
Al Emmo's Postcards From Anozira Torrent Download [key Serial Number]



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About This Game

Al Emmo's Postcards from Anozira is a Hidden Object Game, inspired by the adventure game [Al Emmo and the Lost Dutchman's Mine](#).

THE STORY

The Mayor of Anozira needs your help to drive tourists to the town! Explore the vast desert land and learn about the local stops and interesting wilderness areas as you use your Hidden Object skills to attract new people to the area and help local business survive. Explore the exotic world of the Wild West and discover a host of unusual treasures. (Okay, most of it's junk, but still...)

Enter the homes of the town's many colorful inhabitants. Descend into the fabled Lost Dutchman's Mine and uncover riches beyond your craziest imaginings. Do all this and more as you challenge your perception and observation skills.

Select from 5 playable characters: Al Emmo, Rita Peralto, Kevin the Bartender, Koko the General Store Manager, or Mayor Herbie Trinkwasser. Choose to play casually in "relaxed" mode, or challenge your quick-thinking with the timer on. Dare you venture into the world of sand, sun, and silliness?

FEATURES

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- Entertaining Gameplay
 - 5 Playable Characters
 - Bring Tourists to Anozira
 - Relaxed & Timed modes
 - Find Bonus Tokens

Title: Al Emmo's Postcards from Anozira

Genre: Adventure, Casual, Indie

Developer:

Himalaya Studios

Publisher:

Himalaya Studios

Release Date: 2 Aug, 2010

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English



A woman with a striking tattoo of a dragon that runs across her neck and lower jaw signals for you to stop. As you do so, she approaches the window of the ATC, tapping on the side of the door. "What brings two cabrones like you to Magaz? You know we don't tolerate any trouble around here".

- "I'm a Highway Marshall, and we're here on official business for the Free Cities"
- "Actually, it's our own business. But, I heard there was an entrance toll to Magaz", while you hand her 50 silver dollars
- "You know, just looking for some entertainment. We heard this was a fun town!"
- "We're here looking for somebody"

Adversary calls heads.
The toss result is tails.
Right of choice belongs to you.



CHOICE OF LEAD

CHOICE OF BALLS



<https://steamcommunity.com/games/593110/announcements/detail/1808664240333155775>. I don't recommend this game. It's a fun and hilarious game. It contains both slow paced board games-like main game and fast mini games each round. I only played 1 map and it took almost about 2 hours to finish the game XD (4 player)

However in my opinion, game could be perfected even better. (i might be wrong in some aspects since i only played for 2 hours, 1 game)

Cons:

- Controls are a bit messed up. IDK both in mini games or in main game, it feels clunky time to time. You press Q to see your power ups, but E to use them (to prevent missuse i gues?) But, why are my power ups hidden? When i open them every other player can see it anyway. Just let them be visible to everyone all the time someway, or just dont allow players to see others power ups. Also, we should be able to play the main board game solely with mouse. I instinctively kept moving the mouse to or scroll to see the different part of the map.

- mini games are mostly fun, but for me, its kinda annoying to leave the main game after each round. I feel like mini games could be after every 2 rounds maybe? Or at least skip mini games once in a while with a special power up maybe?

- If you screw up in a mini game, you may lag way way behind and if you are unlucky game can be already finished for you around mid game. Winners gobble up the teleportation and can dominate the rest of the game. Maybe Minigames should have a little less impact on the main game, since the winner get to make a move in the main game first. Mini game winners already get more keys, more power ups, and they also get to go first? IDK i like a bit more randomization in such fun party games.

- A bit too many power-ups. I think it should be simplified a bit, and yeah, randomized.

minor dislikes:

-There should be more colors to choose from...

- Ghosts should be white. I mean ghosts/soul are kinda white (in movies etc :D) and green ghosts seems like they belong to the green player. Also can we get an angel or fairy or something instead of a generic looking humanoid in the cages ? :D

- Its nice that we can see the player whos in turn moving the camera, looking around, but I wanna be able to move the camera to see where i am, whats going on. Maybe there could be a minimap somewhere we can get a quick glance of who is where, where are the ghosts etc.

- When a spot is belong to a player, i think it should be a lot more visible, not mat. This can also be in a minimap, if you guys are planing to do so :D. I wanted to like this game, but Microsoft Jigsaw (free in the Windows 10 App Store) has kind of spoiled me on computer jigsaw puzzles.

Pros:

- Nice music.
- Pretty puzzles.

Cons:

- No easy identification of edge pieces. The first step to any jigsaw puzzle is finding the edge pieces of course. A button to segregate them would be nice.
- Pieces "snap to" the puzzle grid instead of each other. This makes it impossible to put together portions of the puzzle that you know go together without randomly moving your mouse around until you accidentally find where one piece in the block goes in the grid.

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- No screen resolution settings. Playing on a 2560x1440 monitor was quite a challenge from an eye strain perspective. To make this worse, I tried to move the window to a 1920x1080 monitor and the menu no longer functioned. Had to Alt-F4 out of the app.
 - Not enough variation in piece shapes (see next point). Especially for patches of mostly one color it would be nice to be able to make an educated guess based on piece shape instead of randomly moving a piece until it "snaps".
 - No zoom feature. Since most of the pieces are too similar in shape, it would be nice to be able to zoom in on the pieces to determine subtle differences to help you solve.
 - Poor screen real estate usage and piece management. Again at 2560x1440, the puzzle only took up about 45% of the width of the display. The game does not allow you to move pieces outside of its limited graphic area which makes sorting pieces by color tedious at best, if not impossible especially on the harder difficulty levels.

Summary:

For less than \$3 on sale, this was not a horrible bargain. However I would recommend that the devs study Microsoft Jigsaw and steal the user interface in a future update. Overall 4.0/10.0.

. Played the demo and bought it right away..

..Then I spent the whole night playing it.

VR needs more full games like this. 9/10!

For free its pretty good game maps could be bigger though and recommend some one play this on multi screens i do on 3 of them and its way better. Extremely short, but worth the backstory.. Broken. A lot of the game could work well, but it is fundamentally broken. At the end of the turn, it gives the cult rewards that should go to you to the person who now has your place in the turn order; so, if I was third last turn, my income for the next turn goes to whoever is third in that turn. You can't play a Eurogame where your economy building ends up being income for a random competitor. Awful and unplayable right now.. Really fun game! :D

Maybe not the most beautiful one, but it sure was fun! :)

<https://www.youtube.com/watch?v=QurLZ3bAAU4>

[Stay Rad Everybody!!](#)

[VRadiCarl. Really nice DLC. you can tell the dev team poured their imaginative hearts and souls into the design. kudos to them for a great peice of DLC.](#)

[Would still love to see some kind of multiplayer - maybe not in the traditional anno multiplayer - just some kind of interaction with other players. and I would take my hat off to them.... A soild game that could really use Xbox Controler support.](#)

[Other then that it runs at a decent 90+ FPS. fits right in line with tradinatal C-RPG](#)

[Was a easy buy for my self.](#)

[some real gameplay via pc version](#)

<https://www.youtube.com/watch?v=-RhyUzRNgUg>. Zup! the prequel coming to a computer near you.. It's a nice. dark. but short story for those who liked the original. We get to know a little bit more about Mors Westford's background. As I said before. it isn't long. I've completed it in about 2 hours. so some people may find it too short.

[Still, I had a lot of fun during those 2 hours of playtime. so I can only recommend it. Buy it. if you happen to stumble upon it on a sale.. Controls like hot garbage. UI is a mess. and there's this slight lag whenever you try to select anything in the menu. Also. the gameplay is nothing to write home about.](#)

[It was free and Early Access so I can't really be TOO upset. but I would figure you'd at least want your product to be somewhat enjoyable. I'll try it again when there's some actual updates.](#)

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