

Game Manual

"By the time you see this message I will have been long gone from RHEM. If fate has kept you a prisoner here I can offer you the opportunity to return to your own world. But I will need your help. In RHEM is a letter I have written to my brother. If you help me get this letter to my brother ZETAIS I can help you get back to your world." KALES

Windows®: PC 300 MHz Pentium or faster, Windows 95/98/2000/ME/XP, 32 MB RAM, 20 MB free hard disk space, 12 x CD-ROM, display 640x480, 16-bit color, QuickTime 4 for Windows or higher, Soundcard, Videocard

Macintosh®: PowerPC 200 Mhz or faster, MacOS 9.2/OS-X, 32 MB RAM, 20 MB free hard disk space, 12 x CD-ROM, display 640x480, 16-bit color, QuickTime 4

Install RHEM only on the condition that you, the customer, accept the terms of the License Agreement (Read_Me_file on the RHEM_CD). Make sure you have installed QuickTime 4 or higher (free download: www.apple.com/quicktime/).

Windows®: Insert RHEM_CD into your CD-ROM drive. Double-click the Installer icon on the CD. Follow the on-screen instructions.

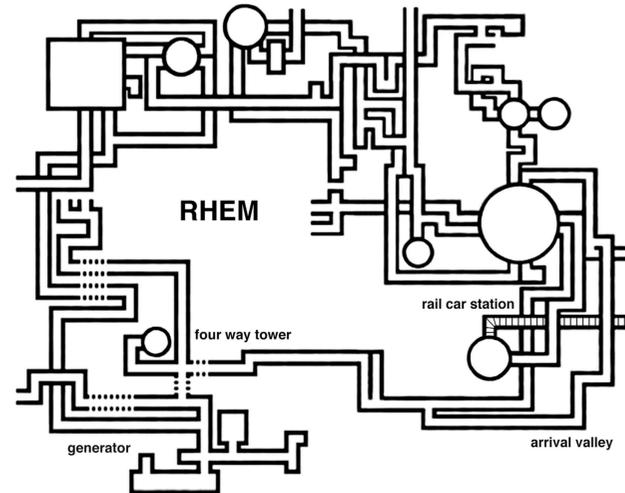
Macintosh®: Insert RHEM_CD into your CD-ROM drive. Copy the folder RhemE (Drag and Drop) on to your hard drive.

Starting RHEM: Insert RHEM_CD into your CD-ROM drive. Make sure your monitor is set to 640x480 and thousands of colors(16 bit). Locate the RhemE folder on your hard disk, double-click on it to open it and double-click the Rhem icon (Rhem.exe) in the RhemE folder on your hard drive. To begin a new game, click NEW GAME. To restore a saved game, click LOAD GAME.

Removing RHEM: Drag the RhemE folder on your hard drive into the trash and empty the trash.

Playing RHEM: When you start the game, the opening movie will run and you will be transported to the land of RHEM with a rail vehicle. The vehicle is stolen and you sit tight in one spot, which you momentarily cannot leave. You roams about RHEM and discovers the mysteries of this place little by little. The only possibility of a return home is a letter, which consists of four hidden fragments, which you must not only find but also put together.

-  move forward / action
-  no action
-  use / pick up object
-  move forward + left / right
-  turn left / right 90°
-  turn left / right 180°
-  look up / look down
-  move backwards



The handcursor will provide direct feedback on where you can go and what you can do. Simply click the mouse to move, turn, move levers, open doors etc. If you want to examine, use, or pick up an object, click on it, or click and drag it. At the bottom of the screen is "hidden" inventory of the objects that you are carrying. To access the menu (save game, load game, quit game) press the spacebar or CTRL+M (Win®) / CMD+M (Mac®). The environment consists of individual pictures covering a 360-degree view. In principle, each standpoint has four views. In the world of RHEM, one must have in advance different puzzles to unlock, representing both collection and use. Explore the land of Rhem.

Menus and Keys:

Windows®: Open menu: CTRL+M/Spacebar, Close menu: CTRL+W, Save game: CTRL+S, Load game: CTRL+O, Quit game: CTRL+Q

Macintosh®: Open menu: CMD+M/Spacebar, Close menu: CMD+W, Save game: CMD+S, Load game: CMD+O, Quit game: CMD+Q

Troubleshooting:

Windows®: Make sure you have installed QuickTime 4. RHEM is designed to use 32 MB RAM. Make sure your monitor is set to thousands of colors (16-bit) and 640x480. Check the volume and the speaker and/or headphone connections. Do not delete/move folder or files in RhemE. Put the RHEM_CD into the CD-drive while starting the game. If your monitor is set to a resolution of 604x480 but you have hooked up several monitors at the same time, it may happen that you will be asked to change the resolution. In that case, start the game by clicking "Start application with inappropriate monitor setup".

Macintosh®: Make sure you have installed QuickTime 4. Do not name a hard drive RHEM_CD. Make sure you have turned off virtual memory and file sharing. Turn off any unnecessary inits and extensions. RHEM is designed to use 32 MB RAM. Make sure your monitor is set to thousands of colors (16-bit) and 640x480. Check the volume level, the Sound Control Panel and the speaker and/or headphone connections. Do not save a game with the name Rhem, Rhem.pct or any other used names. Do not delete/move folder or files in RhemE. Put the RHEM_CD into the CD-drive while starting the game. If your monitor is set to a resolution of 604x480 but you have hooked up several monitors at the same time, it may happen that you will be asked to change the resolution. In that case, start the game by clicking "Start application with inappropriate monitor setup".

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