



in their machines' cabs, letters, and other clues.

Get close to a solution and you'll be nudged if you have two or fewer points on a card wrong. It's a helpful system without being too easy to abuse. It also makes it easy to take swings and try answers you're not certain about. Most importantly, the solution cards prompt you to think about connections, which can expertly induce a sense of dread as your stomach begins to drop realising you're moments away from a dreadful truth.

While each puzzle's solutions are fairly standalone, they combine to

tell a connected story. Which does mean knowledge gained completing prior puzzles can inform later ones, from simply recognising returning

"WHILE EACH PUZZLE'S SOLUTIONS ARE FAIRLY STANDALONE, THEY COMBINE TO TELL A CONNECTED STORY."

characters to understanding their motivations. These come together at the end of a puzzle group, where a combined solution card not only tasks you with reiterating some of

the information gathered using keywords across them all, but prompts you to read between the lines as well, sometimes pulling in information observable in each but not really utilised until that point.

At this point we've yet to see how Rise connects to the earlier game, which we'd love to see ported in similarly streamlined fashion. But, set in the 1970s, 300 years after the first game, this new series of murders seems to stand apart for now. Leaning into the setting, we're just as hooked by paranoia around drugs and television as we are that glittering golden idol... for now.