



**AL TEMMO** AND  
**The Lost Dutchman's Mine**

An Animated Wild Western Graphic Adventure

*Anozina Visitor's Guide and*  
**Instruction Manual**



PRODUCTION





# ALAMO AND The Lost Dutchman's Mine

An Animated Wild Western Graphic Adventure

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**Antonio Bandana**  
*Spanish royalty, slickly dressed, and charming.*





# Introduction

## Adventure games.

You might remember them as being among the best entertainment software of the 80's and 90's. No? Then you're in for a unique experience. Welcome to "Al Emmo and the Lost Dutchman's Mine," the latest in a proud line of games dedicated to brain over brawn.

You're invited on a journey with Al to the wild west, where he'll brave the perils and harsh climate of Anozira (and then there are the locals) on a quest to win the heart of the woman he loves and prove his manhood. Then, he can head back east to live with his folks - after all, he's only forty-two.

Naturally, being digital and all, he can't do it on his own. You'll have to help him contend with the fury of well-armed prairie dogs, a sheriff with an eccentric view of the law, an obnoxious postal clerk, the tradition of 'shoot first, ask later', and the most acerbic narrator to ever plague a protagonist.

Oh, and there's "The Lost Dutchman's Mine," said to contain unimaginable wealth... but don't worry about that. So, what are you waiting for? Grab a pint or five, and settle back for the most original tale this side of the Nevada.

The frontier awaits...



## Prologue

# Westward or Wither

## One Man's Hopes to Find Fortune and Favour

Hello again!

Greetings again from Jacko Altraid, your cheerful teller of traveler's tales. In my last article, you will remember the eight-foot voyager from the north who found true but tricky love with a midget. This week, I have a genuine interview with a young (he paid me to say that) man who believes his answers lie somewhere on that dust-stained, sun-chased horizon. I caught up with this eager fellow as he was waiting to board the Southwestern.

Top of the morning to you! I'm Jacko Altrade, esteemed travel journalist.

Uh... hi. I'm Al. Al Emmo.

What brings you to the New Yawk Central train station, Mr. Emmo?

My dad. He dropped me off.

Bless him. And your purpose here?

Well, it all started about forty-two years ago. My parents had been trying for years to have a...

I meant your trip.

Oh. I'm off to Anozira. My almost-bride is waiting for me.

Ah, a country girl.

Not this one, no.

Foreigner? That's sweet. Been engaged long?

Never. We're just getting married.

Rushin, are we?

She is. I'm a local.

Surely a sign of the times.

I guess. She signed her part of the mail order. Even wrote where I had to meet her. See? How thoughtful's that?

Reckon you'll find out. (cough) Traveling light, I see. Not planning to sightsee?

Nah, I'll just collect her and come back.

Got a place here?

Course. My parents have this great living room. Lots of space for newlyweds.

I'll take your word for it. Got enough capital for this new life?

Sure do; my pocket money's due this Tuesday. Oh, that's the final boarding call.

Before you go, any last words for my readers?

Yeah. It's easy to follow your heart when your instructions are written clearly. Got nice handwriting, hasn't she? Gotta go!

There you have it; inspiration for the uninspired. Until next time, happy travels!

Jacko



# Mail Order Monthly

**ORIENT EXPRESS**  
DISCOVER WHY  
JAPANESE WIVES  
ARE FASTER TO  
WRITE, WOO,  
AND WED!

COVER STORY: JILTED JODI  
SHE'S BACK ON THE MARKET  
THE EXCLUSIVE SCOOP ON

**BUILT BRIDE**

Winning the woman  
your dreams (with  
winning the lottery

**INSIDE:** 50 LAME  
PICKUP LINES  
YOU'LL NEVER  
WANT TO USE

*I met  
Kevin's  
Saloon*  
  
*Ivanna*





Name:

**IVANNA LOTTAKASH**

Age:  
26

Woman from oppressive homeland, seeks free lifestyle with wealthy, attractive, independent young ~~men~~ man.

**Likes:**

Creature comforts, submissive spouses, joint accounts.

**Dislikes:**

Poverty, the impoverished, diminutive physiques.

**Selected customer feedback:**

- "Never have I met a more determined gold digger."
- "She uncovers hidden wealth in record time."
- "Like the wolves of her homeland, she follows the scent of fortune to the bitter end."
- "Were she a vampire, she could not have sucked me drier." Insurance Rating: Negligible

Mail Order Monthly 18



## History, Geography, and Culture of Anozira

G'day!

Welcome to another ripper edition of "Explorin' Exteriors". This week, I'm writin' to ya from the semi-arid expanse of Anozira. I'll be featurin' some of nature's local attractions, and providin' a few pointers for me more literate readers.

The first thing to strike me about the place is its history. Goin' bush is one thing, but a livin' example of the local culture is a real find. Turns out the Indian tribes of this region have been around for a heck of a

long time, and from what I can see, they've taken care of the place real well; it's up to new folk not to mess it up. You can't go too far 'round here without runnin' into their peculiar petroglyphs - them's those markings you find on some of the rocks about. Fascinatin' and all, but I reckon you'd be better off treatin' 'em as a warning.

As if that weren't enough, legend has it that the ancient Aztecs used to pass through this region. I've heard a few rumours about some of their gear buried around the joint, but as I always say, there's no use searchin' for treasure unless ya got a map.

There's a ton to be learned from nature, and some of it can be real helpful; so can the mayor, I've been told, but he's been a bit too busy to see me. Nevertheless, I've picked up a few tidbits that might come in handy if you find yourself in a spot of bother. For example, have ya ever wanted to hug a cactus? Can't say I've had the urge, but smearin' some aloe vera over ya will make sure you haven't learnt your lesson too hard. And if ya the kind that sweats up a storm, go for some moistened creosote and you'll be luckier than a man under some mistletoe. Just don't confuse it with oleander. Mules might hack it, but you wouldn't want it sittin' on ya guts if ya bowels aren't up to scratch.



**Valerie**

*Not all construction workers are created equal.*



Of course, what makes stickin' ya nose where ya want worthwhile is the wildlife. Whether it be a bit of black bear wrestlin', a spot of fishin' (any ol' waterhole will do,) or teasin' bulls with a red flag, ya day's never dull if ya know where to look.

Look for what, I hear you ask. Look no further. Below, I've thrown together a little compendium pertainin' to some of the other flora and fauna ya might find in this unique wilderness.

**Bald Eagle:** Popular icon in this part of the world; second only to its relative, the Spread Eagle.

**Bat:** Preferred symbol among wealthy vigilantes; justice is blind too.

**Bighorn Sheep:** Source of great envy among rams.

**Black Vulture:** Politically correct inclusion.

**Cactus Wren:** Nesting within cholla cacti, pain must be something it enjoys.

**Coati:** Plural for coat; easier to wear after skinning.

**Coyote:** Incessantly hungry predator; prone to falling off cliffs.

**Garter Snake:** A surprise at wedding receptions.

**Horny Toad:** Term for fellows seen slipping in and out of Anozira's famous old Hospitality House.

**Javelina:** Graceful dancer who enjoys throwing sharp sticks.

**Mexican Wolf:** This guy is known by its telltale howl as it smuggles its kin across the border.

**Mockingbird:** Thought to be a wicked sin if you kill one, but hey... what's another to the list?







**Mountain Lion:** Migrated to higher ground after disapproving of original title ("plain lion").

**Mourning Dove:** Morbid peacemaker; rarely - if ever - invited to parties.

**Mudpuppy:** Precursor to the slushpuppy; limited market, I tell you!

**Mule Deer:** Unfortunate cross between two desperate, equestrian wannabes.

**Ring-Tailed Cat:** Distant cousin to the bangle-pawed panther and the stud-lobed lemur; lively boudoir accessory.

**Turkey Vulture:** An unmissable throwback from a time when birds weren't very fussy. Gobble, gobble! SQUAAAAAAWK!

**Wombat:** A non-indigenous, furry, and overweight marsipual with an unbreakable burrowing habit.

So there you have it; Anozira in a mouthful. I'll be headin' back soon to the southern hemisphere, to get re-acquainted with me favourite rollin' reptiles.

Catch ya later, mates!

*Ervin Startal*

Ervin Startal, wildlife nurturer



## Local Businesses



**KEVIN'S  
SALOON**

COGNITIVE CURES  
OUR SPECIALTY.



*Even our sheets are well-laid.*

**LOU'S  
HOSPITALITY  
HOUSE**



**KOKO'S  
GENERAL STORE**

Pay more for less.



WE BANG 'EM.

**BUBBA'S BARN**

YOU BUY 'EM.



**YOUR ONLY TICKET OUT OF HERE.**

**ANOZIRA  
STATION**



**ANOZIRA  
POST OFFICE**

Confidentiality guaranteed.



# Game Features & Options

## Special Effects On/Off

Set to ON if you wish to play the game with additional visual effects. These consist of highly detailed alpha-blended animations and are intended for faster CPUs. Turning this option OFF may make the game run faster on slower systems and won't affect the story or gameplay in any way.



## Speech & Text / Speech Only / Text Only

These three settings determine the method in which you want to play the game:  
VOICE & TEXT: The narrator and character speech is accompanied by pop-up text boxes as well.

VOICE ONLY: All speech will be heard. No pop-up text boxes appear.

TEXT ONLY: This mode displays pop-up text boxes only. No narrator or character speech will be heard while playing.

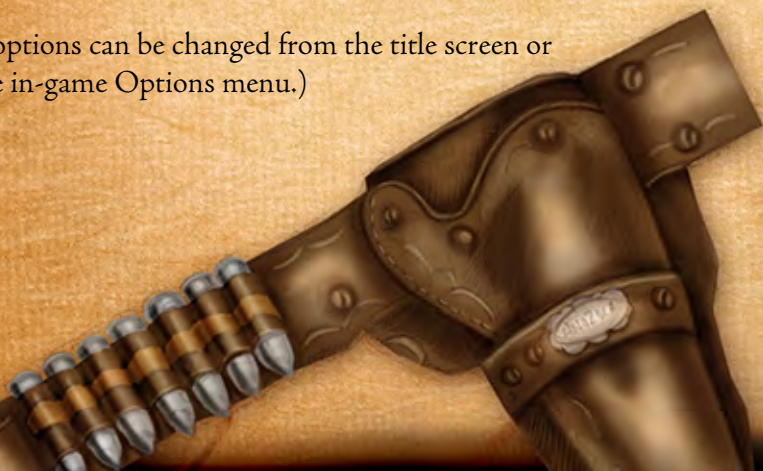
## Footsteps On/Off

Set to ON if you wish to hear walking characters' footstep sounds.

## Achievements

There are numerous achievements to unlock in the game. You can view the list by clicking this button. Can you find them all?

(These options can be changed from the title screen or from the in-game Options menu.)







**Map:** At a certain point in the game, Al can acquire a map of the land of Anozira. Once obtained, the map can be accessed by moving the mouse cursor to the bottom left corner of the screen. A small MAP icon will appear and clicking this icon will take you to a full screen layout of Anozira.

Several icons will be visible, depending on the locations you have visited. To “teleport” quickly to a different area, simply click on its icon and Al will be taken there!





## Windows Hot Keys

ESC

**Escape Key:** Used to skip cutscenes, and some in-game scenes and animations. While walking, ESC can also be pressed to make AI instantly skip to his final destination.

F1

**F1 Key:** Displays in-game help and information.

F2

**F2 Key:** Displays the Achievements Menu.

F5

**F5 Key:** Quick Save.

F7

**F7 Key:** Quick Restore.

TAB

**Tab Key:** Access Inventory.

CTRL + Q

**CTRL + Q Keys:** Quit the game.

**LEFT MOUSE BUTTON:** Performs the function of the currently selected icon. For example, clicking this button in WALK mode will make AI walk to that location. (Note: In WALK mode, clicking the LEFT MOUSE BUTTON once will make AI walk to his destination. Double-clicking will make him run there instead.)

**RIGHT MOUSE BUTTON:** Cycles through the available cursors. Available modes are WALK, LOOK, USE, and INVENTORY ITEM.

**MOUSE WHEEL:** When you have an inventory item selected, the mouse wheel may be used to quickly cycle through all items you are carrying.



## Getting Started

Never played an adventure game before? We remember that feeling, in a vague, being-born sort of way.

As a general guide, try the following:

- ✦ “Talk” to every character. Keep at it. Exhaust what they have to say. They’ll start repeating themselves when they’ve had enough. Check back with them in each act; they may have something new to tell you.
- ✦ Don’t assume that once you’ve been everywhere once, things will be the same when you return. “Al Emmo” is event-driven. Circumstances can change between acts or even during the same act.
- ✦ “Look” at everything and pay attention to the descriptions (some sap had to write them all, you know). Occasionally, you’ll come across a clue. Even more occasionally, it’ll be helpful.
- ✦ Try everything, even if it’s stupid. No one will call you stupid - except the narrator, other game characters, and whoever’s watching you play the game.
- ✦ Kleptomania. A neurosis in the real world, but in the virtual one, it’s essential.

### Still Stuck?

All right, here’s a little nudge to get you going...

After Al has “left” the saloon, he will run to the train station. Once there, the game will start, and Al will wait for you to guide him. (This is why not a lot has happened in the two hours since the intro finished, while you’ve been staring at the screen).





**TALK** to Johnny Kane, the train station master. You'll learn that he can refund your ticket. Since you'll need money to do anything in Anozira (including the Hospitality House), this is probably a good idea.

**GIVE** your ticket to Johnny. He'll refund your ticket, and you'll be rich. Well, not rich, but you'll be able to conduct a little business here and there.

Now, head north (up), then west (left). There's the saloon. Better head on in and settle your debt.



Once that's done, Al will want to rent a room so that he's not sleeping on the streets. Guess the correct amount, and Kevin will give you the key to your room.

Hey, who's that entering? Wow. This babe's a huge improvement over that icy mail-order. Maybe Al might have a chance with her. Yeah, right.

Good luck anyway...





# Credits

## DIRECTOR, PRODUCER, & GAME DESIGNER

Britney Brimhall  
Chris Warren

## SCREENPLAY, TEXT, & DIALOGUE

Daniel Stacey

## CAST

Al Emmo - Len Tobin  
Antonio Bandana - Dan Garza  
Bill the Piano Man - Jonathan Standiford  
Bonnie, Lonnie, & Connie - Rene Schlimm  
Bubba - John Bell  
Bubba's Son - Mikey Johnson  
Eduardo Peralto - Dan Garza  
Everette the Exterminator - Edwyn T'iong  
Fat Indian - John Bell  
FedUp Worker - Seth Rubin  
Indian Chief - John Bell  
Ivanna Lottakash - Alicia Brewer  
Jacob Waltz - Stijn van Empel  
Johnny Kane - Rick Deyer  
Kevin the Bartender - Tony Walker  
Koko the Pharmacist - John Bell  
Lou Heifer - John Bell  
Mayor Herbie Trinkwasser - John Bell  
Narrator - John Bell  
Pammy Sanderson - Kelly Hutchison  
Rick Springer - Keith Brewer  
Rita Peralto - Frankie Mae Richards  
Sheriff Joe - Keith Brewer  
Skeleton - Earth Warren



**Indian**

*Howoo did you get into my tent?*



Skinny Indian - John Bell  
Soldier Prairie Dog - Michael Longyear  
The Trial Door - Earth Warren  
Valerie the Shemale - Chris Warren  
Wil/Wilma - John Bell

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## **LEAD PROGRAMMER**

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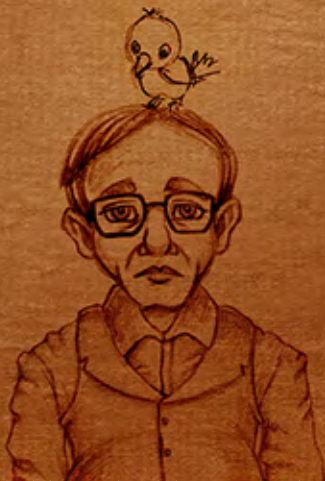
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