
Paralysis Download 100mb Pc



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About This Game

Paralysis is a first person multiplayer horror game. In which survivors must use teamwork to evade a player controlled creature(s). Will the survivors make it out alive? Or will they be hunted down to the last man?

There are two game modes currently. The first is a asymmetrical 4 versus 1, where survivors try to escape by searching for items to help them escape. The creature's main goal in this mode is to try and pick off the survivors. The second is a 15 player infection mode where an alpha creature must deceit the human players in order to spread its infection across the game mode. The survivors will be given guns to defend themselves from the infected.

The game is in first person to allow everyone to get a more realistic experience to create more scares; The horror genre will be much more prevalent. A 3rd person perspective would allow the players to see around corners, so we made it so that they can only see what the survivor would be able to see.

Title: Paralysis
Genre: Action, Casual, Indie, Early Access
Developer:
Justin Jackson
Publisher:
Justin Jackson
Release Date: 23 Mar, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: AMD FX-4100

Memory: 4 GB RAM

Graphics: Nvidia GeForce GTX 670

DirectX: Version 11

Network: Broadband Internet connection

Storage: 1 GB available space

English







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Cool game, kinda dead tho.

Devs are slow at making new content and fixing bugs.

Could use alot more work on more maps, monsters and to make it easier for the monster to find the humans.

Really cool game tho and shows alot of potential

. I have had this game 2 days have not played yet no servers ?. Hey boi if you reading this u already know. Game is easy to set up a server and play with your bois. But the game is definitely a diamond in the rough. Map is difficult to learn due to the surroundings looking very similar. The spectate mode definitely needs noclip enabled to allow for easy spectating once you die. The monster needs to charge quicker or allow the monster to unmanifest itself to allow more charge bar to kill the survivors. At the moment it's very difficult for the monster to kill 3 survivors let alone four. You're entirely reliant on the survivors being new to the game and getting extremely lost. The game needs a bit more random spawns for key cards and batteries and other items to allow the monster more room to win. Had several games where my friends ran out of battery and got completely lost and we just stopped. Maybe more ambient lighting here and there would help as well.. So... me and the bois were looking for a cheap, quick multiplayer game to play together, decided to stick to looking for something "spooky," and boy did this fit the bill.

While definitely not a \$60 AAA game, it's well worth the \$10 for some terrifying fun.

Basically you can have up to 5 players, 1 monster the rest survivors. You gotta run around some pitchblack tunnels and find batteries to keep your flashlights going as you look for higher and higher level key cards to open doors that eventually lead to your escape. It is legitimately terrifying though, because you never know when the monster has their ability to form charged up to be able to attack you for a couple seconds. They can literally follow you invisible as they wait to be able to become tangible and then beat you into the ground.

The game is not bad by any means, but it's not spectacular either, it just needs some work. Maybe make the monster charge up faster but give the survivors more stamina? It's fun playing the monster, but when you find the survivors and just have to sit around corners and wait for 5~ minutes for your bar to charge up, just kinda feels like you should go to the bathroom or something, because there's nothing else to do. Making the monster more fun might make the survivors feel weak though, but they would need something as well, and it goes without saying that the more survivors there are the harder it is for the monster, just a thought for the creator.

Lastly, my only real problems with the game itself is the movement feels weird, the speed at which you walk and just the overall feel of the movement, especially on the survivors, just feels a little clunky and needs polishing.

Overall, I recommend this game if you and a group of friends are looking for some scary fun to have every now and then, because there are literally NO other people on it hosting servers, you pretty much HAVE to have friends to be able to play. Maybe once the community grows there will be actual lobbies to join?

So yeah, try it out, scare the hell out of your friends, have some fun.. Game servers are dead and since there are no players there is literally no game, you can't do anything besides mess with the menu and make an avatar.

Great game to play with your friends (Note: you NEED to have friends to play with as the playerbase is practically non-existent at this point). Quite scary and I can't wait to see what is to come.. The game has potential but it fails in multiple ways,

1st: It's not scary, the killer isn't what you expect the playermodel is scary, but the way he is used is not, he just pops out at you and attacks. And no jumpscars

2nd:The map is really big and i like that, But if the keycards spawned in different locations everytime it would be way more fun and it couldn't be abused.

3rd:No way to stun the killer in any way, Its just running and hope his timer runs out, if there was a weapon or something similar it would be better

4th: Gameplay is always the same, find keycards and open doors randomly and hope you find the right ones to progress without the killer attacking you.

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