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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

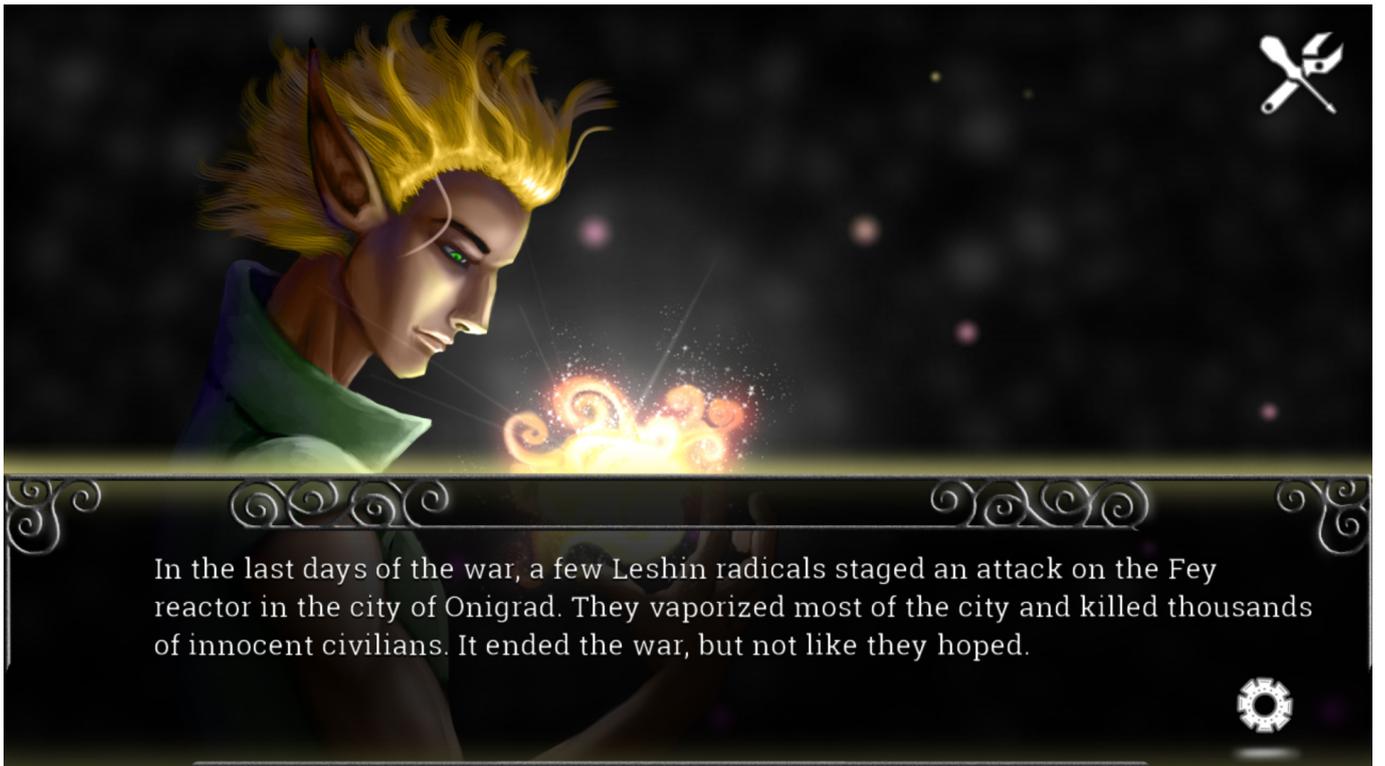


SOFYA

It's a little more complicated. The fox I can probably find. It's the owner I'm looking for. A Leshin by the name of Folren ir-Adech.







In the last days of the war, a few Leshin radicals staged an attack on the Fey reactor in the city of Onigrad. They vaporized most of the city and killed thousands of innocent civilians. It ended the war, but not like they hoped.

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Immersive world-building in a unique universe, characters with intriguing back stories, and an interesting quest/storyline. You also get a *lot* of story for your buck, and many storylines to pursue. (I know play everything kinda slow...but I still was impressed with how *much* game there was.) I was also surprised that I enjoyed the soundtrack so much! A few tracks stuck in my head pleasantly even when I wasn't playing :) Two thumbs up!. Immersive world-building in a unique universe, characters with intriguing back stories, and an interesting quest/storyline. You also get a *lot* of story for your buck, and many storylines to pursue. (I know play everything kinda slow...but I still was impressed with how *much* game there was.) I was also surprised that I enjoyed the soundtrack so much! A few tracks stuck in my head pleasantly even when I wasn't playing :) Two thumbs up!. The story seemed interesting and the art stood out to me right away. But I just couldn't get into this game. The main character you play as isn't very likable, the world is barely explained which only leads to confusion as you progress because you don't know what's even being talked about. And the voice acting was all over the place. It wasn't bad but it keeps going from full narration to random phrases being spoken that aren't even said in the dialogue. Either do full voice acting or none at all because this was just confusing. I really wanted to like this game but I don't.. I really liked this game. The main character has a distinct personality, the storyling is interesting, and the worldbuilding is great.. I really liked this game. The main character has a distinct personality, the storyling is interesting, and the worldbuilding is great.. After playing this at a convention, I couldn't wait for the Steam release! I am loving it, easily one of the best stories I've seen in a game!. I was really surprised by this game. I played the demo months ago and finally bought it the other day, but I have a completely different view of it now. I found Sofya irritating in the demo (idk why) but as I played as her more I became more attached to her and the other characters throughout the game.

It was interesting getting to know the opinions, likes, dislikes and personalities of each character, and view their interactions with each other. There were lots of twists and turns and character development, and I'm looking forward to the next episode, whenever it comes out.

Also - THANK YOU SO MUCH FOR GIVING ALL THE CHARACTERS VOICES; voices can express feelings, tones and intentions that simply reading text cannot.

(ps 10/10 would buy again for Arkady, he is actually my perfect daddy). Immersive world-building in a unique universe, characters with intriguing back stories, and an interesting quest/storyline. You also get a *lot* of story for your buck, and many storylines to pursue. (I know play everything kinda slow...but I still was impressed with how *much* game there was.) I was also surprised that I enjoyed the soundtrack so much! A few tracks stuck in my head pleasantly even when I wasn't playing :) Two thumbs up!. I adored this game. I loved the point-and-click adventure element, along with the typical visual novel experience of making choices that affect outcomes. Solving the mystery was very fulfilling. I felt like the game wasn't trying to hold my hand through it, but actually allowed me to piece the clues together myself.

I never had an issue with the previous artwork in Woodsy Studio games, but I'm sure others will be thrilled to see the artwork improvements. It looks much more polished and smooth. I thought the CG images were beautiful.

Once again (like in their other games), they did an excellent job of including diversity. People of color and queer characters are never tokens, but people who have goals and agency in the story. I was also glad to see polyamory discussed again, as there are very few games (or media in general) that show polyamorous characters in a positive light. One of the strongest themes of the story has to do with accepting others for who they truly are, no matter how much society doesn't accept someone. If someone wishes to live their life a certain way, and it harms no one, and makes that person happy, then why have prejudice? Why spread hate?

I absolutely recommend this to anyone who enjoys a good story, a good mystery, and making choices that matter in a video game.

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