
RHEM I SE: The Mysterious Land Download 10 Mb



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About This Game

RHEM is a first person adventure featuring brain-teasing puzzles for your PC. You arrive in the world of Rhem by a rail car. For a moment, you must simply sit tight, unable to escape. Then, the car begins to roam this world, revealing its mysteries, little by little. You soon learn that the only possibility for your safe return home is a letter consisting of four hidden fragments, which you must not only find, but also put together. Upon disembarking the rail car, and now in search of the letter, you will explore the land of Rhem...

RHEM is a graphic adventure (point-and-click, pre-calculated first person). The virtual world is shown through the eyes of the players. The environment consists of individual pictures covering a 360-degree view.

This Special Edition features many new puzzles and areas to the original game. In addition many enhancements from the sequels like "color-picker" or "skip mode" have been added to "RHEM I SE: The Mysterious Land"

- explore the land of Rhem
- mind-bending puzzles
- non-violent story, non-linear gameplay
- color picker feature for colorblind people
- Skip mode
- supports 6 languages (English, german, french, italian, polish and russian)

Title: RHEM I SE: The Mysterious Land

Genre: Adventure, Indie

Developer:

Knut Müller

Publisher:

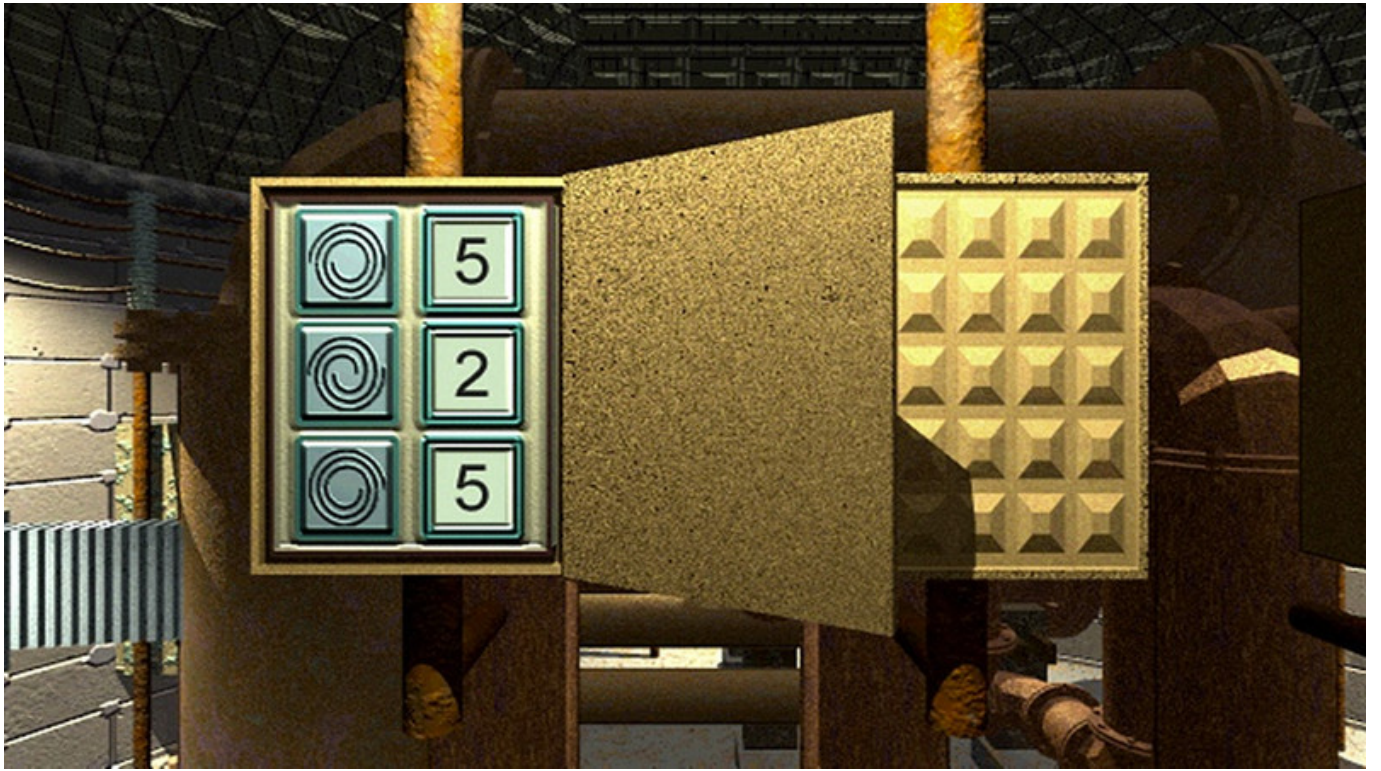
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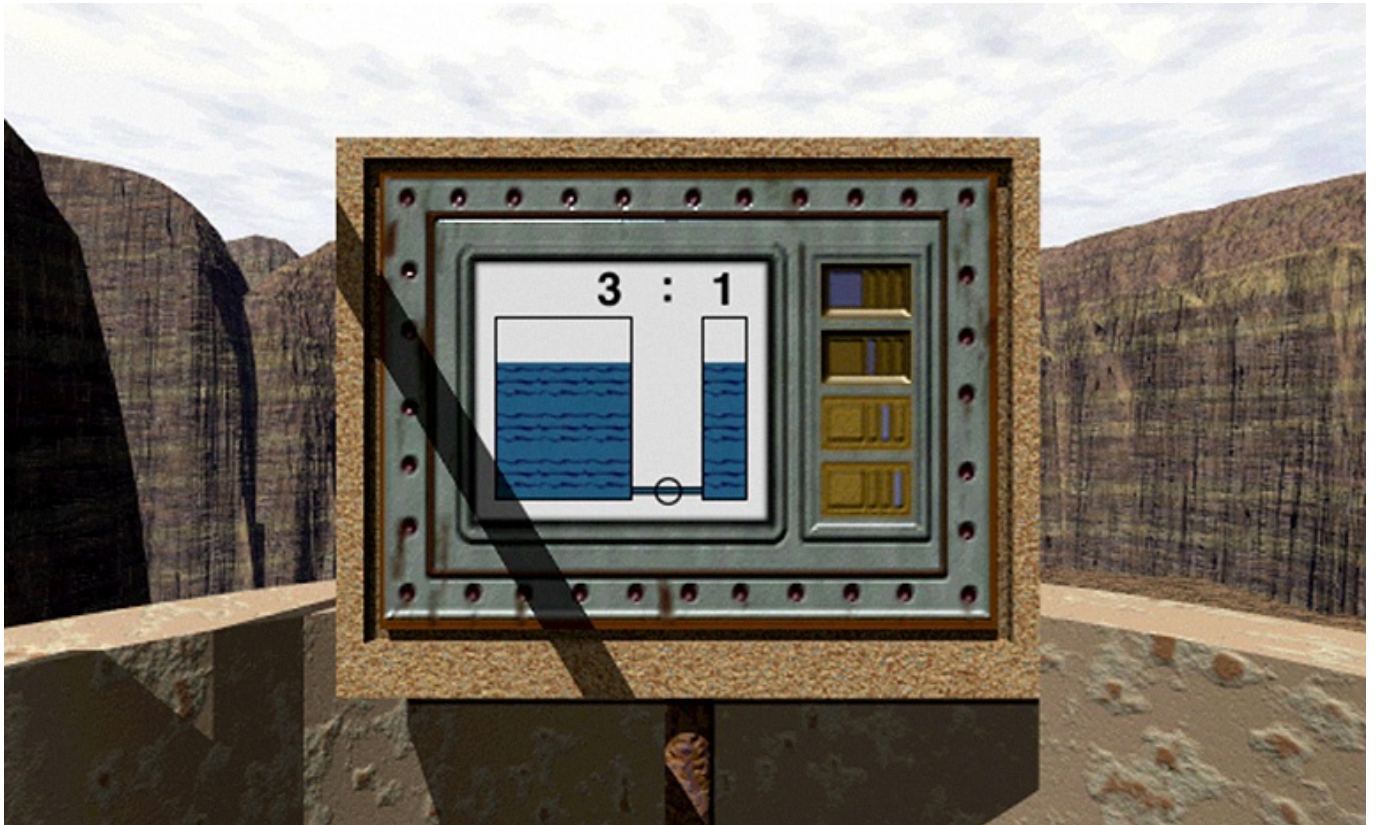
Release Date: 6 Jul, 2017

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English,French,Italian,German,Russian,Polish







very good game - Knut Mueller is a genius when it comes to puzzles, and even his oldest game here clearly shows it. although it is very dated, it is well worth the price and I look forward to playing the special editions of the final two RHEM games as they are released.. When I set about looking for Myst-like games for a video all about Myst-likes, a friend recommended this one to me among others, calling the most Myst-like one he's seen. Well, it's got the look going for it, but that's about it. My time in Rhem was spent going in circles thanks to maze-like world design and maps that don't help at all. Most of the puzzles weren't much better, the majority of them involving valves and pipes that are just as twisty as Rhem itself. I can't recommend this one.

For more, check out my mini-review here: https://youtu.be/9eHc4z_RHI4

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[Rather crude for todays market. I played the first edition of the Rhem games years ago, but I don't remember much of it. This new edition has some extra puzzles and areas, so it was a sufficient reason for me to buy it.](#)

[But first of all, Rhem is not a game for everyone. Its graphics are dated and ugly-looking. Limited to a maximum display, the world is mostly bare of life without any trees or flowers, there is no background music, just some environment sounds \(water, wind, door opening\), and there is no real storyline to follow.](#)

[But we don't play Rhem for whatever it looks like, no, we play Rhem for the puzzles, and what puzzles! The Rhem games might contain some of the best thought puzzles ever made. Trying to solve them becomes so captivating, that we forget that graphics are not that great, we don't even notice that there is no music, which would for a fact be too distracting](#)

[I definitely recommend this game to any puzzles lovers!. To say RHEM I SE: The Mysterious Land is dated is like saying Mozart and Rembrandt are dated. This is an extremely well crafted set of puzzles and searches built around a story of sorts, but that's not what's important. What is important is that you are given, apparently, no directions on what to do next. The story tells you that you are looking for something, and as soon as you start you are apparently trapped in this mysterious world of machines, passages, elevators, trams, trapdoors, pumps, levers, possibly significant artworks and some books. At first everything seems irrelevant, but every time I've played the original I've filled a half inch of 3x5 cards with notes.](#)

[I bought this game when it first came out long, long ago, back when graphics were primitive, and I've played it at least five times - each time learning something new about how to tackle a certain puzzle. You can't solve them by trial and error. You have to look elsewhere for clues and \(if you recognize them as such\) outright answers. The usual workflow is: What does that machine do? It doesn't work. Wait a minute; it needs to be powered on. Where did I see some electrical cables strung around? If I look outside, will I be able to follow the cable back to where it gets power? How does this system of pipes and valves get me some power? Damn! How do I get back to where I needed the power? There's a book full of symbols; better take some notes. That's nonsense - no - wait a minute; I saw something like that way back over there. Trust me, you'll never remember it all without your notes. I always threw out my notes after I'd finished, though.](#)

[If you have an urge to find a walkthrough, you are missing the whole point of this type of game. As you work into a new game, be cognizant of your thought processes as you solve the puzzles and mysteries. None of these puzzles are solved by copying an answer from some clue; you have to actually think, and studying how your multi-step thought processes work is an education in itself.](#)

[As a physics teacher, I am confronted by students who want to know which formula to use. I never tell them. I make them understand what little they can and then start again on the problem. I've purchased used copies of the RHEM series over the years and given them to certain students whom I identified as not performing up to their problem solving potential. In every case \(and I played the game along with them at times\) that student felt so empowered after solving a tough RHEM puzzle that tackling physics problems became a game rather than a dead end. Now this game is available through Steam, so I am able to gift it directly. School starts in three weeks! RHEM IV: The Golden Fragments is also available through Steam. I'm hoping for a RHEM V!](#)

[This game is the work on one man, Knut Muller, who created the visual world of RHEM with Bryce, the free 3D authoring tool, and put it all together with \(then\) Macromedia Director. Some complain that it's a long way from one place to another.](#)

especially if you just found out you really needed that crazy symbol sheet. I disagree: it's a pleasure building a representation of the RHEM world in your mind. Every once in a while he gives you a map, but even the map is cryptic. In this SE version he has added a new place. The puzzle to get you there is devilishly complex but suddenly doable after several levels of thinking. It's a pleasure to replay the whole series (I through IV) every few years. It gives me a perspective on just how simple and senseless most other computer games are. Knut Muller is a genius - just like Mozart or Rembrandt.. I strongly recommend this game for any fans of the original Myst or just fans of open-world puzzle solving in general. RHEM provides you with a huge, sprawling complex to explore, and while the plot is pretty much non-existent until the very end of the game, the puzzles and the satisfaction from understanding the game world and its intricate paths is more than enough to keep you going.

One issue, and really the only big issue for me, is that the game will often require you to loop back or retrace your steps through some areas, which can be a pain in the butt because of the intricate and gated nature of the different areas. Be prepared to click through the same screens a lot. A lot.

If you can look past the above, then do yourself a favor and pick up this game. If you do, here is a clarification that may keep you from misunderstanding a certain puzzle and being lost for like 4 hours: Some buttons can be held down.. Since RHEM I is the oldest in the series, it required upgrade to SE edition the most. It brings bunch of improvements over original like updated menu, saving/loading slots (but still keeping ability to save to physical file), higher resolution, better graphics and smoother animations. In addition, it has some enhancements for faster transitions and easier navigation. It really improves gaming experience since this part of RHEM requires the longest walks compared to other parts. Though, if you are the owner of original RHEM, I would wait for promotional price. It doesn't bring much of a new gaming content. Similarly to RHEM IV SE you will find new clues over the world which will help to unlock a new additional area at the end of the game. However, the new area is very small compared to RHEM IV SE in my opinion. There is also at least one new puzzle which improves connection between different areas in the game. For newcomers I would recommend to start from any other part of the series just because they are more concise. Nevertheless, I highly recommend buying this game for everyone who looks for good, well thought and challenging puzzles and likes to explore. RHEM will definitely impress.. Played this 15 years ago on CD-ROM. Bought it again from Steam to do the puzzles one more time. Determined to *not* look at a walkthrough for any of the puzzles this time. [EDIT: one year after buying this on Steam, and going through the special editions of Rhem IV and II, I'm giving this a third go from the start!]

"It's a killer puzzle box and I'm trapped inside. *grins* must be Christmas!"

This was the first game of the Rhem/Lisssn series. You walk around a large, abandoned complex solving puzzles. Most of the fun is figuring out just what the puzzles are in the first place. Each puzzle brings you a little bit closer re-starting the systems in the complex and finding a way out. There is no real dialog, just puzzles.

"I'm following a trail of bread crumbs laid out for me."

The graphics are 800x600, the colors are muted (it is an abandoned, dilapidated complex) and there is limited animation. But this is a game for puzzles. There's very little hand holding here -- you really need to walk around and explore the game world.

"It's a trap, Clara -- a lure and a trap. But I can't stop playing a game everyone else has lost."

Taking notes and mapping are essential (and the twists and turns in the game world make mapping more challenging, even with the compass). The puzzles do not have directions spelled out -- most of the fun is figuring out just what the puzzle is in the first place. If you find yourself walking around too much, check out the partial player's map in my guide. You'll eventually find the map in the game, but getting it earlier can be helpful.

"I can't actually see a way out of this. I've finally run out of corridor, there's a life summed up! "

It suffers from the problems the Rhem series has: Sometimes you feel railroaded when walking around, with a limited choice of movement options. And other times it feels like you're walking a long way looking for the clue that you need to get into the next area. But if you look everywhere at the world around you, then you'll find your way. The railroading actually helps cut down on the aimless wandering -- there's only so many different paths, and if all the rest are dead-ends, then you need to explore what's left.

The biggest drawback to this is that there are probably two main bottle-necks that you have to get past. You will compile lots of clues on things that (it turns out) are past a bottle-neck. But you have no way of knowing this until you are past the bottle-neck.

Compare this to Rhem IV SE where the game world branches alot and you have lots of different puzzles to look at, and it feels like there are fewer limits.

If the cursor appears tiny on the screen, here's a work-around:

1. Go to display settings and set zoom at 100%. Set the screen resolution to 1920x1080 or smaller.
2. Log off (important!)
3. Restart and start Rhem 1 SE in full screen mode.

Incidentally, Steam cloud synch is available for this title.

I got this when it went on sale, and I'd recommend it at sale prices.

"I'm going to get out of here and find whoever put me here in the first place. And whatever they're trying to do, I'm going to stop it! We might take a little while, so do you want me to tell you a story? The Brothers Grimm - lovely fellows, they're on my darts team. According to them, there was this emperor, and he asks this shepherd's boy, "How many seconds in eternity?" And the shepherd's boy says, "There's this mountain of pure diamond. It takes an hour to climb it, and an hour to go around it! Every hundred years, a little bird comes and sharpens its beak on the diamond mountain. And when the entire mountain is chiselled away, the first second of eternity will have passed!" You must think that's a hell of a long time...Personally, I think that's a hell of a bird. "

(*= quotes from Dr Who season 9, "Heaven Sent"). RHEM I SE -

I would recomend this game because it is a fun puzzle game to play. Knut M\u00fcller did an awesome remake of this game. I like playing puzzle games, and this one is pretty clever. You look for different clues to solve different puzzles to advance the game. Even though the graphics might be outdated, it still looks and pays good on windows 10. Coodos and a big thankyou to Knut M\u00fcller for making an intresting and fun game to play.

RHEM I SE: The Mysterious Land is the first game of the RHEM franchise; a point & click game where you have to solve puzzles to escape from the town called "RHEM"

The graphics are a bit outdated, but i don't think of that as very important. The most important part about this game are the puzzles. The graphic design is a bit outdated, but it has its own charme. The puzzles are great though. I think it fits to compare this game to the Myst Games. The puzzles in Rhem are - in my opinion - a bit more technical than in Myst; really, most of the time you are working with machines.

The puzzles can be solved with logic. I haven't seen any puzzle in there that must be solved by try & error. Some of the puzzles are really difficult though. And by that I mean... incredibly difficult.

The only thing i dislike about this game (but well, it's typical for many point & click games) is the walking distance the player has to travel: 'Ouh - i have forgotten something in another part of Rhem, let's walk like 3 minutes by spamming the mouse button'. It's kinda nice that the developer added a Skip Mode where you can skip some long passages of walking, so it's not that exasperating anymore. That helped me keep my sanity there... thank you for that ^^

Definitely a game i would reccommend for expert puzzle fans. Really, just try it. It's great ;)

. The RHEM series is underappreciated.

Really, really underappreciated.

There's only really one style of puzzle in RHEM -- the kind where you have to make some machine work by finding some symbols in the gameworld and finding a corresponding symbol-decoder clue elsewhere in the gameworld, allowing you to push some buttons on some control panel in the right order. And some of these symbols are probably written on one side of a door that's only visible by traversing the gameworld in a loop for 2 minutes. And maybe you need to rotate some thingamabobs or trace the path of a bunch of tangled wires\pipes along the way. And when you finally get the machine to work, it gives you access to a new part of the game world which means more symbols to write down, more wires to trace, and so on.

If this sounds tedious (and, to be fair, RHEM has lots of negative reviews on the internet precisely because lots of folks think so), then this isn't the game for you. It doesn't have good art or sound or plot. That's not what the game is about. This game is one thing only: an absolute masterclass on the specific style of puzzle you see above. And for people like me who love careful notetaking, mapping, and observation, it's a real joy to play.

Looking forward to seeing what puzzles Knut adds to the SE version of Rhem 2!

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