potion in the shop (quite cheap, 100). Drink it in the evening.
The gallery is still "work in progress".

Appendix for decrees

Beaver Extract



Second option gives you a weekly income of 5k
(and – next Monday – a “beaver extract”, which is necessary for the corruption wine.
Believe me, this wine is essential in this game. Be aware that this extract costs 3000 intel).

33 Cows

Attention. There are 2 versions of “33 Cows”.



One of them (requesting government funding) will cost you 20k per week. Don't take the first option (-20k), unless you have an urge to go bankrupt instantly. Take the second option in that case: “Ignore”.



With the other one (limit its sales) you will earn 5k per week (second option) = “Ignore +5k”.

And – not to forget – you get this important potion (for bigger udders!).

Go to the shop next Monday for the “udder expansion potion” (more milk from cows).



Get tax from prostitution



Chose second option and receive tax (+10k/week).

With these 2 decrees, you get already +15k/week.

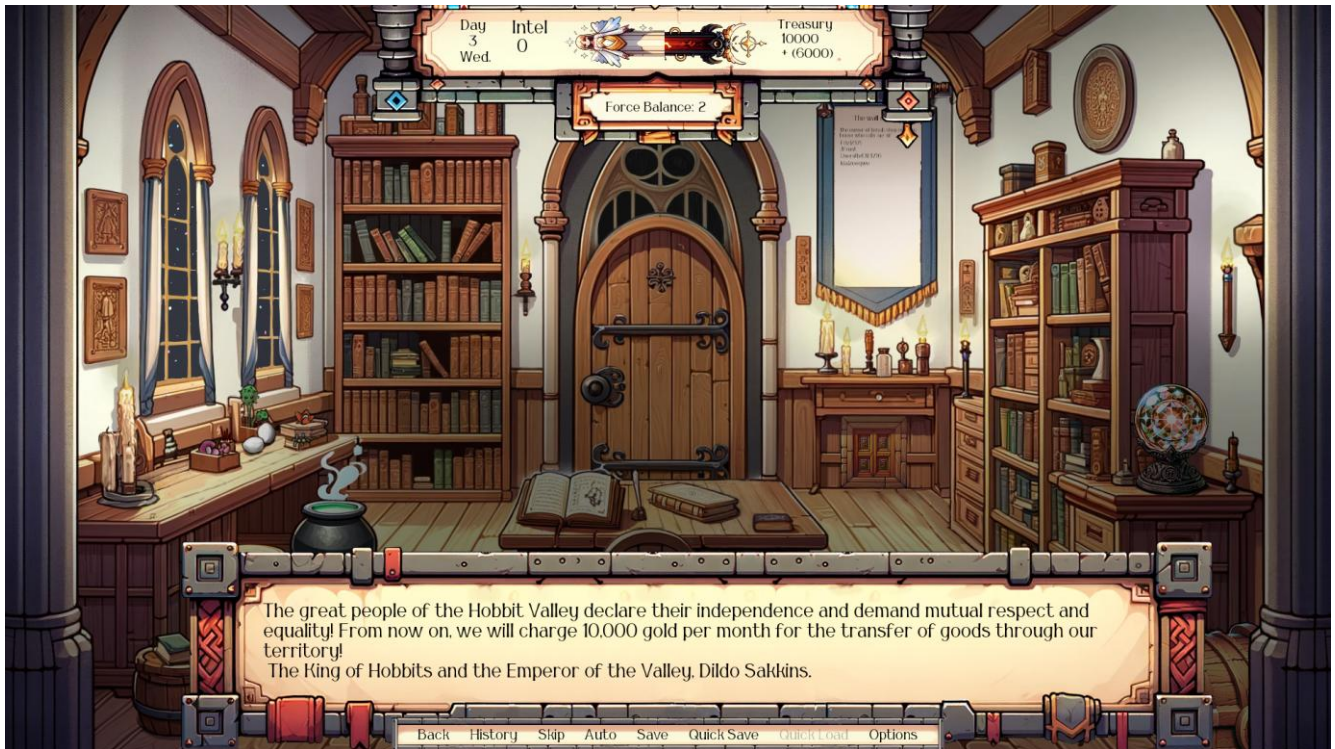
Soon there will be an abundance of cash in the treasury.

The cap is at +30k/week. But still, in the long run, cash sums up to incredible amounts.

Crazy Hobbits

The hobbits dare to demand a lot of periodical money.

Send a platoon to finish this. Otherwise, you will suffer big losses.



Roastdog

Another money-trap. Avoid such stupid demands and ignore.
But Gollum will not be happy.



Corrupted Maid Union

Ignore, as long as you have no abundance of ingredients and cash.
It will come later again.



Hairdresser

Release her. We need a hairdresser for the girls in the city.



Smuggler

Do not deport him. The hairdresser needs the tools of this smuggler.



End