

T H E L E G E N D  
O F T H E

N I E B E L U N G E N

version 1.2

Walkthrough written by Bostjan Cigan.  
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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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HISTORY

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\*version 0.9\* - BETA

- mostly only hints and tips

\*version 1.0\* - STABLE

- whole walkthrough section  
- different license

\*version 1.1\*

- family tree added  
- some grammar mistakes fixed

\*version 1.2\*

- mostly grammar mistakes  
- different license agreement

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  
.....

AUTHOR INFO

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The author of this walkthrough is Bostjan Cigan.

CONTACT INFO

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Let me give a few rules if you are sending questions by e-mail.

1. SEND ONLY QUESTIONS THAT ARE NOT ANSWERED IN THIS GUIDE
2. DON'T SEND ME ANY COMMERCIAL STUFF AS I AM NOT INTERESTED

e-mail: ringwalkc@yahoo.com

III. W A L K T H R O U G H

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SECTION I: STORY, GAME INFO

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FROM OPERA TO GAME

-----

In the beginning was the legend of Eddas, the founding mythology of the Germanic people - an extraordinary 'chanson de geste' relating the birth of the cosmos and laying bare the complexity of the human soul.

And then there is Richard Wagner, a towering figure of the 19th century. Wagner immersed himself in the Eddas. He transformed them, made them his own and presented them, to an age imbued with an ardent, excessive spirit, in the form of an immense operatic work; the four days of the Cycle of the Ring, the legend of the Niebelungen, with which his name would forever be associated.

For the very first time, a musician wrote the 'scenario' and libretto, designed costumes and scenery, and even dreamed up a theatre capable of staging his work. In short, Wagner imposed his own, intensely personal vision of the world on the long saga of The Ring.

FROM GERMANIC FORESTS TO THE REALM OF SCIENCE FICTION? A SUBJECTIVE CHOICE?

-----

The Cycle of the Ring is formed by a long series of journeys back and forth between past and present in search of 'formed worlds' - the world preceding that of men for the Germans, the world of the Ancients and oral tradition for the author of Eddas, the world of ancestors for Wagner.

Faced with the world developed by Philippe Druillet - a flamboyant universe turned squarely towards the future - we have endeavoured to make use of the constant temporal bottomless pits.

Druillet's universe is that of 'the after-world': in our adaptation, his search becomes a quest for all these vanished worlds. The earth has been left in ruins, and so too has our 20th century obsession for storing, keeping, filing away and preserving. But if the earth

is no more than a distant memory, what shape does this memory take?  
An impalpable deposit, a tiny yet infinite treasure: the memory of  
a man, the brain of a 'metascient' - ISH.

MUCH MORE THAN A CHARACTER: ISH  
-----

One character will act as our guide through the Wagnerian labyrinth -  
our link, our motivation and our reward. ISH, the Metascient, the  
human survivor, who has been entrusted by a Goddess to search in the  
threshold of his memory for the threads of the legendary opera.

You are going to embody this Metascient from space and take control  
over four different key characters who will allow you to revive the  
great saga.

But beware: the cursed Ring will not unfold easily its secrets to  
you.

THE GREAT BOOK OF I S H, EXCERPT  
-----

Future generations will luckily never experience the anxiety and  
emptiness that haunted us from birth. We were Earth's orphans. Poor  
indeed was humanity deprived on its planet, of its archives. Crushed  
under the tyranny of the FOUR, the universe itself, was a little  
consolation.

Today, one wonders how we could sacrifice our lives to this daunting  
task of reconstitution rather than trying to improve our sorry living  
conditions. Learn that nothing is worse for a man than being born  
without memories. And so we worked as desperate slaves for our own  
utopia, seeking the faintest traces of our culture, thereby our very  
identity.

Thanks to 'Mnemogenetics', a science for which the origins and  
creators we still ignore, we embarked in our own memories as pilgrims  
looking there for the heritage of humanity.

I don't know how we had the intuition that we would find ourselves again  
in rediscovering our legends. No doubt ERDA had patiently prepared the  
way. The Four let us pursue our efforts in exchange for the theatre  
performances; for them it seemed like an innocent way of keeping their  
populations entertained.

I understood only much later why I had been chosen to put back together  
the RING cycle. The FOUR saw it as an apology of power, vindication for  
the force that would convince me to take a part in their game. I now  
recognise the subtle influence of ERDA in this error. As I played both  
parts of hero and villain, I was but an empty page upon which one would  
print humanity's faults and virtues. ERDA wanted me to understand Evil  
in order to fight it and to choose Good for myself so that I might know  
how to defend it.

May the generations to come remember that the greatest threat lies  
primarily in forget.

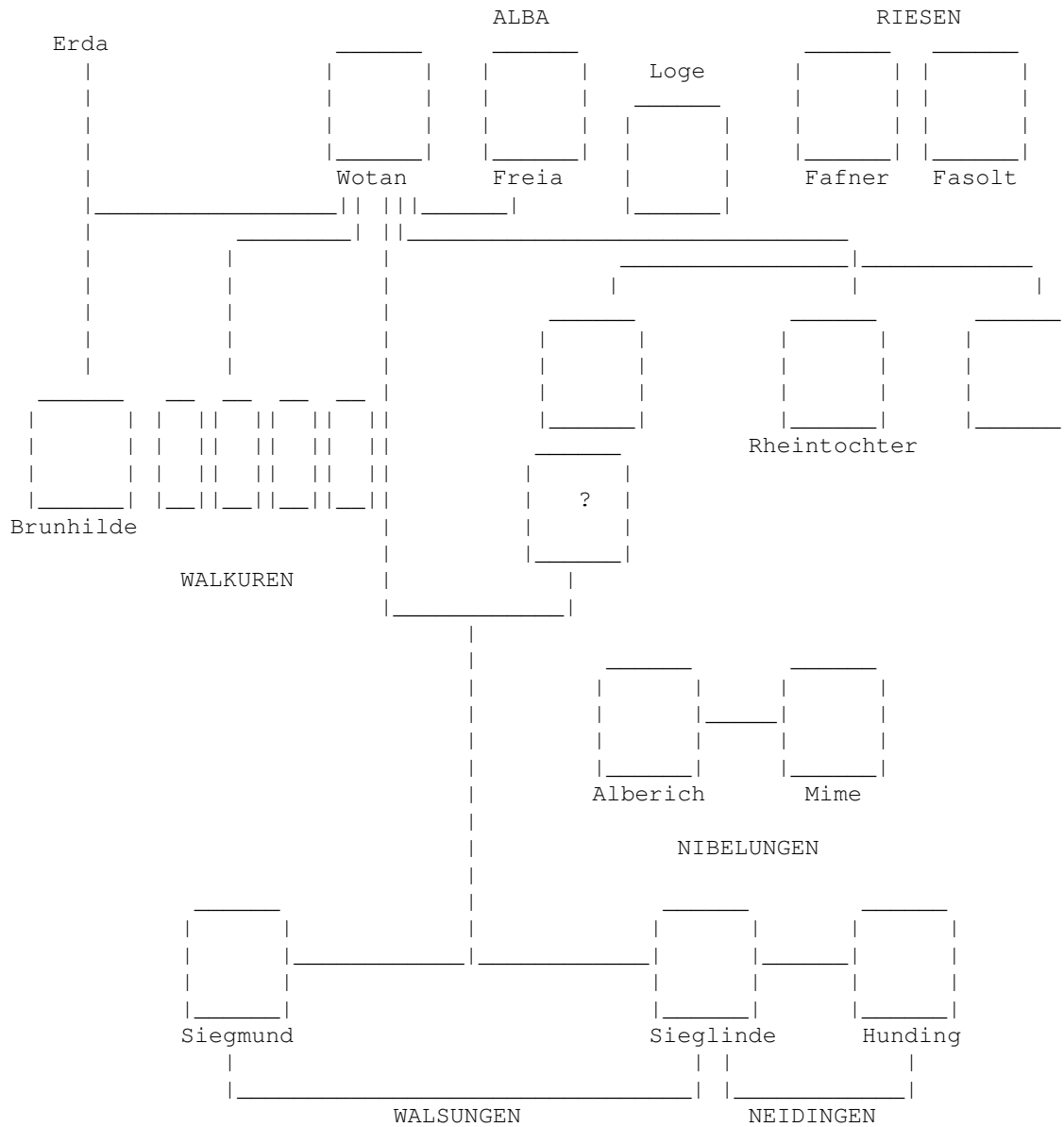
Any horror, any catalysm can repeat itself.

Each and every one of us is a Keeper of the human temple.

SECTION II: FAMILY TREE

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In the game Ring you will play different characters but they are all connected. Here is the family tree to show you.



SECTION III: WALKTHROUGH

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3.1 ALBERICH

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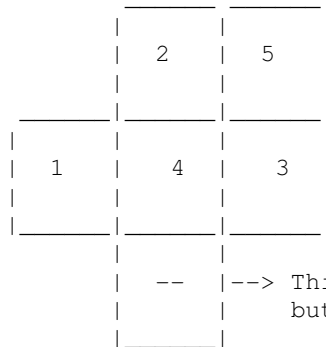
The first adventure starts with Alberich.

After the movie ends, talk with the Dwarf. Now look for the entry on the right and go in. Click on the jar and you will get a frog. Look for the title on the wall and try to take it. The Mime won't give it to you. Use your brutality on the Mime and you will receive it. Also take Loge's Flame (the triangle fire shaped thing).

Now go out of the room and you will see a motorbike. Ride on it and click on the pannel (a button is on it). Insert the creature in from your inventory and then give him the minerals. The bike will start.

Now you must go all to the end of the tracks and then turn back and go all the end to the tracks. You will end up in a room with a control panel.

Click on the button and a virtual pannel will appear. You will notice that a piece is missing. Take it from your inventory (if you haven't got it, go back to Mime, look in the corner and try to take it; Mime will refuse to give it to you so use brutality on him and then return to this control pannel) and place it in. Now you must push the button in the exact order shown here:



This is just the pannel where you have to push these buttons in the order showed above.

Now the computer is active. Click on the 2nd button on the pannel and a picture will appear, but only for a second. Use brutality on it. Now a map of the mind will be shown. You will notice a blue pipe. Move the blue pipe to the yellow one so that a new tunnel will appear (save your game before going down if you don't know which one exactly and then try again).

Now go down the tunnel back bellow and you will stop at a door. You have to shape it so that a mouth appears (all three block are red).

Now open all the compartments. In one you will find a diving helmet. Now check the big egg and take the anti-g materia from it.

Now go back to the control pannel and alter the map again. Move the tube that you have moved before back to its original position (a blue pipe will reappear again). Now move the block right from this pipe and the room should be floded. Now go back to your bike and to the end of the tracks.

Go inside and look for two pannels (one is on the left and one is on the right). Turn the lever to green.

Now go to the end of the room and click on the headed-like button. Insert Loge's tear in it (a triangle fire shaped thing in your inventory). Then go to the right and press the lever.

When you come into the room, use the diving helmet on the water. When you

are inside the water click in any direction.

REMOVE CD2 FROM YOUR DRIVE AND INSERT CD3

In the magic world you will find four women that will try to distract you. Whenever a woman says anything to you, don't click on it, just click the path to go on. When you will go on and pass all the four women you should have four keys in your inventory.

Now you will come in a cave. Use the last key on the door and go on. You will notice a fish on the right. Take this fish and put it in the bigger aquarium on the left (a big circle is located there; put the fish in there). A dolphin will appear and you will receive a medallion. Enter the new room and use the key 'Disgust' on the back of the door and go on.

Go on to the next room and click on the first water circle. Give the medallion to the woman and go to the second circle. You will receive your medallion again. Go to the third circle and use the diving helmet on it. Give the medallion again to the woman.

Now the door should be open. Go on and use the key 'Mistrust' on the back of the door and go on. Now use the brutality on the mirror and you will receive the anti-g cell. Pass the door (use anti-g on you) and use the key 'Selfishness' on the back of the door.

You will find another woman. Click on her and then click on her again. At the end of this sequence enter the last door and use your last key on it.

Enter the lift and put your diving helmet on before proceeding. Take the gold and you should reaper back at the mine.

REMOVE CD3 FROM YOUR DRIVE AND INSERT CD2

Now go back to where you have been talking with Mime on the start of the adventure. Now go back the pannels again (one on the left and one on the right) and put both levers to green again. Use Loge's tears on the compartment again.

Note: You could have talked to a Dwarf in the part before you go in the room where you have to put Loge's tears in it. It is not so important because you can finish the adventure without it.

-END OF ALBERICH CHAPTER-

### 3.2 LOGE

-----

After the movie you will reappear at the mines again. Talk with Mime and go to the first room on the left. Go down the elevator.

Talk to the Dwarf and at the end of the talk hit him with your fire attack.

Head to the computer room. Press the second button again. Change the blue pipe to the yellow pipe. Now turn back on go down the tunnel.

Don't try to solve this puzzle. Just use your fire attack on it.

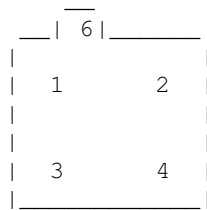
Open all the three compartments and take the 'Dragon', 'Centaur', and the 'Phoenix' buttons. Take the 'Gold' from the cages right from the egg.

Return back up to the control room. Flood the compartments by moving the block on the right up.

Return to where you have talked with Mime. Give him the 'Gold' and you will receive a cage. Go out the room again.

After the long talk with Alberich, a fight will begin. In the first fight use the 'Centaur' button. In the second fight use the 'Dragon' button and in the final fight use the 'Phoenix' button.

You will be with Wotan again. You will notice an egg on the right of you and then use fire on it. You will have to solve the 'Four seasons puzzle'. Solve it like this:



- 1 - SPRING (the picture with a tree and a house)
- 2 - SUMMER (Sun)
- 3 - AUTUM (the picture with an old tree)
- 4 - WINTER (winter picture)

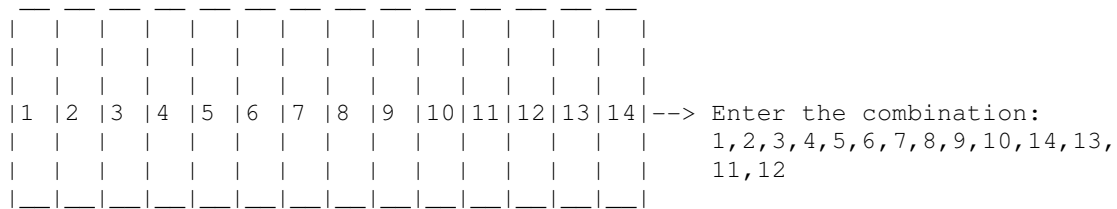
It might take a few minutes so be patient. In the end put the final block (6) down.

Another puzzle will reappear. This is a tough one. I have been struggling with this one for days until I have just been pushing the numbers one by one. Put the solve was very simple. Just put in the combination '365' or '366'. As the previous puzzle were parts of the year, here are days. There are 365 days or 366 days in a leap year.

Now put in the crown and the ring and you will save Freia.

Now go up on the stairs and use the strange machine. You have to have the combination 'The Rainbow Leads to Walhalla'. Use the little boat and if a part isn't the wright word, go with the boat on another level and press the title so that it will move around.

This puzzle is also though. I've had no clue in the beginning until I finally started to listen the music in the background. The keyboard is divided into fourteen strings. Use the picture bellow to help you and type the combination 1,2,3,4,5,6,7,8,9,10,14,13,11,12; I hope it is right.



Now the rainbow should appear.

-END OF LOGE CHAPTER-



```

|/ \ Put the 'PATIENCE' pamphlet in the hole that has an H symbol above
    it.
/
| _
|\  Put the 'JUDGEMENT AND DIRECTION' pamphlet in the hole that has a
    four symbol above it.
  \/
( . ) Put the 'MOVEMENT' pamphlet in the hole with the symbol on the left.
-|-
  /
( )  Put the 'DESTINY' pamphlet in the hole that has a circle with an
    arrow above it.

( . ) Put the 'WILL' pamphlet in the hole that has a circle and a circle in
    it above.

```

Now you should go in a dark cave. Use your wolf instinct and put the picture up like this:

```

  _____
| . |
|/|\|
| | |--> The picture must be above
|____|

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Then press the button and you should reappear at Siegmunds house.

Now go out the house, use your boat and go to the berries sight. Take some orange berries from it. Now go to the 1st floor of your house, use the berries on the machine and make a 'BERRY DRINK' out of it. Now ride your boat in the house and press the lever.

Go out, use the bow on the fire and then fire at the boat.

Now go up on the bridge (the 2nd floor of the house and then go out) and go there where you have taken the fishing stick. Now go and put the stick in it and you should catch a fish with a key in it.

Now go back to the pyramid, use the key on the 7th brick and place the 3 ignots in the hole (if you don't have 3; 1 is located in the lower corner of the drawer; one is located at the strange dog; one is located in the berry bush). You will receive a wolf bandage.

Now go to the house, knock on it and talk to Siegmunds sister. Talk to the man, use the GOLEM and the sleeping potion on the cup bellow the table. After the man is asleep, go out, place the two wolf bandages on the sword (it is located south from the house on a strange rock place) and you will receive it. Now go back to the house. Watch the ending.

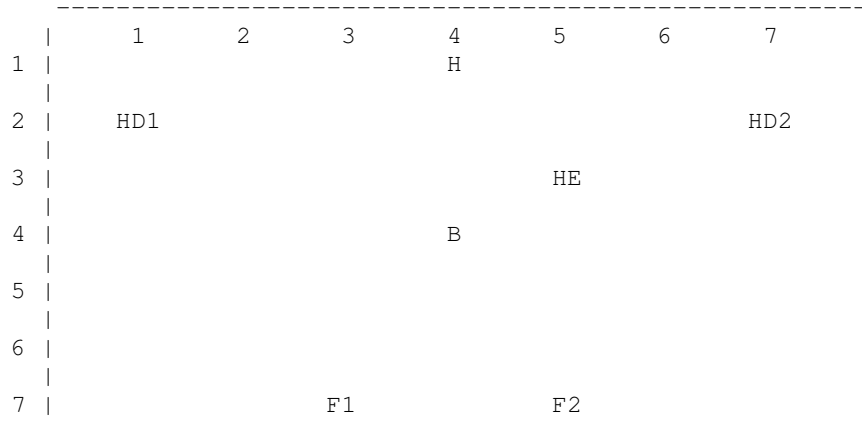
-END OF SIEGMUND CHAPTER-

### 3.4 BRUNHILDE

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Enter the palace and go two spots up. Then turn left and talk to the monster in the Necropolis. Now go one spot up. Go into the room on the left and use your magic lance on it. Now go out, go on the top of the stairs, look front and use your magic lance on the falcon. The mummy will go into the water. Take the bark. Go out.

Now go up for one spot and enter. Take the flower on the ground. Look at the hanging man. Look at the bottom and click at the pannel. First put the golem parts in the right place and then a puzzle will appear. Solve it like this:



LEGEND:

+++++++

H - Head

HD1 - Hand 1

HD2 - Hand 2

HE - Hearth (place it at the end)

B - Body

F1 - Foot 1

F2 - Foot 2

Now the phoenix will appear. You will receive a feather.

Now go up again. Take the apple and the dragon sword.

Go to the place where the mummy was, go to the left room and place the dragon sword in the dragon. Next, take the horn. Take the dragon sword back. Go back to the first room, cut the ropes with your dragon sword and use the horn on the sky. The phoenix will appear and you will receive a leaf. Now you should have a leaf, a flower, an apple and a board. Go to the room where the man is and place these items on the boards (just try each one on every one). You will receive a thread.

Go to up one level and you will be able to open the door. All you have to do now is click on the clock and place the items in the bottom one in another. It isn't so hard. When you come in, look at the table (down not up). Stop the ball in the middle (just try all buttons). When the ball stops, put a thread on the wall wheels on the right.

-END OF BRUNHILDE CHAPTER-

3.5 END

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You'll find yourself at the Ring circle again. Check your inventory and you will see 'Death' in it. Place the death in the center of the circle and see

the final sequence. Congratulations, you've just finished Ring!  
- ADDON -  
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## Ring Tips -----

### Tip 1: Scanning locations

Scan each location carefully for areas you can explore, while keeping a close eye on the cursor to see if it changes to the Movement icon. Sometimes the "hot spot" indicating a new location is quite small.

### Tip 2: Cursor changes

If the cursor changes to indicate that an item in the game screen can be manipulated with an inventory item, try using every item you have in your inventory, even if it doesn't make sense.

### Tip 3: Order of play

Although you can play any of the four Ring segments in any order you like, you can avoid some continuity issues if you tackle them in this sequence: "Alberich," "Loge," "Siegmond," and "Bruennhilde."

### Tip 4: Synopses

Check out synopses of the four operas that make up the Ring Cycle--The Rhine Gold, The Valkyries, Siegfried, and Twilight of the Gods--to get a better idea of what's going on in Ring. (Unfortunately, you'll also discover how much has been left out of the game.)

## FAQ Section -----

Q: Ring sometimes stops. Why?

A: Install the latest version of Direct-X, update your drivers, maybe you do not have a compatible machine (166mhz is recommended), or install a patch from [www.arxeltribe.com](http://www.arxeltribe.com).

Q: Who made Ring?

A: Well a silly question, but: Ring was made by Arxel Tribe, a company located in Slovenija (eastern Europe) and this game was their first that made them famous.

## IV. FINAL NOTES =====

I think that this is one of the best mind thinking games available. It received 76% at PC GAMER but I give it 80%. Definitely worth your money.

## V. CREDITS SECTION =====

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:

| Cheatbook.de/Cheatcontainer.de |  
For the hints section of Ring.

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

| SmallTown |  
For great walkthrough improvements and hints!

| 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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---Ring II Twilight of the Gods WALKTROUGH is comming soon!---

If you are interested, I have also written these walkthroughs:

- Gabriel Knight 3 Blood of the Sacred Blood of the Damned
- Unreal Tournament
- Gunman Chronicles
- Moorhuhn 3 Es Gibt Huhn!
- Sheep (hints, tips & cheats + walkthrough)