



RHEM I SE

THE MYSTERIOUS LAND

An Introduction

RHEM I Special Edition expands the already vast world of RHEM I by adding access to a new, previously unseen area with new clues, puzzles, and challenges—and evidence that there is yet another person curious about the mysteries of RHEM. Higher resolution graphics will give you a fresh perspective on the first game of the RHEM series.

You arrive in the world of RHEM on a railcar that can only move forward. This car carries you from an unknown barren land into a strange area filled with a mix of ruins and intact, but seemingly abandoned buildings. Your only clue about your destination is the sign you pass beneath as you approach your final destination. All it says is “RHEM.” What does it mean? A town? A country? Something else altogether???

Helplessly, you are carried beyond a gate that closes behind you, apparently sealing you off from your origin. Just after riding through a final tunnel, you pass by a derailed railcar and wonder how that happened and if its passenger is okay. A few seconds later you stop at the end of the tracks, and find you can get out. You already know your railcar cannot be reversed, but you quickly notice that your railcar is now resting on a circular platform that can clearly be rotated so your one-way vehicle can presumably depart once it’s pointed in the right direction, but you fail to find nearby controls that enables this rotation. Immediately afterward, perhaps with the goal of finding the controls to turn your railcar around, you start to explore the abandoned RHEM complex’s long paths and stairways. After exploring several seemingly blocked paths, many ending near intriguing structures you can’t access, you find your way on a path to a place near your railcar, but at a different level.

What transpires next leaves you in shock that you have suddenly become marooned in this mysterious abandoned place, your sole means of departure now gone beyond your reach.

What are you going to do? You’re now trapped in RHEM. Sounds hopeless... But is it? You’re intelligent and resourceful. Maybe now you can figure out something, since the event that led to the loss of your railcar has also opened up access to new paths and structures you can actually enter, leaving you some hope after all. You soon become aware that there is another person marooned somewhere else in RHEM, and you discover that if you can find four carefully concealed fragments of a letter he has written to his brother back in your world, and reassemble this letter with the promise of delivering it, you will be given a key to a different way of departing RHEM. Now you have real hope because there is indeed another means of escape—but you must first solve the puzzle of RHEM.

This world is rife with puzzles, clues, and mechanisms. In fact, the entire RHEM complex is a puzzle. Be sure to look everywhere, leaving nothing, not even the ceiling, sky, ground, or the floor, unexamined. Who knows where the next vital clue may be hiding? Open the paths, activate the machinery, and be sure to shut the door behind you, because as the saying goes, a closed door may lead to a new window of opportunity. Only in this way can you prove yourself worthy in the eyes of the builders of RHEM to be permitted to leave with the lost brother’s letter in hand. Good luck—you’ll be needing it.

As you continue your exploration of RHEM in search of the scattered letter fragments, you gradually discover evidence that yet another person, one far more familiar and experienced with the secrets of this mysterious place than the brother with his scattered letter fragments, is somewhere nearby in this complex. This additional person, who has nothing to do with the exploring brother, has recently added clues scattered about RHEM with the object of not only revealing his existence to you, but also to extend a special invitation to you, and you alone—IF you can solve yet even more puzzles.

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