

RINGWORLD™

Revenge of the Patriarch™

HINT BOOK

INTRODUCTION

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This manual is intended to be used as a reference for the Ringworld system. It is not intended to be a complete guide to the system. For more information, please contact the Ringworld system.



RINGWORLD: *Revenge of the Patriarch*
Hint Book

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INTRODUCTION

SECTION 01

Thank you for purchasing the hint book for *RINGWORLD: Revenge of the Patriarch*. In addition to providing game specific hints, this book provides background information on the Ringworld itself and biographical information on the author and creator of Known Space, Larry Niven.

HOW TO USE THIS HINT BOOK

This hint book is divided into three sections.

THE FIRST SECTION gives the reader a broad base of general knowledge about the Ringworld. This section will provide some insight into the underlying nature of this immense artifact, but it is not required reading.

THE SECOND SECTION provides game specific hints. The hints are grouped by topic and are presented in a progressively more explicit order. Scan for the topic of interest and read as few hints as you can.

THE THIRD SECTION gives a short biography of Larry Niven, the author of Ringworld and the creator of Known Space. It ends with a list of books written in whole or in part by Mr. Niven. We strongly recommend any of his works as some of the best in classic and modern science fiction.

SECTION ONE

RINGWORLD BACKGROUND INFORMATION

Ringworld is the largest structure ever built by intelligence. Hoop-shaped and of circumference equivalent to Earth's solar orbit, this mammoth alien artifact is a world constructed to spin around a star 200 light years from Sol. *Ringworld* is uniformly one million miles wide with trillions of inhabitants living on its vast interior surface. Its origins and the secrets of its creators are shrouded in mystery.

Ringworld is a majestic artifact, a multitude of worlds, interdependent yet each unique, set amid a single magnificent piece of engineering. *Ringworld* is at once a grand unity, a terrifying and paradoxical abstraction in numbers, a harmonious balance of microcosm and infinity.

The ring is built of solid matter encircling a star. It is tens of meters thick, a million miles wide and nearly a billion miles long. The inner surface has three million times the surface area of Earth; it is like having millions of terrestrial worlds all mapped flat, joined edge to edge. If all of humanity, or even the entire population of all known sentient species were transplanted to *Ringworld*, the population on the Ring would barely change. An inner ring of orbiting structures called Shadow Squares is set up to block part of the sunlight, providing a regular cycle of day and night.

The ring spins at a rotational velocity of 770 miles per second. *Ringworld's* gravity is provided by the fantastic spin, creating centrifugal force. The atmosphere pressure is also maintained by this mock-gravity of *Ringworld*.

The *Ringworld* builders layered the inner surface of the floor foundation (scrith) with bonded bedrock, soil, oceans, and an atmosphere. The walls were raised a thousand miles high at each side to keep the air from leaking away into space.

The *Ringworld* imitates the topography of Earth-like worlds, but it isn't thick enough and there are no tectonic processes to let the landscape carve itself. Everything had to be sculpted into the structure. From the dark side every major positive contour of the habitable surface shows up in negative relief. Wherever one sees a bulge, there is a valley or sea on the sunlit side. Mountain ranges show as gullies, river systems look like veins, and the sea bottoms are bulges. There are no natural processes to redistribute elements of the biosphere, so vast recycling systems were designed to sustain the ecology. A superconductor grid embedded in the scrith

floor of *Ringworld* keeps an average temperature of about 62 degrees Fahrenheit. Ideally, *Ringworld* should have been an endless garden - it was not, after all, a randomly-evolved world.

Life on *Ringworld* did begin as an endless garden and environmental monitoring went on continuously. There were no dangerous predators or bothersome parasites. Exotic organisms and semi-sentient races from nearby worlds were stocked on isolated Island Maps for future evaluation.

After the Builders of *Ringworld* died off, mutation and specialization progressed rapidly. The hominids acquired a great deal of genetic variability and they expanded into the limitless space available. As new habitats evolved, hominids spilled into them and diversified, so that there are at present several thousand known separate species. The total population of sentient hominids on the ring is approximately thirty trillion - a thousand times the population of human space. Some species have become quite specialized, adapted to vast, strange habitats peculiar to *Ringworld*.

Plant and animal life have also changed and diversified over the millennia. Predators, parasites, and disease-producing bacteria have evolved. In some areas there are dangerous genetic viruses, capable of producing drastic transformations in hominids, possibly a relic of the plague which killed all the Builders a quarter of a million years ago. In other regions, exotic species such as Tnuctip-bred Slaver sunflowers completely dominate the landscape, accidentally spread by cultures such as the Grass Giants. Creatures including the Bandersnatchi have escaped (or been taken) from the Maps of Worlds. Biological engineers have existed in *Ringworld*, and they too have made contributions to the inventory of life, both non-sentient and hominid.

Many unusual habitats for life have resulted from the peculiarities of *Ringworld*. Hominid species have adapted to life on and in the seas, high up on the Spill Mountain ice-floes, and in permanently-shadowed regions below floating cities. Others have become scavengers and nocturnal predators. The wildest habitats are the Great Oceans, which hold a plethora of almost entirely unknown species, some of truly mythic dimensions.

Since the introduction of the superconductor plague nearly 600 years ago, systems designed to sustain the ecology have deteriorated. Basically, any and all equipment used by the City Builders has failed (with the exception of isolated cities with independent power sources). Areas are subjected to radiation from overloaded fusion generators or misdirected communications lasers and microwave beams. Systems sealed in scritch and systems in vacuum have continued to operate as long as power has been supplied. Dredges have broken down, causing seas to silt up and rivers to block. Swamplands have spread rapidly. Marshes and jungles have overrun many ruined City Builder metropolises. Shifts in the Ring-girdling atmospheric circulation patterns created deserts where there was once verdant farmland; winds have scoured the landscape down to bedrock or bare scritch. Wide tracts of permanently overcast terrain have arisen from damaged climate-control systems. Firestorms have turned huge expanses into barren wastes. There are even regions where the composition of atmospheric gases has become dangerously abnormal.

The ecology of *Ringworld* has also been catastrophically changed by meteor impacts and the meteor defense system. Farside collisions which have penetrated the foamed scritch shielding have subjected the terrain immediately above to flash heating and shock-waves. A few actual punctures have occurred, creating vast rolling eyestorms, maelstroms, and enormous waste deserts. Nearside encounters have triggered the meteor defense laser to fire on open lands, often inhabited ones, vaporizing nearly everything in swaths ten miles wide.

In spite of such changes over the years, much of the present day *Ringworld* environment remains hospitable and magnificent. Nonetheless, even the most idyllic habitats are not without their complications and hidden dangers.

The existence of *Ringworld* is considered top secret by the governments of Earth and Kzin.

RINGWORLD TECHNICAL SPECIFICATIONS

LOCATION

Distance Above Mean Galactic Plane:	248 light years
Distance From Solar System:	201 light years
Direction:	Near north galactic pole
NGP Celestial Coordinates (Epoch 2000):	R.A. 12h51m.5, Dec 07 degrees, 7m.7
Flight Time:	Quantum I – 603 days
	Quantum II – 4.2 hours
	Relativistic – 30 years at 0.99c
	65 years at 0.96c

Relativistic is ship time and includes acceleration.

RING PARAMETERS

Orientation In Space:	Parallel to galactic plane. The Ring does not occlude its star as seen from any Known Space world.
Mass:	2.1 x 1030 g; roughly equivalent to 350 Earth masses.
Radius:	152,883,500 km (distance of surface from star)
Circumference:	960,752,100 km
Width:	1,604,000 km (125.8 Earth diameters)
Surface Area:	9.66 x 1014 sq km (approximately 3 million times Earth's total surface area).
Biosphere:	Inner surface layered with soil, oceans, atmosphere breathable by humans.
Rim Walls:	Approximately 1,600 km high, facing sunward.
Spin:	Direction of rotation – same as galactic disk, appears anti-clockwise from Known Space (i.e. from 'below'). Length of One Rotation – 7.2 Ringworld days (9 UNS days). Rate – 1239 kps (4,460,979.6 kph) Surface Gravity – 9.92 gee (induced by spin)
Average Temperature:	Habitable surface – 290 Absolute (62.3 F). Outer (darkside) – 174 Absolute (-146 F).
Atmospheric Composition:	Nitrogen 74% Oxygen 22%, Argon 2%, Helium 1%, H2O, CO2 and other gases less than 1%.
Day/Night Cycle:	Induced by Shadow Squares – 30 UNS hours (average). Average length of Full Daylight – 21 hrs. Average length of Eclipse Twilight – 45 min. Average length of Full Night – 7.5 hrs. Speed of terminator shadows with respect to Ring surface – 1.6 million kph.

Oceans: Hydrosphere covers approximately 53% of habitable surface. Shallow Seas – range in size from 15,000 to 36 million sq km with an average depth of 6-9 m; composed of fresh water. Great Oceans – Numbering two: the Great Oval Ocean and the Great Star Ocean, counterbalanced 180 degrees apart on the Ring. Each has a surface area of approximately 2000 Earths, and an approx. volume of 20 Earths, Maximum depth of each is over 35 km. Minimum total length of the shoreline is 32,000,000 km. Each ocean is composed of saltwater.

RINGWORLD SUN

Distance From Mean Galactic Plane:	248 light years.
Distance From Solar System:	201 light years.
Direction:	Near north galactic pole.
NGP Celestial Coordinates (epoch 2000):	R.A. 12h51m.5; DEC' 07' 7m.7
Catalog No./Name:	3027 Coma Berenices (UN).
Summary:	Normal solar-type main sequence early G isolated star, barely smaller and cooler than Sol. Nonvariable. Magnetic flare star; Zeeman line splitting, semi-periodic and irregular.
Spectrum:	dG3e verging on dG2e. Transient magnetic and H-emission anomalies. Infrared line broadening.
Color:	Yellow-white
Surface Temperature:	5,600 Absolute (10,000 F)
Stellar Type:	Population I (galactic disk)
Luminosity Class:	V (main sequence dwarf)
Mass:	1.93 x 1033g 0.97 Sol; 323,000 Earth masses
Diameter:	1,359,858.5 km.
Absolute Luminosity: (energy output)	3.6 x 1033 ergs/sec 4.8 x 1023 horsepower 3.6 x 1026 watts
Absolute Magnitude:	+5.0
Apparent Magnitude Seen From Earth:	+8.7
Gravitational Acceleration At Photosphere:	27 gee
Escape Velocity From System:	38.6 kps (near the Ring)
Companion Objects:	Ringworld. No planets, moons, asteroids or short period comets. Nothing but the Ring itself – which is not detectable from Known Space by standard low-resolution remote survey techniques.

SHADOW SQUARES

Number:	20
Shape:	Rectangular
Dimensions:	1.6 million x 4.18 million km
Average Spacing:	9.66 million km
Solar Energy Falling on Shadow Squares:	2.0 x 1031 ergs/sec (5.5% of sun's output).
Rotation Period of Shadow Square Ring:	11.4 Ringworld days (14.2 UNS days).

FLOOR MATERIAL

Identification:	Scrith
Average Thickness of Ring Floor:	30 m
Material Type:	Ultrasolid, artificial
Manufacturing Technique:	Unknown
Minimum Tensile Strength:	Approximately 7.1 x 1014 kg/sq cm
General Properties:	Blocks deep radar and hyperwave; absorbs 40% of neutrinos; absorbs nearly 100% of all other radiation and subatomic particles; rapidly dissipates heat; appears translucent, grayish in sun light.

OCEANS

Hydrosphere Coverage:	Approximately 53% of habitable surface.
Shallow Seas:	10,000 to 10 million square miles; 20-30 feet average depth: freshwater.
Great Oceans:	There are two, the Great Oval Ocean and the Great Star Ocean, counter-balanced 180 degrees apart on the Ring; approximately the same general characteristics (2000 Earths surface area; 20 Earths approximate volume; 20 miles maximum depth; minimum shoreline 20 million miles; saltwater composition).

METEOR DEFENSE SYSTEM

Type:	Solar-flare gas laser (ultraviolet and X-ray).
Average Beam Power Output:	Above 1027 ergs/sec.
Beam Width:	0.1 mile minimum; 1-10 miles average; maximum beam width is unknown.
Threshold Firing Speed:	Target speed of 4.4 miles/sec or greater.
Acquisition and Fire:	20 minutes (Minimum Interval).
Comments:	Ignores small objects; ignores objects with orbits not approaching the Ring; will not fire on upper rim wall regions; otherwise dangerous.
Meteor Shielding:	Foamed scritch on farside; average thickness 1200 feet

SPILL MOUNTAINS

Spacing:	Approximately 25,000 miles
Number:	47,760
Height:	30-40 miles
Fraction Active:	30% (approximate)

RIM TRANSPORT SYSTEM

Continuous construction complete along 40% of starboard rim wall, 15% of port rim wall; intermittent sections near attitude jet mounts.

SUPERCONDUCTOR GRID NETWORK

Dimensions of Each Hexagon:	1.6 billion sq miles; widths 50,000 by 43,000 miles; roughly 8 times the surface area of Earth (approximate).
Number of Grid Hexagons:	23 across; around entire Ring 15,920; total hexagons 376,160 (approximate).

ATTITUDE JETS

Number:	200 mountings on each rim wall.
Spacing:	3 million mile intervals (1.8 degrees).
Height of Towers:	50 miles
Diameter of Toroids:	1500 feet
Fully Operational:	At least 5% (22 known on starboard rim).
Comment:	Toroid fields may be lethal to unshielded humans within 300 miles.

SPACEPORTS

Width:	70 miles at base; 35 miles at tip.
Comment:	Three spaceports on each rim wall, regularly and alternately placed at 60 degree intervals around the Ring.

SPACECRAFT LANDING SYSTEMS

Number	6 (three on each rim wall)
Length of Each:	700,000 miles
Deceleration Ring Diameter:	100 miles
Average Spacing:	1000 miles

THE FLOOR OF RINGWORLD

Traditional Unit of Time:	Day (30 UNS hours), turn (7.5 days), falan (10 turns or 75 days), celestial cycle (23 turns or 172 5 days), Ringyear (10 celestial cycles or 1725 Ring days or 5.9 UNS years).
Motion of Stars in Night Sky:	167 degrees per hour
Fundamental Directions:	Spinward (in the direction of rotation of the Ring), antispinward (direction opposite that of the Ring's rotation), starboard (to the right as one faces spinward – the starboard rim is the rim nearer to Known Space), and port (to the left as one faces spinward).

Angular Width of the Great Arch:	17.5 degrees at one degree elevation 3.5 degrees at five degrees elevation 1.7 degrees at ten degrees elevation 0.6 degrees at thirty degrees elevation 0.4 degrees at forty-five degrees elevation 0.3 degrees overhead
Comment:	Full moon seen from Earth is 0.5 degrees.
Angular Maximum Height of Rim Wall:	Maximum, as seen from 500,000 miles – 0.11 degrees 100,000 miles – 0.57 degrees 50,000 miles – 1.15 degrees 10,000 miles – 5.71 degrees 5,000 miles – 11.31 degrees 1,000 miles – 45.00 degrees

GENERAL INFORMATION

Age of Ringworld:	Minimum 250,000 years ; Initial Construction Era, 1,000,000–500,000 B.C.; Era of Mapping Expeditions, 500,000–250,000 B.C.
Percent Mapped:	0.1% of surface
Percent Explored:	0.01% of surface
Number of Hominid Species:	1000–2000 estimated sentients; Estimated Total Number of Inhabitants, 30 trillion.
Available Forms of Energy:	Hominid, draft animal, water, hydroelectric, wind, steam, biomass (wood), alcohol, methane, hydrogen, solar, electromagnetic.
Superconductor Plague:	Date of Introduction, 1733 A.D.; Status: consumed unsealed superconductor materials in most areas exposed to air and died out. May have survived in some areas, possibly in mutated form. Did not affect superconductor grid, or systems in vacuum.

SECTION TWO

GAME SPECIFIC HINTS

Hints are grouped into six major **AREAS** of the game. Within each **AREA** the hints are grouped by **TOPIC**. The actual **HINTS** are italicized and presented in a progressively more revealing order.

To find a hint, scan the sections for the major area of the game that has you stumped. Next, scan that group of topics for the one that best describes your current situation. Now read as few of the hints as you require to reach a solution.

Sample hint:

Inside the spill mountain

I can't get out of the airlock?

The airlock won't open until pressure is equalized.

Repair the pump in the adjacent room.

Use super conductor cloth across the terminals.

GENERAL GAME PLAY

TALK to everyone - Almost everyone you meet will have something to tell you. Much of what they tell you is valuable information and will help you solve the puzzles and problems you encounter throughout the game. When you have heard everything a character has to say, the last message will repeat.

LOOK at everything - *Ringworld* is a very visual game. There is a great deal of information provided for you in your surroundings. Take the time to look carefully at everything you possibly can.

TAKE any items you find - You never can tell what might come in handy. Some things you find will be needed right away. Other items may not be used for quite a while. There are even a few things you may never need to use.

SAVE your game occasionally. You never can tell when something unexpected may occur. 'Tis better to be *saved* than sorry.

RINGWORLD HINTS

At the House of Chmee

I can't get into Chmee's fortress.

You must DO the red doorbell beam to gain entrance.

The Kzin requires some proof that you are who you say you are.

Check your inventory.

Show the Kzin the ring.

The Kzin assassin with the cape keeps shooting me.

Shoot back.

Use your stunner on him first.

When I try to use the flycycles, it says I need some kind of disk.

The disk referred to is sort of like a set of car keys. You will need it to fly the 'cycle.

Each of the assassins should have a disk.

Re-enter the courtyard, and look by the stunned Kzin.

I keep getting killed when I try to escape on the flycycle.

You are being followed by one of the assassins on the third 'cycle. Think of a way to make it unusable.

One way to prevent them from using the third cycle is to take it with you.

Any of the flycycles can be slaved to a master cycle.

DO the right flycycle and then DO the SLAVE button. DO the EXIT button to set up the other cycle. DO the left cycle and USE the yellow info disk on the slot in the center of the console. Power is now applied and you can DO the MASTER button to lock onto the other flycycle. DO the START button on the right-hand control handle to take off.

The guard at the gate won't let us pass.

Stop talking to him.

Who would you trust?

Let Iacch-Captain do the talking. Click TALK on the guard to restart the conversation.

The guards in the hangar keep shooting me.

Well, lets see...have you tried shooting first?

I have no idea how to repair the Fiber Optic Control Circuits.

The circuits must be reconnected in the proper order for the ship to enter hyper-space.

The color order is specified at the top of pages 2-16 in your game manual.

What proof can I show Miranda in the autodoc?

Check your inventory.

The assassins were given explicit recorded orders by the Patriarch.

See if you can find a place on the autodoc to insert the infodisk.

At the Village of the Canyon People

I got kicked out of the Canyon People village and the Chief won't talk to me.

It was inevitable. Sometimes you are just too forceful. Maybe you can come up with some sort of peace offering.

The Chief mentioned a fondness for a certain item. Do you remember what it was?

The Chief hinted that the three of you might share some alcoholic beverage.

Go back to the ship and get something to give the Chief.

On the second floor of the Lander, DO the food replicator (the tube-like structure on the left side of the passageway). DO ale. Take the ale back to the Chief.

I don't understand what I'm looking for in the Canyon People village.

The large stasis field is protected by a force field generator which the Canyon People call the Tech. You must find out how to turn the force field off before you can examine the large stasis field.

Do the pedestal at the lower right of the screen. You are now looking at the Tech puzzle. Each hole in the Tech needs to have a specific piece placed in it in order to shut down the force field.

Yes, that's right. There is a piece missing. Maybe you should ask the Priest.

What is the "Holy of Holies" and how do I get in?

The Holy of Holies is the repository of the sacred knowledge of this rather primitive tribe. The Priest guards the entrance.

Certain religious rituals require that offerings to the spirits be burned, so that the spirits may taste the smoke.

Hot air rises.

Step outside and look at the ledge over the Priest's dwelling. You might be able to go in one of the smoke holes.

I've spotted a way into the Holy of Holies, but I can't get there from here.

Maybe the Chief has some thing you could use?

If you need a little help climbing, you might look for something to climb on.

The Chief has a ladder that you will be able to borrow (as long as he doesn't know you are taking it).

The Priest always catches me in the Holy of Holies.

You make too much noise dropping from the hole to the table. Try to find something that will allow you to make your entrance more quietly.

You need to lower yourself into the Holy of Holies. I would suggest a rope.

Yes there is a rope in the game. It is in the kitchen where you left Ghalacha sleeping.

Use the rope on the rock between the holes and then DO the hole.

I'm in the Holy of Holies. What do I do now?

The secret of the Tech is in the Holy of Holies. You need to LOOK for it. Copy it down once you find it because you can't take it with you.

How do I work the Tech?

Click on the black box to retrieve pegs. Click on the hole where you want to put the peg. When the pegs have been placed correctly, the Tech will animate.

Yes, there is a piece missing. You will need it to complete the sequence.

If you have all the pieces but don't know the correct placement, you will have to find the secret of the tech that the Priest also guards.

There seems to be a piece missing from the Tech.

You need to find the missing piece. I'd start with the Priest, since he guards the secret of the Tech.

Perhaps the missing piece is in the Priest's room.

The missing piece of the Tech is hanging from the left-hand post in the priest's room.

No, he won't let you just take the piece. You'll have to find another way into the Priest's room.

The Holy of Holies provides access to the Priest's room also. See if you can get in there.

I've solved the Tech and now I'm stuck looking at the ship in stasis.

TALK to Seeker. He may have some advice for you.

Click your scanner on the ship to get some important info that sends you on your way.

The Caverns of the Canyon People

I'm at the cavern entrance, but everyone just stands there.

LOOK or DO the bones on the ground or TALK to Seeker.

Seeker always argues with me and gets himself captured!

How like life that is.

Good for him. Maybe he'll learn a little humility.

Relax, there is no way to talk a Kzin out of anything he has set his mind to.

I'm here to rescue Seeker but don't know where to start.

Go into the cavern.

Look and walk around. Careful, watch your step.

I'm in a pit with Seeker and he won't respond.

Seeker has been drugged by his captors.

You need to counteract the sedative.

Try administering a general stimulant.

He may also need a dose of a specialized drug that the medkit doesn't contain.

Seeker will want to recuperate until you find the stasis box.

What should I do about the bat creature in the snare?

You must find a way to release it from the snare.

Yes, the cord is too tough to break. You'll probably need to cut it somehow.

Check all the areas of the cave. You should find a very primitive form of cutting tool somewhere.

Look in the food pit.

There is a sharp bone fragment near the crushed skull at the right rear of the pit.

Cut the rope with the bone fragment. The bat creature will assist you the next time you visit the food pit.

The flesheaters keep capturing me.

The flesheaters occupy a very undesirable niche on ringworld. They have adapted well for the perpetual twilight of their subterranean existence. Much of their communication is non-verbal, non-visual communication via scents and smells. They have also extended this ability to their hunting techniques. They are able to exude a pheromone that paralyzes most sapients on Ringworld. Unblocked, this pheromone disables most prey and makes it easy for the weak flesheaters to overcome even the strongest of species.

The Bat creatures are obviously immune to the flesheaters' scent. Perhaps they will be able to offer some assistance.

Free the Bat creature from the snare and he will assist you when you return to the food pit.

If you have the anti-pheromone drug, you can stun the flesheaters when they approach. They won't bother you again.

Be sure to give Seeker some of the drug.

Seeker will want to recuperate until you find the stasis box.

How do I find the stasis box in the caverns?

The bat creature you rescued near the cave entrance might be able to help you.

Try talking to the bat creature. Listen carefully to what he says.

You need to reenter the throne room using a secret door.

The door is located in the right side of the rightmost of the two large pillars in the center of the cave. DO the right side of that pillar at Quinn's head level. The bat creature should be directly overhead.

I got the stasis box and am out into the main cavern. What now?

You need to free Seeker.

If he is still drugged you will need to revive him first.

Push the rock on the floor next to the pillar you came out of so you can rescue Seeker.

The Sunflower Field and the Sea People

How do I fly and land the probe?

To fly left, move your mouse to the left. To fly right, move your mouse to the right. You must avoid the bright spots. Three hits and you'll be returned to the Lander for repairs before being allowed to try again.

Be careful about over-flying your target. As you get close to the plateau, try to keep from moving side to side. If you do miss the plateau, simply fly in a circle and try again. To land on the plateau, you must use a straight-in approach. Veering over the plateau at the last minute will result in a miss.

Seeker will be glad to fly the probe for you. He will, unfortunately, damage it on the way back from the plateau in any case.

How can I follow Skeenar into the water?

You will need a supply of oxygen to breathe.

There must be something on the lander that will provide an air supply.

Try one of the pressure-suits.

Ok. I'm ready to follow Skeenar, but I can't get out of the ship!

Not really a puzzle. Use the airlock whenever you are wearing the pressure-suit.

DO the control panel on the right side of the airlock.

I know what the Sea people need, but I don't know where to find it.

Have you reported back to Seeker? He probably has more information by now.

You'll need to fly to the floating building.

Go to the lander hangar bay on level one and get a flycycle.

In the upper left corner of the Lander Bay, DO the white panel with the red buttons to retrieve a flycycle.

What do I do with the strange character working at a desk.

Talk to him. Be certain to listen to his replies.

Some people simply won't listen to reason.

You don't need his help but you do need him out of the way.

You will have to stun him.

I can't find anything in the Explorer's room.

Anything? I'm sure we put the translator in here somewhere. Why not look around the room just a bit more.

Talk to the explorer and think about what he said. If you've already dispensed with him you might have to restore to an earlier game.

Look around the room, he has hidden a key and a scrap of paper somewhere.

Do the transfer tube to the left of the calendar.

DO the books on the shelf. Check your inventory after you DO each book.

Ok. I've got a key and a scrap of paper. Now what?

Look at the scrap of paper. Think back to your gym locker.

Look for something that might use this combination.

Look at the stool.

Use the hand to turn the stool.

DO twice on right, four times on left, and thrice on right.

Use the key on the lock.

Sure. Take the translator.

I've got the translator. Now what?

WALK up the stairs to return to the lander.

The dolphins can't get near the box.

You will need to provide something to protect their skin.

Earth's Clownfish uses a natural secretion to protect it from anemones. Maybe you could devise something similar.

The Explorer probably has something that could help.

The barrel in the floating building contains a lubricant that will work.

DO the cork to open the barrel. You will need something to carry it in.

DO the jar on the shelf.

Use the jar on the green puddle.

Give the jar to Skeenar.

The dolphins can't pick up the box. What do I do?

This is a perennial problem with cetaceans. Maybe the encyclopedia has an answer.

Any computer provides access to the encyclopedia. Check the dolphins entry.

The damaged probe may provide a source of spare parts.

Go to level one and DO the console on the right side of the bay. Wait for the probe to disassemble and DO the ring with arms to place it in your inventory.

Give the probe arms to Skeenar.

The dolphins retrieved the box, but I can't get it from Skeenar.

Skeenar surfaces with the stasis box in his hand. DO the stasis box and Skeenar will give it to Quinn. Now return to the bridge.

On the Map-of-Earth

Seeker just left me alone on the Map-of-Earth.

You are supposed to enter the city to the east and find the last stasis box.

Have you talked to the slave?

The Overseer sent me to the Dining Hall. What do I do?

Slaves are invisible, so you are free to wander into most parts of the palace. Why not just explore for a while? Sooner or later you will find the dining hall.

The guard at the Patriarch's Chambers won't let me in.

That's why he is a guard and not a doorman. You have to have some reason to enter the chambers.

Do you have anything to show him?

If you haven't been to the dining hall yet, maybe now is the time to go there it. Go back to the left and then move down to get to the dining hall.

I'm in the dining hall and boy, does he look grumpy.

As you have seen, death is only a small misstep away for a slave. Try to do something to make the Patriarch happy.

Someone else will have to get him the wine. Maybe if he wasn't so cold he would start eating again?

Talk to him or DO the dirty tunic. At the end of the conversation you will have the dirty tunic in inventory.

I made it into the Patriarch's chambers. What am I doing here?

The slave indicated that the Patriarch keeps a silver helmet somewhere in his personal chambers. You surmise correctly that this silver helmet is the stasis box you are looking for. You need to find it.

The Patriarch's chambers are certain to contain hidden compartments and secret doors. Look around.

The Patriarch doesn't like any of the cloaks that I return to him.

Maybe he has put on a little weight.

A larger size might make him happy.

Perhaps he doesn't really feel like wearing a cloak. After all, they just get dirty.

I've found a cabinet door that won't open.

There is probably a hidden release somewhere in the room.

Check the carving very carefully.

DO the top feather on the right of the carving.

Of what use are the two swords.

The scimitar looks like a ceremonial knife. Probably not much call for it in this adventure.

The short straight sword looks vaguely familiar when viewed in inventory.

See if you can spot the sword somewhere in the bedroom.

USE the sword on the carved stones in the bedroom.

I've got the stasis box, but I can't get past the guard.

Well, a little diversion is in order.

Kzinti have a very keen sense of smell.

Maybe a small fire would distract him.

Use the candle to start a fire on the bed.

My diversion keeps failing.

The bed and the rest of the furnishings in the Patriarch's chambers are fire resistant.

You need an accelerant (something that burns well).

Try using some sticks or dry grass.

You can get some straw in the overseer's room.

Put the straw on the bed and then use the candle.

If you have found the stasis box, you should leave now!

I've got the stasis box. How do I escape the palace?

Did you find the balcony?

Go to the balcony and use your Scanner-Communicator to call Seeker. He should be ready to pick you up.

At the Stasis Ship and Endgame

How do I turn off the stasis field and get inside the ship?

You should still have a stasis negator device in inventory. Use it on the ship.

Look at the ship to get a close-up view.

Look for an access panel. DO this small panel.

Solve the access code panel puzzle. (SEE TOPIC BELOW)

The door will open.

I can't figure out how to work the puzzle to get the Stasis Ship hatch to open.

After you DO the access panel, a pop-up box appears. This box contains an indicator bar across the top, six selection panels (laid out in two horizontal rows of three each) and a black, rectangular solution box. Click on the selection panel you wish to place in the solution box. Selection panels are placed in the solution box beginning with the upper left corner. As selections are made, the top row is filled from left to right. When the top row is full, the bottom row fills from left to right. The selection panels cannot be moved once placed in the solution box. An incorrect solution results in a flashing red indicator bar. The selection panels in the solution box disappear. You may then try again. A correct solution results in a green flashing indicator bar and the hatch opening.

The correct order of pieces will produce a visually correct pattern of geometric shapes and patterns.

Try to form the star first.

The solution to the puzzle is as follows:

Letter the selection boxes across the top row from left to right A, B and C. Letter the bottom row from left to right D, E and F. Select the boxes in the following order: C, D, A, E, B and F.

I can't get anything out of the ship but the pilot.

If you have not helped the pilot, you will not be able to go any further.

He has a headwound. He will need some sort of neurological first-aid.

The Psionic Amplifier Helmet is a device which alters neural wave patterns. Maybe you could put that on the pilot.

How do I disable the antimatter concentrator.

LOOK around the interior of the ship.

You will find a maintenance cover secured with a magnetic key.

The pilot has this key, but he may be in no condition to give it to you. You must help the pilot before you get the key.

Unlock the hatch, exposing the anti-matter concentrator.

You will need to enclose the device in some sort of container before you can remove it.

Use the spare stasis field generator on the anti-matter concentrator.

How do I help the pilot?

He has a headwound. He will need some sort of neurological first-aid.

The Psionic Amplifier Helmet is a device which alters neural wave patterns. Maybe you could put that on the Tnuctipun.

Use the Psionic amplifier on the pilot. He will become coherent and give you the key to the magnetic fasteners.

The pilot has turned ugly. What can I do?

The Tnuctipun was pretty helpless before you put the helmet device on him.

Do you remember another instance where your fingertips tingled and you had a ringing in your ears? Whatever did that to you might help here.

The device you retrieved from the sunflower field will disable the helmet.

Use the stasis negator on the pilot.

Miranda won't let me leave the Tnuctipun Ship. What am I doing wrong?

You need to get everything out of the ship that you can.

You need to remove the anti-matter concentrator.

You need the two strange devices located behind the dangling wires.

You need to dump the pilot back into his ship and reinstate the stasis field.

I keep getting blown up in the Lander.

The trick is to not be on the lander when it is destroyed. After all, you have the stasis field negator that is required to trigger the anti-matter bomb.

Examine the items you took from the Tnuctipun ship.

Use your remaining device on the lander as you approach the destroyer.

SECTION THREE

BIOGRAPHICAL INFORMATION

Larry Niven is one of the most successful and best loved science fiction writers working today. He has a dedicated and fanatical following all over the world.

Larry Niven was born in 1938 in Los Angeles, California. In 1956, he entered the California Institute of Technology, only to flunk out a year and a half later after discovering a bookstore jammed with used science fiction magazines. He graduated with a B.A. in mathematics (minor in psychology) from Washburn University, Kansas, in 1962, and completed one year of graduate work before dropping out to write. His first published story, "*The Coldest Place*," appeared in the December 1964 issue of WORLDS OF IF. He won the Hugo Award for Best Short Story in 1966 for "*Neutron Star*," and in 1974 for "*The Hole Man*." His novel *RINGWORLD* won the 1970 Hugo Award for Best Novel, the 1970 Nebula Award for Best Novel, and the 1972 Ditmar, an Australian award for Best International Science Fiction. The 1975 Hugo Award for Best Novelette was given to "*The Borderlands of Sol*." With Jerry Pournelle, Larry Niven is the coauthor of "*Lucifer's Hammer*" and "*Footfall*," both international best-sellers. Niven's recent best-sellers include "*The Integral Trees*" and it's sequel, "*The Smoke Ring*," "*The Man-Kzin Wars*" series and the most recent, "*N-Space*" series and *Dream Park III*, "*The California Voodoo Game*," written with Steven Barnes.

RINGWORLD BOOK FACTS:

- Winner of the Nebula Award (1970) and Hugo Award (1971) for best novel.
- Winner of the 1972 Ditmar, for best International Science Fiction.
- Over 2,000,000 copies in print after 29 printings.
- *RINGWORLD* continues to sell over 5,000 copies per month.
- *RINGWORLD* has been translated into every major language around the world including Japanese, Swedish, French, German, Italian, Spanish, Danish, Polish, Hungarian, and Chinese.
- Selected by the American Library Association for their "Best of the Best Books for Young Adults" list. This is a permanent list that serves as an important endorsement for YA titles at schools and libraries.

RINGWORLD ENGINEERS FACTS:

- Published in 1981; More than three months on the B. Dalton hardcover best-seller list.
- Four hardcover printings with over 60,000 in print. Nine paperback printings with over 500,000 in print.

BIBLIOGRAPHY

Known Space Books by Larry Niven with stories and characters referenced to in *Ringworld*:

" <i>World of Ptavvs</i> "	1966
" <i>Neutron Star</i> "	1968
" <i>Ringworld</i> "	1970
" <i>Protector</i> "	1973
" <i>Tales of Known Space</i> "	1975
" <i>Ringworld Engineers</i> "	1981

Known Space books by Larry Niven and/or other writers with specific stories not referenced in *Ringworld*:

" <i>A Gift From Earth</i> "	1968
" <i>The Shape of Space</i> "	1969
" <i>The Long Arm of Gil Hamilton</i> "	1976
" <i>The Patchwork Girl</i> "	1980
" <i>The Man-Kzin Wars</i> " (editor)	1988
" <i>The Man-Kzin Wars II</i> " (editor)	1989
" <i>Cathouse</i> " <i>A Man-Kzin War Novel</i> (editor)	1990
" <i>The Man-Kzin Wars III</i> " (editor)	1990
" <i>The Man-Kzin Wars IV</i> " (editor)	1991

NOVELS

<i>"The Flying Sorcerers"</i>	1971
(with David Gerrold)	
<i>"The Mote in God's Eye"</i>	1974
(with Jerry Pournelle)	
<i>"Inferno"</i>	1976
(with Jerry Pournelle)	
<i>"A World Out of Time"</i>	1976
<i>"Lucifer's Hammer"</i>	1977
(with Jerry Pournelle)	
<i>"The Magic Goes Away"</i>	1978
<i>"Dream Park"</i>	1981
(with Steven Barnes)	
<i>"Oath of Fealty"</i>	1981
(with Jerry Pournelle)	
<i>"The Descent of Anansi"</i>	1982
(with Steven Barnes)	
<i>"The Integral Trees"</i>	1984
<i>"Footfall"</i>	1985
(with Jerry Pournelle)	
<i>"The Legacy of Heorot"</i>	1987
(with Jerry Pournelle & Steven Barnes)	
<i>"The Smoke Ring"</i>	1987
<i>"The Barsoom Project"</i>	
(Dreampark II with Steven Barnes)	1989
<i>"N-Space"</i>	1990
<i>"N-Space II"</i>	1991
<i>"The California Voodoo Game"</i>	
(Dreampark III with Steven Barnes)	1992

STORY COLLECTIONS

<i>"All the Myriad Ways"</i>	1971
<i>"The Flight of the Horse"</i>	1973
<i>"Inconstant Moon"</i>	1973
<i>"A Hole In Space"</i>	1974
<i>"Convergent Series"</i>	1979
<i>"Niven's Laws"</i>	1984
<i>"The Time of the Warlock"</i>	1984
<i>"Limits"</i>	1985

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<i>"The Magic May Return"</i>	1981
<i>"More Magic"</i>	1985

AWARDS

- Hugos for

<i>"Neutron Star,"</i>	1966
<i>"Ringworld,"</i>	1970
<i>"Inconstant Moon,"</i>	1971
<i>"The Hole Man,"</i>	1974
<i>"The Borderland of Sol,"</i>	1975
- Nebula, Best Novel 1970: *"Ringworld"*
- Ditmars (Australian, Best International Science Fiction) for *"Ringworld,"* 1972, and *"Protector,"* 1974.
Japanese awards for *"Ringworld"* and *"Inconstant Moon,"* both awarded 1979.
- Inkpot, 1979, from San Diego Comic Convention.
- Various Guest-of-Honor plaques.
- Doctor of Letters, honorary
from Washburn University, May 1984.

notes

EDITOR

notes

"The Most Holy Spirit"
"Most Holy"

1981
1985
1987

AWARDS

"The Holy Spirit"
"The Holy Spirit"
"The Holy Spirit"
"The Holy Spirit"
"The Holy Spirit"

1988
1970
1971
1974
1975

- National Best Poem 1975: "Ringworld"
- Division (Australia, Best Fictional & Nonfictional) for "Ringworld," 1977, and "Protestant," 1978
- Japanese award for "Ringworld" and "Protestant," both awarded 1979
- Award, 1979, from San Diego County Commission
- Various University Honors programs
- Doctor of Letters awarded from Washington University, May 1984




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