

Paradox Game Pillars

WHAT MAKES A GAME A PARADOX GAME



Replayable

One does not simply “finish” a Paradox game. System-driven games with challenging sandbox environments make for unique game sessions each time you play.



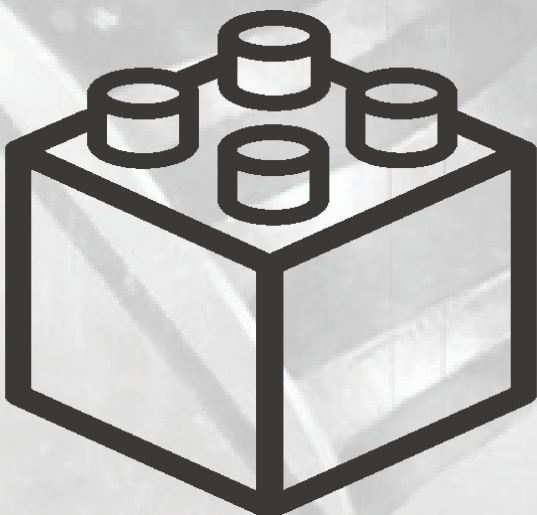
Intellectually Challenging

Paradox games are played with your mind, not your reflexes. Incredible depth and a balanced learning curve come together to reward players’ curiosity.



Creativity

We want our players to create and share their own stories from our games - not just the stories we imagined. The game should encourage creativity and experimentation, and should lead to personal, memorable stories.



Form Follows Function

At Paradox we use visuals to complement gameplay, not gameplay to show off visuals. Paradox is function and form in sensible symbiosis.



Accessible

The games take time to master - but each game is still enjoyable. Players don’t stop playing our games because they’re too intimidating or punishing.



Nerd Out

Regardless of what the game is about, there’s always more to discover behind the scenes. The player can always dig deeper into the subject matter of the game even when they’re not playing.