Echo Download Without Verification

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About This Game

Introduction

"Echo" is an ARPG game using RPG Maker XP engine.
Players can build their own skill sets to use in battles.
Characters will gain different status based on their actions during every boss fights.
Besides battles, there are also puzzles and mini games to play.
We also have a variety of difficulties for those who are not good at action games so they can still enjoy the game.

Story

January 1st, EC3008. One blue meteor crashed into the ground.
This accident had drawn the attention of adventurers', many of which went to search for clues,
only to find no craters, no any signs of magic, nothing.

Thus marks the start of the Adventure Era, where Guilds are established for adventurers to travel around the world to investigate.

People believe in many other worlds, and name their own world "Evoross."
However, there has been no proof that other worlds exist, further making adventurers more curious.
Lin is one of the adventurer from an Independent Guild, who just received the right to proceed missions alone.
She comes to the Constructed Forest, whose owner has been lost for 6 months, with one purpose.
What holds within this supposedly-deserted forest? And what is Lin going to unveil?

Features

Original opening movie
Original soundtrack
Skill tree system - 50+ skills for you to choose
Growth system - enhance your characters' abilities base on what you do in every boss fights
10+ Puzzles and little games
Configurable hotkeys
Different game difficulty for different players

Title: Echo
Genre: Action, Adventure, Indie, RPG
Developer:
Nobody Studio
Publisher:
Nobody Studio
Release Date: 2019 SUMMER

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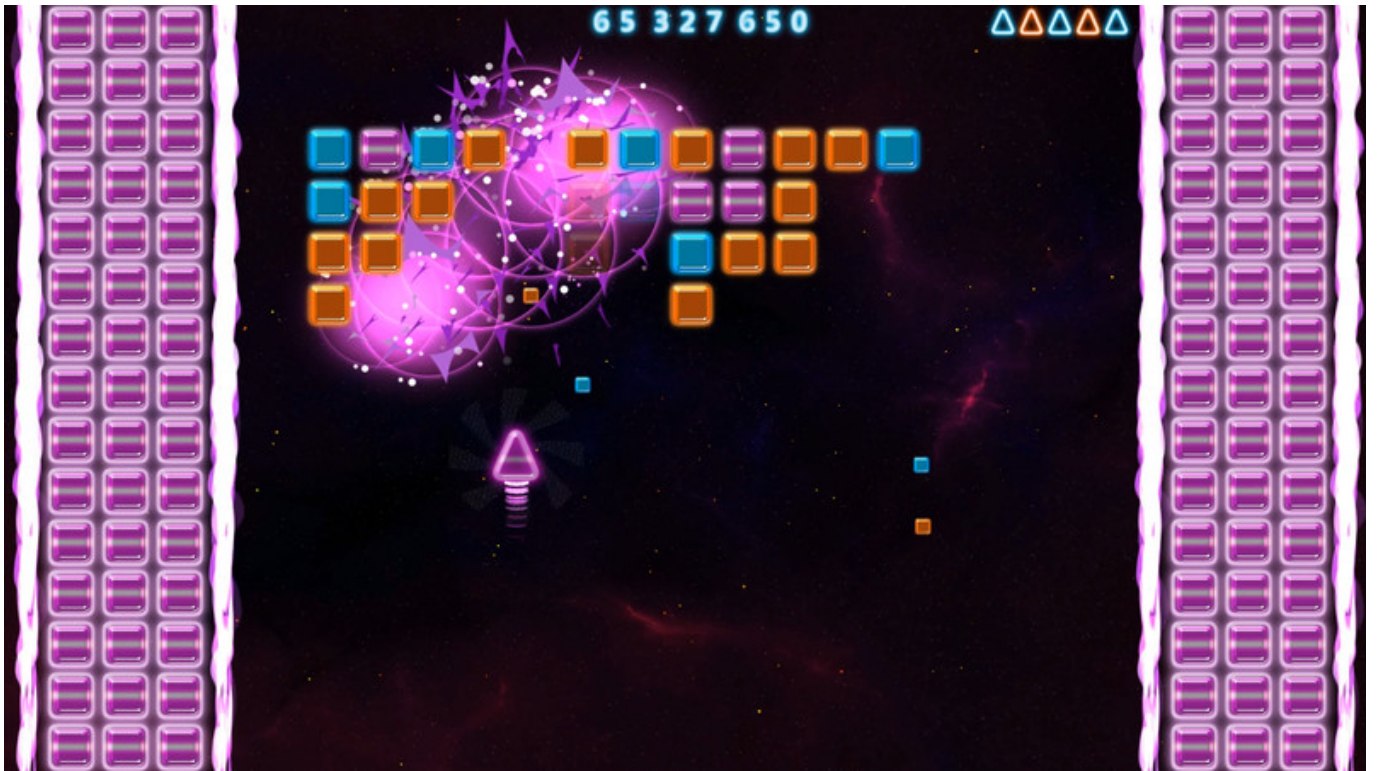**Minimum:**

OS: Microsoft® Windows® XP

Processor: PC with 800MHz Intel® Pentium® III equivalent or higher processor
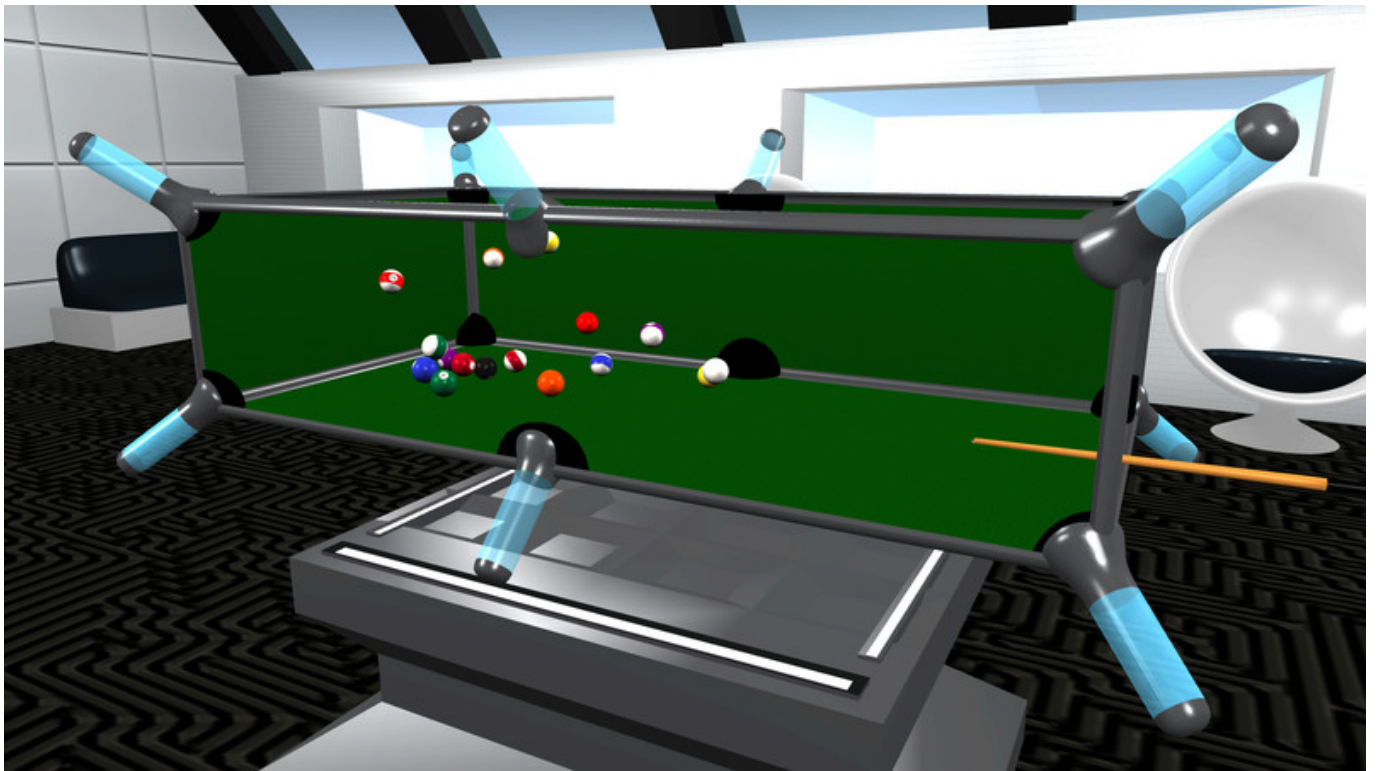
Memory: 128 MB RAM

Graphics: 1024x768 or better video resolution in High Color mode

Sound Card: DirectSound-compatible sound card

English,Japanese,Simplified Chinese,Traditional Chinese

Lin's Market Survey 2018/06/08:

Hello guys, we are preparing for Crowdfunding.
We use "WeBackers" in Taiwan.
And we are preparing on "Kickstarter" too.
But if you could read Chinese.
You can fill the questionnaire for us this time.
Some of your suggestions will be our good reference direction.

Facebook fan page：
https://www.facebook.com/Echo2010.ourvoice/photos/a.517668048398457.1073741828.494818850683377/1040046536160603/?type=3&theater. **[Echo] Group crowdfunding is start! 18/07/23~18/08/23**:

🎵🎵 [Echo] Group crowdfunding is start! 🎵🎵
Project introduction https://www.webackers.com/Proposal/Display/1361 ❤🎵

Echo is a pc action role play game,
Speaking of role play, it's not hard to think about changing angle with identity thinking,
As the Demo is released so far,
Believe it also carrier the emotional and memory of many players,
And now we invite you to help the team go to finish the game,
You will also have the opportunity to participate in the part design of the game,
Let your voice also be engraved in the game of Echo.

※For foreigners:
This fundraising is a platform in Taiwan.
Then it will also raise funds on Kickstarter.
Please pay close attention to the information.. **Echo Demo Ver2.10 Release! Support gamepad 2018/04/01**:
2018/04/01 Ver2.10
[New Features]
1. The game is controller supported now.
2. New key setting interface.
3. Bosses will show their abnormal states now.
4. Enemies will keep respawning in hidden maps now.
5. Hints will pop up in some UI section when the party has more than one member.
[Bug Fixes]
1. Fixed a bug that casting ultimates can be interrupted by dodging.
2. Fixed an issue that Incinerate can not be casted normally.
3. Fixed the animation bug after switching from paralyzed characters.
4. Wrong describtion in item gainning.
5. Character levels display error in Note's challenge page.
6. Fix the bug that enemies won't react when getting hit after respawned.
[Adjustments]
1. You can now re-challenge bosses after failling a boss fight.
2. Casting animations of ultimates can be cancelled by pressing cancel key.
3. Skill describtion in English and Japanese.
4. Remove item cooldown, adjustments in healing amount.
5. Adjustments in skill damage, casting time and cooldown.
6. Some adjustments of controller setion in menu.

7. Attack key combined with confirm key, and jump key combined with cancel key.
8. Adjustments in Note's key config.
9. Some changes in Tutorial.
10. Health regenerating speed up.
11. Adjustments in game difficulty.
12. Adjustments in weapons attacking range.
13. Some adjustments in walking.
14. Some adjustments in leaping and jumping.
15. Pressing worng buttons is no longer considered failing in mini games, only missing buttons is considered failing now.
16. The "turn page" hint in notebook is displayed in upper-right corner now.
17. Some adjustments in enemy taking hits.
18. Increase statistic in growing system result.
19. Adjustments in skilltree's display.
20. Map transfer point adjustment.

This time, a lot of changes have been made.
Please download the Ver 2.10 to try some new.
The old save data can be used.
If there have something bug, please tell us.
Thank you!
(Although today is April Fool's Day, we release the version is True!). **Echo Demo Ver2.11 Release! 2018/05/17**:
2018/05/17 Ver2.11
[Bug Fixes]
1. Fixed hidden area's obstacle rebirth too fast.
2. Fixed Boss Fighting use stunt, the Boss name not disappear.
3. Fixed open skill menu, it's instructions show the wrong text.
[Adjustments]
1. Gamepad's arrow key can be setting.
2. Adjustments in part of bonus.
3. Adjustments the hotkeys cooldown animation is more obvious.
4. The menu key also can closes the main menu.
5. The menu key also can skip the animation.

This time we strengthen the gamepad.
Strengthen some of the feedback from players.
We get a lot of useful feedback from Bitsummit 6.
Thank you everybody. **Echo Demo Available Now!**:

Nobody Studio is a team of indie game developers,
we use our own time outside working hours to make the game.
Because the lack of funds and expertise, our only goal is to finish the game .

Echo may not be able to meet the standards of other games on the market,
and there can also be errors in translation.
So if you find any bugs or have any suggestions,
please leave a message to let us know.

We will be very grateful and will speed up the progress in developing
and make it better if you're willing to help us finish the game.
And we'll put the names of donators in special thanks if they're agreed to it.
You can see more details in our Official website.
Follow our fan page to get news.

http://store.steampowered.com/app/751320/Echo/. **Echo Demo Ver2.12 Release! 2018/07/01**:

[Fixes]
1. Fonts error in growing system.
2. Mission description incomplete.
3. English tutorial display bug.
4. A bug that causes description error after changing game language.
5. Hitting cancel will leave system page instead of leaving current page.
6. Mini-game hitbox error.
7. Map bugs in Constructed Mansion.
8. Dying characters' HP will become 1 when changing their equipments.
9. Fix a bug that causes players able to control characters in some scenes.
10. Enemy AI error after leaving challenge mode.
11. Unable to cast a spell when hoding arrow keys.
12. Errors in notebook.
13. Backup members' AP could not restore to full.
14. The equipment will drop repeatedly.
[[Adjustments]
1. Item cooldowns are now 0.3 seconds.
2. Adds tablets in some areas.
3. Level up animation of backup members are now on bottom right.
4. Targets of fast healing and clean healing adjustments.
5. Flame Clusters and Wolf Flash now have different ways to cast.
6. Some adjustments in growing system.
7. Display adjustments in charging attack and spell casting.

In a blink of an eye, it came to the hot July.
Thanks for the player's feedback, made many adjustments and corrections,
Please let us know if you have any questions. :D. **"Echo"on the Modian of creative project 18/06/27**:

https://zhongchou.modian.com/item/15088.html
Our creative project now on Modian.
We are preparing Kickstarter too.
Please follow us to get new updates in time. :D

Twitter:https://twitter.com/echo_ourvoice
Facebook:https://www.facebook.com/Echo2010.ourvoice/. **Hello! 2019! New language "Spanish" for Demo version.**:

Throwback to 2018, Experienced many activities and development,
Thanks for fans, let us can keep going.
Wish everyone happy in 2019.

Today also have to tell everyone some new,
The next demo will add "Spanish".
Thanks fans for passionate translation,
currently still in continuous correction.
(time and funding considerations,
 the Full version does not necessarily have Spanish.)

The game also has many parts to optimize,
The new year also invites everyone to meet,
Hope we will also be able to complete the Full version within the time frame.. **Echo Demo Ver2.20 Release! 2019/02/02**:

2019/02/02 Ver2.20

[New Features]

1. Add title screen operation guide.
2. First appearance of the boss name.
3. Rechallenge boss's death animation.
4. Status page switches between growing and ungrown values.
5. Spanish language. (Between funding and time, the Full version does not necessarily have to.)
6. Autosave system.

[Fixes]

1. Opening movie can't play.
2. Cure skills can resurrect characters.
3. The backup teammate levelup animation will show in front of the menu.

[Adjustments]

1. The ole movement path in story.
2. Enemy's death animation performance.
3. When character critical, the screen will not shake.
4. Solved the puzzle will some reward, skipping without reward but without negative effects.
5. The boss's name of the challenge system be display.
6. Some keyboard buttons can be set as function buttons.
7. Jump decision adjustment.
8. Dialogue text layout adjustment.
9. Select text move to the center.
10. Save and Load page operation adjustment.

Full Version is continue on development.
Long time no update Demo.
There have many updates this time,
Please give more improve or advise.
Thank you! 🙏🙏**Echo's crowdfunding campaign on Kickstarter!**:

Hi everyone!
We are proud to tell you Echo's crowdfunding campaign on Kicksarter now!
We are raising funds to further raise the game quality.
Feel free to visit the details on here.
https://www.kickstarter.com/projects/1846551915/echo-a-pc-action-game-of-jrpg

If you didn't played the Echo, you can try the Demo first.
Please support us.
We'll try our best to finish the game.
Help us to spread, tell your friends!
And also don't forget to follow us.
Facebook
https://www.facebook.com/Echo2010.ourvoice/
Twitter
https://twitter.com/echo_ourvoice