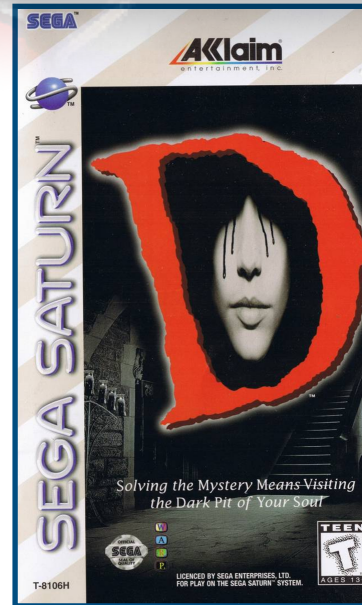




D is an interactive movie which features adventure game elements, a horror genre storyline, and heavy use of full motion video. The player takes on the role of Laura Harris, played by a "digital actress" named Laura. The player directs Laura's movements as she explores the game's environment, solves puzzles, and unravels the story. The movements occur through FMV sequences as she walks to the desired location, from where the player is greeted with a static screen which may contain items they can interact with or other paths to direct Laura. There is no save or pause function, and after two real-time hours, the other world will be closed off and Laura will be pulled back to the real world, ending the game. Depending on the player's actions, there are different endings

The game was a commercial and critical success in Japan, selling a million copies and receiving a special edition re-release. Critics in the West praised **D**'s horror elements, story, graphics, and presentation.



Did You Know?
 Director Kenji Eno submitted a "clean" version for late publisher approval, knowing they would require him to deliver the game to the manufacturer. On his way to the manufacturer, he switched the clean version with his master version containing the more disturbing content.

D-Pad	Move Left, Right, Forward, Backward
A Button	Touch, Open, Take, Move Items
B Button	Turn off item display
Left Shoulder Button	Display item left
Right Shoulder Button	Display item right
Start	Start the game

