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## Hidden agenda ps4 actors

By Matt Kamen | Posted on 23 Nov 2017It's no surprise that the hidden agenda is the work of Supermassive Games. Like studios before Dawn, it taps into movie genres - here, crime thrillers rather than slasher flicks - to deliver a polished and absorbing narrative adventure game. What is a surprise is how it all works. Part of Sony's new line of PlayLink social games, Hidden Agenda is designed to play with a group of friends, and phones associated with your PS4 rather than controllers. It's a similar but more engaging approach to the one that Telltale Games has taken in its latest titles, where players can make decisions on the most important issues. Here players follow Detective Becky Marney (Arrow's Katie Cassidy) and District Attorney Felicity Graves (Christy Cho) as they investigate the serial killer case. The problem is that the so-called Trapper was captured five years ago in one of Marney's first cases - but a few days before his execution was to be administered, claims someone else was responsible. It's a gripping premise, floated by excellent performances from the voice cast. It's also effectively two games wrapped around the same premise, using your form of input to provide a different game experience. When the game is played on the screen, you'll use the smartphone screen as a kind of manipulator, pushing the cursor around to select dialog options or search for evidence backgrounds. Occasionally, you have to quickly case to react, you need to aim a shot or react in time to avoid traps. Played separately, Hidden Agenda is a standard branching adventure game, with an exotic interface. Played in the group, though, the game is completely different. In story mode, you all follow the same tale, but dialogue decisions are made on the basis of most rules, each player chooses the desired choice. On evidence search screens, this also means more eyes looking for clues. The real wild card comes into competitive mode, though, when one player will be given a unique goal, often sow discord over the rest of the players. It's a great dynamic, and allows you to play hidden agenda in a group similar to having a board game at night with friends. Mechanically, PlayLink has dental problems, though, and it's proven a nightmare to get a group of friends registered in the game. To link, all phones must be in the same WiFi network ps4 console game running, but even if this criterion was met, not all players in the group of five could join. Alternatively, the PS4 itself may serve as a communication hub - but trying to do so, the same problem persisted. Go to WiFi, and the third time was a charm, with everyone able to connect. Solving technical difficulties before you can even play really takes the wind out of the game sails. Support program can also be a problem for some - coming in at about 120 MB, this is a complex download and you need to have enough on your phone. Battle over those stimuli, albeit a hidden agenda agenda a great example of what Sony is striving for with PlayLink. The game in history will take most of the teams a couple of sessions, and the impact of the main decisions will drastically change its course, so there will be many reps on the game nights. A great social experience, as well as a satisfactory turn on solo one. Hidden AgendaAustralian Cover artDeveloper(s) Supermassive GamesPublisher(s) Sony Interactive EntertainmentDirector(s) Will DoyleProducer(s)Jez HarrisWriter(s)Larry FessendenGraham ReznickEngineUnreal Engine 4Platform(s) PlayReleaseNA: 2017 October 24, d.ES: 22 November 2017 Genre(s)Action-adventureMode(s)Single Player, Multiplayer Hidden Agenda is a 2017 action-adventure game created by Supermassive Games and published by Sony Interactive Entertainment. It was released on October 24, 2017 on the PlayStation 4. The hidden agenda of the game is a psychological[1] action-adventure game played from a third person's perspective. [2] The player takes control of homicide detective Becky Marney and District Attorney Felicity Graves, both of whom are involved in the serial killer case known as The Trapper. [3] There are quick time events in the game that determine the result of the story, including the death or survival of the character. With PlayLink, others can join the game to vote for a specific solution to make with their Android or iOS smartphones. In competitive mode, one player will at some point get a secret goal or a hidden agenda aimed at creating a conflict between players when they try to prevent it. [2] [4] [5] Development Supermassive Games served as a game developer [6] using Unreal Engine 4. [7] [8] The release hidden agenda was announced in E3 2017.[5] along with a launch trailer to support playlink functionality. [4] The Award-winning Game won the award for Best of E3 gamesRadar+ E3 Awards. [9] Score of the Year Award Ref 2017 Game Critics Awards Best Mobile/Handheld Nominated [10][11] Best Family/Social Game Won by Gamescom 2017 Best Social/Online Game Nominated [12][13] Best Casual Game Won in 2018. National Academy of Video Game Marketing Reviewers Award Management Design, 2D or Limited 3D Nominated [14][15] Innovation in Gaming Technology Nominated to Develop Award-Winning Writing or Narration Design Nominated [16][17] Gameplay Innovators Won by the Association of Independent Game Developers Award-winning Best Social Game Won [18][19] Links ^ Marchiava, Jeff. Hidden Agenda Review - Scaled-back psychological thriller. Game informant. Received on 21 June 2020 ^ a b McEroy, Justin (June 12, 2017). Hidden Agenda is a collaborative crime thriller from the Pre-Dawn Team. Polygon. Vox Media. ^ Purchase, Robert (June 13, 2017). By Dawn Dev shows Hidden Agenda, thriller PS4 with a social twist. Eurogamer. Network of players. ^ a b Hardwar, Devindra (June 13, 2017). Hidden Agenda is another social game from the Pre-Dawn crew. Engadget. AOL. ^ a b Thang, Jimmy (June 12, 2017). Murder Murder Country Game announced by The Creator of Dawn. Gamespot. 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February 9, 2018 Archived original 15 February 2018 Received on 15 February 2018 ^ Horizon wins 7; Mario GOTY. National Academy of Video Game Marketing Reviewer. March 13, 2018 Archived original on March 14, 2018 Retrieved on 14 March 2018 ^ Employees (21 May 2018). 2018 Develop Awards shortlist nominations. MCV. ^ Barton, Seth (July 12, 2018). The Develop Awards 2018: All winners!. MCV. ^ Stephenson, Suzi (September 19, 2018). TIGA announces games industry awards for 2018 finalists. Independent association of game developers. ^ 2018 winners. Independent association of game developers. November 1, 2018 Retrieved from Created exclusively by the PlayStation 4 supermassive game producer responsible for the game Until Dawn. Hidden Agenda is a crime thriller that combines adventure, action and interactivity among the excellent narrative-oriented film experience that casts doubt even on its shadow. The plot takes place today and involves a detective, a prosecutor and a death sentence suspect. Becky Marney was a rookie agent when she became involved in the arrest of Jonathan Finn, suspected of being a serial killer who took the lives of countless police officers, known by codename Snare. After his arrest, Jonathan confessed to his crimes and was sentenced to death. Five years later, we now see Becky as a detective in the Homicide Department at the same time that Trapada is only 48 hours from the sentencing. At the request of Finn's lawyer, prosecutor Felicity Graves will visit him and where events can change completely. Seeing himself close to execution, Jonathan changes his version of the story by talking to Felicity and claims he is not responsible for death while he is the victim of a grand plan organized by his childhood friend Adam Jones. Since the Still going even with their arrest, Felicity decides to investigate the case further. And yes, it's up to you player, now detective boots, now in the shoes of the prosecutor, to find out if Jonathan Finn - Snare, is guilty or innocent of the charges. Make popcorn and bring your friends One of the biggest differences is that the game uses the PlayLink platform, where up to six players can connect to the console through their smartphones or tablets, download the game app and communicate with friends. The easy thing to do here is that you can play multiplayer without the need for road control, meet the need that Sony had to show that it could also create good country games in its own way. There are two ways to play a hidden agenda. The first is Story Mode, which can be played in both Single and Multiplayer, and the second is in Competitive Mode. If you play as a group and have doubts about which mode to choose, the difference between them is that in Story Mode, at certain crucial moments, players will delegate to someone through qualities such as courage, honesty, loyalty, among other things, the decision of a certain point of play. At this time, only the player to whom the group has entrusted the decision can vote. In competitive mode, there will be a hidden agenda in which, at some crucial moments, the player will get a secret goal, planting a seed of discord and distrust between the group, because while one player is trying to fulfill his schedule, others have to prevent it and find out who has the agenda to get more. Who finishes the game with the highest score wins. So if you want to play with friends to complete the plot, I recommend History Mode. If you want to put your credentials into practice, will be able to calm down and manipulate. I recommend competitive mode. However, I suggest that if players are playing for the first time, start with Story Mode to get a better storytelling experience. The game game is divided between decision making, search and fast time events. Most game players promote storyline and can decide the direction of history through their choices during conversations. It is important to note that there must be a majority for a decision to be made or for one of the players to make a decision through the Control Charter, which can be obtained through clues found or quick time hits throughout the game. I always say it's the most troll card in the game, because there's always a friend who thinks he's right and makes the wrong decision in the 45th minute. So be aware that this letter ends some friendship! In the already infamous crime scenes, players will look for clues. Be very careful at this point because there are hints that can mean nothing to change the details of history and even save lives. Finally we have Quick Time Events, commonly used in action scenes where players will have to be agile to avoid the worst happen. As before Dawn, you don't necessarily have to release them, everything is a matter of choosing or guilt of your reflection. Choose wisely waterfall effect [subst.] Consequences emitted by a single event or action. Each decision has made changes in the future. Some affect character relationships, others generate waves that change everything. Select OK. If, like me, you're a fan of games where your choices affect history, I think that's the point that will draw your attention the most. I say this because I played countless names in this category, such as life is strange, heavy rain, beyond: two souls, before dawn and, despite falling in love with them all, sometimes I get the impression that my choices, after all, don't affect the story so much. What caught the attention of the Hidden Agenda is that every choice you make really changes the narrative at different times, not just at the end. Of the five times I played, they all went the other way, and as far as I tried to keep some things alike based on what I remember, any different choice, no matter how stupid it seemed to have changed a few details, and it is amazing! Replay As soon as I first finished the game, my biggest question was on replay, because some secrets were revealed at the conclusion of it - if we could do it this way. To my surprise, the fact that the choices are so rich changes eventually gave the game a different perspective. The first time he played, his motivation can be to finish the story at the other end or discover various things in this story, so the game ends with good for both those who have never played, and those who have played countless times. One drawback is that the first chapter ends up becoming a bit boring because it has more history and tutorials. I think I may have a way to miss the story because after playing a few good times, it beats that laziness to see everything over again. Is it worth it? The game is graphically very beautiful, quite reminiscent of the pre-Dawn look and many times makes you feel in the middle of csi or movies like episode seven. The characters are very humanized and you can feel your skin through your choices that meet the expectations of the game. The script, though simple, is very well developed and can work well in each of its variables. But don't create too much expectation about history. Because of its mechanics, the game does not have enough time to have an astonishing or extraordinary story and, regardless of your choices, eventually has a relatively abrupt ending, leading to the impression that some resolutions are missing. However, this is a great storyline that plays with our minds all the time. If to gather the crowd was what was missing for you and your PS4, hidden agenda came to meet this need. In addition to this pretty fast game, a total of three chapters and an average time and a half, the ideal time to play with a group of friends and finish on the same day, it has a great replay and several chances to complete. It was a game that was on my wish list since it started and it was a very happy acquisition. For those interested in games in this style or for those who want to start with a softer, hidden agenda is a great option. Option.

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