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About This Game

Echoes of the Fey: The Fox's Trail is an English-language visual novel that mixes a high fantasy setting with the mysteries and conspiracies of pulp detective fiction. Play as Sofya Rykov, a private investigator with a secret of her own: unstable magic powers she uses to solve her cases. In "The Fox's Trail", Sofya is hired to track down a missing Leshin with connections to the Human resistance during the occupation. Investigate how you prefer, with over 100 choice points throughout the story. Some will improve your relationship with the characters. Others will provide you critical information. And some will change the fate of the people you will come to know.



KEY FEATURES



- Side-scrolling segments link important parts of the town and open up side quests
- Multiple endings based on your gameplay and choices
- Voice acted (partial with expression lines) and animated characters

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- 25+ song soundtrack inspired by the synth-fantasy meld of films such as Legend and The Neverending Story
 - The first episode in a series that will explore other mysteries



STORY + GAMEPLAY

For the first time in almost thirty years, the land of Oraz is at peace. For three decades, the Humans and Leshin waged a brutal war over the right of Humans to power their cities and machines with magic. But the Leshin people have overthrown their theocratic leaders who pushed to extend the war and ushered in a new era of reconciliation and reconstruction.

This peace, however, is fragile and strained under the shared history of the two peoples. This is true nowhere more than the city of Vodotsk, a historically Human city that was occupied and ruled by the Leshin for years. Old grudges among the Humans have re-emerged. Leshin who lived there for years as rulers must decide whether to return beyond the Great Forest or stay as second-class citizens. And the wounds of the war threaten to re-open whenever the two peoples come into contact.

Echoes of the Fey is a series of detective stories set in the high fantasy world of Oraz starring Sofya Rykov, a Human private investigator with a dangerous secret: following a near-death experience in the war, she spontaneously developed the ability to use magic. She is joined by her Leshin partner, Heremon ir-Caldy, a doctor fascinated by Sofya's magic but fearful it will soon come at the cost of her life. Together, Sofya and Heremon navigate the mysteries and tensions of Vodotsk, the city they intend to make both their hiding place and their home.

The Fox's Trail is the first episode of the series and concerns a missing Leshin, presumed dead during the war. Sofya and Heremon must explore Vodotsk and dig up a dark secret that threatens to shatter the fragile peace between their two peoples. The majority of the gameplay is traditional visual novel dialog trees, with dozens of choices that can affect the story and Sofya's ability to solve the mystery on her own. There is also a 2-D representation of the city to explore and side quests to discover more about the world, as well as deepen Sofya's relationships with the characters.

Title: Echoes of the Fey: The Fox's Trail

Genre: Adventure, Casual, Indie

Developer:

Woodsy Studio

Publisher:

Woodsy Studio

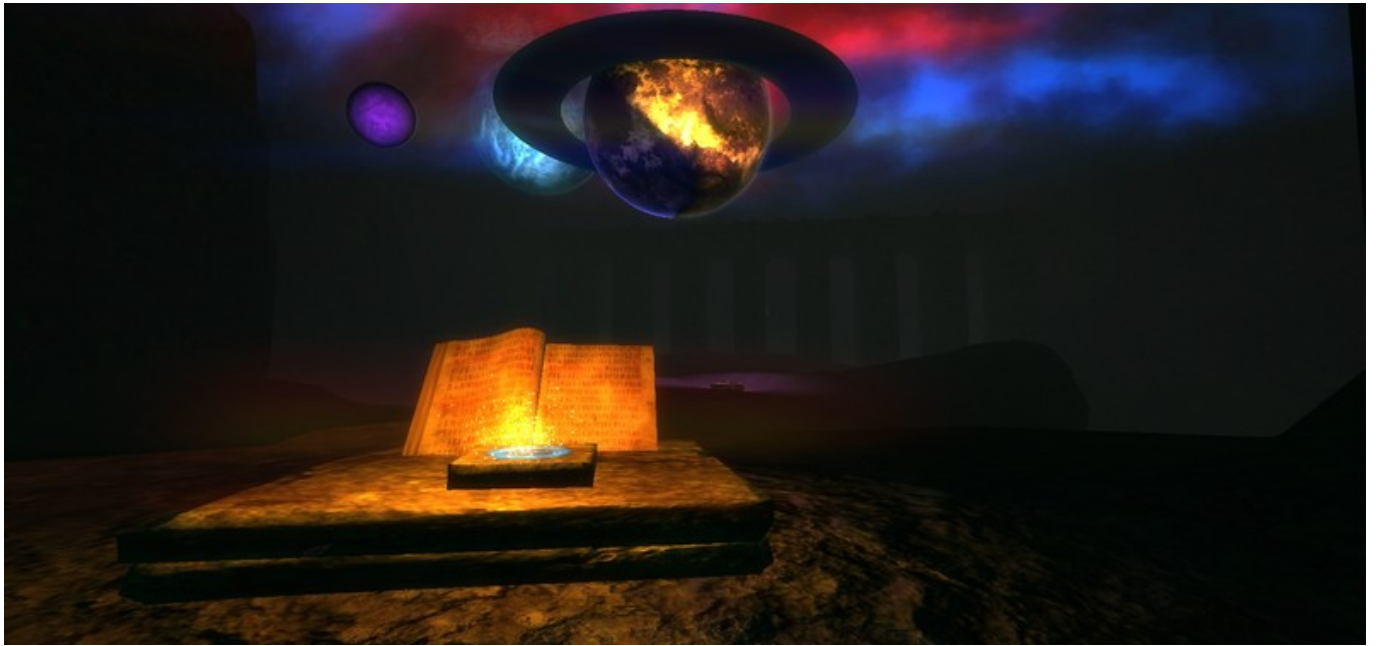
Release Date: 12 Jul, 2016

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English







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This is an amazing product. I loved it so much I made a steam group about it. THE PUTT PUTTS.. I started off liking this game, I really did. I bought it after playing fifteen minutes of the demo after all. It builds a great atmosphere with its unique artstyle and airy, empty soundscape that makes you feel alone. Even after it started trying a bit too hard with a creapy music box sound, I was into the presentation.

Buuuuut, it all changed with the first monster you run into. A bunch of hallways you need to run down and avoid a monster that runs just about as fast as you do, forcing you to run in juuuuust the right way or be insta killed. the final room was the last straw for me, or at least I assume it's the final room. The room before it, you have to duck in and out until the ghost monster, instead of staring right at the entrance, has to fade in, thus wasting enough time for you to pass him. But the final room seems that the ghost will always spawn a bit in front of you, chase you, then fade, forcing you to run back and forth until you reach the exit.

This whole section of dying over and over again completely ruined the pacing and atmosphere, and with the game crashing twice in 40 minutes of pay, I decided that it definitely wasn't worth the price I bought it for (20% off even). I'd wait for it to be 5\$ before buying this game if I even want to play it again.. 10 cents of fun. I had to change my review. First I wanted to say THIS DEV TEAM IS AWESOME!!!!.. I had some slight technical issues with the game and I felt the pricing was to high. I got a message from one of the devs by the name of zenorf, he explained to me a bit more on how the camera worked in the game.

The game is no longer over priced. It use to be 19.99 now it's only 12.99, I think that's a great price for this game.

When I play the game in Tavern mode there is some blur on the lower part of the screen which makes it hard to view your pieces and the game dice, I was told by zenorf he would look into a toggle for it, so we can turn it off or on. The camera controls gave me some problems at first, but that was do to my lack of understand all the controls for it, zenorf explained to me that a simple middle mouse click on my character zooms in on them, allowing me to move around the board much better. Zooming in on your character also makes the blur far less of a hassle.

I highly recommend this game for anyone who loves board games, table top rpgs, working with friends or screwing them over for some laughs. It's a lot of fun playing online or offline with friends. If you're a solo player you can play that way too, so no matter how you like to play your tabletop the devs have a way for you to do it.

The game itself is simple to learn but it can be a real test of strategy too. It's easily one of my favorite games right now.

P.S. some Gamers are upset that the game didn't originally have online multiplayer, but that was never an issue with me. I knew the game was going to be local multiplayer cause it said so in the game description. I prefer local multiplayer to be honest.

The devs added online multiplayer, so if you like that, that might be a reason for you to buy it.

This game is worth a buy. I'm very happy with it.. This was one of the first games that I played in VR with locomotion... I can actually move around in VR!? That was years ago, but I still remember the awe. Teleporting to a real high perch in the "Last

Stand” game, and sniping the enemies. Good times! Not a whole lot of content, or depth, but hey, did you notice it’s free? You can’t go wrong. Thumbs: UP!. This game is like a weird, rubbery mash of Animal Crossing and Miffy. It’s bizarre, it’s colorful, it’s quiet.. I picked up this game at a considerable discount, thanks to the developer's decision to "celebrate" the release of Mighty No. 9. I played the original version of this game some years ago, but didn't get around to playing this version until today.

At the end of my run as ARES, I was ready to give Extinction Agenda EX a thumbs down, and maybe I still should: It's one of the jankiest run-and-gun games I have ever played. Aesthetically, it's fine: The music is excellent and the sprite work fairly appealing. Aiming and shooting is just fine thanks to the mouse, but the jumping controls are uniquely unresponsive and occasionally just fail to work at all. ARES' air dash move is especially difficult to use properly. I must have wasted an hour of the two hours it took to finish the game just falling into pits. It's also rather difficult to avoid damage, and if not for the in-built repair ability, I probably would not have gotten anywhere. I imagine I had a similar experience playing the first version of this game, but that was back in 2011 so I don't remember for sure. Nostalgia makes every game seem better I guess, because I gave that game a positive review just yesterday. But playing it again was not nearly as fun.

Then, I played Tarus, the new playable character to this version of the game. And let me tell you, playing Tarus is like playing a different game entirely, and a better one at that. ARES' unwieldy air-dash is replaced with a much simpler to use mid-air hover move, which allows you to fly around for a short duration. At least once jump segment that gave me no end of trouble with ARES can be bypassed using Tarus entirely: Though Tarus' cutscenes differ from ARES, the levels do not. His "limit break"-type move, instead of a smart bomb like ARES, is an invulnerability shield. His weapons, while shorter-ranged and slower than ARES', do considerably more damage. All this meant that my run as Tarus took about half the time, give or take a few minutes. I've never seen a disparity between two characters in the same game this huge before. If you get this game, get it on sale like I did, and don't even bother playing as ARES- Tarus is your bot.. Really fun and fast paced game with a quite a few gamemodes but u need friends to play it, so if u buy this make sure ur friends also have it

Had no idea what I was doing, then glitched out of the whole city while still riding the jackhammer.

It was magical.

. Pros:

+ Cool general idea: harvest puny humans's fears and tears, expand your horrific empire - concept befitting for a nice tycoon-a-like game, that's what I thought bying it.

Cons:

- Unfinished. Forever, probably.

- Boring gameplay: wait for an exorcist, scare him away, repeat. Wait for the cops, then scare them away too. Essentially, its all about dragging the map around and clicking one single button. From time to time you'll gather enough "scare energy" to place down some possessed barrels, vases or dust filled bags which scare civilians automagically, with a lower fear yeild, but that's all. I think authors could have done much more with this idea, but they didnt, for some reason.

- Buggy. Interface randomly became unresponsive, dialog boxes with randomly cropped text or no text at all.

Resume: probably do not worth neither time, nor money :(Very Touching Story! :) (A- overall). Not quite impressive on graphics and controls, but after a couple of hours, I found the game has a great depth on both tactical and strategical layers. To keep every survive, I need to...

knock down the enemy engaged the healer to break engagement.

flank with the archer to avoid being dodged.

cripple the harpy to prevent her finish blow.

cut down enemy energy to prevent a knock down.

etc...

Lots of fun tricks and plans for them are involved.

Highly recommended for hardcore strategy game players.. this game is quite good

there still need some rebalancing on some little points but you can really play it as it is now

like, i understand that working in group can make things go quicker but sending someone alone don't get any work done by himself in less than 2hours... when it's searching alone a house for ressources i understand but when it's cooking a meal for oneself it feels strange to take 2h for that

on the + side, you can customize your survivors, weapons, tools, armors or even some settings in the differents scenarii

Still, what could be good would be to let us create a custom scenario and to be able to share them with the Steam Workshop

this game is still a good price/entertainment ration in my opinion

so good work devs. VERY GREAT GAME I LIKE VODKA AND DRINK THIS GAME TO PLAY WITH GUNS PEW PEW BUY THIS FOR 200000000\00a3 EZ PO\2665\2665\2665\2665\2665I VODKA LADA VODKA SLAV. Ive only played this game for a little but I would say I am pleased with it, it has a whole lot of potential. For a game this early into development I am very suprised with the amout of features it has.. plese stop music when i switch to desktop

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