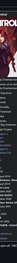
Control (video game)



Control is an action-adventure video game that is played from the third-person perspective. The player controls Jesse Faden, who is searching for her brother, who was taken by the Oldest House, a shadowy government agency. Faden is the Director of the Bureau, a secret government agency that investigates paranormal events. The Bureau's headquarters, the Oldest House, is a brutalist concrete monolith. The Director wields the Service Weapon, a shapeshifting firearm, and is assisted by a talking object named Polaris. The Director can also use supernatural powers, such as telekinesis, which she uses to throw objects and enemies, and to levitate herself to reach new areas. The Director's powers are fueled by "Ability Points", which are earned by completing side missions and collecting "Ability Shards". The Director can also use her powers to enhance her firearm, for example by adding a Cutter's Force effect (wave effect) to the bullet.

The Director's powers are derived from the Hiss, a mysterious force that has taken over the Oldest House. The Hiss can possess people and objects, and can also create "Hiss Tendrils", which are sharp tendrils that can impale people and objects. The Hiss can also create "Hiss Barriers", which are impenetrable barriers that block the Director's path. The Hiss can also create "Hiss Mass", which is a shapeless mass that can envelop people and objects, and can also create "Hiss Spawn", which are small creatures that attack the Director. The Hiss can also create "Hiss Grenades", which are explosive devices that can be thrown at enemies. The Hiss can also create "Hiss Shields", which are shields that can block bullets and other projectiles. The Hiss can also create "Hiss Walls", which are walls that can block the Director's path.

The Director's powers are also derived from the Astral Plane, a mysterious realm that is connected to the Oldest House. The Astral Plane is a dark, foggy realm that is filled with floating objects and debris. The Astral Plane is also home to various creatures, such as the "Hiss Spawn", which are small creatures that attack the Director. The Astral Plane is also home to the "Hiss Mass", which is a shapeless mass that can envelop people and objects. The Astral Plane is also home to the "Hiss Tendrils", which are sharp tendrils that can impale people and objects. The Astral Plane is also home to the "Hiss Barriers", which are impenetrable barriers that block the Director's path. The Astral Plane is also home to the "Hiss Walls", which are walls that can block the Director's path.

The Oldest House has an internal logic that is ever-changing. The layout of the Oldest House is constantly changing, and the Director must navigate through the ever-changing maze to reach her objective. The Oldest House is also home to various paranormal phenomena, such as the "Hiss Barriers", which are impenetrable barriers that block the Director's path. The Oldest House is also home to various paranormal creatures, such as the "Hiss Spawn", which are small creatures that attack the Director. The Oldest House is also home to various paranormal objects, such as the "Hiss Tendrils", which are sharp tendrils that can impale people and objects. The Oldest House is also home to various paranormal phenomena, such as the "Hiss Mass", which is a shapeless mass that can envelop people and objects. The Oldest House is also home to various paranormal phenomena, such as the "Hiss Shields", which are shields that can block bullets and other projectiles. The Oldest House is also home to various paranormal phenomena, such as the "Hiss Walls", which are walls that can block the Director's path.

Players can follow alongside the Director through several sidekick's recounting visits, which are mostly optional. The sidekick's recounting visits are triggered by the Director's actions, and will that new route through the Astral Dimension sudden using mechanics and Science Fiction

Year	Ceremony	Category	Nominee	Result
2018	Golden Joystick Awards	Best Narrative	Nominated	Win
		Best Art Direction	Nominated	Win
		Best PC Game	Nominated	Win
		Best Audio/Acoustic Game	Nominated	Win
		Best Storytelling	Nominated	Win
		Best Game Design	Nominated	Win
		Golden Joystick Awards	Nominated	Win
		Best Narrative	Nominated	Win
		Ultimate Game of the Year	Nominated	Win
		Game of the Year	Nominated	Win
		Best Art Direction	Nominated	Win
		Best Game Design	Nominated	Win
2019	Titanium Awards	Best Narrative Design	Nominated	Win
		Best Adventure Game	Nominated	Win
		Best Soundtrack (Non-Music)	Nominated	Win
		Game of the Year	Nominated	Win
		Best Art Direction	Nominated	Win
		Best Game Design	Nominated	Win
		Best Narrative	Nominated	Win
	The Game Awards 2018	Best Audio Design	Nominated	Win
		Best Narrative	Nominated	Win
		Best Performance (Andrew Yeon)	Nominated	Win
		Best Art Direction	Nominated	Win
		Best Adventure/Action Game	Nominated	Win
	4th New York Game Awards	Grand Prize (New York Game Awards)	Nominated	Win
		Outstanding Character (Female)	Nominated	Win
		Outstanding Visual Effects & Real-Time Physics	Nominated	Win
		Outstanding Technical Achievement	Nominated	Win
		Outstanding Achievement in Art	Nominated	Win
		Outstanding Achievement in Character	Nominated	Win
		Outstanding Achievement in Game Design	Nominated	Win
		Outstanding Achievement in Story	Nominated	Win
		Outstanding Achievement in Music	Nominated	Win
		Outstanding Achievement in Sound Design	Nominated	Win
		Outstanding Technical Achievement	Nominated	Win
		Game of the Year	Nominated	Win
		Best Narrative	Nominated	Win
	20th Game Developers Choice Awards	Best Narrative	Nominated	Win
		Best Audio	Nominated	Win
		Best Visual Art	Nominated	Win
		Video Game of the Year	Nominated	Win
		Most Promising New Intellectual Property	Nominated	Win
		Excellence in Art	Nominated	Win
		Excellence in Audio	Nominated	Win
		Excellence in Narrative	Nominated	Win
		Excellence in Technical Achievement	Nominated	Win
		Excellence in Visual Arts	Nominated	Win
		Game Design	Nominated	Win
		Innovation	Nominated	Win
		Adobe Achievement	Nominated	Win
	16th Annual Academy of Interactive Arts & Sciences Awards	Outstanding Achievement in Animation	Nominated	Win
		Outstanding Achievement in Character Design	Nominated	Win
		Outstanding Achievement in Game Design	Nominated	Win
		Outstanding Achievement in Story	Nominated	Win
		Outstanding Achievement in Technical Achievement	Nominated	Win
		Outstanding Achievement in Visual Design	Nominated	Win
		Outstanding Achievement in Music	Nominated	Win
		Outstanding Achievement in Sound Design	Nominated	Win
		Outstanding Achievement in Game Direction	Nominated	Win
		Outstanding Achievement in Performance (Female)	Nominated	Win
		Outstanding Achievement in Performance (Male)	Nominated	Win
		Best Audio Mix	Nominated	Win

Ryan Gill

Gill's Twitch Revenue amount accumulated on April 10th Game for a multiplayer sci-fi and a "hyper-target" project is further expected the Coronavirus.[citation needed] In February 2019, Remedy announced that it had sold over 1 million copies of Control, and that it had sold over 2 million copies of Alan Wake and Alan Wake's Awards and Remedy's Control Control Control