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Download Tales Of Escape - Sleepy Hollow VR .rar



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## About This Content

Sleepy Hollow VR & PC

It is the night of Halloween and you find yourselves locked in a spooky graveyard after midnight. The place is decorated for the occasion, but awfully quiet, no one seems to be around, yet you can tell that you are not alone... You can feel the presence of a mysterious man, is he the one that locked you in here? And if so, what does he want? Can you figure it out before it's too late?

Includes "Sleepy Hollow" level for Tales of Escape.

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Title: Tales of Escape - Sleepy Hollow VR  
Genre: Adventure, Casual, Free to Play, Indie  
Developer:  
OnSkull Games  
Release Date: 21 Dec, 2017

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**Minimum:**

**OS:** Windows 7+ (64bit)

**Processor:** Intel i5 / AMD FX series or equivalent

**Memory:** 4 GB RAM

**Graphics:** Nvidia 450 / AMD equivalent

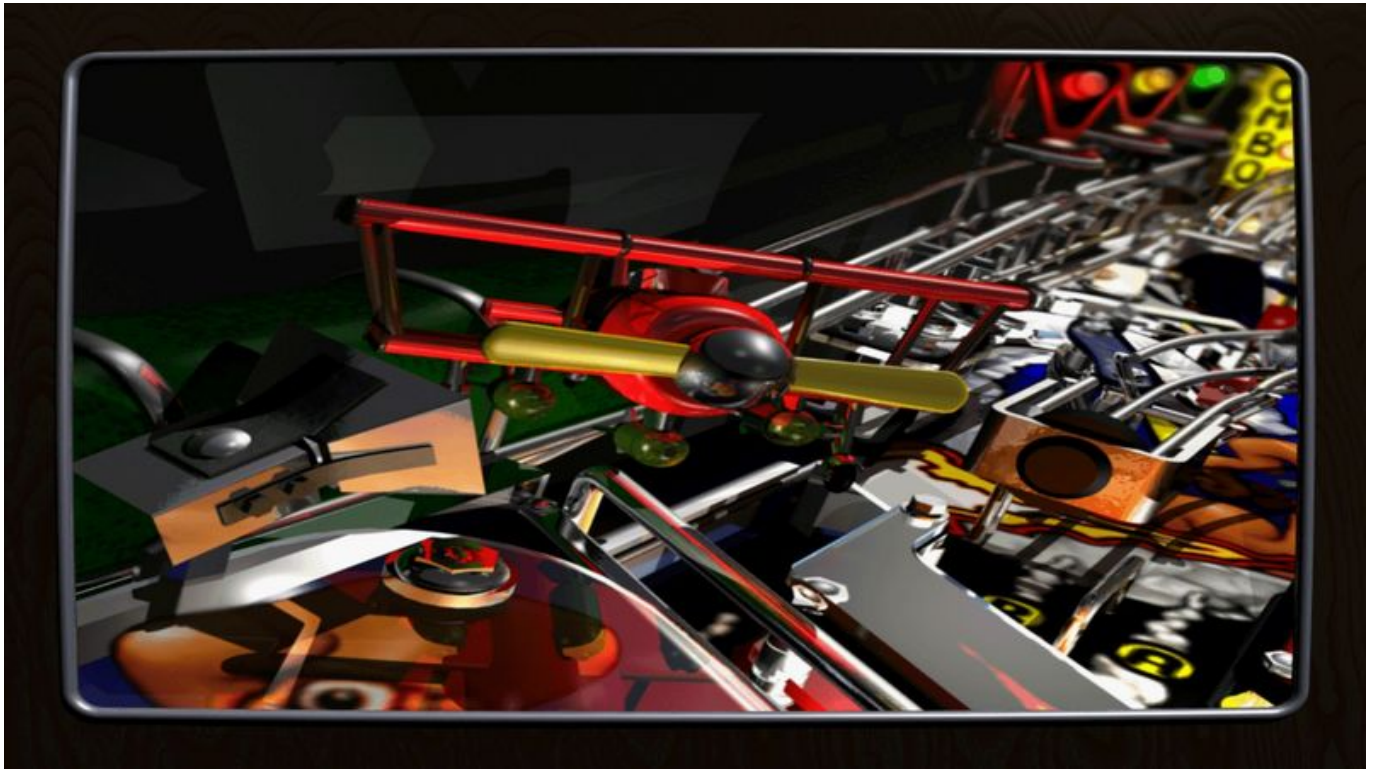
**DirectX:** Version 11

**Network:** Broadband Internet connection

**Storage:** 2500 MB available space

**Additional Notes:** For Non-VR players

English,Greek,Polish,Russian,French,Italian,German,Japanese,Portuguese,Simplified Chinese







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tales of escape - sleepy hollow vr

The real mystery is why I even bought this game. Wonderful game, well worth the money. If you like turn based strategy this is definitely worth getting as this is one of the few games that has enough content to keep you busy for 10+ hours. I wouldn't say that there is a lot of replayability, but if they were to add a new expansion with the same number of missions for \$8-10 I would definitely go for it. I would suggest some larger maps with more scenarios, but I expect that there were system limitations that made that difficult.. **Not recommended.**

**Pros:**

- +Music in the menu
- +Quite good graphics
- +Trading cards

**Cons:**

- Bad gameplay (shooting is broken, controls and movement of main character are annoying)
- Very boring (you can fall asleep unlocking a ton of locks)
- Dumbest AI in the world
- Main story makes no sense
- It costs money... (fortunately i got it for 0,18 EUR so i made profit on cards)

**Don't waste your money on this game.. Would smash my light again 10/10. This Spore ripoff is just horrible. Most features announced in the game description are either not even in the game or simply not reachable.**

- Company mode seems to be totally pointless, you just swim around eating stuff until you get bored. You never evolve, there is no customization or development at all.
- In evolution mode, which seems to be meant the mode with mentioned features, spawns you right inside a filled screen of enemies. Longest time I ever survived was about 5 seconds.
- windowed mode captured the visible mouse cursor, resulting in it flickering around in the center of the window, very annoying

**This is absolutely not worth its money.. The story is interesting and I love the art style!**

**Recommended when you just want to chill and kill time. A pathetic mobile game.**

**Horrible touch-oriented controls, the gameplay is already boring on the first level.**

**Don't buy this trash, not even at a sale. Waste of time and money.**

- . Very fun game, though add a new map or expand the current one
- . Couldn't even pass first boss after playing for like 2 hours.

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DISCLAIMER: This may be considered a somewhat biased review as I know the Devs personally, however, this is my honest feedback on the game, so I figured I would share.

As a quick-to-pickup and play game (which is also quick to put away), Camp Grizzly is an amazing game to showcase to a small group what VR is all about. We run a summer tech-camp, Smart Start Camp (<https://www.smartstartcamp.ca/>), in conjunction with Blacksmith Studios (they teach kids age 7-15 how to develop games as a part of the camp, quite literally the best camp ever) and Camp Grizzly is the perfect fit for our camp. Campers were even able to participate in the testing and debugging during launch, which was certainly an experience they will never forget!

The game is kid friendly, while maintaining playability for all ages, with some humor intertwined in the achievements that you can earn throughout the game. We have literally had kids play this game all day, and we have had people in their 20s on our staff not want to get off the system, especially the ones that love a good challenge and want to get the high score. I lasted for almost 10-minutes. Let's see if you can top that! (DISCLAIMER: it was actually an 11-year old camper playing with my account signed in that got on a hot streak, so I can't really take credit for that one, he tried for a few days to get that score).

Do you get frustrated that you keep dying to quickly and can't seem to get a handle on balancing all the tasks to stay alive? Then this situational survival game might not be for you, or you may want to just try it a few more times and see if you can get a system down to stay alive longer. I know if it wasn't for the fact that the campers were playing under my account, I would not have made it past a couple minutes, you need to stay focussed and that is hard to do that when you are running the camp too.

There is some room for improvement, but I know the devs will keep enhancing the game wherever they see an opportunity to improve gameplay. I know there were a couple bugs when it first released, and I noticed some of the problems that others commented about with some of the health states not being as clear as would be desirable, seeming to die out of nowhere, etc, but I watched as the devs fixed it right before my eyes as soon as they became aware by the community feedback. Within the day all known bugs/experience enhancement opportunities were fixed/implemented, and what really let's you know that these devs care about the community, not just the players, but the next generation of devs too, they took the time to involve the camp in the testing and debugging of all the improvements, this team is a real class act (literally teaching classes too).

From our experience of a game designed to be entertaining for all ages, especially one that can be used in an arcade-style pickup-and-go setting, this worked really well for us, and was a hit with the campers. They also really liked Show Me What You Got, another pickup-and-go game developed by Blacksmith Studios just prior to Camp Grizzly (mind you not everyone at camp could figure out how to juggle, but they had fun losing all the same).

Looking for a complex game you can play uninterrupted for hours on end? This isn't the game for you. But if you have some family, friends, or a camp to entertain or really anytime you want to show off your VR system, Camp Grizzly certainly hits the spot. For those that want a game that's fun to play and does not take too long, with infinite replayability and the constant challenge to be the best, this is also for you. (those that liked to see how many times you could volley the ball back and forth in a rally over the net to see if you could get to 1,000 reps, this will feel like you are right where you are supposed to be all afternoon)

Anyhow, that's my two-cents, and I hope that it helps you determine if this is a game you would like to try. Even if you only play it once, it's a really cool VR experience that I recommend that everyone try!. I can quite easily summarise my experience with this game.

"Initialisation phase"

Oh, this doesn't seem too bad. Hard, yes, but I like a challenge.

"You are not ready"

Oh, OK then.

\*Dies 27 times on Level 1\*

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OH. OK then.

This game is incredible fun with a quite sardonic sense of humour, but I may have ripped out all of my hairs in my first 5 minutes playing it. Take that for what you will.. A funny little game that parodies other RPG's. There are pretty funny achievements too and 5 playable characters to choose for your party, if you had unlocked them. There is not a big story, just a few little ones in a row and some nice side-stories. For the cheap price i really recommend this game!

. An amazing follow-up to an amazing original, this novel delivers even more thrills, chills, and spills (I'm so sorry) than the original. In fact, a number of choices had me stressing out for approximately twenty minutes deciding which way to lean; not even a Bioware game has ever done this to me. Play and read it. You'll be glad you did.. Exactly the same game as Crankies Workshop: Grizzbot Assembly 2 and every other Crankies Workshop title, just with different questions.

A "Quiz" game with questions asked to you by a robot voiced with a text to speech engine dating back to the 90's, low effort, basic, rather annoying, and despite the kiddie look the questions are very much of an adults intellectual level. At least with this particular title (at least compared to Grizzbot Assembly 2) you won't have to be an American to know the answer to half the questions.



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