**About the game**

Catarsis is a Post-Apocaliptic Shoot n' fight where you live the broken politics and fight against the humans who transform into their own worst fears, as you try to recover any sign of identity within yourself.

Immersive Post-Apocalyptic World

A chaotic world where hope was destroyed along with humanity as we know it.

Fight horrible and disturbing mutants

An unknown infection fused humans with their own fears, you can choose either to fight them or die.

The civilization has been annihilated

Politicians created factions according to their ideology, and people live in constant fear, making all kinds of efforts only to survive.

**Discover this decaying world and meet new allies.**Explore different cultures and learn the entire story from every country and faction in your quest to discover who Donovan is as you immerse yourself in all the Factions, rebels, mutants and fear.

**Survive adversity.**

Feel the Shoot n’ Fight mechanics and survive the challenging enemies who want you dead. Scarcity is constant, provisions are rare and so your chances to survive.

**Experience a unique story.**

A story that naturally flows, about broken politics where the only ones who suffer are the civilians… An existential journey about who we are, and our own origins, with an atypical focus on violence in a dystopian society.  
All of it through the lifeless eyes of Donovan, a man whom the world has forgotten.

**The Team**

Wallbang Studios it’s a company from Maracay, Venezuela, our motivation is make games with footprint and soul, we love what we do and we do what we love. Our inspiration comes from our city, Maracay.

**Jose Pereira** <CEO, Lead Programmer, Writer, Game Designer> (It wasn’t my fault);

**Mirla Montaño** <Lead Artist, Technical Art> ();

**Raimon Koudsi** <Programmer, Writer> ();

**Carlos Edesio** <Artist> ();

**Robert Nekrasov** <Musician, Sound FX> ();

**Pamela Medina** <Artist> ();

**Contact**

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Regarding Catarsis, you can visit our PressKit or get in touch in the Social Media.