

## The Galleon (a full solution)

The game is as extremely complicated, perplexed, difficult and long, as non-linear: the steps may be done in any order, or replaced by other steps, many situations have got more solutions, and it has got several unnecessary or useless alternative elements, roundabouts and deadlocks, too; therefore it is just a *possible* walk-through... Good luck for the other possibilities. (However, this solution mentions the very most moments and episodes, and is nearly the easiest way – probably its most expedient walk-through.)

It is enough to collect five crystals of the six. Character changing: **F5/F7** keys.

### Starting:

OPEN CUPBOARD AND LOOK INTO IT, GET MATCHES, OPEN DOOR, N, LIGHT MATCH, E, N, U, E, READ SIGN, I, OPEN DOOR WITH SMALL KEY AND ENTER, GET ALL, EXAMINE TABLE, GET ALL FROM TABLE, READ NOTE, DROP IT AND SMALL KEY, LEAVE, SE, S, S, SE, CLIMB GATE, EXAMINE DOG, NE, TALK TO HERMIT, TAKE STRAW, SW, CLIMB GATE, NW, S, S, S, SE, E, GET OIL AND POUR IT INTO LAMP (you have got an empty bottle left), EXAMINE DEMON AND TALK TO HIM, GO TO STAIRS, D, LIGHT MATCH AND LAMP WITH MATCH, S, SE, S, SE, E, SE, GET BRONZE KEY, NW, W, S, W, N, NW, OPEN DOOR WITH BRONZE KEY, W, OPEN CHEST AND LOOK INTO IT, TAKE STATUETTE, E, SE, E, NE, SW, W, OUT, PUT OUT LAMP, DRINK WATER, FILL BOTTLE, W, N, N, W, W, W, SWIM TO WRECK AND SEARCH THAT, GET RADIO AND SWIM BACK, E, E, E, E, E, SE, N, N, N, EXAMINE TREE, PICK PRUNES, GO INSIDE, OPEN BARREL AND LOOK INTO IT, NE, GET PIPE, SW, PRESS BUTTON AND HIDE IN BARREL, GET OUT, TAKE PIPE AND HIDE IN BARREL, GET OUT, DROP HAULM, SW, S, E, SE, E, SEARCH RUINS, TAKE HAIR-SLIDE, GO TO CROSSROADS, E, E, PAY TO GUARD (1 tmorgh), E, SE, OPEN DOOR AND ENTER, SELL STATUETTE, SELL HAIR-SLIDE, SELL BRONZE KEY, BUY ROPE, BUY SPADE, BUY CANDLE, BUY OIL, OUT, FILL LAMP WITH OIL, E, N, OPEN DOOR AND ENTER, TALK TO INNKEEPER, W, OPEN DOOR, SW, TALK TO WEREWOLF, PAY TO HIM (4 tmorghs), AGAIN (4 tmorghs, again), TAKE WHISTLE AND SHURIKEN, SEARCH TOILET, GET ALL, NE, E, SELL SHURIKEN, NE, TALK TO KITCHEN-MAID, PUT CORNFLAKES INTO PAN, PUT PRUNES INTO PAN, TAKE IT, SW, S, S, SE, PICK GRAPES AND PUT THEM INTO PAN, SW, NW, W, N, N, N, SW, W, KNOCK AT DOOR AND GO IN, TALK TO ZELDA (2x), OPEN WASHING MACHINE AND LOOK INTO IT, GET MIRROR, GO TO CLEARING, BLOW WHISTLE, GIVE MIRROR TO AMAZON, DROP SWORD AND PAN AND SPADE, OPEN BAG, PUT EVERYTHING IN BAG, TAKE ALL AND BOTTLE AND BAG, WEAR IT AND LOOK INTO IT (very useful thing: this may hold as many objects as you wish – so you can carry much more at the same time), EXAMINE PHOTO, GET MACHINE-GUN (you do not need to take it as it is useless, but you may sell it at the general shop later), GO TO BOW AND TAKE IT AND PUT IT INTO BAG, LOOK FOR MUSHROOMS, PICK THEM AND PUT THEM INTO PAN, GO TO SNOW, IN, KICK CHICKEN AND GET IT, OUT, D, W, SW, W, N, PICK FLOWER, S, W, SW, ROAST CHICKEN, N, GIVE STALK TO KUNIGUNDA, TEAR HAIR AND PUT IT INTO BAG, S, W, TAKE BREAD AND

PUT IT INTO BAG, E, SE, TALK TO FATHER (2x), GO TO MONASTERY, KNOCK AT GATE (3x-4x, until it is open), HIT MONK, TAKE ROBE AND WEAR IT, GO IN, SE, OPEN CABINET AND LOOK INTO IT, PULL DRAWER AND LOOK INTO IT, TAKE EYE AND PUT IT INTO BAG, PULL BED, EXAMINE TRAP-DOOR, POUR YOGHURT ON PADLOCK, OPEN TRAP-DOOR, D, LIGHT MATCH AND LAMP WITH MATCH (once it is running out of oil, then you have to fill it again, purchasing some oil in the general store, or rather use a candle instead, buy another etc.), EXAMINE SARCOPHAGUS, LEVER FLAGSTONE WITH SWORD, LOOK INTO SARCOPHAGUS, EXAMINE SKELETON, TAKE EGG AND SKULL, BREAK IT, PUT BRAIN INTO BAG, PUT EGG INTO BAG, OPEN TRAP-DOOR, U, UNLIGHT LAMP, NW, W, GO TO THRANG AND EXAMINE HIM, TALK TO HIM (the thrang eats corpses and is hungry, that's why you need to collect some dead or unconscious for him – for example: the werewolf, the amazon, the monk, the headless corpse in the castle, or, if it was still not enough, then you might kill some rogue or wanderer, or the rat and the snake in the underground; the gate-guards or the passer-by in town, the herb-woman, the minstrel etc.); for instance this way: DROP EVERYTHING, LOOK FOR MONK AND GET HIM AND GO TO THRANG AND GIVE HIM MONK... etc. (3x-4x, feed him until full), TAKE EVERYTHING, GO IN, LIGHT MATCH, DIG, TAKE ALL, OUT, LOOK FOR WAGGON (since the waggon never stays in one place, continuously going on the highroad, you probably must seek it more, or wait for its returning anywhere), JUMP ONTO WAGGON, GIVE CHICKEN TO YETIS, TAKE MANGO AND PUT IT INTO PAN, TAKE GRAPEFRUIT AND PUT IT INTO PAN.

### **Raernon's Rescue:**

There are two different ways to get out of jail: one is to look for the tower in the wood where Raernon is kept, then get inside, and by talking to the troll at the entrance you come to know that they release him on payment of some 397 and a half tmorghs. On roaming and wandering through the labyrinthine world of the game for very long, and gathering the valuable objects to be found, then selling them at the general shop – although not easily, but at least possibly – you can collect the money required. (If you succeed with it, then: PAY TO TROLL.) The other possibility is to help him to escape... That follows below:

In the middle of the endless lowlands (GO TO CROSSROADS AND TO STAIRS AND DOWN) return to the underground where the game has started. You must begin at the bottom of the stairway: LIGHT MATCH AND LAMP WITH MATCH, S, W, W, PUT ON GAS-MASK, SW, BLOW SPIDER WITH SPRAY, TAKE OFF GAS-MASK, NW, N, EXAMINE GRATING, EXAMINE WALL, PUSH BUTTON WITH SWORD, N, PUT OUT LAMP, GET BONE AND THROW IT AT TRAP-DOOR, GET BONE AND THROW IT AT TRAP-DOOR, GET BONE, KILL ORC, OPEN TRAP-DOOR, U, U, SE, SEARCH RUBBISH, TAKE STAFF, NW, **RAERNON**, KICK DOOR, **TONGRAK**, U, KILL JAILER, SEARCH HIM, TAKE IRON KEY, OPEN DOOR WITH IRON KEY, N, LOCK DOOR WITH IRON KEY, GIVE STAFF TO RAERNON, E, TIE ROPE TO BED, OUT, **RAERNON**, E, OUT, FOLLOW SAM AND TALK TO HIM, NW, NE, W, OPEN DOOR AND GO IN, TALK TO QUELDRIN (3x) (he tells you about the purpose of the entire game, then teaches you an important spell against the undead; and finally he gives a certain job to you – to get the first crystal and bring to him – after which he will be able to teach you some more; the actual list of spells currently known to you is always written in the magic book of yours: just OPEN BOOK AND READ IT when you want to see; your spell power is: SPP).

### **The Red Crystal:**

GO TO FERRY, **TONGRAK**, GO TO CROSSROADS AND TO FENCE, CLIMB OVER IT, GIVE BONE TO DOG (if you still haven't got the bone: kill and give the rat instead), CATCH FLEAS, CLIMB OVER FENCE, FIND RAERNON, GIVE HIM FLEAS, PUT IRON KEY IN BAG, PUT GAS-MASK IN BAG, PUT INSECTICIDE IN BAG, E, SE, E, TALK TO FERRYMAN, PAY TO HIM (5 tmorghs), W, NW, W, TAKE CANDLE, LIGHT MATCH AND CANDLE WITH MATCH, GIVE CANDLE TO RAERNON, **RAERNON**, W, W, SW, KNOCK AT GATE, SHAKE BELL, W (whenever the ghosts appear from now: SAY HVUOR; once the candle goes out, and you are in darkness: SAY XRUIH then), SE, TAKE SUGAR, SEARCH STRAW, TAKE ARROW, NW, OPEN DOOR, W, OPEN TRAP-DOOR, D, PICK BANANA, TAKE MELON, OPEN TRAP-DOOR, U, E, N, GIVE MELON TO BUTLER (if the spectres disturbed you too many times during that, you may happen to die, and have to start over again...), GET SILVER KEY, S, W, U, PULL PAINTING, UNLOCK DOOR WITH SILVER KEY, TALK TO WOMAN, PULL CARPET, THROW FLEAS AT KNIGHT, OPEN DOOR WITH SILVER KEY, NW, LOOK INTO VASE, GET EVERYTHING FROM VASE, SE, D, OPEN TRAP-DOOR, D (you may also die sometimes...), GET HELMET (that remained of the knight), OPEN TRAP-DOOR, U, E, GET HEAD, E, READ SCROLL (you learn a new spell from it), NE, E, E, GIVE SILVER KEY TO TONGRAK, GIVE BANANA TO TONGRAK, GIVE HEAD TO TONGRAK, GIVE SUGAR TO TONGRAK, GIVE ARROW TO TONGRAK, **TONGRAK**, PUT BANANA IN BAG, PUT SUGAR IN BAG, PUT ARROW IN BAG, GET BRAIN AND GIVE IT TO RAERNON, GET EYE AND GIVE IT TO RAERNON, GET BREAD AND GIVE IT TO RAERNON, GIVE BOTTLE TO RAERNON, GO TO CROSSROADS, E, E, PAY TO GUARD, E, SE, S, SELL SILVER KEY, SELL MACHINE-GUN, LOOK FOR HERB-WOMAN (she is continuously walking everywhere, so you may not find her at one go... that's why also walk and try more times, starting from several different places until finding her), TALK TO HER, BUY POTION, LOOK FOR RAERNON, GIVE POTION TO RAERNON (once Raernon drinks it, his spell power will grow to the maximum; later you may need this, although not surely; you could leave this, or give it to Zelda, too).

### **The Green Crystal:**

**RAERNON**, GO TO QUELDRIN, SHOW CRYSTAL TO QUELDRIN (he teaches you a new spell which you can use to open doors), TALK TO HIM (he gives you a new job), GO TO BRIDGE, W, W, N, GIVE MONEY TO GNOME (2 tmorghs), NW, TALK TO GNOMES, GIVE HELMET TO GNOMES, U, SW, EXAMINE POT, POUR WATER INTO SOUP, GET GREEN KEY, NE, D, W, OPEN DOOR WITH GREEN KEY, E, U, SW, PUT IT BACK IN POT, NE, D, W, ENTER, SAY XRUIH, GET IDOL, E, THROW IT OVER WALL, E, SE, W, GET IDOL (an alternative step: if you have the bag, you may bring that out in a second way: PUT IDOL INTO BAG AND CLOSE IT), S, E, E, E, LOOK FOR QUELDRIN, SHOW HIM GEM (you learn two new necromantic spells), GO TO FOREST AND TO CLIFF, U, N, SAY XRUIH, EXAMINE CARVINGS AND ALTAR, PLACE GEM ON ALTAR, SAY ZRAIL, TALK TO DEATH, SAY GLUCOSE, SHOW IDOL TO GHOST, SAY XWOR, OUT, D, GO TO FENCE, SAY URX, E, NE, POUR BRANDY ON BREAD AND GIVE IT TO HERMIT, L, HIT IDOL WITH TUNING-FORK. (Then you may already sell the gold chalice and the gleaming gem in the store if you want.)

### **The Orange Crystal:**

**TONGRAK**, GO TO CROSSROADS, E, E, PAY TO GUARD, SEEK SHOPKEEPER, PURCHASE BOOTS, SEEK INNKEEPER, BUY AFTERSHAVE, S, E, GIVE IT TO GUARD, OPEN GATE, N, NW, OPEN CAGE AND LOOK IN IT, GET PHOTO AND GIVE IT TO QUEEN, GO TO SCARECROW, LIGHT MATCH AND SCARECROW WITH MATCH, PUT ON HAT, LOOK FOR CAMP (or, if you cannot find the camp, then LOOK FOR NOMADS instead, and then WAIT AND FOLLOW THEM until they pitch a camp somewhere in the lowlands... they are always on the go), ENTER CAMP AND TENT, GIVE PHOTO TO CHIEFTAIN, PUT HERB INTO PIPE, GO TO MUSEUM AND TO FOG, WEAR BOOTS, E, LIGHT MATCH AND PIPE WITH MATCH, SMOKE PIPE, PUT OUT PIPE, SE, EXAMINE DOME (if you come back to here with Raernon later, you can open its door using the gate-opening spell, and find a ruby by digging in the ground inside, which is saleable for good money), CATCH TOAD, NW, GO TO CROSSROADS, E, E, PAY TO GUARD (if you are already bored on always being taxed perhaps, you might kill the guard at any time...), GO TO CAGE, THROW TOAD INTO CAGE, FOLLOW QUEEN, GET RING (you may sell it, too), SEARCH TREASURES, GET CRYSTAL.

### **The Yellow Crystal:**

FIND SHOPKEEPER, SELL RING, PURCHASE MATCHES, PURCHASE OIL, OUT, POUR IT INTO LAMP, GO TO MUSEUM AND CHASM, N, READ MAP (its first sentence refers to the door here, then hints at the egg found at the skeleton – „noteleks” in reverse; the followings are encoded direction guiding marks to get over the maze inside), STRIKE EGG ON DOOR, IN, D, LIGHT MATCH AND LAMP WITH MATCH, N („the mossy side”), U („snail climbs up”), D („then falls down”), S, S („doubly returning one” – so as twice backwards in the opposite way, it means), NE („the sun and the pole-star”), GET SAVINGS-BOX, BREAK DOOR, N, W, OPEN TRAP-DOOR, U, UNLIGHT LAMP, NW, N, GIVE SAVINGS-BOX TO GREMLIN, FOLLOW HIM, OPEN DOOR AND ENTER, TALK TO PONTIFF, GO TO MINE, N, N, LIGHT MATCH AND LAMP WITH MATCH, GET GAS-MASK AND WEAR IT, BLOW GIANT LOUSE WITH INSECTICIDE, REMOVE GAS-MASK AND PUT IT INTO BAG, NW, NE, EXAMINE MAN, TALK TO HIM, PULL STAKE, SW (east of here you may even find a valuable gold nugget still saleable), W, UPSET KETTLE, CUT CHAINS WITH SWORD (you are getting home now to the village together with your released people becoming their hero), TALK TO FATHER, WEAR AMULET, GO TO MONSTERS, EXAMINE RUINS, OPEN DOOR WITH GOLDEN KEY, ENTER, LIGHT MATCH, EXAMINE WALL, PRICK HEAD ONTO SPEAR, D, LIGHT MATCH, GET HUMMING-TOP, U, N, E, E, E, N, N, N, N (museum), FIND PONTIFF AND GIVE HIM HUMMING-TOP. (Moreover, there is a valuable silver candle-stick in here for sale; and of course the gold nugget already above-mentioned, too.)

### **The Violet Crystal:**

GO TO INNKEEPER, BUY ALCOHOL, POUR IT INTO PAN, NE, LIGHT MATCH AND ALCOHOL WITH MATCH, GIVE PAN TO KITCHEN-MAID, GET FRUIT-PIE, OPEN CABINET AND LOOK IN IT, GET GARLIC, GO TO MUSEUM, E, SE, E, NE (you are captured by the mutants here, then taken into the fortress; a funny

intermezzo with the vampire), TALK TO GLADIATOR, GET BANANA AND EAT IT, GET SWAB, WAIT (4x-5x, meanwhile the other captive is being carried away, and then so are you to the inner arena), DROP BANANA-SKIN, SHAKE SWAB, JUMP AWAY, RIDE COW AND SPUR HER, W, CARESS HER, PULL CORD, STRIKE WALL, W, OPEN DOOR, S, DROP SWAB, GET SACK, MOVE GARGOYLE, FIND RAERNON, GIVE SACK TO RAERNON, GIVE CAKE TO RAERNON, **RAERNON**, GO TO FOREST AND CLEARING, KICK DOOR, IN, GET FIGURINE, EXAMINE THAT (another strange poem), GO TO ZELDA, OPEN TRAP-DOOR, D, SAY XRUIH, OPEN SACK AND SPRINKLE CLAY IN CAULDRON (you can also use the sack to carry needless objects like the bag from now on), PUT EYE IN CAULDRON, PUT BRAIN IN CAULDRON, PUT FIGURINE IN CAULDRON, SAY ZAAHRON (a monstrous golem is born out of your magic; but, unfortunately, you cannot control him), FOLLOW GOLEM, D, SAY XRUIH, TALK TO PRISONER, GIVE HIM CAKE, GET CRYSTAL.

### **The Blue Crystal:**

The sixth crystal is not needed if the former ones were already got, but if you brace up, then you will need much more cash for this quest. You have got to scrape together any of all the hot-goods saleable: the golden chalice and the gleaming gem (in the sanctuary), the silver candle-stick (in the monastery), the gold nugget (in the mine), the golden ring, the golden key, the ruby (in the dome), the lute, the pipe, or even one crystal (for 200 tmorghs!) etc. (Last of all, in worst case, you may even sell your sword; or even the clothes you wear.) You don't need every piece, however, but only as much as to get at least 163 tmorghs at Raernon, and so to leave enough at Tongrak, too (money is also changeable between them like objects). Let both characters go into town to the shopkeeper, and collect that much money. Then continue:

**RAERNON**, GO TO CEMETERY, OPEN GATE, E, SAY HVUOR, GO TO SLAVE-MARKET, **TONGRAK**, PURCHASE WATER-FLEAS, GO TO CEMETERY, DIG, GET FISH-HOOK AND HAIR, MAKE FISHING-ROD, W, SW, PICK MAIZE AND PUT IT ONTO FISH-HOOK, GO TO WATER, SPRINKLE WATER-FLEAS ON WATER, FISH (you have caught a little fish...), SWIM (you arrive at the lake-shore), SE, SWIM (you are reaching now the sea-port), GET ABOARD ON SHIP, FISH (you have caught a mermaid...), **RAERNON**, EXAMINE SLAVES, BUY GIRL (you have needed those 163 tmorghs for this), GO TO TONGRAK, TALK TO MERMAID, TALK TO SAM, SAY YES TO HIM (you travel to an island), S, W, SAY GWORIN, W, MAKE SNOWBALL AND THROW IT AT SATYR, GET WINTER-COAT AND WEAR IT, SW, S, EXAMINE PARROT, TALK TO CHIMPANZEE (a very-very awful result...!), **TONGRAK**, S, GET BOW AND ARROW, WAIT (1x-2x, until the weaver-finch arrives at here), SHOOT BIRD WITH ARROW, GET CRYSTAL, N, **RAERNON**, GO TO TONGRAK, TALK TO SAM, SAY YES. (Besides, you may also find a closed hut with a teleport-demon inside somewhere on the island, so thus if you want to reach a maximum score at the end of the game, then still look for the brass key among the bushes and open the door with it.)

Among the crystal quests, the first (the getting of the red crystal) is the only that you have got to do by all means (since several such results you earn of it that will be needed later for the other ones – objects, spells etc.); everything else, however, are freely choosable commissions (in many cases it doesn't even matter by which character you do, neither in what order); you may omit one of them. Also you can do more at the same time, in parallel.

## **The End Game:**

**TONGRAK**, GO TO CROSSROADS, E, E, PAY TO GUARD, FIND SHOPKEEPER, BUY ROPE, BUY EAR-PLUGS, BUY CATFOOD, BUY OIL, N, FILL LAMP WITH OIL, GO TO SLAVE-MARKET AND DEMON (you can similarly go to any other demon else, but to this is now the easiest), SAY LAZY FOOL TO HIM (you are transported to the wandering teleport-demon now, who rarely stays in one place: if he walks away, you must also be after him: FOLLOW DEMON then), LIGHT MATCH AND PIPE WITH MATCH (the demon faints for a little), PUT OUT PIPE, GET HOOK, GET SUGAR, GO TO MINE (depending on where you are), LIGHT MATCH AND LAMP WITH MATCH, FIND GIANT LOUSE, GIVE HIM SUGAR, NE, READ SIGN (Raernon has also got to come here, then both must be placing all their crystals on the scales): PUT RED CRYSTAL ONTO SCALES... etc. (all you have got, five or six), **RAERNON**, KNOCK ON DOOR (Raernon faints for a while... **TONGRAK**), PUT ON EAR-PLUGS, N, D, PRESS BUTTON, BLOW WHISTLE, RIDE WOODEN HORSE (Zelda and Raernon arrive, then all will sail out on the open sea), GIVE CATFOOD TO RAERNON, GET BOW AND PLUNGER AND RADIO, TIE ROPE TO HOOK AND THROW IT AT SHIP, CLIMB TO SHIP, OPEN TRAP-DOOR, D, TALK TO VAMPIRE, EAT GARLIC AND BREATHE AT VAMPIRE, GET FALSETEETH, OPEN TRAP-DOOR, U, THROW FALSETEETH INTO SEA (the vampire deceases, you moor then at an island), N, SHOOT DRAGON WITH PLUNGER, W, KICK DOOR, SW, EXAMINE DEVICES, EXAMINE ZOMBIES, GIVE RADIO TO ZOMBIES, PRESS BUTTON, NE, E, S (the small building explodes...), WAIT (...the whole island explodes, too, you travel to another world...), N, **RAERNON**, THROW CATFOOD AT POLICEMAN, OPEN DOOR WITH JAIL KEY, N, GET IN CAR AND START IT, **TONGRAK**, E, REFLECT LASER RAY WITH QUARTZ WATCH, OPEN DOOR AND ENTER, TALK TO ROB, EXAMINE COMPUTER, TURN OFF COMPUTER.

(After all, the ending story appears along some blithering, lunatic and surrealistic madness... All is over, all is lost... or not... yet?)

Thank you for playing my game.

*The Galleon (description page):* <http://istennyila.hu/eng/game/0005/0000.htm>

*My Games (1987-2001):* <http://istennyila.hu/eng/program/0004/0000.htm>

*Website (main page):* <http://istennyila.hu/>

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