

Theme: Orwellian Society

Art Direction: Pixel Art

Title: Truth Agency

*Trust Agency* is a narrative-driven strategy game putting you in the editor's chair of a newspaper under constant surveillance. Drawing inspiration from *Papers, Please*, the game tasks you with steering your outlet to become the nation's most trusted voice—while juggling truth, reputation, and the ever-present hand of the state.

Each day, you'll vet article drafts and cross-check their accompanying photographs against live government camera feeds. Your verdict—publish or reject—will shape both your paper's standing and its reach among readers.

As your influence grows, so does the pressure from authorities demanding stories that serve their agenda, regardless of accuracy. You must then walk the tightrope between upholding journalistic integrity and yielding to the state's demands to keep your press—and yourself—in power.

Key features:

- Visual comparison of articles and camera feeds.
- Putting players in a position to consider their morals against the threat of “termination”.