

PARADOX!

Gameplay type: experimental

Introduction

PARADOX! is a 2d platformer where you play as a time traveller old scientist helping his younger version in the past. Feel free to experiment with time travel but -- as sci-fi movies have taught us -- watch out for time paradoxes, never touch the younger you or you will let him die!

Description

Impersonate a mad scientist at the work of time travel and help his younger self complete the time machine and not incur in the time paradox.

You will play each level twice, first as the young scientist from the past then as his older version in the future. The first time playing as the young scientist you will find no difficulties along your path -- doors that will magically open in front of him, moving platforms, dangerous objects that will mysteriously vanish.

The reason behind this is that in the meantime his future version is trying to keep him alive. In the second part of the level, you will control the time traveller who will watch his younger version doing the same actions performed before, but with the only difference that the obstacles will not move by themselves, you have to help him. If you don't, you will experience time paradox and you will never exist.

Key features

- Play the same level twice, the first time with no difficulty and some obstacles, and the second time you will look at your first run and make every effort to save your younger version not running into time paradoxes.
- In the first part of the level, you will have to play smart, don't run or be in the way of the older you.

Analysis of the market:

Lair of the Clockwork God

Genre:

2d platformer

Platform:

PC

The innovative dynamic is to use time travel as a narrative expedient for solving puzzles by thinking outside the box.