
Ankh - Anniversary Edition Download] [serial Number]



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About This Game

Sneak into the pharaoh's pyramid and meet up with Assil and his crew of crazy friends. Just as the party starts to get hot, a silly accident turns life upside down!

Unleashing a deadly curse and discovering a precious amulet, as Assil, you will be immersed in Ankh's amazing ancient world. From the narrow streets of Cairo's bazaar to the banks of the Nile. This comic adventure will have you running from a mad Osiris on your mission to meet the Pharaoh.

- Over 45 comic characters
- More than 80 awesome puzzles
- State of the art 3D graphics
- Breathtaking in-game cinematics
- Dazzling egyptian landscapes

Title: Ankh - Anniversary Edition

Genre: Adventure

Developer:

Deck13

Publisher:

Deck13

Release Date: 4 Nov, 2005

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Minimum:

OS: Windows 2000/XP

Processor: 1,5 Ghz

Memory: 256 MB RAM

Graphics: GeForce 3 with 64 MB RAM

DirectX: Version 9.0c

Storage: 1200 MB available space

English,German







Ankh is a fun romp of a point and click adventure game, a bit challenging, a lot tongue in cheek, and a tad 4th wall breaking. The song and dance about girls and hair is hysterical.

Game: Assil manages to get a death curse and now he must break it. Follow his adventure from breaking out of his house (He is grounded), dealing with a man eating crocodile, goofy palace guards, looney market merchants (and a very talkative slave), rescuing a damsel with attitude (Thara), some palace intrigue (and the pharaoh's daughter), a missing caravan leader, and finally the underworld and Osiris, the Lord of the Underworld.

First in a series of three. Good storyline, nice art work, and with lots of humor built in. The dialogue options are a must read. Do not forget this game can be challenging, and at several points the player must switch back and forth between Assil and Thara.

NOTE: Best guide is written by Deck 13 Interactive (Walkthrough by MaGtRo copyright March 2006) and can be found on the internet. (www.gameboomers.com/Vwtcheats/VpcAaVankh.htm). So I bought the game because I played it as a kid and I thought let's get sentimental and do a little journey to the past. I remember I couldn't get past some parts as a kid in the era when I didn't know about tutorials. As a fan of point&click games I didn't really like it. I didn't even play it for a long time because I simply got bored. The plot was boring for me. The characters were borig too. Nothing that kept me wanting to play it more. Maybe I'll try it one more time when I have time but I simply don't feel like wasting my time on it. Maybe it gets better in the end. I dunno. For me it was extremely uninteresting experience.. Really fun old-school point and click game. And by "old-school" I mean it is appaently a remaster of the original game released in 2005.

Yep. It is a 12 year old game. So don't expect it to run well on a PCMasterRace Windows 10 Beast rig with a 21:9 or 4k multiple monitor set up.

It runs great on a Windows 7 toaster. Which actualy surprised me, being that it was developed for Windows 2000, Windows XP. I did not need to set Win 7 to XP compatibility, but newer rigs than my 6 year old one may need to run the game in XP compatibility mode. The game does not have settings to adjust like modern, next-gen games. Because the game was developed in the early 2000's. When most computers were so similar, they were not needed. So, stop complaining if you can't get it to run well on your \$6000 Beast Rig. The game was made to play on Legacy machines.

That all said, the graphics show their age, but for gamers from "way-back-when", they were an amusing, colorful trip back in time. For me, at least. A classic point and click game from a decade+ ago. When many Steam gamers were still toddlers. Or not even a sparkle in their parents' eyes yet.

Great humor and music from back then, may be over the heads of younger folks who aren't too familiar with how things were back in the 90's and early turn of the cnetury. Older gamers will *hopefully* appreciate the feeling of playing a game from our "younger" days. (I was 39 when this game first came out, lol!)

It won't impress you with anything new, it isn't going to be like playing a newer next-gen game. But it is quirky, charming, bright, colorful, casual, and amusing for some of us "old fogies". At the time of this review, it is 90% off. If you play on a toaster, and have a few (or more) grey hairs, I think it is something you shuld get, just for the nostalgia and chuckles.

For you kids... yeah, yeah. It has Trading Cards, but no achievements. The Trading Cards are currently listed on the Market at prices far higher than they are worth. You won't make profit, if that's all you are looking to do.

I thoroughly enjoyed it. Your Milage May Vary. Widely.. Breaking into a tomb with your mates for a couple of underage beers seemed like a good idea at the time\u2026 now you\u2019re grounded! Oh yeah, and there\u2019s that pesky death curse you need to take care of. It\u2019s a hard life as an Egyptian teenager\u2026

Ankh is a warm hearted, point and click adventure game. It\u2019s not too hard, not too easy and the dialogue options are really funny - you can see that the developers were influenced by Lucas Arts. There are double entendres thrown in for older players, but it\u2019s definitely a kid-friendly game.

In older reviews, there were complaints about the game crashing and that there was too much travelling back and forth between

areas. I have a bog-standard laptop and experienced no glitches in the game. Also, it seems like the developers have updated the game as there is a fast travel button in the desert area.

I enjoyed the game, and at a sale price of \u00a30.83 I feel like there was daylight robbery committed\u2026 by me!
. This is a decent Point & Click game if you can tolerate completely absurd puzzles but it wasn't for me.. This game started out well but by chapter 3 it became painful. Chapter 4 was just torturous.

The story is only ok, and the puzzles are convoluted and irritating at best. There is no fast travel, and even if you can get the character to run, he ambles about slowly making odd turns and generally being a slow pain in the butt.

I was using a walkthrough by chapter 3, and still the time it took to get from one place to another was torturous. Sometimes it was literally 20 screens between actions and then you would just do one thing and have to march all the way back the way you came for the next part. I can't imagine how horrible this game would have been without a walkthrough to keep me from wandering aimlessly. As it was, I almost quit part way through chapter 4 when they had you backtrack across the entire map for the 8th time in a row. It's like the designers WANT you to be irritated and start to hate the scenery that was interesting at first. I'm glad I used a walkthrough though because the tasks were completely unpredictable and about half the time you had no help whatsoever. I could have been wandering for hours just to find out that this item I just found needs to be used 20 screens away in a way that I never could have predicted.

In short, this game is bad. There wasn't a single part that really made me think, and the flat, predictable story wasn't worth the pain of the back and forth with the poor game mechanics.

3/10. They've fixed the language issue that one of the reviewers posted previously, so don't worry about that!

This game is definitely fun, if you like classic adventure games, this is one to try!. The game is broken. I cant tell if its good or bad, its unplayable, crashes every 10 minutes, developed very poorly. When youre in the game you cant alt-tab, you cant control your system sound, and changing the sound settings in game is also very poorly designed, the settings go from 0 to 10 and you have to click to increase, and if you missed the number you want you have to keep clicking until it gets to 10 and then starts over. Any normal game since the late 80s have a sound bar that you can just normally adjust. The idea of the game seemed very interesting and it looks like it can be fun if developed properly by professionals but it seems like it was developed as a school project that a student was in a rush to submit to get that C+. I asked stream for refund.. Fun little game, not too hard to play (though it a shame he doesnt give you hints with what he says) lovely music in the background and a nice story. Worth it!

i can't see the text in the settings window on my 4k monitor. This was a fun point and click with light humor. Puzzles were not overly difficult which kept the plot moving. The length was perfect for introducing this three part series. I rushed to purchase the next two tales. Any raucous jokes were mild enough I felt comfortable my kids overhearing. Lots of fun I would run through it again.. -Amazingly detailed artwork

-Creepy tailor

-Illegal bananas

-Crocodile disguises

-Falling out of the Sphinx's nostril

-Cute girls

10/10 would die again

. Excellent game. It crashed 2-3 times, but other than that, I experienced no problem at all. The story is interesting, the dialogues are funny, and the puzzles have the right difficulty. Thanks a lot for the game!

#MakeBananasLegalAgain

#LegalizeBananas. This game is my childhood when i first found the CD it never worked on my computer know i can finally play it and ITS amazing!!!. Don't do it.. I've already write a lot of reviews for games I've played, and I must say that the "Check this box if you received this product for free" bothers me a lot. I never receive anything free. I mean this box always remind me I have no luck in my life. And that's indeed a good intro for this review, as we can say the Hero of Ankh has the same luck than me...

Ankh is an adventure game, old school designed (mean no fancy stuff, a lot of go\back to nowhere to get one portion of the thing you need to assemble\get\drink, lot of silly jokes). It's quite enjoyable but I must say than the few times you need to go back and forth to desert is quite painful. Shortcuts would have been much welcomed.

Enigmes are quite simple, but they are also long to achieve because the game asks you to move all the time to get stuff. So the length of the game is at least twice what it should be. Characters are fun and well done, it's really in the spirit of the old Monkey Island games.

Ankh is a decent game you may enjoy for the few hours of fun it can give you. That's all, you'll certainly forget about it 10 minutes after the end.

Overall : 6/10, fun, not amazing.. Well, nothing to complain about. Decent graphics, somewhat interesting plot and logical puzzles. Over seven hours of playtime. A solid 8/10 point-and-click experience.

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