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Ring II Twilight of the Gods  
FAQ/WALKTHROUGH  
version 1.0  
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I. C O P Y R I G H T   N O T I C E  
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II. W A L K T H R O U G H   I N F O  
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WALKTHROUGH INFO  
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This guide will guide you through the Ring II cycle. It has a lot of ASCII pictures cause they are needed. This is the only walkthrough for Ring II available on the net. Have fun reading it.

FONT CHECK  
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To read this document you must have a compatible font. The advisable font is COURIER NEW. Check these numbers and dots bellow and if they align your computer is compatible.

123456789  
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WALKTHROUGH STATS  
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WALKTHROUGH HISTORY  
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- Version 1.0  
# first version

CONTACT INFO  
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If you have any questions about this walkthrough or Ring II Twilight of the Gods or if you have anything to add, e-mail me on:

ring2walkc@yahoo.com

I will try to publish them in this walkthrough and reply back to you too.

NOTE: YOU CAN ONLY E-MAIL ME QUESTIONS THAT ARE NOT LISTED IN THIS GUIDE. IF I SEE A QUESTION THAT IS ALREADY LISTED IN THIS GUIDE, I WILL AUTOMATICLY DELETE IT WITH NO REPLY. TRY THE CTRL+F BUTTON TO SEARCH THIS DOCUMENT FOR THE THINGS YOU NEED.

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- don't send me requests to mail you the latest version of the guide
- as a subject please write R2TOTG or Ring II
- you can send me mails in english, slovenian or croatian language, replies can only be possible in english and slovenian
- please make your e-mails readable
- include your name or nickname so that I can thank you in the user section

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III. W A L K T H R O U G H  
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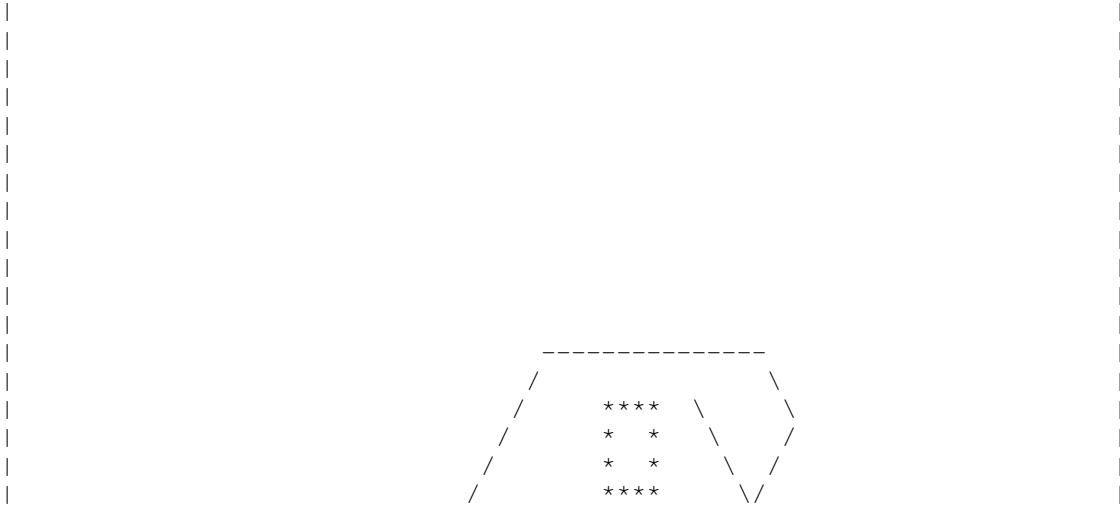
I. INTRO  
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After the weird ending in Ring The Legend of the Nibelungen, here is the sequel to patch things up. I've also written the walkthrough for the original game and here is the walkthrough for the sequel. It has changed a lot because it also uses keyboard commands and action sequences. So here is the walkthrough if you're stuck!

II. WALKTHROUGH  
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- First, go to the bellow in the rightmost corner of the forge (look ASCII picture 1)

--[ P i c t u r e 1 ]--  
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- \*\* - Step 1: Click and hold there
- Step 2: Drag the mouse slowly down
- In the puzzle drag the handle gently to the bottom and release it (shown in procedure under ASCII picture 1). Repeat several times until your are sent out of the puzzle
- Go to the hammer lever (opposite side of the anvil of the hammer structure)

--[ P i c t u r e 2 ]--



- \*\* - Z1: Zone 1: [For orientation] A table with a chair lies here
- Z2: Zone 2: The active zone for the hammer is there
- In the puzzle you must drag the hammer (see picture 2 for its location) left/right according to the music rythm
- When the fire bursts, take the water tank from the fountain. The hero will equip it
- Use it to extinguish the two fires on both sides, you have to fill the water tank every time at the fountain. Once done, the hero will put it





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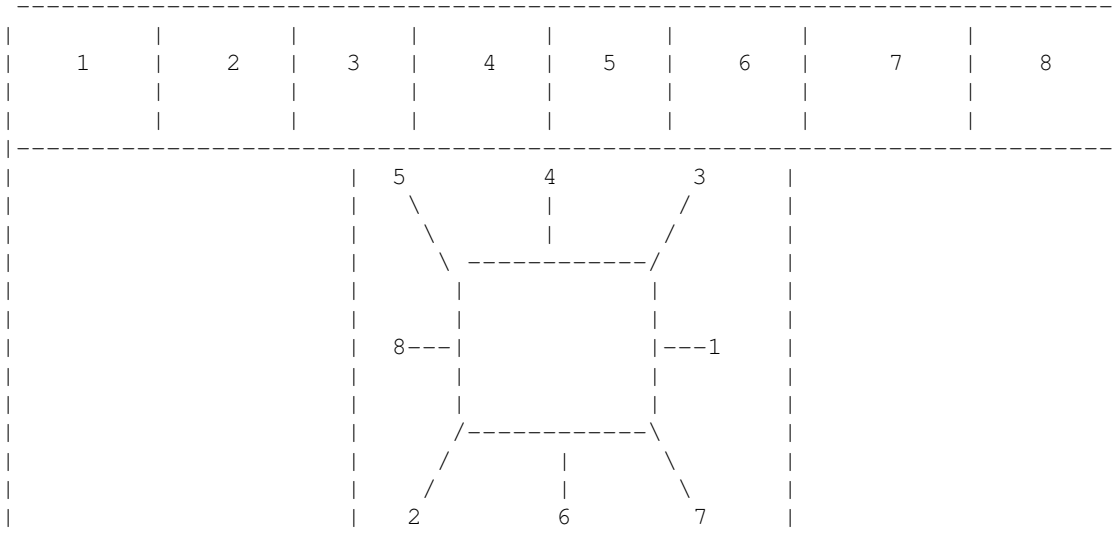
[ P i c t u r e 4 . 7 ] [ P i c t u r e 4 . 8 ]

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- You have to solve the puzzle on the door (see picture 4), and then, on the right side of the door, build the key to open the door (see picture 5).

--[ P i c t u r e 5 ]--



- For the door, click accordingly to this sequence below (each number means a square from 1 to 9, from the top left on upper line to the bottom right square on bottom line, from top to bottom) -- if you don't understand, see picture 5.

8, 7, 4, 1,  
2, 5, 8, 9,

6, 3, 2, 5,  
4, 7, 8, 5,  
4, 7, 8, 9,  
6, 5, 8, 9,  
6, 5, 4, 7,  
8, 9, 6, 5

- On the right side of the door is another puzzle: from the 8 pieces you have to form the key according to the picture on the tiles. Once done, take the key and use it to unlock the door open.
- Take the fire flower.
- Put the fire flower on the alchemist wall.
- Take the pumpkin: The first that you pick up will be a small one in the middle, put it on the alchemist wall on the lower right side of the triangle (outer edge).
- Take the second pumpkin, if it is the one on the right side, put it on the alchemist wall on the lower left side of the triangle (outer edge).
- Take the third pumpkin: If it is the one on the left side, put it on the alchemist wall on the top of the triangle (outer edge).
- Take the coal inside one of the 2 pots on the shelf, near the entrance.
- Put the coal on the alchemist wall, just in the middle, inside the triangle (open its door first, put it the coal and close the door).
- Take the lead inside one of the 2 pots on the shelf.
- Put the lead on alchemist wall: and click on the lower part of the device.
- On the left is another device: an hourglass. Click on it.
- Pull the snap/lever out (press and hold the left button of the mouse and drag it left).
- Push the snap/lever in (press and hold the left button of the mouse and drag it right).
- Go to the alchemist wall.
- Click on bottom left tap.
- Click on bottom left tap again
- Take the ice flower on the ground.
- Put the ice flower on the upper pumpkin on the alchemist wall.
- Click on upper tap.
- Click on upper tap again.
- Take the copper lid on the ground (small stone where you found the ice flower).
- Take the second fire flower and you have the mix of the 2 with fire flower and copper lid!
- Put fire flower & copper lid at alchemist wall.
- Go to the alchemist wall.
- Click on the bottom right tap.
- Click on bottom right tap a second time.

- Take the alchemic diamond in the centre of the device (open its door first!).
- Take the golden gem lying near your feet also: You'll form the alchemic gem.
- Go near the entrance and you'll find a place where there are lots of pots on the ground, there, old Siegfried will be looking up somewhere [Press Space Bar]
- Take the stones on the ground.
- Progress until you reach a big cliff: stay at the edge and throw the stones.
- Now Siegmund appears and you must throw the stones to deflect his fireballs. You have to do it approximately 6 times.
- The best time to throw the stones is when you see Siegmund creating them and then putting his both arms at the horizontal position, then press Space Bar to throw the stones. Repeat the same sequence until you win.
- Once he is vanishing, throw one stone again and then just press X to jump.

--L O A D I N G   S C R E E N--

- Some masks are hidden among the tree bodies.
- Talk to face 1 (Man).
- Talk to face 2 (Woman).
- Talk to face 3 (Child).
- Talk to face 4 (Old Man).
- (!) Survive "Angry roots" puzzle -> tip: wait between them before you run under second one (and survive).
- Later with the flying creatures: First time you will be hit (you have dagger or not).
- The come back and use your knife to show it to the creatures. Press space bar again...
- Go near the rock and press Action ... then drag wooden stick so that you will hit the 3 skeletons below... Tip: press the left mouse button and hold it: from now on you control the stick. Move the stick to the left border of the screen and then, pull it up until the rock rolls...

Here are the possible actions:

- If you decide to kill the bear, then one of the skeleton warriors will kill you ...
- When you come too close to the magnetic wall downstairs, you will lose your knife ...
- If you decide not to push the rock, then one of the skeleton warriors will kill you when you will be near the magnetic wall (if you try to go near the fight zone) ...
- If you come too close to the last skeleton, after 3 of his comrades were killed, he will kill you without any hesitation...
- Once you have pushed the rock and after the 3 skeletons die, get downstairs. You will automatically lose your knife, which will be stuck to the magnetic wall. On the ground, you must pick an amulet, and then, turn back and run upstairs as fast as possible: the skeleton will chase

you down and will be killed by the magnetic wall ...

- After that just come close to the bear and new movie will be playing.

--L O A D I N G   S C R E E N--

- Go to the entrance of the forge and knock 2 times.
- When the bear stops, approach him at the head side and action.
- Inside go to the leftmost corner where the chests are.
- In the puzzle open the right chest.
- When Mime won't speak any more, approach the bear. Action on him will make him follow you.
- Bring the bear near Mime ...
- Mime then goes to the centre of the forge; go after him to continue asking him questions.
- Mime won't speak again ... So call in the bear again!

--L O A D I N G   S C R E E N--

- Go to the spider corpse.
- Take the stick on the ground and use it on the acid pouch.
- Walk to the tree in the middle and use this pouch on it.
- Push the stump and once it has fallen down, creep through it.
- When the spider attacks, go back quickly... into tunnel...
- Wait for the spider to be killed by the trees.
- Once done, cross the tunnel again and just walk into the same direction.

--L O A D I N G   S C R E E N--

- In front of castle: hide on the left side until spider is gone away, then run towards to front door.
- (Optional) You will die if you jump (fall) from any table or shelf directly on the ground!
- (!) Run into Kuperan.
- (!) Go left... don't fall down !!!
- (!) Jump on the table (only one is accessible from the shelf).
- (!) Go left.
- (!) Jump-run into saltcellar in a high distance just after the rubbish and press action button (otherwise you will be killed by the nearest spider).
- Now there is a central table, 1 closed cupboard on one side, 1 open cupboard with dishes: go to this one and climb by using one of its 2 edges.
- Once up, get in the left corner near the wall and jump onto the little

chest below you but please jump by standing near the wall.

- (!) Take the key.
- (!) Jump down and now go to the other cupboard (this one is closed with 6 drawers).
- (!) Climb on it on either one of the edges.
  
- (!) Once you're on the top of it, go to the right side and jump on the border on the right: and progress slowly as the path is very narrow.
  
- After the dialog with the prisoner, you have to hide. Once the sequence is over, get down and go to the garbage pile near the salt box, or next to the mouse trap.
- (!) Take the garbage on garbage pile.
- (!) Put it on mouse (spider...) trap and just wait for spider to be hit !
  
- (!) Once done, take the spider leg and use it to take the pouch from the spider corpse.
  
- Go to the chest in the corner between the cupboard full of dishes and the one with 6 drawers. Press action key to unlock it and take the sword, Nothing parts ...

--L O A D I N G   S C R E E N--

- Enter the table puzzle, Use each of both Nothing's parts on the file. Take the plate containing the tray.
  
- Go to the centre to the forge's mouth.
  
- In the puzzle: press the lever on the left, it opens the mouth and put the tray in the cauldron.
- Press the lever again to pull the cauldron backward into the fire.
  
- Once again use the bellows as you did it at the game beginning.
  
- Get back to the forge's mouth: in the puzzle press the lever on the left to make the cauldron appear, then press the lever near the cauldron to fill the mould with melted metal.
  
- Take the mould to the pond on the left.
  
- Bring the sword to the anvil.
  
- Hammer game play once again as you did in the game beginning.

--L O A D I N G   S C R E E N--

- Go into the tunnel.
- Walk on textured tiles.
  
- Jump over the missing tiles
  
- Run away from the spiked wall and hide in the tunnel near the exit, until the wall gets by.
  
- Cross the tiles again!

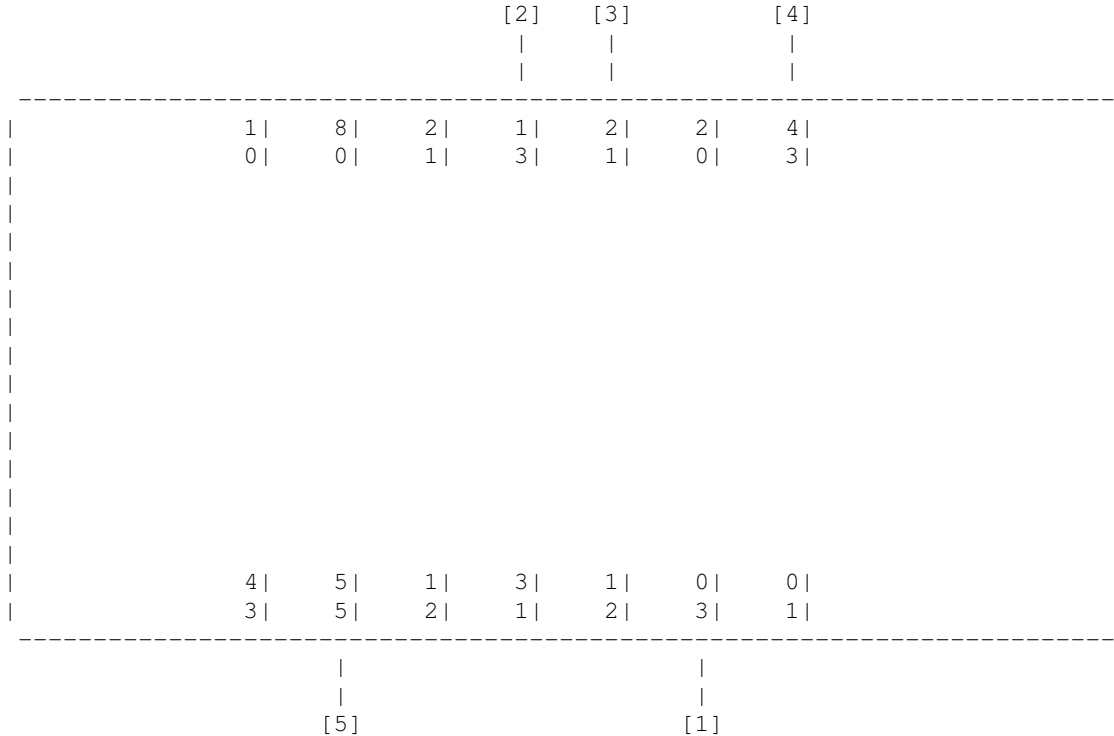
- Go through till the end of the tunnel.
- In front of the bridge, take the shield on the left side of the screen.
- Get back and put the shield in the stone with a shield shape.
- Once the big dragon is dead, get on the right and walk passed his body.
- Visit a little bit and you'll find a place with treasure. On the tree stump take the ring.
- Now, exit the whole place, exit also the tile sequence and get out from the cavern.
- A bird will speak to you, then, Mime will speak to you and will offer you to drink.
- As soon as Mime shows you the cup to drink, draw your sword (press E or Backspace) to slash him.

--L O A D I N G   S C R E E N--

- Out of the fortress. Go to the left, an automatic sequence will play, showing your hero hiding from a guard. Once this sequence is over, do the same: hide behind the stock of wood piles.
- From this position you will see in the distance a small bush: run there and hide behind as fast as possible without being seeing by the guards (your character has to kneel).
- Wait until guards pass by...
- Run to the top of the screen, then to the armory.
- Draw your sword (press E or Backspace) and use it to break the lock.
- Open the door.
- Open the chest.
- In the puzzle: Click on the leftmost symbol three times then once to the middle one to open the grid.
- Take long string from the upper left corner, you'll put in the bottle to build a bomb!
- Take this bomb.
- Run back to the rock under the pile of trunk, but wait for the guard to get on the lower left corner of the screen while you stand on the bottom right corner of the screen, wait that he is far away enough to run!
- Put the bomb on the rock, draw your sword and use it on the stone to lit the fuse.
- Run to the left as quick as possible...Good luck!
- Just go to the left after explosion and enter the village, get down the path ...
- Pass the moving walls, blades, fireballs and bridge
- After the fight with Wotan, go to the sarcophagus.
- It's a Fibionnaci's sequence. Each number is the sum of the previous two numbers. Hint are the numbers on the statues in the room: 1, 2, 3, 5. The next number is 8 (3+5), then 13 (5+8) and so on...
- There are 2 rows (upper and lower) of 7 bones (1 to 7 from the left to the right), click following this sequence below: (see picture 6)

- \* 6th bone (08) from lower row.
- \* 4th bone (13) from upper row.
- \* 5th bone (21) from upper row.
- \* 7 bone (34) from upper row.
- \* 2nd bone (55) from lower row.

--[ P i c t u r e 6 ]--



--L O A D I N G S C R E E N--

- Near the stream approach the girl on the right to enter the puzzle.
- Click on her 2 times, then click below the screen to exit a lot of time, do not be tempted by luxury or you will die!
- Speak to the left girl.

--L O A D I N G S C R E E N--

- Now you have to catch Alberich.
- Get out of the screen on the lower left side. Exit the screen by the left side again, then you find yourself after crossing the bridge on a round platform.
- Just get past the bridge on the left side of the screen: once you are on the other side you will notice an active zone: draw your sword and use it here to cut the bridge, this way Alberich will have no possible escape.
- Turn back now that you have destroyed the bridge, and you'll find yourself in a huge round hall with the dragon corpse and another new bridge on the upper side of the screen: take this one and progress until you catch Alberich because by destroying the bridge you gave him no possible escape ...

- After the end of the chase, catch Alberich.

--L O A D I N G   S C R E E N--

- Fastest way: step on the red thread on the right, immediately left on the black one. Walk further to the next screen, left on the last red thread, walk to the end, then right on the blue and left on blue again.
- Take the sand on the left.
- Use the sand to hit the spider: use it when the spider crosses the bridge from one statue to another. In fact using the sand will 'push' the spider from the bridge and make it fall on the ground. Make sure you're close enough to the bridge when you throw.
- When the spider is on the ground, draw the sword and kill it.
  
- Now put your sword back and you have to touch (Action button) the 2 rays of light on the left side of the statue in the centre ... to finally reach the end of the story ...

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CONGRATULATIONS!  
YOU HAVE JUST FINISHED RING II TWILIGHT OF THE GODS!  
ENJOY THE FINAL SEQUENCE!

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IV.   F I N A L   N O T E S

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I think the game is a great sequel but the company that made it thinks that it is the biggest mistake they've made. Well, we don't agree because the sequel is better than the original. I give it 85%!

V.   C R E D I T S   S E C T I O N

=====

I would like to thank first to all of you readers out there that are reading my faqs! Thanks for all of your support and your constant e-mails are giving me the energy to still update this walkthrough.

I would also like to thank CjayC for making the best FAQ site for all us FAQ writers and constantly updating it.

PEOPLE THAT HAVE ALSO CONTRIBUTED TO THIS WALKTHROUGH:

| Gamefaqs.com |  
  Mostly CjayC and all the other people constantly publishing and updating our guides.

| All readers |  
  All readers for supporting me and reading this guide!

VI.   O T H E R   W A L K T R O U G H S

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If you are interested, I have also written these walktroughs (walktroughs are written from the newest one to the oldest)

- Ring II Twilight Of The Gods ([www.gamefaqs.com](http://www.gamefaqs.com)) - PC section
  - Full guide + ascii pictures to help
- [Civilization]: Call To Power II ([www.gamefaqs.com](http://www.gamefaqs.com)) - PC section
  - Full strategy guide for beginners and a walkthrough on beating the game
- Ring The Legend of the Nibelungen ([www.gamefaqs.com](http://www.gamefaqs.com)) - PC section
  - Full walkthrough + ascii pictures to help
- Rollercoaster Tycoon 2 ([www.gamefaqs.com](http://www.gamefaqs.com)) - PC section
  - Full walkthrough for beginners, scenario walkthroughs, advanced section, tips, easter eggs + ascii pictures to assist and more!
- Moorhuhn 3 Es Gibt Huhn! ([www.gamefaqs.com](http://www.gamefaqs.com)) - PC section
  - Strategy tips, daisy explainer, how to gain 2000, 3000 points etc.
- Sheep ([www.gamefaqs.com](http://www.gamefaqs.com)) - PC section
  - Tips and strategies on winning the game.