
Tales Of Escape Activation Code



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About This Game

"Tales of Escape" is a series of 6 person multiplayer escape room adventures for virtual reality or desktop pc! Gather your friends and choose a story to play! Fight against the clock to solve the puzzles and get out of the room as fast as possible or take your time to experience a unique story each time.

Mine

In 1964 the black rock mine in Yokon was closed due to a landslide, people and gold were lost forever inside it. The legend says that the miners trapped inside protect the gold ever since as "living-dead". Many have tried to retrieve the gold, but none have succeeded. After many attempts you manage to find an old corridor that descends into the depths of the mine, but a landslide trapped you inside. Your only hope is to get the old elevator working, find a way to get out quickly because oxygen is running low!

Help us improve

Please give us your thoughts and ideas on the game, we are here to improve and we need your help to keep doing what we love!

Commercial License

The commercial license for Tales of Escape includes all available and upcoming DLC.

Looking for more?

[Challenge your friends on "Escape First"](#)

Title: Tales of Escape
Genre: Adventure, Casual, Free to Play, Indie
Developer:
OnSkull Games
Publisher:
OnSkull Games
Release Date: 15 Mar, 2017

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Minimum:

OS: Windows 7+ (64bit)

Processor: Intel i3 / AMD FX series or equivalent

Memory: 4 GB RAM

Graphics: Nvidia 210 / AMD equivalent

DirectX: Version 11

Network: Broadband Internet connection

Storage: 3 GB available space

Additional Notes: For Non-VR players

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







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the puzzles involve 'count the amount of item A with color B to get a four digit code' way too often. feels a little lazy. Great game!

Gives you the choice to play with your friends, cool experience.

Clever riddles, neither difficult nor easy.

Good job!. Good game but it's really ♥♥♥♥ing stupid that everyone has to buy the dlc to play, i think only the host should have to buy, Either way you only get 1 puzzle for free and you gotta pay for the rest, It's definitely a fun way to spend an hour with some friends but i'm gonna have to give it a thumbs down for the fact that everyone has to buy the DLC instead of just the host.. Fun little game that can be played with or without VR the rhiddles are hard enough without being impossible nor TOO easy. If you like Escape rooms you will enjoy this one.. Good game, only comes with one map unless you want to pay for the DLC's but it's still great to play with friends.

Some of the puzzles aren't very obvious but the hint system makes up for it.. Good escape room with friends. Not too hard, but a lot of fun to have. Not too many of them here, so hoping for some new maps and such.. Fun little game that can be played with or without VR the rhiddles are hard enough without being impossible nor TOO easy.

If you like Escape rooms you will enjoy this one.

Hello and welcome to **Tales of Escape**,

Tales of Escape: Cold As Ice is an escape room adventure-puzzle game you can play with your friends, even if only some of you have a Vive (*or none!*).

We begin our journey into the unknown with "**Cold As Ice**" the first entry of Tales of Escape that comes with the base game. You find yourselves locked in the butcher shop that's down the road from your place, you remember a friendly couple that owned this place welcoming you whenever you visited but not this time, this time it's somehow different, scarier. Just what happened here in the past and what will happen to you if you don't escape?

Rally up to 5 of your friends and find out!

More rooms are planned as DLC in the future, if you played the game, please give us your thoughts and ideas, who knows, they just might become a reality!

Thank you everyone and have a good time escaping!. **Curious Cases is out!**:



Hello everyone!

We are excited to announce our latest game, **Curious Cases!**

Curious Cases is a remaster of the **multiplayer escape-room** formula, taking you on an adventure, playing as Detective Moore to solve the **Mystery** of the missing scientist! Exciting new puzzles and interactions await!

If you have enjoyed Tales of Escape and have wanted more, you should give this a look! You can get it now for 20% OFF here: https://store.steampowered.com/app/1045080/Curious_Cases/

Thank you,
OnSkull Games. **ToE v2.0.1 - Multiplayer Hotfix:**
Hello Players,

Since the release of "The Mine" some of you have been having problems with networking, it seems that sometimes players couldn't see each other after starting a room, this should now be fixed. If you are still experiencing issues with the latest update, please let us know with as much detail as you can (if possible, please provide instructions of how to replicate the bug).

Here is a list of changes:

- Multiplayer player location issues should be fixed.
- Desktop - Mouse cursor now recaptures properly when closing the option menu.

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- Chosen language now get saved when closing/reopening the game.
 - Changes to lobby UI.

That's it for now, thanks for playing and we will see you soon!. **Going Free2Play and upcoming content:**
Hello players,

As you might be able to see, Tales of Escape is undergoing huge changes, here's what you need to know:

Going Free to Play. **Update and things to come:**
Greetings players!

A new update is out! We hope to fix some of the issues and problems you were having :).

It's been a few days since our launch and you guys and girls have given us lots of feedback. Some of it positive, some of it, less so, but important nevertheless!

What you told us:

- The game looks and feels nice but...
- It's too short, and...
- It feels like there is no backstory!

What are we doing about it?

- Well, for a start we are adding more content!
- We are adding the rest of the story which we missed before!

A longer explanation of changes:

- Finding a balance between too easy and too hard is, well, not easy, and we experimented with lots of different options. In the end we felt like we wanted to be more "generous" - it's better to think that a game was too easy than to think it's impossible to beat right? Well... it appears that we underestimated our audience. While we mainly tested our game with "escape-room goers", we apparently missed the fact that PC players are at least as much, if not more, familiar with puzzles! As a response we added a few more puzzles to the mix - and we also tried to make those puzzles a bit more inter-connecting, as most of our previous riddles were only based in one room. We are also preparing some changes in the decoration of the rooms, we feel that some parts of the game feel a bit "empty".

- The story on the other hand is another topic. While we planned and wrote the plot from an early time, we made the (obviously not ideal) decision to put storyline in a secondary role since we needed to do so much else. This really showed and while we had a plan we, well, didn't put it in the game! As soon as the first reviews came in this became obvious and we set out to add all those missing bits.

That's it for now, thank you for being here and please continue to share your thoughts and ideas, this game is meant to shine in the long run, when we are more experienced with what people like to see and there is a lot more content for you to enjoy.. **ToE Illusion is here!**
Hello players,

As promised,

Tales of Escape - Illusion

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