

Escape: Close Call is an adrenaline pumping driving game which rewards near crashes with style points, encouraging risk and thrill seeking. **Escape** enemy vehicles increasing in difficulty while completing missions, maneuvering through the landscape, and earning coins to upgrade your vehicle with weapons.

You have to escape from the police, SWAT and army, while you evade and maneuver through the different landmarks in order to **Escape** through a gate that opens after 10 minutes or 5 when hacked.

There are 12 power-ups all in all which players can use to increase their survival chances and last for 10 minutes in a single run to **Escape** the gate! Such power-ups include a mounting a turret, planting a decoy, spreading viruses, wearing a stealth shield, armoring up with a rock mode and many more.

Escape: Close Call is a fun challenging game that delivers on its promise. Thousands of hours were put into Escape to make it as fun and as challenging as it is. In addition to the following amazing features:

- Steep learning curve. Easy to learn, hard to master.
- Cinematic Close Calls when barely managing to evade enemy vehicles.
- Standoff mode where you challenge enemy cars as a matador.
- Game mechanics that reward thrill seeking and risk.
- Diverse power-ups that can be upgraded and personalized.
- Novel sense of progression through unlocking stages.
- 25 different vehicles that the player can drive, each with its own mechanics and advantageous properties.

This game is a masterpiece, highly addictive and progressive 3D car chase simulation game, set in an almost open world (confined by breakable fences), you have to escape from the police, SWAT and army, while you evade and maneuver through the different landmarks, objects, and NPC (non-playing characters) found all over the place.

The game uses original 3D pixel art used for certain effects, it has more than 12 different power ups (each with 2 to 8 different upgrade levels) including a turret, a virus emitter, a decoy, different day times and environmental effects, it has a 100+ missions with some missions that are so mysteriously described that users will feel as if they are on a quest rather than trying to beat some number! (I like the "Disturb the rich", or the "Drive over three elements in one run!". The missions gives you a GTA sort of a feeling :) Moreover, there are 25+ different vehicles the player can buy, each with it's different mechanics, including a spaceship, a tank and 2 fighter helicopters with homing-missiles.

Furthermore, this is a game in which you would enjoy losing as much as you would playing! The crash sequence, which is basically how you lose in this game, is turned into a slow-mo masterpiece where you can see your car crashing and flying along with the other cars (or objects/vehicles) involved flying and flaming through the air in slow-mo (and a slow-tempo music), like you are watching a scene of a Die Hard movie :)

The ultimate objective is to actually "escape". In order to escape the player has to last 10 minutes in one go (or 5 minutes if they bought the hack) and escape through the gate that opens in the military base (found in stage three after breaking the green fence), to do that you'd have to play hundreds of games to increase your gas tank, get power ups and earn the skills needed to make a successful escape run!

To achieve the ultimate objective, and manage to escape one car (there are 25 cars), the player has to spend no less than 10 hours of gameplay unlocking power-ups and stages, mastering the maneuvering techniques, earning style points, upgrading the power-ups and using them in smart combinations to achieve maximum use.

Players will figure out that they need to play in one of these two modes "style points collection" or "escape attempt".

Here is one player's journey to actually manage to "escape":

Phase 1: Style points collection:

- Play a dozen of rounds to earn enough style points to do basic upgrades like fuel tank capacity, turret power up and the decoy trap.
- Buy the ability to break the gate of the second and third stages (at night) and the ability to convert the Zombies into fuel (so you can extend your game play without running out of fuel).

Phase 2: Escape attempt: [we highly recommend buying the 5 minutes hack to cut Escape time to 5 minutes, and an extra life in case you crash in the process]

- Make an escape attempt by playing 9 minutes in the first stage (being the easiest),
- Use ability to "convert the zombies into fuel" from time to time to be able to continue
- At around 9 minutes storm into the second stage at night
- Try to survive and escape from SWAT cars until night (around 40 seconds of play)
- Storm into the third stage and evade SAM missiles and Tanks
- Drive straight to the military base (better to plant a decoy and mount the turret)
- Use the ability of "stealth" to avoid being hit by the defenses of the military base.
- And then escape from the gate at the tenth minute and beyond.

That's just one route of doing it :) and then you'd have 24 other cars to Escape each with its own capabilities.

Some things you can do with the game:

- "You can break a colored fence at night after buying the ability in the store."
- "Breaking a colored fence unlocks the next stage where new challenges await."
- "On breaking a colored fence others of the same color can be passed at any time."
- "Running over zombies grants a lot of points, but causes disorientation."
- "To undo disorientation due to driving into a zombie, use a powerup."
- "Powerups grant an assortment of advantages during play. Try them out."
- "Finishing missions increases your level, which grants you more points."
- "Unlocking all cars mean you have mastered the game. Try your best to do it."
- "If you run over a zombie while using a powerup, no disorientation will occur."
- "You can increase the your gas tank size in order to last longer."
- "Buying fence breakers allows you to unlock further stages."
- "Buy different flags to customize your ride and mark your crash sites."
- "Using the brain powerup will make zombies walk towards your car."
- "Attaching a turret will automatically fire at enemy cars."
- "Using the virus emitter will increase zombie spawns from car crashes."
- "When you use the rock powerup enemy cars run away from you scared."
- "Planting a decoy allows you to drive in peace or to set up a trap."
- "When in ghost mode enemy cars can't hit you, but the environment will."
- "Recycling zombies into fuel allows you to drive around indefinitely."
- "Using the danger powerup allows for more points and more zombies."
- "Slowing down enemy cars allows you the chance at studying their driving."
- "Each powerup has a duration period and a cooling period. Upgrade to increase."
- "Upgrading powerups decreases cooldown while increasing duration and effect."
- "You can earn a very large amount of points by keeping your multiplier high."

Here are some basic tips to help you get a solid grasp of the gameplay during the first hour of playing Escape: Close Call.

- Begin the game by getting familiar with the controls and just driving around.
- Become comfortable switching between normal steering and standoff mode (tapping left and right at the same time). It's best to do standoffs after turning the car normally, else the car will strafe (advanced move).
- Try to learn how to do a basic Close Call, which is barely missing an incoming enemy vehicle. The simplest way to accomplish this is by doing a standoff while a police car is chasing you, then releasing at just the right time. - Close Calls gain points and increase your multiplier, as well as lead to police cars crashing and spawning zombies for you to collect.
- Try to collect every zombie you see, despite disorientation, but be careful while doing it.
- As you gain more coins, the first powerups you ought to buy are the virus emitter (to spawn more zombies for more points and higher combos), and gas tank (in order to last more in each run). The first five powerup upgrades should be split between these two options. Note that collecting a zombie while a powerup is active cancels the disorientation effect.
- After some getting used to, you can rack up a lot of points by enabling the Virus Emitter, then collecting the zombies spawned while surviving long enough to increase the combo multiplier higher and higher. By this stage you'll have a very strong grasp of the basics, and you can devise your own, more advanced, strategies on how to produce the highest number of points and ultimately, escape.

Note: You can also buy (with coins) a hack that will short the wires on the escape gate, making it open after 5 minutes (instead of 10) it comes at a hefty price and if you don't make it in that run you will lose the coins.

For more information please visit:

http://tarbooshgames.com/press/sheet.php?p=escape_close_call