

D.N.A. - Dark Native Apostle -

**A True Action-Adventure Game Seamlessly Fusing a Unique Environment,
Vivid Characters, and a Superb Game System**

On sale : September 6, 2001
Retail price : 6,800 YEN (plus tax)
Equipment type : PlayStation®2
Genre : Action Adventure

On September 6, 2001, Hudson Soft Co., Ltd will launch "D.N.A. - Dark Native Apostle-" (hereafter referred to as "D.N.A.") for PlayStation®2. "D.N.A." is an action adventure game that features a free-flowing game system and employs a new modeling technique, which uses light sourcing and shading to evoke the graphic style found in American comic books.



Advanced Polygon Modeling Technology Brings Comic Book-Style Characters to Life

"D.N.A." is a biotechnological horror story that takes place in 2060 A.D. -- a world where progress in genetic research has made gene therapy a reality. The story is set in a laboratory where illicit gene remodeling experiments are being conducted in secret. The main character -- the "test subject" of this gene remodeling -- attempts to flee the facility. His efforts prove futile, however, and he is subsequently discarded into the sewer system. Defying his destiny, the main character is determined to fight to regain his lost memories. An epic story of revenge against the laboratory is about to begin...



In order to vividly portray the protagonists as they battle in this dark, heavy atmosphere, Hudson went beyond previous methods and adopted a newly developed graphical technique, which makes full use of the PlayStation®2's capabilities. The characters, exquisitely rendered with brilliant colors and deep shadows, resemble the "dirty heroes" that dominate American comics. The amazingly realistic stage graphics complement the game environment for a gripping experience. In addition, real time movies appear throughout the game according to the player's progress. Furthermore, the English script and subtitles serve to recreate the excitement of a Hollywood action movie.

Using these elements as a base, the story encompasses several intriguing themes including the human genome project, ancient civilizations, and genetic remodeling. Furthermore, there are no stereotypical "villains", but rather characters with their own motivations and beliefs, taking the player to a higher level of emotional involvement.

Immerse Yourself In the Freedom of an Advanced Game System



"D.N.A." is a hardcore action adventure game where players must solve the mystery that surrounds the main character. In order to allow users to fully savor the pleasure of unraveling the mystery, Hudson has provided a simple system where players enjoy a considerable degree of freedom.

The main character's abilities include producing bombs and equipping "biochips". However, using just these two fundamental skills, players can test their imagination and carry out a variety of actions.

Bombs are not just for defeating enemies. They can also be used to trigger switches, propel the main character through the air on explosive blasts, and in any number of other ways. Players can even set a fuse and time the bomb's explosion. Moreover, the 10 varieties of biochips are indispensable to the player's success. The main character can be outfitted with up to four biochips simultaneously. Depending on how players combine them, the character will gain different abilities, from high-speed motion to the blinding "Light Bomb".



All maps feature complete, freely-adjustable 360 degree perspectives, For example, players can carefully examine a seemingly ordinary room to discover a switch that opens a locked door, a hint in a hidden note, or even a lethal trap. These elements require more than just aimless wandering to discover, thus testing the player's powers of imagination and concentration



The main character's enemies will stop at nothing in their attempts to destroy him, utilizing group battle techniques, laser weapons, and special attacks. Players must constantly improvise offensive strategies to deal with each type of enemy and situation by using bombs or sometimes an all out attack.

Thus, players must use the map to search into every corner and make the most of bombs and biochips to challenge all seven stages, while at the same time trying to recover their lost memories and solve the mystery surrounding them. In the grim future of the late 21st century, when mankind twists genetic engineering to evil purposes, what fate could possibly await our hero?