

## RETURN TO RINGWORLD WALKTHROUGH

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                                CONTROLS  
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The controls for this game are very simple, as you use the mouse for everything:

When you right click the mouse a menu appears and you are presented with six possible commands.

Walk - Used to walk to various locations.

Action - Used to pick up items, or manipulate items and objects.

Look - Used to get greater detail or information on the target area.

Talk - Used to talk with people.

Character - Lets you control a different character in the game.

Game Menu - Menu that has various game options like adjusting sound, saving/loading games etc. These options are detailed below and can be activated at any time without going to the game menu, simply press their corresponding hotkey.

F1 - Displays these hotkeys.

F2 - Save your current game.

F3 - Load a saved game.

F4 - Restarts the game, usually used when you fail the game and have no saves to return to. Make sure you save often so this doesn't happen.

F5 - Pauses the game.

F6 - Used for adjusting the sound.

F7 - Quits the game and returns you to the DOS prompt.

F8 - Show the credits.

F9 - Adjust the speech & text in the game.

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                                WALKTHROUGH  
#####  
                                Bricklayer J. Gastronomy
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Start  
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Once you get control of the game you should pick up the green stepping disk on your right. Use the table next and pick up the stasis negator gun inside. Now leave the room and enter the left door.

Take the purple reader from the shelves and the attractor unit [looks like a kettle] from the floor, finally take the sensor probe [metal loop] from the large computer console before leaving the room.

Take the elevator down to level 5, then push the panel that's leaning on the wall and take the clamp behind it. Take a wire from the bunch sticking out of the panel near the right door, then enter the left door to reach the Autodoc.

Use the small console at the back of the room to find a comscanner, take it and exit the room. Use the elevator to go up to the bridge now.

Talk to either Miranda or Seeker, Miranda then tells you about the quantum drive being in a stasis field as a safety measure. It turns out that you are also wanted by the Patriarch and the Puppeteers for the theft of the Lance of Truth, a reward is even offered.

Head for landing bay 2 for now and pick up the cable from the floor when you get there. Enter the door in the background and take your stunner and some laser diffusion aerosol from the two small compartments. Take an oxygen tank from the floor and leave the room.

Use the cable with the attractor unit and use the new item with the hand grip beside the door. Head right and use the panel on the far right side of the room, then pick "operate crane" and turn the tractor field on. Now move the crane all the way right and keep moving it away from you [up] until the harness rises from the ground, then pick "done" twice to exit this screen.

Use the harness to climb up to the upper floor of this room, then enter the door on your left to find the stasis field and a security laser. Use the can of laser diffusion aerosol on the laser to block its shots, then use the clamp on the laser.

Open the door to destroy the laser, then pick up the empty can that you threw earlier. Use your comscanner on the help "?" button to adjust its test tone, then move the slider to the right one space. Use the comscanner on the broken laser now and use your blaster on the laser to generate a sonic fold and get rid of the laser diffusion field in the process.

Pick up your comscanner again and turn off the test tone, now you should use your stasis negator gun on the stasis field but the gun has no power. Use the sensor probe on the stasis negator gun to remove the drained battery, then use the sensor probe on the stepping disk to remove the fresh battery. Use the fresh battery on the stasis negator gun, then use the stasis negator gun on the stasis field.

Return to the bridge and talk to Seeker and pick "2 What progress has been made salvaging the astrogation database?". He tells you that the location of Ringworld was stored in volatile memory and has been lost, then pick "1 Fortunately, I still have the infodisk from Louis Wu.". The disk was implanted in your body for safekeeping, so it must now be extracted.

Return to the Autodoc on deck 5, then put the reader in the tray on the side of the Autodoc. Use the green wire with the panel to the left of the tray, then press the red button to get inside the Autodoc.

Use the advanced procedures button first and the Autodoc will inform you of an invalid access code, then open the door. Take the reader and return to the bridge, then talk to Miranda and choose "2 Miranda, I need some assistance with the autodoc.". She tells you to find a reader, since you already have one give it to her now. She then programs it for the procedure that you need with her access code and gives it back to you.

Return to the Autodoc and put the reader in the tray, this time when you press the advanced procedures button the infodisk will be extracted. Open the door and press the yellow button to find the infodisk, pick it up and take the reader again.

Return to your quarters on deck 2 where you started the game and use the computer. Use the infodisk with the slot on the computer, then choose "computer services" followed by "iso-opto disk reader" to read the contents of the infodisk.

"Quinn,  
if you are reading this I have disappeared.

Not long ago, I returned from a great hoop-shaped habitat surrounding a star. I've dubbed this place RINGWORLD.

Ringworld's celestial coordinates are: right ascension: twelve hours, fifty-one and a half minutes; declination: zero seven degrees, seven decimal seven minutes, and two hundred one light-years above the mean galactic plane.

This information is my "bargaining chip." I fear that the ARM will have me

killed, so I've secured my safety by threatening to make this information public.

Somehow you must also warn Chmeee, my kzinti companion on Ringworld. I fear that because of his involvement, the ARM might try to kill him as well!

This packet also contains a ring which bears the Chmeee family crest. Chmeee will no doubt need some proof that you are indeed my agent in this matter.

Once in Ringworld space, do not fly over the rim wall to the surface with a large craft or one that exceeds 4.4 miles per second. This would have the unfortunate result of triggering the automatic meteor defense system.

Instead, enter through Mount Fist Of God. This is a meteor puncture rising about a thousand miles above the surface and open to the vacuum of space.

Use deep radar to locate the Great Oval Ocean, a body of water measuring 850,000 miles by 550,000 miles. From the ocean, scan 100,000 miles anti-spinward to find Mount Fist Of God.

Watch your back,  
Louis Wu."

Take the infodisk again and return to the bridge, then give the infodisk to Seeker so he can enter the location of Ringworld into the ship's computer. Talk to Seeker to get the ship to then fly to Ringworld.

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ARM Confrontation  
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Watch as some mysterious race of aliens attacks the canyon people and steals the ship in stasis that crashed there many years ago. Back on the Lance of Truth use Quinn's console and pick scan ops, enable active scanning, deep scan, geographical, then scan up to find Mount Fist Of God.

Seeker and Quinn go to check out what's wrong in the Canyon People's village, but get ambushed by the mysterious being that attacked the village.

Use your stasis negator gun on the creature to get rid of its stasis field armour, then use your blaster on the guard to get rid of him. Talk to the chief until he answers all your questions and dies, then return to the Lance of Truth.

Ask Miranda's opinion and learn that she recommends scanning for the ARM base, but advises against active scanning, or deep scanning. So use passive short range technological scanning to find two vague locations.

After which escape seems to be the best choice, but Miranda asks how. Choose "3 The most prudent course would be to go back out the way we came in."

Once you land on the space port ledge a new set of choices appear, choose "3 We would still be easily detected by a scan from space.". Seeker then says he'll meet you at the airlock, so head there on landing bay 2 now.

Use the panel on the wall until you find a suit that's made for a human male, then use your oxygen tank with the suit. Get in the suit and open the airlock to leave the Lance of Truth.

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General Teal  
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Walk around until General Teal boards the Lance of Truth, Teal plans to return the Lance of Truth to the ARM, take Miranda with him and leave you and Seeker on the space port ledge.

Pick up the radar mechanism once you have control of Quinn again, then switch to Miranda.

Pick up the pillow and the light bulb above the toilet, then use the pillow on the toilet and switch back to Quinn.

Talk to Seeker to find out that you should probably look for debris to help you escape the space port ledge. Walk down to the wall below you and go right around it, then use the scan button on Quinn's comscanner to find the following items:

Joystick, guidance control module, navigation gyro, fuel cell, battery, airbag, functional diagnostics display.

The battery is found in the communications dish, just climb up and use the controls to fold it down, then press the red button to get to the top before taking the battery from the dish.

You can find the navigation gyro, airbag & functional diagnostics display in the bottom left wrecked ship, ignore the other three wrecked ships [they show up as 2x1 blips on the comscanner] as they have nothing.

Then head for the ship with the hull intact, it looks like a star on your comscanner.

The guidance control module goes at the very front of the ship, the navigation gyro also goes close to the front of the ship. The radar mechanism also goes near the front of the ship, then the fuel cell goes in the panel near the back of the ship.

Use the black hatch on the front of the ship to get inside, then open the storage compartment on the right to find a thruster control valve and spare igniter. Put your joystick in the hole at the bottom and take the broken display before leaving the ship.

Put the two new items in the compartments on the wing of the ship, then put the battery in the last slot.

Put the functional diagnostics display in the ship and get both characters inside before using the joystick to finally leave this place.

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The Rim  
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Once your ship lands you need to use your scanner and follow the arrow as you walk up or down MANY screens (it gets pretty boring here) until you eventually find a vehicle on your right.

Enter it and pay attention to the controls and readouts inside. The two main screens at the top show the view ahead and behind you, you can ignore the 6 green circular lights. The circular display on their left gives an overhead view of your location on the tracks. The switch above the red button lets you go forward when you pick the top option, or backwards if you pick the bottom. The red button is used for leaving the vehicle or an emergency stop. Finally the red lights warn you of an elevator nearby, and the slider on the right controls your speed.

Basically go full speed until the red lights start to light up, then slow down until one of the top two red lights is lit, finally watch the overhead view for the elevator on your left, then exit the vehicle. If you went above the elevator then keep walking down screens until you reach it, if you went below the elevator, then walk up to reach it. Either way it should only take ~2-4 screens of walking to reach it.

When the path opens up to your left you are on the right screen, so go left here. Try to open the elevator doors with Seeker, get back in the vehicle if

it doesn't work and go to the next elevator.

Once you find an elevator that you can get open, do so with Seeker and use Quinn to activate the panel inside while he holds the doors open. This deploys some stairs that you should use to reach the passenger elevator.

You find a robot inside, use Seeker to lift it slightly and get Quinn to use the airbag on the robot. Use your oxygen tank on the airbag to inflate it, then press the button on the wall to finally knock the robot over.

Use the computer console and press the second button [from the left] followed by the third button.

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Miranda  
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Miranda is trapped in some chair, while General Teal threatens her. Choose "3 Oops! How clumsy of me." to knock the drink over, then when he leaves for a moment take the wire near your hand.

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Spill Mountains  
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You and Seeker faint and wake up somewhere else, wear the parka that's hanging up when you wake up. Then talk with the Caretaker until he leaves, you then meet with Astor Pharisha. His people have been under attack from the ARM and he requests that Quinn look into the matter further.

Exit the room the way you came in and head left until you reach a bridge, use the bridge and go right to the second door. Use the crank inside before leaving the room and returning across the bridge.

Go right and enter the first door that you come to, then take the air tank twice to finally get it. Leave the room and go right a screen before walking down the stairs there, then go left until you reach the bridge and cross it.

Go right until you reach the stairs, then walk down them. Continue right until you reach a door and enter it, then use the oxygen tank with the stopcock to fill it with helium. Leave the room and go right to the balloon, then use the helium tank with the balloon to get the flute and start a little minigame.

You start out with the balloon moving clockwise around the area at maximum altitude. As soon as you pass the top right corner quickly lower your altitude three times, the balloon then starts to travel up for a bit before heading left. When it starts to travel down raise the altitude one level, the balloon then travels up. When it starts to travel left lower the altitude to land safely.

If you mess this up at any time simply wait for the balloon to reach maximum altitude and try again.

Once on the ground follow the directions indicated on your comscanner to find the forest.

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The Forest  
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Use the flute on yourself and Nej will attack you for a short period before calming down. Follow Nej right and use your stunner on the guard there to take his clothes. Wait in the ARM outpost and a guard will show up to take over your shift, you make your way to the ARM base in his vehicle.

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Seeker  
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Switch to Seeker at this point and exit the room, then walk down the stairs on your left. Enter the door on your left, then take the oil lamp on the right side of the room and the gunpowder from the post. Exit the room and cross the bridge to your left, then enter the door on your right and take another oil lamp.

Exit the room and walk down the stairs on your right, then enter the door on your right and take the glass dome on your left. Exit the room and walk up the stairs on your right, then cross the bridge on your right.

Enter the door on your right and use the rope with Seeker to go safely down the hole. Use the lamp and the glass dome with the pool, then pick up the key and use exit the hole.

Leave the room and cross the bridge on your left, then walk down the stairs on your left. Continue left and walk up the stairs, then cross the bridge on your left. Walk up the stairs on your right, then enter the door on your left.

Take the face mask on your left and leave the room, then cross the bridge on your left. Enter the second door on your right and take the alcohol on your right, then leave the room.

Use the face mask with the alcohol and go right to the elevator, open the left door and climb down the ladder to the bottom. Use the gunpowder with the ice here and use the lamp with the gunpowder to reveal a door.

Enter the door and use the key with the door on your right, then use the mask on yourself and enter the door on your right.

Head right past the ladder to a doorway, then enter it and go left. Use your stunner on the vampire here and head right until you reach another vampire. Shoot the vampire until it dies and go right another screen.

Go down here and left after, then go up the ladder followed by left for another vampire to kill. Go right and back down the ladder, then go right before going up.

Head left until you can go down, then go down before going left a screen. Climb the ladder and go left, then enter the door and go right for another vampire.

Go right one more screen for the next vampire, then go right and up the ladder. Go right and down another ladder, then right again and through the doorway. Head down the ladder and left, then go through the doorway and right before going through another doorway.

Climb the ladder here and go down a screen, then climb another ladder and head left for a vampire. Head left a screen for the next vampire, then go left before taking the ladder down.

Enter the doorway and go down the ladder before heading left for a vampire. Head left and climb the ladder twice to the very top, then go right before going down through the gap. Climb down the ladder and go down, then go right and climb down the ladder. Finally go left to find another vampire to kill.

Go left to meet the next vampire, then go left and climb the ladder before entering the doorway. Climb up the ladder and go right, then go down through the gap. Head left and go down through two gaps, then head right and go through the doorway.

Head right for a vampire, then continue right and go down through the gap. Head right for another vampire, then go left until you reach yet another vampire.

Head left and enter the second door, then enter the door beyond it. Head right until you reach a vampire, then continue right for another vampire.

Head right and go down the ladder, then go right before going through the door. Go through the next door and down the ladder beyond, then go left a screen. Head through the gap and go left for a vampire, then continue left for another vampire.

Head right and enter the door, then go all the way up the ladder and head right for the last vampire.

Head left to reach a machine, then use the keypad on the machine. Press every button on the pad to disable the containment field, then pick up the gem from the machine and take a scroll from those on your left.

Now you need to work your way out of this maze, so go right first and take the ladder all the way down. Head right and climb another ladder, then head down through a pair of gaps. Go left and climb a ladder, then go left and enter the first door that you come to.

Go left and down a ladder, then go down through the gap and climb down another ladder. Go right until you reach a ladder, then climb it and go left a screen. Enter the door and climb the ladder, then enter another door and head left a screen.

Climb all the way down the ladder and go right until you reach another ladder, climb it and go down through the gap, then climb another ladder and go right until you reach a ladder.

Climb down the ladder and enter the door, then climb down another ladder and go down through the gap. Head left and enter the gap, then go right and climb the ladder.

Enter the gap and go left, then climb the ladder and go left. Climb another ladder here and head left until you reach a gap, then enter the gap and go right a screen.

Climb down the ladder and head left until you're out of this area, then climb up the large ladder and return to the outdoors.

Head left until you reach a bridge, then cross it and head right four screens. Enter the door and use the gem with the man here, he will give it back to you. Finally use the scrolls with the man and take control of Miranda.

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Miranda Revisited  
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Take the food tray and put it in the toilet, then use the wire that you stole earlier with the empty light socket above the toilet. Flush the toilet to get rid of the guard, then leave your cell.

Head left past cell 6 and open the door beyond, then take the laser hacksaw from the toolbox near the top of the screen and return to your cell.

Use the laser hacksaw on the vent in the back right corner of the room, then open the laser in the bottom right.

Set the lasers so they look like this to get past the first set:

0-0-0

0-0 0

Head right and go all the way up when you can, then go right for another set of lasers.

Set the lasers so they look like this to get past the second set:

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0-0-0
  |
0 0 0
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Go all the way right and up to the branch, take the right path to the final set of lasers.

Set the lasers so they look like this to get past the final set:

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0 0-0
  | |
0 0 0
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Head right and look through the vent below you until the scientists leave for dinner, then open the vent and open the door on your right. Ignore the bodies for now and use the computer console on your right to bring the bodies to life and escape with Quinn, Seeker and a Puppeteer stowaway known as Webster.

Webbster seems very happy with the gem that Seeker found earlier and insists on navigating through the Flup Tube System to reach the map room.

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Flup Tube System
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First move the white slider all the way down to stop, then move it up one notch to fly at the slowest speed possible. Now you can use the arrow keys on the keyboard or the red buttons in the ship to steer. Basically left rotates the ship counterclockwise and right rotates it clockwise.

Fly all the way up to the top, then go all the way left. Head up as far as you can go, then go left to the wall. Head down to the bottom and go left to the wall, then go down to the bottom. Head right to the wall and start going down, then take your first right all the way to the wall. Head all the way up and go right a little bit before going down to the bottom. Head right to the wall and start to go down, then take the first path right to the wall. Go up to the top and go right to the wall, then go down to exit the Flup Tube System.

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Final Area
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Open the door in front of you and open a second door beyond it, then work your way around the next room and open a set of doors.

General Teal is waiting for you and he secures the mysterious gem from Seeker before teleporting everyone to some other location. He then uses the gem and waits for its power to show itself, at this point a ghoulish protector comes and kills him.

All there is left to do at this point is walk into the bright patch of light and watch the ending to the game.