

Tips to know when playing horror game MADiSON

Tips for playing the horror game MADiSON, Tips for playing MADiSON - a scary and challenging first-person horror psychological game.

MADiSON is a psychological horror game that tells a very creepy, creepy and scary story in which the main character, Luca, must explore various locations in and around his grandfather's house.

Using a special camera, Luca will explore creepy local areas, taking pictures to solve the game's intricate and puzzling puzzles. A demon has infiltrated the family line and the dark ritual will now take place with Luca at its center.



MADiSON is truly scary, from the breathtaking 3D sound, the unexpected moments to the game's ingenious puzzles, making gamers immersed in every nook and cranny. The game does a pretty good job of getting players up to speed when exploring this awful game, however, there are still some good things to keep in mind when first entering MADiSON.

Explore every single nook and cranny

No need to worry that MADiSON is a rather complicated game that requires players to search around, doors, safes, and corridors. One of the best things to know early on in this game is that it doesn't hold players back in anything.

Luca has a notebook to help the player follow an overarching path, such as searching for a door or a certain part of a house, the game mostly requires judgment and exploration.



Now, this can be a boon or a hindrance depending on what type of player experiences MADiSON, however, in both approaches, exploration is crucial to success in this game, especially especially when it comes to confusing puzzles.

Usually, a scrap of paper or key is hidden out of reach, requiring the player to search every nook and cranny of the game world.

Store items in a shared safe

MADiSON has loads of items to discover, collect, interact with, and store for future puzzles. New players will be confused as to how to store all the important items that stumble across Luca's arduous journey.

The game offers the player 8 storage slots, and these slots fill up pretty quickly with particularly important items, Luca's notebook, a hammer, and some other surprises.



Fortunately, the game not only causes players to randomly miss items, but instead brings up red safes scattered throughout certain parts of the game.

These multi-purpose safes can hold many items and any item can be removed from any safe thus making it extremely useful. However, one of the hardest things about playing MADiSON is that it is very difficult to know which items to store and which items to keep in Luca's inventory because puzzles often require a lot of things to solve.

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