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## About This Game

**RHEM IV** takes you into a huge, fantastic world full of strange vehicles and buildings, secret passages and doorways. A sense of adventure, logic, attentiveness and the ability to solve puzzles will help the player to slowly but surely unveil the mystery of this latest adventure in the land RHEM. Everywhere on RHEM you will find hints or solutions that will help to unveil some of the mysteries of RHEM IV.

The game begins upon the discovery of a secret entrance to yet another undiscovered part of RHEM. There is a hidden transport system that leads to a second connection to the world outside. In order to activate this system you must find all nine fragments of the key to activate the system. Make your way past tunnels and secret passages; you will encounter many strange vehicles, unknown mechanisms and machines. You will also meet new characters, some of them might be helpful to solve some of the mysteries.

### Features:

- Non linear gameplay: a fascinating world full of riddles and enigmas
  - an abundance of exciting secret rooms and hidden paths
  - new „album“ feature allowing you to collect and use hints
    - family friendly and non-violent gameplay
- color picker feature allowing the color-blind to solve puzzles
  - SE edition features several unseen areas

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Title: RHEM IV: The Golden Fragments SE

Genre: Adventure

Developer:

Knut Mueller

Publisher:

Runesoft GmbH

Release Date: 3 Feb, 2016

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**Minimum:**

**OS:** 7, 8, 10, XP, Vista

**Processor:** 1,8 Ghz

**Memory:** 500 MB RAM

**Graphics:**

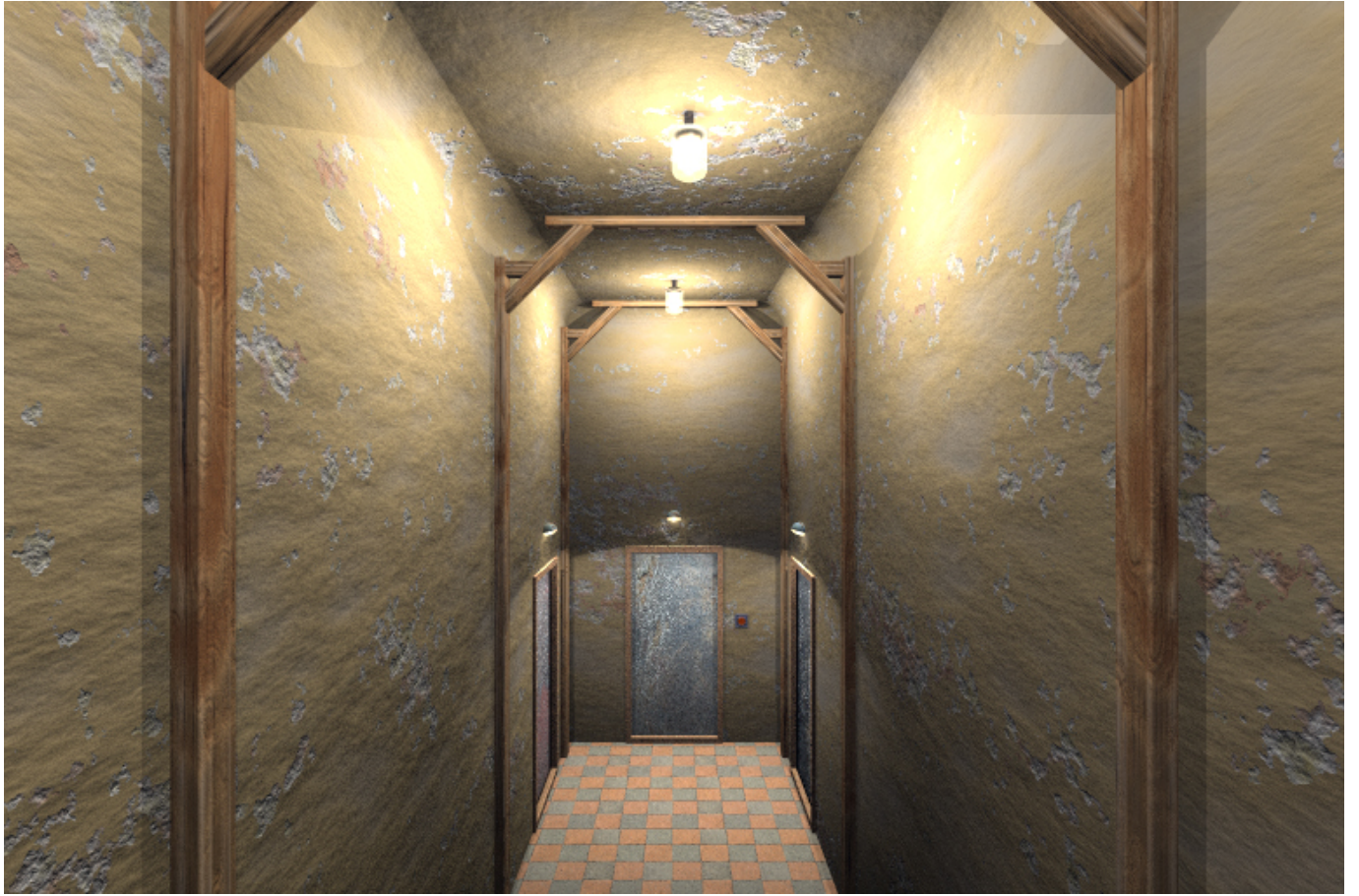
**DirectX:** Version 9.0c

**Storage:** 850 MB available space

English, German, French, Italian, Polish, Russian







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One of my top 5 favorite adventure games of all time, below only Myst, Riven, and RHEM III. Seriously, this game is great. The only thing you need to know about it beforehand is that, like the rest of the RHEM games, it's extremely difficult. RHEM is a series for people who have an eye for detail and are diligent notetakers, so if that doesn't sound appealing to you, you probably won't enjoy this game. But if it does, buy it, grab your notebook, and make yourself a pot of coffee (or tea!) for some quality adventure gaming.. I'm a Myst Lover and also love RHEM series very much. Unlike Myst, not so dreamlike scenery, not so romantic music there.

But It's not the point. In RHEM, I'm sure that you can concentrate and enjoy challenging puzzles to the full.

Each game in the series is independent and you can play 4 without playing the previous ones. Starting from 1 may help you to get used to some "RHEM"ish thing, but I don't mean that 1 is easier than 4. (When I played 1 for the first time, I had no idea to do at all.)

Observe carefully up and down, left and right. Are you stuck? Observe again!

Have fun! Have lots of a-ha experiences!. Great puzzle game. It's hard and sometimes really frustrating. It's definitely something for patient people. You should really give it a try. It's a long game and has some sort of myst-style. The puzzles are great and it's really fun.. The biggest accomplishment this game has is it's puzzle design and the variety there of. You'll be challenged in every area of your brain. The game(s)(all four do this pretty well imo) don't get old for me because just about every puzzle you come to next is different from the last one, at least in some way. And most of them are really good; some mind blowingly clever, and difficult! Be prepared for a challenge even if you're a seasoned puzzler. And have a pencil and plenty of paper handy.

The graphics are pretty good imo, I like the art style and overall the aesthetics are very nice. The storyline might be very lacking but the most enjoyable part of the game for me was progressing through it so that never really bothered me. This type of game doesn't really need a story for me to enjoy it. The reward is the sense of accomplishment you get after thinking about a problem really hard and solving it.. While not for everyone due to the high bar of difficulty Rhem IV and the Rhem games in general are some of the most pure puzzle experiences you can get. The difficulty is a necessary element for these games to feel so satisfying - they drop you into a world that you slowly unlock over time - finding a new area wouldn't feel rewarding if getting to it was easy. Every puzzle has a hint for it somewhere across the map, and the puzzles require some creative thinking to solve, but when you enter a complex code into a console and click the button to open a door, when the door slides open, it is a feeling only a Rhem game can evoke.

Rhem IV has one of the most non linear maps in the series, as well as one as probably one of the series' hardest puzzles, but it also ends up being one of the best. The extra content included in this special edition is also a nice treat, extending the game for a few more hours and terraforming some of the map in such a way so that it feels like the content was supposed to be there all along.

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I would highly recommend this game !! It was so much fun. The puzzles are hard because you have to figure them out, not because they just don't work. They all work. Get a huge notebook and take lots of notes and be very organized.. This one of the best puzzle adventure games to play. It has beautiful graphics and clever puzzles. It is fun to play. 5/5 star rating. 2 thumbs up. Kudos to Knut Mueller for making an awesome game.. The RHEM series of games by Knut Mueller is absolutely the best series I have ever played. They have extremely difficult puzzles, but each can be solved logically without outside help. The closest game to RHEM is Myst, but RHEM has a less organic feel, and more logical. Where Myst has some solutions based on nature, sometimes hard to discern, RHEM always has a clear path to an answer - the hard part is deciphering that path.. You know you've been playing Rhem games too much when you walk down the street and see a building with a clocktower, and think "the clock must be a clue to a puzzle!"

Played this nearly 10 years ago on CD-ROM. Bought it again from Steam to do the puzzles one more time. Vaguely remembered the puzzles, had to look at the walkthrough for only one puzzle. Still took me 30 hours to solve it.

This was the fourth game of the Rhem/Lisssn series and the first to have a Special Edition ported to Steam. 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. This game doesn't support SteamSynch.

The graphics are dated, 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. Walk around, find clues, conclude that the puzzle is not solvable, spend a few days thinking it over, finally have a "eureka!" moment.

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.

This is probably the best implementation of the Rhem series. Although sometimes you feel railroaded when walking around, with a limited choice of movement options. But if you look everywhere at the world around you, then you'll find your way. There are only a few bottlenecks that require you to solve one puzzle before you can find new ones. And once you figure out what to do with the black crystal, the possibilities open up tremendously.

The Steam Special Edition has two sets of added clues which lead you to a new game area, at least several more hours of good quality puzzles. Probably a better value on sale, but either way you get your money's worth. If you enjoyed the original, definitely try the SE.

Hints for the novice:

1. Look around everywhere, something big might just be under your nose or above your head
2. Doors are big clues, how do they open and what's on the backside?
3. Memory is unreliable, keep a notebooks with maps and screenshots
4. Don't blink!

. rhem 4 is not for people who don't love writing endless notes and diagrams into a notebook and then still being unable to solve the puzzles because goddamn dude they're hard as hell, hard as hell dawg. also there are a few inventory puzzles which tbf is \u2665\u2665\u2665\u2665\u2665 and lazy design in any adventure game where you can't just highlight all the hotspots and thus avoid missing things. but it caters to a very specific kind of person and does it very well so please give knut miller all the money in the world and let him make a 5. I am an old fan of RHEM games (started from RHEM III, then RHEM I, II, IV and now IV SE). Because of this my review may be a bit biased. Nevertheless I will try to split it into three small parts: for newcomers, for those who played other parts of RHEM (besides RHEM IV or IV SE), and for those who played RHEM IV (not SE).

1) If you are new to RHEM, these games are a wonderful set of well thought and challenging puzzles which you need to solve by exploring big and almost deserted world. Storyline is weak and mostly missing during the gameplay but, probably, that's for the good. You will be in constant motion on looking for clues, exploring the world and racking your brains, there is no space for any unnecessary fillers in between. Finishing game gives you a really great feeling of accomplishment and crave for more. All parts are more or less equally good (prior yet unreleased RHEM V at time of writing) and it doesn't matter which one to take first. Personally I would start from II or III part because they looked the most consistent out of all for me. Flaws? Low resolution outdated graphics, no soundtrack, sometimes devices need to be used repetitively many times which looks unnecessary and

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illogical at times, weak story, probably something more (had few unexpected crashes for example), but in general I didn't mind them because overall game experience is so great that nothing else matters.

2) For those who played other parts of RHEM, RHEM IV is both familiar and surprising at times. Knut M\u00fcller didn't exhaust his creativity and most of the puzzles were still unique, well made and interesting. However, I must admit, initially it felt like the game was already approaching its limits and probably RHEM V should be the last in the series. I was also a bit disappointed that few interactive elements should have been static only in my opinion (which added a little "magic" moment for me). Despite that, the game didn't lower the bar and gave the same great feeling as all the previous parts. If you enjoyed previous parts of RHEM, you will definitely enjoy this one.

3) For those who bought and played RHEM IV, SE edition adds surprisingly more new content than I expected (it took me around additional 2-3h to solve). The only problem that it takes real action after you basically finish original game only, so it means you need to repeat all the game again before you start solving additional puzzles. Is it worth time and money? I believe yes, I played the SE edition more than a year after finishing original RHEM IV, it still felt like I am playing it first time but everything looked even more connected and logical. Here it really depends on how much you liked the game and if you are ready to play it again. Give it a try, you shouldn't be disappointed.

Looking forward for other SE releases and RHEM V!

Thank you Knut M\u00fcller. Fair Warning:

Countless times the the game will troll your brain....

....and you will not realize it untill its too late.



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