

BioGamer Girl: "RESIDENT EVIL 6" to feature playable Ada, Agent Hunt Mode

Written by Amanda Dyar

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Capcom has confirmed that femme fatale Ada Wong will indeed be a playable character in RESIDENT EVIL 6. Gamers will be able to access the individual campaign with Ada once they have completed all three for Leon, Chris and Jake. This unique, solo campaign will provide Ada's perspective on the bioterrorist outbreaks and feature crucial story and action cross over moments when joined by the game's other playable characters.

RESIDENT EVIL 6 will also feature a new game mode entitled Agent Hunt Mode. You can find all the key features below.

Features:

- Complete the main campaigns for Leon, Chris or Jake to then unlock the Agent Hunt stages for each of those respective campaigns.
- When creating an RE6 gameplay session, a player has the option to allow/not allow Agent Hunt.
- When a hunter searches for a session to join they will see whether or not other players from around the world want to allow hunters into their game.
- The hunter then picks another player's session to join and jumps into that session (Please note: only certain stages will be available for Agent Hunt sessions).

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- The agent side can be either a single human player with an AI partner, or two human players in co-op mode. Up to two separate hunters can join an Agent Hunt session. When a hunter dies, they respawn in the same session as a different random enemy from that area.
- If the hunter eliminates the agent then they will be taken to a 'hunt successful' results screen, where they can join another session if they wish.
- If the agent is eliminated, their game session will end exactly as if they had been playing a standard game session with CPU enemies
- If the hunter quits the session, the agent's game continues as normal with all AI enemies

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{youtube}JzITuiC6EII{/youtube}

