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FROM OPERA TO GAME

The legend of the Eddas is a cornerstone in the mythology of the Germanic people. An extraordinary “chanson de geste” relating to the birth of the cosmos and the complexity of the human soul.

Richard Wagner, a towering figure of the 19th century, emerged as one of the most eminent composers of the time. Wagner immersed himself in the legend of Eddas. He transformed it, made it his own and then presented it to an age imbued with an ardent, excessive spirit, in the form of an immense operatic work. This presentation culminated itself with the four days of the Cycle of the Ring, the legend of the Nibelungen, 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 RING.

FROM THE 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 “former worlds”. The world preceding that of our German society of today, the world of the Ancients and oral tradition for the authors of the Eddas, and the world of the ancestors of Wagner.

Your universe of the Ring is that of “the after-world”: in our adaptation, the search becomes a quest for all these vanished worlds. The earth has been left in ruins, as has our 20th century obsession for storing, keeping, filing away and preserving what once was reality. However, 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 to find the 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 of four different key characters who will allow you to revive the great saga.

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

THE GREAT BOOK OF ISH, EXCERPT

Future generations will luckily never experience the anxiety and emptiness that haunted us from birth. We were Earth's orphans. Humanity deprived of its planet, of its archives, entered its darkest hour. Crushed under the tyranny of the Four evil beings, what remained of our lives before was of 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. We learned that nothing is worse for a man than being born without memories. So we worked as desperate slaves of our own utopia, seeking the faintest traces of our culture, and thereby our very identity.

Thanks to “Mnemogenetics”, a memory-recall science, that dates back to the origins of the universe and creators we still ignore, we embarked into our own memories as pilgrims looking for the heritage of humanity.

I don't know how we had the intuition to find ourselves again. However, in rediscovering our legends we unleashed the dangers of the past. No doubt ERDA had patiently prepared the way. The Four let us pursue our efforts in exchange for the theatre performances of the classics; for them it seemed like an innocent way of keeping their populations entertained, while being able to re-live the past.

I only understood much later why I was 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 part in their game. I now recognize 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 forgetting. Any horror, any cataclysm can repeat itself. Each and every one of us is a Keeper of the human temple.

SYSTEM REQUIREMENTS

To play RING, be sure your system meets the following system requirements:

- Pentium 133 MHz IBM PC or compatible
- 32 MB of RAM
- Windows® 95 or 98 - NOTE: This is a Windows 95 game and cannot be played on Windows® NT systems. Multitasking is not recommended when playing RING
- An **Uncompressed** hard drive with 290 MB free for the "Recommended" install
- 8 X CD-ROM drive or faster
- A Windows compatible video adapter capable of displaying 65,000 colors
- A 100% Windows compatible mouse
- A Windows compatible sound card is highly recommended

Pentium MMX: This version is already optimized. Nevertheless, you can also obtain our specialty anti-alias patch on the web at www.cryo-interactive.com!

In addition to the basic system requirements, the game requires that DirectX™ 6.0 be installed to your hard drive. The option to install DirectX 6.0 appears during the game installation. At the end of installation, you are prompted to register RING electronically.

Installing the Game

You must install RING game files to your hard drive and have the RING CD in your CD-ROM drive to play this game.

To install the game, insert CD #1 into the CD-ROM drive. When the pop-up window appears, click on the Install option. If you have disabled the Windows Autorun, or if it does not function, Explore the CD and double-click on the Setup program icon. Follow all on-screen prompts to complete the installation.

Note on installing DirectX™ 6.0:

The installation program gives you the option of installing Microsoft DirectX™ 6.0. This version is necessary to play RING in optimal conditions. If you use an early version of DirectX™, the program will give you the option of installing this new version, which is more stable. Once all components are installed, the program will ask you to restart your computer. This action is necessary in order for the installation to take full effect from the moment you start playing.

Starting the Game

Insert CD #1 in your CD-ROM drive.

The installation program created a shortcut RING in the Programs file in your Start menu.

In order to start the game and view the introduction, select the BEGIN icon. To skip the introduction sequence, press the ESC key.

For complete and specific "how to play" information, please refer to the rest of the manual. Some changes were made too late to include in this manual. Please read the README.TXT file in your game directory for more information.

Note: RING requires the computer be set to 65535 color mode (in the Windows Settings window. Screen saver utilities should be turned off before starting to play RING.

Uninstalling the Game

To uninstall the game, select that option from the Autorun menu, or choose Settings from the Windows 95 Start Button, and select Control Panel. In the Control Panel, select Add/Remove Programs, left-click on RING, and click on the Add/Remove button. The game and all of its components are then removed from your hard drive, except for your saved games or edited scenarios.

Saving Games

RING requires space on your hard drive for Saved Games and temporary files. Each saved game can take up to 700 Kb of hard drive space. Note: If you exchange a saved game with someone, it is important to note which slot it occupied since it can only be played from that position in the save game list.

Electronic Documentation

If you do not already have the Adobe Acrobat Reader, you can install the software following these instructions. Insert the game CD in your CD-ROM drive. Explore the CD, and double-click on the ACROWIN folder, located in the root directory. Double-click on the file entitled ACROREAD.EXE and follow the on-screen prompts.

Once Acrobat Reader is installed on your system, you can read README.PDF by opening the folder on your hard drive in which you installed the Adobe Acrobat reader, and double-clicking on the file ACROREAD.EXE. From the File menu of Adobe Acrobat, you may open the README.PDF located in the root directory of your game CD.

TROUBLESHOOTING

This section provides information that should help you solve some common problems.

Sound and Video Cards

RING requires Windows 95, DirectX 6.0 compliant sound and video cards. If you experience problems with sound or video while playing RING please contact the manufacturer of your video or sound card for the latest DirectX 6.0 compliant drivers. If such drivers are not used, RING may not run properly on your system.

DirectX 6.0 Setup

This game requires DirectX 6.0. If you do not have DirectX 6.0, then it can be installed or reinstalled from the CD. Installing DirectX 6.0 is an option when installing the game. It can also be installed by exploring the game CD, and opening the DIRECTX folder. Double click on DXSETUP.EXE to start the DirectX 6.0 install.

Using either the Install DirectX 6.0 button from the Autorun or DXSETUP.EXE, you can install DirectX 6.0, reinstall DirectX 6.0, test your drivers certification, or reinstate your previous audio and video driver as described following.

DirectX Disclaimer

RING utilizes Microsoft's DirectX sound and video drivers. DirectX is a programming tool created by Microsoft, and the installation of DirectX may cause video problems and system anomalies with computers using video drivers that aren't DirectX compliant. DirectX is a Microsoft product, and as such, this publisher cannot be responsible for changes that might occur to your computer system due to its installation. For DirectX related problems that cannot be fixed by updating to your video card's latest Windows driver set, you must contact either Microsoft or the manufacturer of your video card for further technical support or service. Microsoft retains all intellectual property rights to DirectX. The user has been granted a limited license to use DirectX with Microsoft operating system products.

CONTACTING TECHNICAL SUPPORT

The Learning Company technical support department is available to assist you with any issues regarding the product you purchased. Technical support can be reached via e-mail, U.S. mail, fax, or phone. The technical staff supports the entire family line of products from The Learning Company, including Mindscape and Brøderbund products.

When contacting technical support, please provide as much information as you can about your computer system and the problem you are experiencing.

The following information is necessary to providing you with technical assistance:

- Your first and last name
- Phone number, fax number, mailing address, and e-mail address
- Name of the product, version, platform, and format. Example: Mavis Beacon Teaches Typing/version 8/Windows 95/98/CD-ROM
- Brief description of your problem.
- Type of computer including name brand. (Mac or PC) If you cannot find the name of your computer say IBM PC Clone. Example:

I have a Dell PC Pentium 200 MHz–

Memory: 64 MB of RAM; Hard disk: 12 GB hard disk; Video card: ATI Matrox Milenia 8 MB video card; CD-ROM Drive: I have a 4x Panasonic CD drive; DVD-ROM: I have a 2nd generation Phillips DVD-ROM drive; Sound Card: Creative Labs 16 bit sound card

- If using a network please mention the type of network being used.
- Modem type and speed. Example: US Robotics 56K Flex internal modem
- Version of Windows or Macintosh operating system.
- If you are having a printing problem specify the name, make, and model of the printer you are using. Example: HP Deskjet 870 CSI .

Check our Web site, <http://www.learningco.com>, for answers to frequently asked questions and other technical support information. Go to the support section to get FAQs, downloads, patches, etc.

Technical Support Call Center

Automated 800 support 24 hours: (800) 409- 1497 This service allows our customers to find commonly asked questions to products and their answers free of charge.

Technical support fax: (319) 395-9600 24 hours

Main technical support number: (319) 247-3333

Note when calling: Call (319) 247-3333 between 9:00 A.M. and 9:00 P.M. Central Standard time, Monday through Friday (excluding holidays), to speak to a technical support representative. Please be at your computer when you call.

Technical Support E-mail

Help@tlcsupport.com

Online Technical Library: www.learningco.com/support

Mailing Address:

The Learning Company, 1700 Progress Drive, PO Box 100, Hiawatha, IA 52233-0100 USA

Attn: RING

Note: When corresponding via mail please included the following:

- First and last name
- Phone number where we can reach you, fax number, and e-mail address (if available).
- Name of the product, version, platform, operating system software, and format.
- Platform meaning: IBM PC or Macintosh

- Format meaning: Floppy disks, CD-ROM, or DVD-ROM
- Operating system software: Windows® 95/98, Macintosh® System version number

Red Orb Online

If the game about which you are inquiring has been out for more than 90 days, you'll also want to visit our website to be sure you are running the latest version of the game before contacting Red Orb Technical Support. The Red Orb website is located at www.redorb.com.

Comments, suggestions, and questions about Wagner: ring@arxel.com

For more information on RING, point your web browser to:

http://members.xoom.com/_xoom/crash4ever/present/ring/ring.html

<http://www.cryo-interactive.com>

Copy Protection

In order to play RING, the one of the game CDs must be in the CD-ROM drive.

HOW TO PLAY RING

THE GAME

In RING, a cursor appears whenever an action is possible.



Movement cursor



Cursor for interaction with an object or person



Neutral cursor (Space bar)



Cursor for returning to previous screen



Cursor for interaction with an object that can be moved

Your Inventory

Throughout your adventure, you can use objects to solve puzzles and mysteries. Use the right button of your mouse to bring down the inventory bar, which will appear in the upper segment of your screen. Click on the object to use it. The cursor will change accordingly.



Star icon for returning to the central hall on the asteroid.

The Main Menu

Press the F12 key of your keyboard to bring up the Main Menu to view the following functions:

Start a New Game start the adventure from the beginning
Save Game save a game underway
Load a Saved Game . . . load a saved game
Options adjust sound level, turn subtitles on or off
Continue continue playing the game underway
Quit exit the game and return to Windows
Star Icon go to the four adventures

Special Powers

Each of the four main characters in RING has a special power:

Alberich	Loge	Siegmund	Brunnhilde
			
Brutality	Fire	Wolf instinct	Magic lance

Brutality Whenever Alberich is annoyed, he hits the object or person bothering him.
Fire Loge, the Fire Spirit, exercises his power by using flames.
Wolf Siegmund has certain powers of wolf: he can see at night and follow his instinct.
Lance Brunnhilde's magic lance has the power to throw lightening bolts.

ACCESS TO THE DIFFERENT WORLDS

One of the key innovations of RING is its non-linearity. The adventure is divided into four chapters, which you can play out simultaneously or in whatever order you desire.



I. Alberich, the Nibelheim and the Rhine

The tyrant dwarf who who wants to seize back control of his kingdom and who must steal the Magic Gold from the Rhine maidens to do so.



II. Loge, Nibelheim2 and the Rock of the Gods

The Fire Spirit, enslaved by Wotan, must enter the Nibelheim, steal the ring from Alberich and bring back the ring to pay the giants to construct Walhalla.



III. Siegmund and the Enchanted Forest

Half man, half wolf, Siegmund must find the traces of his past and save his sister.



IV. Brunnhilde, the Walkyrie

Fleeing the wrath of her father, the Walkyrie must fight a terrible monster in the Necropolis.

These adventures are listed in order of difficulty and skill level. To start an adventure, go to the central hall in the asteroid and click on the image corresponding to the world you wish to play. Moving past the central hall into the theater area allows you to talk to the statues of the past. *However, to enter a world, click down, into the center of the star.* Once you have started to play one world, you can go to another one at any moment by going back to the central hall and by selecting a different world. To return to the asteroid, click on the star icon in the inventory menu.

WALKTHROUGH:

Chapter 1: The Rise of Alberich

Alberich the Tyrant — Alberich is a tyrannical dwarf who is jealous of the power of the gods. His kingdom is the Nibelheim, an underground world of mines and terrifying machines where a people of dwarfs, the Nibelungen, dig up the ground in order to extract its riches. Alberich's own brother, Mime, has set up his forge there.

When the adventure begins, the mine is deserted and the Nibelungen refuse to work once again for Alberich, who - we are given to understand - had been absent for a long period. He has to find a way of restoring his tyranny over the Nibelungen and put fresh life into Nibelheim.

Nibelheim

In Mime's forge

In the corner on the right, there are three objects to collect:

- The little blue pyramid : just click on it.
- The strange jar : just click on it.
- The little painted tile : click on it, he will refuse to give it to you so click on the fist. The fist will strike the Mime.

After you have all three, you can leave the forge and use the railbike:

- Click on the trunk to open it.
- Select the Glug (little monster) in your inventory, and click inside the trunk.
- Select the blue minerals in your inventory, and click on the Glug to feed him.
- Click to come back to rotation point, you're ready to go.

Note: You will have to repeat this operation each time you are at one extremity of the rail.

With the bike go straight to the reservoir room (triangular door). Don't get off the bike but turn around and go left on the little platform. There you will be ready to summon the Nibelungen foreman.

- Click on the phone to converse with him.
- Put the handle in the medium position: the Nibelung comes up, he has some useful information for you.

Go back on the bike, feed the Glug, make your turn in the reservoir room and head towards the other extremity of the Mine. When you finally click on the door, you'll find yourself in the control room.

- First summon the tile puzzle by clicking on the upper large round button.
- Then select the painted tile in your inventory and click it on the empty part of the puzzle.
- Then click on the small button paddle in the following order:



- It will light up the green light beside the buttons. Click again on the upper button to take off the puzzle.
- Click on the lower large round button. It will displays the holomap.
- As it doesn't work, click the fist in the menu on the button.
- On the holomap, manipulate the rotating branch at the intersection so that it connects with the circular room.
- Click again on the button to put down the holomap.
- Turn and proceed towards the tunnel. Click on the tunnel.
- In front of the door, rotate three parts of the mechanism so that it forms a round mouth.

You are now inside Alberich's secret room. There are new objects to pick up.

- Click on the hole in the egg to take the anti-G cells.
- Click on the First round door on the wall to open it, click on the helmet.

- Turn around leave this place and go back to the control room.
- On the board, click again on the lower large round button to call up the holomap.
- This time, position the rotating branch to connect the underground river with the reservoir. Then Lower the first large Block on the left to stop the flow of water. You will hear the sound. You can leave the control room by pulling down the lever to your right.

Go back to the other extremity, in the reservoir room.

- Get off the bike and heads towards the lift.
- Click on the handle to go up.
- Click on the door and advance.
- Select the frog helmet and click on the water down.
- Once inside the water, click forward.

Rhine

- If you are wise enough to resist, don't listen to what the mermaids tell you and always click forward instead of clicking on them. Each time, you'll receive a key.
- Once, you have the three keys, head towards the water tunnel under the mountain at the far left.
- Inside, on the left of the door is a rock. Click on it to get the fourth key.
- Use this last key to click on the door and enter.

In the room of Desire

- In the first room, first click inside the basin to get the fish.
- Then click the fish on the hole into the aquarium, the dolphin transforms into a mermaid who gives you her medallion.
- Cross the door and use the key named Disgust to seal it forever.
- Go to the platform and click on the beam of light.

In the room of Trust

- In the next room, first click on the first hole and select the Medallion in your inventory to give it to the mermaid.
- Then proceed forward.
- Arriving at the middle of the tunnel, click on the second hole. The Mermaid will come to give you back the medallion. Proceed forward.
- In front of the door, turn, select the frog helmet in your inventory and click on the third hole. You will find yourself underwater facing the mermaid again. Give her back the medallion. She does not take it, but the door opens.
- Cross the door, close it with the Mistrust key, then go to next beam and click on it.

In the room of Generosity

- In the reserve room, use Brutality (fist icon) to break the mirror. The mermaid appears. Give her the medallion and she will give you the anti-G cells.
- Cross the door, close it with the Selfishness Key, go to next beam of light and click on it.

In the room of Sacrifice

- In the last room, click on the agonizing mermaid: she talks. Click on her another time, turn around and click backwards. You will find yourself down at the entrance but she will magically teleport you up again.
- Cross the door, seal it with the key of Indifference and proceed to the lift.
- In the underwater room, first, select the frog helmet in your bag, then advance and seize the gold. You will find yourself back in the forge of Mime.

Back in Nibelheim

- Go to the reservoir room, get off the bike.
- On both sides, there are little drawers on the pipes. Open both and put the levers down.
- Go to the mechanism, click on the big circular button, select Loge's tear in your inventory,

then click it on the pipe.

- Leave the room: Nibelheim comes to life again.

Conclusion

Back in Nibelheim, Alberich brings the Gold to his brother. Mime forges the ring of power for him and Nibelheim springs back to life: the Nibelungen, with no means of escaping the new found powers of their master and tyrant, return to working in the mine. The first adventure is over. Alberich reigns once more over Nibelheim and begins to amass sufficient riches so that, before long, he is able to aspire to the power of the gods.

Chapter 2 : The Mission of Loge

Loge, the fire spirit — Loge, who had been an elementary fire spirit, was forcibly “ incarnated ” into the god’s servant by Wotan. He will need to help his master, who has to pay tribute-money to the giants, for the heavenly fortress he ordered from them.

The Walhall prize

Wotan is on the Rock of the Gods, waiting for the giants Fafner and Fasolt to arrive. They have come to collect payment for their work. Wotan had promised them his young sister Freia in exchange for the construction of a palace, built to glorify his family. However, he does not want to honor his debt, because the gentle Freia is also the Keeper of the apples of immortality, which guarantee eternal life to the gods. The giants are furious at this betrayal, and threaten him. Loge advises Wotan to offer them an alternative reward: the Nibelheim treasures amassed by Alberich the dwarf. The giants accept, but take Freia hostage. Wotan orders Loge to leave for Nibelheim to fetch the treasures.

This time, the mine is a hive of activity. The Nibelungen arrive for work on seemingly endless moving walkways; in the distance, mechanical diggers are roaring away. Alberich is out of sight, but we can hear him shouting orders at the dwarves.

Nibelheim 2

- Go out of Mime’s forge
- Go to the left on the platform that goes down

In the torture room:

- Click on the right hand dwarf and speak with him
- Go back to the platform to go up
- Go to the entrance of Mime’s forge, turn right and click on the bottom right side of Alberich to go to the control room

In the control room:

- Click on the lower button
- On the holomap, manipulate the rotating branch at the intersection so that it connects with the circular room. Push the second rectangle box on the right of the bottom line to drown the dwarves.
- Click again on the button to put down the holomap.
- Turn around and go forward.
- Use the Fire power to burn the puzzle down.

In the treasure room

- Click on the cage on the right of the egg to take the Chrysoberyl.
- Click successively on the three small safes on the left of the egg to take the three elements they contain.
- Go out of the Treasure room.
- Push the lever down to go back to Mime’s forge entrance.
- Go into the forge.

In Mime's forge:

- Select the Chrysoberyl in your inventory and click on him, he will give you the cage.
- Go out of the forge and to the reservoir.
- Go to the mechanism on the big circular button, click, then take Loge's Tear.
- Go out of the reservoir. You have to fight Alberich with the elements you took in the Treasure room.
- Successively select in your inventory, first the Centaur, then Dragon and finally the Phoenix to fight each enemy, by clicking in the right side of the screen.

Rock of Gods

- Click on the Egg.
- Use fire power to open the panel.
- Solve the season puzzle like when you were a kid.
- Put the numbers of the safe on **00365** or **00366**.
- Take the Ring in your inventory and click in front of you then do the same with the crown.
- After the Giants battle go straight forward to the machinery.
- Click on the 2nd, 1st, 4th and 5th button (from left to right)
- Drag the mechanical arm on the right to the first button (on the left) and click it successively on all buttons from left to right. · For the organ, click successively (counting the pads from left to right) on **1** to **10**, then **15**, **14**, **13**, **11** and **12**.

Chapter 3: Hurling with wolves

Siegmund, the wolf's son — Siegmund is the son of Wotan and a mortal. Long before this adventure began, he had a twin sister. But one day, he returned from the hunt to find his mother dead, his sister gone, and a wolf's pelt, the only memento of his father. He never knew who his father really was. Indeed Wotan liked to take on human form so that he could live on earth among men.

- Leave the hut behind you and click once, then click in the hole between the trees on the right side of the screen.
- Go forward, then into the tree with the boat on it (Wotan's tree)

In Wotan's tree:

- Go up the stairs.
- Click on the cupboard to the left of the arm chair to open it.
- Click on the bow, the arrows, and on the rabbit to take them.
- Click on the drawers on the back of the armchair and take the pan and the mineral extracts.
- On the left of the cupboard there is a small water reservoir.
- Click on the lever to put water in the basin to the left.
- Click in the inventory and put successively Loge's Tear, the pan and the mineral extracts.
- Click again on the lever of the small reservoir.
- To the left of the basin click on the drawer of the small cupboard.
- On the mould of the future Golem put successively the mineral extracts in the funnels (from left to right) : lead, steel, silver, gold, tin, copper, quicksilver.
- Go down the stairs, out of the tree, go forward, turn around.
- Click on the right to go to the pier.

On the boat:

- Click on the boat to take it.
- Click on the tree on the other side of the lake to cross
- Use Wolf instinct in the inventory on the bush.
- Click on the berries on the small panel in the top right corner of the screen to take them.
- Go back to the pier, get off the boat, go back in Wotan's house and up the stairs.

Back in Wotan's tree:

- To the right of the armchair, put the berries under the pressing-machine.
- Press the button at the bottom of the pressing machine then get the bottle of poison that appeared.
- Go to the armchair.
- Select the Golem in the inventory and click on the hole at the bottom of the armchair.
- Select the Blue Bottle in the inventory and click it on the Golem.
- Go down the stairs, out of the tree and straight forward until you arrive in front of the hut with the wolf to your right.
- Select rabbit in the inventory and click on the wolf
- Turn around and go straight forward until you arrive on top of the pyramid.

The pyramid:

- Click successively on the seven cylinders in their holes to have them in your inventory.
- Under one of the signs, there is a small drawer.
- Facing the stairs, place the cylinders in the following order, starting from the right and moving clockwise: Movement & Intuition, Love, Imagination, Distraction, Judgement, Will, and Patience. This activates the pyramid.
- Select Wolf Vision in the inventory.

- At the bottom left of the structure use the hand to center the Wolf's icon (head up), then click on it.
- Go out of the tree, forward, turn around, go to the pier, go into the boat, and click in the direction of Wotan's tree.
- Click on the lever.
- Go out of the tree back to the pier.

On the pier facing the lake:

- Select the hunting bow in the inventory and click on the flame.
- Select the hunting bow and click on the boat floating in front of you in the lake.
- Go back into Wotan's tree, up the stairs twice.

On the bridge above the lake:

- Go forward to the other end of the bridge.
- Select Wolf's vision in the inventory and click on the moss on the trunk.
- Select the Golem to take the worms.
- Turn around, go forward, and go into the small hut in the middle of the bridge.
- Turn around, click on the bench and on the fishing pole inside.
- Select the pole in the inventory and click in the water.
- Go down the tree and back to the pyramid.

On the pyramid again:

- On top of the pyramid select the key in your inventory and click on the drawer under Saturn's sign.
- Select successively the three panels in your inventory and click in the three holes. To take the medallion, click on it.
- Go down the pyramid and straight forward until you arrive at the hut.

In Hunding's hut:

- Click on the door to knock.
- Click on the girl opening the door for you (Sieglinde).
- Click on her medallion.
- Converse with her then with Hunding.
- When Hunding is drinking at the table, look at the floor.
- Click on the floor when he puts his huge glass on the floor.
- Select the Blue Bottle and click on the Golem.
- Select the Wolf medallion and then click on Sieglinde's medallion.
- Go out of the hut and to the strange tree in the middle of the way.
- Select Wolf's vision and click on the tree.
- Select first the Wolf Badge to click on the sword, then the Wolf Brooch and do the same.

Forest is over, let's go to the Walkyries.

Chapter 4 : The Necropolis

Brunnhilde, the proud Walkyrie — Brunnhilde is the adored daughter of Wotan. The most beautiful and the proudest of the nine Walkyries, she scours the battlefields in order to carry the dead warriors, bravely fallen, to the hive where they will wait to join the heavenly army of Wotan in Walhall. She was seen, in the preceding film sequence, sent by her father to defend Siegmund, then disobeying Wotan when he changed his mind and wanted his own son killed. Now she is seen fleeing her own father, running toward the hive where she hopes to find help among her sisters.

- After the dialog, enter the necropolis.
- Go up to the 4th room on your right (Forest).

In the Forrest room:

- Click forward, then on the sword at the bottom of the tree, and on the apple to your left.
- Go out of the room, and down to the 2nd room (Water) after the entrance.

In the Water room:

- Go forward, turn to your left and click to enter the cavern.
- Select the Magic Lance to use it on the head of dragon to your left, then do the same with the Sword.
- Click again on the Sword to get it back.
- Click on the Conch released from ice.
- Go out of the room, forward and up the stone ladder.
- Face the ice mountain in the middle of the sea of ice and click on it.
- Select the Magic Lance and click on the phoenix.
- Go down to the seaside, look down and click on the bark.
- Go out of the room and up one room (Hill)

In the Hill room:

- Go up the hill.
- Click on the bottom right of the floor to collect a flower.
- Click on the stone between the feet of the dead body.
- Select the Golem and click on the armchair :
 - Click on the Golem's head and drop it in the upper left hole.
 - Click on the Golem's skull and drop it in the upper right hole.
 - Click on the Golem's left arm and drop it in the middle left hole.
 - Click on the Golem's right and drop it in the middle right hole.
 - Click on the Golem's belly and drop it in the lower left hole.
 - Click on the Golem's leg protections and drop it in the lower right hole.
 - Then click on the heart of the Golem and drop it in the hole above his head.
- Click on the board that appears.
- You have to drag and drop the different body parts stones at the intersection of the horizontal and vertical lines. 1st line : _ (Horizontal/vertical) - 2nd line : 2/7 - 3rd line : 2/1 - 4th line : 4/4 - 5th line : 7/3 - 6th line : 7/5 - 7th line : 3/5.
- Go to desert room (first after the entrance)

In the Desert room:

- Go forward, select your Sword and click on one of the ropes.
- Select the Conch and click on the cloud.
- Go out and to the Forest room.

Back in the forest room:

- Click on the left of the main tree.
- From left to right, select in you inventory and click in the holes in the wooden statues, the flower, the apple, the leaves, and the bark.
- Go out of the room and up the corridor.

In Buddha's place:

- Click on the door in front of you.
- At the bottom of the Buddha, there are 5 holes, the three last being filled with geometrical objects.
- Click on 3rd then on 2nd, click on 4th then 1st, click on 5th then 2nd, click on 2nd then 1st.
- After the text appears on Buddha's legs, click on the sand-glass above.
- Look at the light at the bottom of the monument
- You have to position the ball in such a way that the body in the crypt represents a living, adult man.
- Click on the bottom left sign, then on the upper right sign to stop the ball in the middle of the Möebius ring: so you have to click the upper right sign when the ball is in right in front of you.
- Click on the right wall of the room.
- Select the rope and click on the cylinder on the wall.

The Ending Animation

When you are back on the asteroid, go to the teleport room, and use the last "thing" in your inventory on the hole in the center.

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