

A fresh take on anomaly simulators: Domain Paradox announced

Ukrainian indie studio Techno Dwarves reimagines the The Exit 8 formula, offering genuine hardcore gameplay and cascading anomalies with no hints.

KYIV CITY, KYIV , UKRAINE, October 2, 2026 /EINPresswire.com/ -- The formula of the indie hit The Exit 8 proved to many: the scariest thing isn't a fanged monster, but a familiar corridor where something has subtly changed. But what if a game stops being a simple "find 10 differences" puzzle and turns into an honest duel between your mind and an anomalous zone? That is precisely the reimagining offered by Domain Paradox: Growth, a project from the Ukrainian indie studio Techno Dwarves.



“

We're making that for players who miss the feeling of a genuine challenge. Our game gives you the right to make a mistake. To make one's OWN mistake”
note the developers at Techno Dwarves.

Analog Immersion

You explore the zone not as a disembodied camera, but as a scientist strapped into a heavy, unwieldy hazmat suit. The team paid special attention to movement mechanics: you can literally feel the inertia of your own steps and the restricted field of view beneath the mask. Every step or rustle echoes with threatening clarity - the developers promise total immersion thanks to a custom-built audio system where spatial acoustics actively work against your

peace of mind.

Pure Hardcore

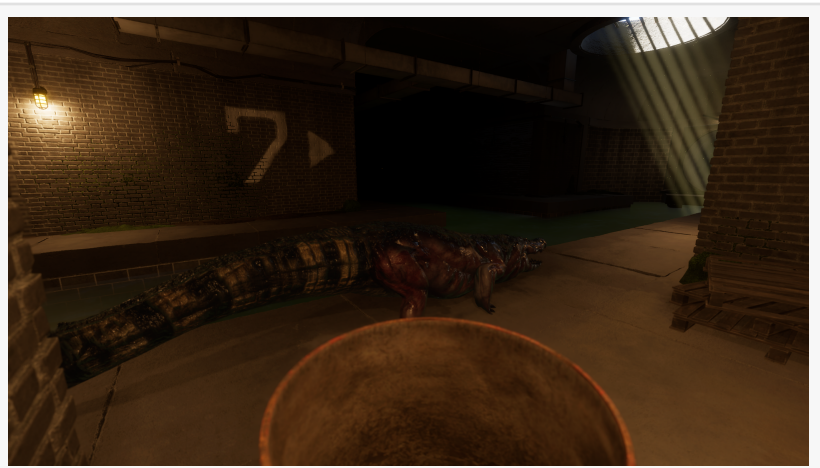
This isn't a game that will hold your hand. There is no UI clutter here - just you, your surroundings, and an oppressive silence. Hardcore in Domain Paradox isn't artificial difficulty just for the sake of suffering. The game doesn't force you to spend hours hunting for a few pixel

changes on a wall texture. All 100+ anomalies are fairly designed: they are noticeable if you are truly paying attention. Mistakes always fall on the player, not bad luck, making every meter you survive a source of pure dopamine.

Cascading Anomalies and Dynamic Threats

The core feature of Domain Paradox: Growth is contrast and multi-layered gameplay. Alongside subtle psychological distortions (a swapped item, a shifted spatial layout), you will face phenomena driven by cascading conditions.

The most dangerous anomalies don't just appear at random. They activate only when the player makes specific choices a few sections back or stays in the research zone for too long. The game constantly analyzes your pace, turning every new run into a unique test of survival.



A Scientist's Story and the Cost of Every Choice

Domain Paradox: Growth doesn't lead the player by the hand from one jump scare to the next. The game offers a deep narrative with multiple fundamentally different endings, all depending on what you noticed (or ignored) during your research.

The story unfolds through environment storytelling and the protagonist's interactive analog voice recorder. You play as a research scientist for whom logging spatial events is routine work. Pressing a record to listen to a voice trembling through another report into the darkness - or immersing yourself in the absolute silence of the corridors - is entirely up to you.

Two Developers and the Path to Early Access

This project is being created by a two-person team handling the entire complex development cycle themselves - from editing short social media clips to meticulously crafting anomalies. The initial [Steam](#) Wishlist was mostly made up of friends and colleagues, but the real breakthrough came during the Ukrainian Games Festival 2026. The game's trailer sparked a surge of organic interest from a hardcore international audience, proving that the demand for uncompromising psychological horror remains as high as ever.

Techno Dwarves are currently on the home stretch ahead of their Early Access launch. The developers are building a direct dialogue with the community: feedback from early explorers and social media viewers is actively shaping the game's state and future updates.

You can already Wishlist Domain Paradox: Growth on Steam and be among the first to step into the anomaly zone.

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