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About This Game

Orb Flo is a puzzle game comprised of a set of prisms and receptacles. A puzzle is considered solved whenever the orbs flow through all receptacles. Flow can be altered by toggling a prism on or off.

The game has three different modes: practice, time-trial, and endurance. In time-trial mode, you are ranked based on how quickly you solve ten puzzles. In endurance mode, you are ranked by how many puzzles you can solve using a set number of lives. A life is deducted if you use up too many moves to solve a puzzle.

Title: Orb Flo
Genre: Casual, Indie
Developer:
Parrott Studios
Publisher:
Parrott Studios
Release Date: 5 Oct, 2017

 a09c17d780

Minimum:

OS: Microsoft Windows XP/Vista/7/8/8.1/10 (64-bit)

Processor: Intel Core 2 Duo, 3.0GHz or AMD Athlon 64 X2 6400+, 3.2GHz
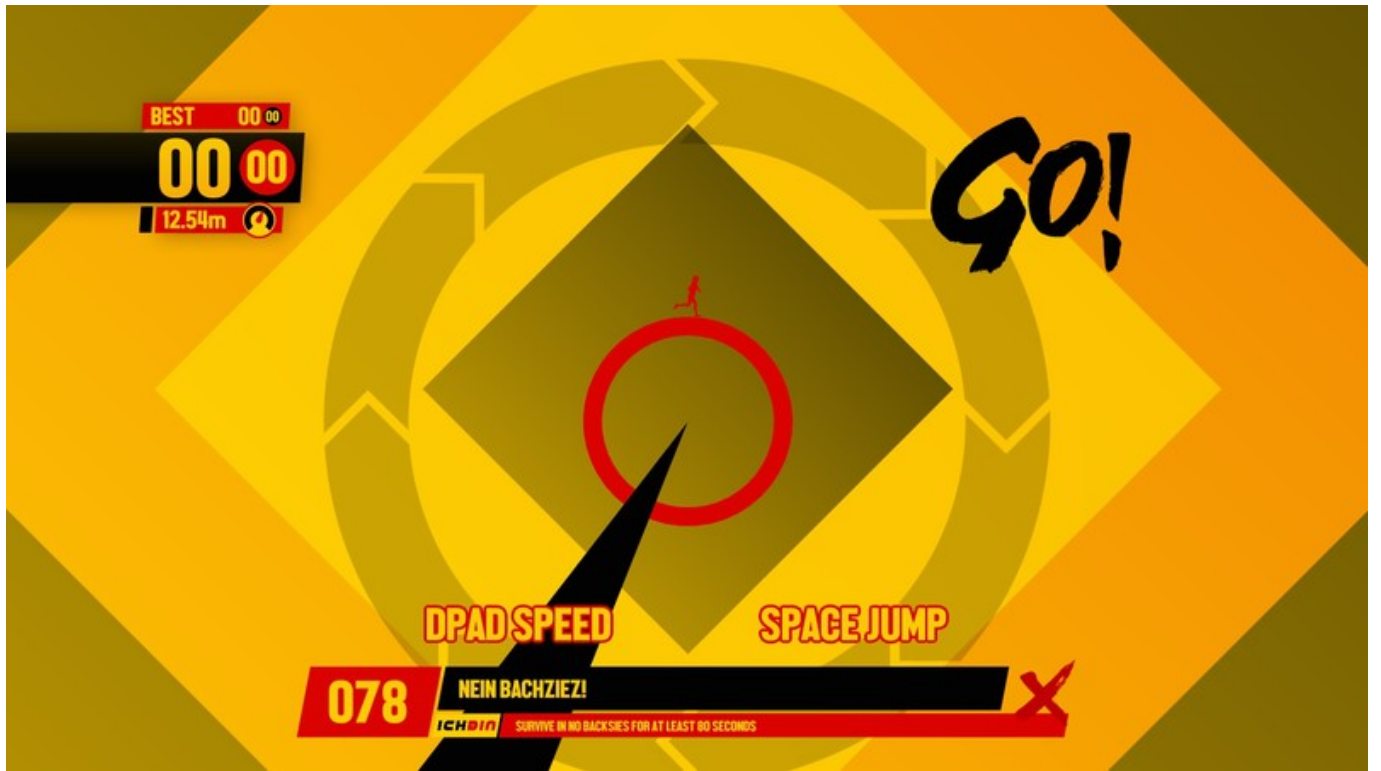
Memory: 4 GB RAM

Graphics: nVIDIA GeForce GTX 260, 512 MB or ATI Radeon HD 5670, 512 MB (Does not support Intel Integrated Graphics Cards)

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 2 GB available space

English

SUSPECT | LOCATION | EVIDENCE | ARREST

Signed in as: fgb   11:11

SUSPECT:

Name:..Dacia..Abe......................................
Sex:..F...
Age:..36..
Residence:..Merriwyn.................................
Occupation:..Cleaner.................................
Hair:..Brunette.......................................
Eyes:..Brown..
Weight:..148.lb.......................................

arrest suspect:
Dacia Abe

Next ➡

On 7
was f
await
inter
are b
emplo
death. Analyze the resulting list
of names, find evidence of any
violation of the internal code of
conduct and produce evidence

A PROPAGANDA

GrandTrunk

MENU   ..ll 11:11

I love it, this is how Montezuma should be, not like number 4.. Game is broken at the start. you can't get past the tutorial. I love it! I... don't know why.. After downloading the demo and then the game today and playing for a few hours, I have to say I like the game so far. Sadly though, the incorrect spelling of things and customer pics which don't mesh with the correct gender in writing is annoying to say the least. Add on top of that Kamala telling you you did it wrong when her suggestion is exactly what you did.

I plan to continue playing since it is fun. Hopefully there will be some patches to fix these childish mistakes. At this time I cannot recommend this game one way or another but since there is no choice but to make a recommendation I will approve for now.... A great variety of choices and paths. During my 5 hours with this game I've played through 3 storylines that were very different and had their own unique endings. The writing is well done, though sometimes I didn't get too immersed and slogged through some pages. But maybe that's just me. Overall good CYOA definitely worth the 5$ I paid.. Not fun to play at all and no widescreen. similar to garry's mod, will be great once fully polished!. Gem! #LocalIsLekker. i pressume most not living in South Africa will not find this title entertaining. The little i played thus far was cool, seeing the local brands and references! Rad idea on nature taking over urban life. Even the music was pleasing - and it's not the kind i listen to. Thumbs up for the small dev team on this indie release! @The Impossible Object - do not be phased with negative reviews, everyone started somewhere with greatness - keep up the fun!

Now, since this is the alpha release (as per this edit: 0.4.2), herewith (remaining) issues i encountered (will update this review as i continue playing; note - other minor bugs i'll post on the general bug forum):
- my FPS is above 100, but the game still lags - below my current specs (not too phased on this (as i can only play on the "kak" setting LOL) as i await to complete my Vega 56 rig..)
>> Edit (installed SSD): FPS now above 400, lagging minimal - must then be HDD speed\/too little RAM (lagging = loading from what i can see)
>>> Edit (VEGA Rig): FPS now around 40 on uGrand in city, lagging gone (very minor split second instances only in city, which i will contribute to loading)

My previous build during my 1st few hours of play:
- M\/B: MSI FM2-A75MA-E35
- CPU: AMD A10-6800K (APU) + std cooler
- RAM: 8GB std (6 usable as 2 allocated to GPU 1)
- HDD 1: SSD - Samsung 860 EVO 250GB (Windows, Steam)
- HDD 2: SATA WD 1TB (page file, game\/Steam library)
- GPU 1: AMD Radeon HD 8670D (APU)
- GPU 2: AMD Radeon HD 6670 - Linked
- Windows 7 Pro SP1
- Screen: LG 29UM68-P (ultrawide)
- PSU: Corsair AX760
- Case: Corsair 760T

Current rig:
- M\/B: MSI X470 Gaming Plus
- CPU: AMD Ryzen 5 1600X + MSI Core Frozr XL Cooler
- RAM: 16GB Kingston HyperX Fury 2666
- HDD 1: SSD - Samsung 860 EVO 250GB (Windows, Steam)
- HDD 2: SATA WD 1TB (page file, game\/Steam library)
- GPU: MSI Radeon RX VEGA 56 Air Boost
- Windows 7 Pro SP1
- Screen: LG 29UM68-P (ultrawide)
- PSU: Corsair AX760
- Case: Corsair 760T. Picture breakout but a little high on special effects and a bit more speed. An ok game to kill time.

This game is for you if you like collecting games to play for maybe an hour or so and then let it gather dust while you go do other stuff. Can't recommed buying it unless it's packaged with other things you like.

Edit: The music is very nice though!. Good game.
Beautiful graphics, simple mechanics and interesting gameplay
Especially liked the levels, where the enemies was more than one
I want more levels!

Like many other reviewers, I picked up this game because I enjoyed Himalaya Studios' other adventure games (which are free to download) and wanted to support them. Though I don't like Al Emmo as much as their free games, it's still pretty good quality and is decently long by adventure game standards.

The gameplay is what you'd expect from a Sierra-style adventure game. You walk around a large world full of many different areas, collect items, talk to people, and solve puzzles. The game isn't as hard as the early 90s Sierra games (constant death won't be an issue) but some of the puzzles weren't explained quite well enough for me to figure them out. I might just be bad at puzzles, though, and your mileage may vary. The interface left a little to be desired-- to cycle through the different mouse icons, you have to right click, and with the amount of icons there are, this gets annoying quickly. I would've liked the ability to use the scroll wheel to cycle through them, but it's not too bad. I also wish the game better explained its controls-- you can double-click to make Al Emmo run, but I didn't know that until the last few minutes of the game.

The graphics are a bit of a mixed bag in my opinion. Character animations are made using pre-rendered 3D models, which don't look too great. On the other hand, the 2D assets are all quite good. The area backgrounds and comic-book style cutscenes in particular stand out as exceedingly beautiful. These were all clearly meticulously crafted and it's really amazing and fun to walk through the game's many areas. It's a little disappointing that they aren't a higher resolution, but with the game's budget, and the fact that it was made with the AGS engine in 2006, I can understand why the decision was made.

The writing is also a mixed bag for me. Though the voices are pretty great, the writing is a little spotty. Sometimes the dialogue comes off as awkward or unrealistic; if you've played Himalaya Studios' free King's Quest 2 remake, it's pretty similar to that level of quality. The script is, of course, intended to be mostly comedic with some light story to keep the game moving along. The game's comedy relies a lot on sexual humor, which isn't really my style, but that's a matter of personal taste. A lot of the humor also breaks the fourth wall, which can be funny, but also sometimes gets a bit too heavy handed and ends up being awkward.

I've been saying a lot of negative, but there's a lot to love about the game too! Beyond the beautiful graphics, the game is meticulously detailed. Since you can click just about anywhere, everything can be interacted with, and there are some fun (and funny) combinations to find if you try to put your hands (or your items) in unorthodox places. There are a lot of unique animations to find as well! Trying to click on everything is a must in this type of game. Hours of fun can be had seeing all the game has to offer!

Overall, Al Emmo is a decent-to-good game. It's not the best when it comes to this style of adventure game, but it's certainly worth the price. If you enjoy Himalaya Studios' free games, I'd highly recommend this.. I enjoyed every single Zup! game. Pretty cool physics and very generous **achievements**. Get the bundle, totally worth it. 10/10. A mixture of an Idle Game, a City Builder game, and some say, Tower Defense.
It fails greatly in every one of those categories.

Yes, its a very cheap game, but you would be better off playing a free game like Realm Grinder, Clicker Heroes, or some flash game on Kongregate.

As an Idle Game, its very bare-bones, with not a lot of options or upgrades, pretty much no strategy.

As a City Builder, its worthless, it doesn't matter at all where you place building, and they don't have any particular functions other then creating various amounts of gold. Roads and things like that are created automatically. So there really is no strategy to it, just place things on the grid. Every building is the same squared size.

As a Tower Defense? Well you can't really call it that, there are no towers to build.
There is 1 archer at the top of a wall, that you can click so he fires 1 arrow, damage upgradable.
There is 1 soldier running around outside the wall, that will hit enemies that randomly spawn, he is upgradable.
There are some spells, but they were buggy and didn't seem to work, I think they are something your soldier casts automatically. Once again there's no real strategy involved here, just click an upgrade when you can afford it.

The only real good thing I can come up with to review this game is that it looks kind of fun when you look at the screenshots. Some have pointed out that there is no good tutorial, but this is also a good thing, since there's really nothing to learn.

Only reason I got this game is because I mistook it for the long awaited sequel to Farm of Souls, another free game you can check out that is better both as an Idle Game and City Builder.

And finally, the game takes 10 times the amount of space you would expect, 2 GB, weird.

PROS :
- Short Tutorial.

CONS :
- Everything is bad.

CONCLUSION :
- Don't buy this, Buy almost anything else.. Here's my first time gameplay video: https:\/\/youtu.be\/VoBwaVTGh3c

I also review other VR games on my channel: www.youtube.com\/c\/thefishstick

I really enjoyed this game. I liked the cartoony graphics and gameplay is very smooth. I thought it was a neat idea that you have to bar tend in order to make monies to the play the other mini games around the Saloon (even though I kept shooting up the customers). Bartending along mini games I've played so far have been lots of fun :) I recommend this game.. great fun music puzzler, game changes depending what you play, no itunes support as yet but support for all other formats. 9/10. I love this character especially with the gas mask!!!

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