
Echoes Of The Fey Episode 0: The Immolation Download] [PC]



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About This Game



Imagine being the only survivor of an explosion that kills thousands of people. That is the fate of Sofya Rykov. And survival is just the beginning of her tale...

NOTE: This game uses 3D graphics and lighting. Please check Minimum Specifications before playing to ensure a good

experience

Episode 0: The Immolation is a free, standalone chapter in the Echoes of the Fey adventure game/visual novel series. This installment will serve as an introduction to players new to the series and provide important backstory to players who enjoyed Echoes of the Fey Episode 1: The Fox's Trail, already released on Steam. Play as Sofya Rykov, before she became a private investigator and before she was cursed with unstable magic powers. An officer in the Imperial Army, Sofya is tasked with guarding Leshin prisoners at Onigrad, a city which will soon become famous for its fiery destruction.



KEY FEATURES



- 3d environments and dynamic camera angles via our new UE4 implementation
- English voice acting (expression lines)
- Over 1 hour of story with multiple choice branches
- Soundtrack featuring new songs and remixes of Episode 1 tracks reflecting the dread of the Immolation of Onigrad
- A free introduction to a series which will span multiple episodes
- Achievements and trading cards



STORY + GAMEPLAY



In the last days of the long war between Humans and Leshin, a tense stalemate has emerged. For years, Leshin have lain siege to the Humans over their use of Fey reactors, massive machines that draw electricity from the realm of magic. Both sides tire after almost thirty years of war, and perhaps peace is now in reach. But Leshin extremists, desperate for a victory to reclaim their power among the people, are about to stage a devastating attack that will change the world forever.

Echoes of the Fey is a series of detective stories set in the high fantasy world of Oraz. Episode 0: The Immolation takes place before the protagonist, Sofya Rykov, becomes a private investigator. She is an officer in the Imperial Human army who believes she has secured a safe position as a prison guard in the metropolitan city of Onigrad. One fateful night, one of the Leshin assigned to her begins to act strangely. And then a massive boom rings out from the Onigrad Fey reactor...

Episode 0 is an adventure game/visual novel with dialog trees and several choices for Sofya that will affect the way the story plays out. Sofya will also be able to walk around the prison and learn more about the world from her prisoners, though with an impending disaster about to hit the prison, she will have to balance how to use her time before staging her escape.

Title: Echoes of the Fey Episode 0: The Immolation

Genre: Adventure, Free to Play, Indie

Developer:

Woodsy Studio

Publisher:

Woodsy Studio

Release Date: 7 Feb, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 and up

Processor: Intel Core 2 Quad Q8200 2.33GHz

Memory: 4 GB RAM

Graphics: AMD 7500 or NVIDIA GT 555M video card

Storage: 2 GB available space

Additional Notes: Play on Low settings with these specs

English







echoes of the fey episode 0 the immolation

doesn't have a good tutorial, refunding :/. This game has a lot of content for a free game. Give these devs a tip for a job well done.. Good, finally I can prove to myself how terrible my reflexes are...

LOVE IT. Half naked, bearded men with bodypaint hiding in forests, only to emerge suddenly and clobber your enemies.

Unless you had some unpleasant real life experience involving half naked, bearded men with bodypaint hiding in forests, only to emerge suddenly and clobber you, I suggest you buy this.

8.75V10 - would DownloadContent again.. This game is not finished. Framerate goes from 79fps down to 3-5fps about every 5 seconds. the content may be officially complete but there is more work needed on this game.

Dobré video. do you wish that your games could have a bit more 'spice' in them?

are you tired of lisining to FAKE, UGLY DUBSTEP?

well, hello, and welcme to the frikin best alive, gaming music you will find.

get this, and you WILL thank me.. I was not originally intending to play this game when I did, in fact I was hoping to show the new The Dead Linger Unreal Enging build, but that didn't pan out and I wanted to stream SOMETHING. So, being an avid Steam-er like myself, I asked Steam, "What are the newest games you have to show me?" and it told me that there was a game called "Microcosmum: survival of the cells" that came out a few days ago to relatively mixed reivews. And I thought to myself, "Is \$5.39 too much for a game I've never played and aren't sure if I'll like?"

Survey says: No. \$5.39 is NOT too much for this game. In fact, it's probably on point price wise. Even better, I didn't realize I was playing a game that works on Androids until I started researching it for this article.

It's a pretty straightforward game: Attack, Upgrade, or Wait. And it's objective isn't complex either: Survive.. wow this game is really A W F U L.

They call this garbage, "strategy"?!

its FAR more simple than the other negetive reviews lead me to believe, the most shallow "RTS" i have ever played, FAR worse than even World in conflict's super shallow strategy

imagine a mobile phone game with the graphics of a PC game, but at its core its a really SIMPLE game, mind numbingly simple game.

you can put schit in a silk stocking but its still just schit in the inside.

Your APC's counter ATTACK helicopters!

It supremely stupid.

An attack helicopter will shred TANKS ,but a light armored thin skinned PERSONNEL CARRIER will make minch meat out of a unit that shreds tanks??

Laughably moronic game design.

The game is SUPER easy with its simple "rock paper scissors", unit countering "system".

AS BORING AS A FREE TO PLAY VISUAL NOVEL.

REFUNDED even at three dollars!

. The game is a bit rough in the current state.

While some horror elements exist,

and the story seems interesting enough to get involved in the narrative,

glitches and awkward pauses kind of ruin it for me.

First Impression Gameplay:

<https://www.youtube.com/watch?v=6uYZXv6ue0E>

[Graphics are about PS3 quality. Levels are very simplistic, environments are not believable \(at least the beginning stages\). There are lots of clipping graphics and other visual issues \(like entire buildings having see through textures, looking behind buildings to see through world, etc\).](#)

[There is a cool cartoonish cutscence at one point.](#)

[Audio seems alright and there is voice acting which is about average.](#)

[Ambient noise is good from what I've seen so far.](#)

[Controls out of the box need tuning. Normal movement with wasd, crouch is control, and a tumbling evade maneuver is space bar. Mouse sensitivity was so low that I thought I wasn't suppose to look left and right. Easily fixed through mouse sensitivity control in options. Not sure why it's set so low by default.](#)

[Weirdest thing about the game is the awkward stops and pauses. I understand that the game is trying to pace to set atmosphere, but there can be literally 30-50 seconds of pause between lines while you're stuck sitting in a cutscence. It's excessive and brought me out of the experience.](#)

[I think the game could be saved if the dev puts some time into polishing and tidying up. Otherwise, it's a solid pass for \\$7.50](#)

We've launched a Patreon!:

Greetings everyone! As we forge ahead with our next project at Woodsy Studio, we're looking for new ways to fund development. You can now follow our development journey and support us [on our Patreon!](https://www.patreon.com)[www.patreon.com]



[www.patreon.com]

Funds from Patreon will help us develop our next game, *Crimson Spires*, a blend of otome romance and horror (hint: there will be vampires). Meanwhile, patrons will see art, screenshots, and game development posts before we post them anywhere else. You can also see weekly posts about our development process and monthly custom content such as supplemental art and short stories.

One way or another, thanks for playing our games and we hope you continue to enjoy our work. Your support encourages and enables us to keep creating!

<3 Jenny and Malcolm

. Released today, along with soundtrack!:

Hello everyone, we're excited to release this game free on Steam today and we hope you enjoy it! Please let us know what you think!

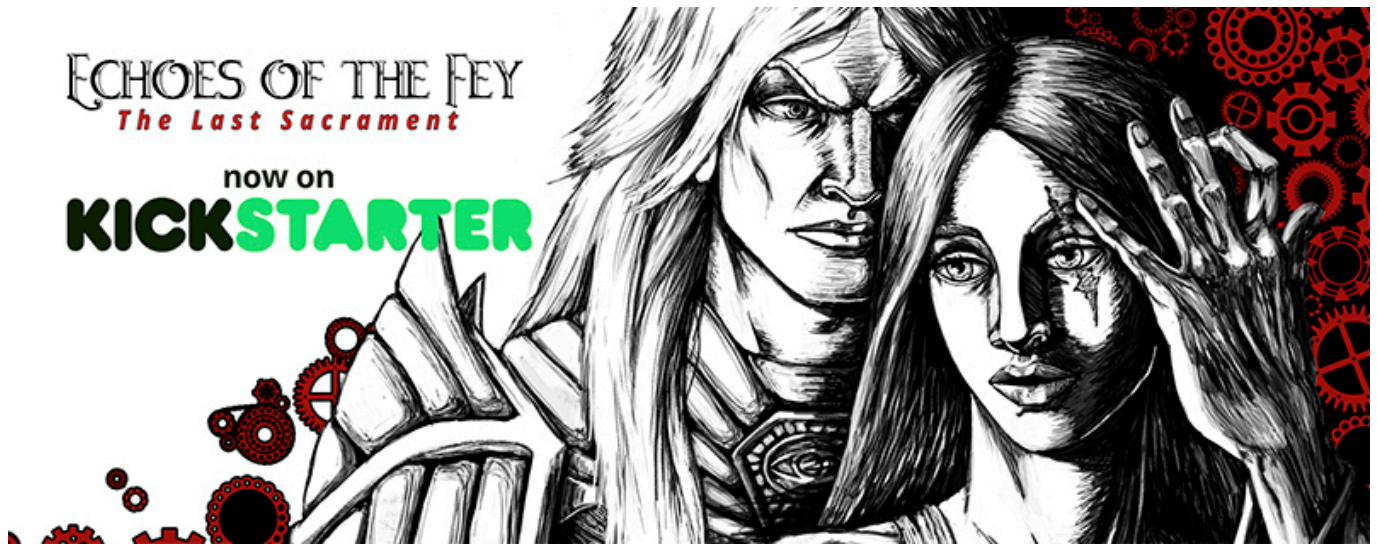
If you like Episode 0, the next full chapter-- [Episode 1: The Fox's Trail](#) -- is already [available here on Steam](#), and 15% off this week. You can also buy the [soundtrack to Episode 0 as DLC content](#).

Happy playing!

- Jenny and Malcolm

Woodsy Studio. **Kickstarter Launched for Episode 2!:**

Eager to find out what happens next to Sofya and Heremon? Check out our Kickstarter campaign for the next episode, Echoes of the Fey: The Last Sacrament!



The Last Sacrament will be bigger in scope than anything we've made yet. Like Episode 0, we're building the game in UE4. We're also adding a unique gameplay element in the form of a mini-game called RiftRealms.

RiftRealms is a tabletop game that exists in the world of Echoes of the Fey, and as Sofya you can play with other characters. We thought this would be an interesting way to showcase each character's personality based on how they treat you as a Dungeon master. It also explores the question: what do people fantasize about in a fantasy world?

You also have several romance options in The Last Sacrament. If you proceed carefully, you can develop a romantic relationship with Katerina, Arkady, Nikolai, or Heremon.

Check it out here:

[Kickstarter Campaign](#). **Big Update Released!**

Greetings everyone!

Two years after the initial release of Episode 0, we've gone back and updated the game with new graphics and special effects. You can now enjoy better performance of the game on your computer, cleaner character sprites, and remastered CG illustrations.



We hope you enjoy the changes!

Sincerely,

Jenny and Malcolm. **Update with Performance Improvements:**

Greetings everyone!

Today we pushed an update that should improve the performance of the game on lower-end systems. The adjustments include:

- Changing a lot of lighting to static
- Altered camera exposure and sprite brightness to adjust to less lighting
- Changing anti-aliasing from TXAA to FXAA, which also sharpens sprite animations
- Adjusting text speed so that when set to maximum, lines fill in immediately

Doing this also forced us to focus on the 64-bit version of the game, so at least for now, the game must be played on 64-bit operating systems. But we hope that these changes will improve the gaming experience for people playing on older hardware.

As always, thanks for playing, and we hope you enjoy!

- Jenny and Malcolm

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