

= Parasite Eve (video game) =

Parasite Eve is a 1998 survival horror action role @-@ playing video game developed and published by Square . The game is a sequel to the novel Parasite Eve written by Hideaki Sena ; it is also the first game in the Parasite Eve video game series . The story follows New York City police officer Aya Brea over a six @-@ day span in 1997 as she attempts to stop the monster that is sparking the creation of a creature that will destroy the human race through spontaneous human combustion . Players are allowed to move freely around several open environments while utilizing a pausable real @-@ time combat system along with several role @-@ playing game elements .

Parasite Eve was Square Enix 's first M @-@ rated game , and the first major American and Japanese game development collaboration for the company . It was produced by Hironobu Sakaguchi and directed by Takashi Tokita . Music for the title was composed by Yoko Shimomura who was widely acclaimed for her work to create an " inorganic " and " emotionless " soundtrack that saw two album releases . Parasite Eve received positive reviews ; critics praised the graphics and gameplay , but found the overall game too linear and with little replay potential .

The video game adaptation was part of a resurgence of popularity in Japanese horror sparked by the original book , and was released alongside a film adaptation and two manga comics ; one based on the book , the other on the video game . The original title was also followed by two video game sequels : Parasite Eve II in 1999 and The 3rd Birthday in 2010 , and was re @-@ released on the PlayStation Network in 2010 .

= = Gameplay = =

Parasite Eve is an action role @-@ playing video game . Movement in the " world map " (which is a map of Manhattan) is limited to specific destinations . " Upon the player walking over a " hot spot " , there 's a chance of a random encounter . Enemies materialize and attack players on the same screen that they move Aya around on , with no battle mode or screen being used . In battle , the game uses a pausable real @-@ time combat system with an Active Time Bar (ATB) that sets the time that must be waited till the player can take their next action . While waiting for her turn , the player character Aya can be moved around to dodge enemy attacks . Upon each turn , the player may choose between attacking with their equipped weapon by pressing the attack button , using PE (Parasite Energy) for defense , assistance , or attack , using items , changing weapon or armor , or escaping the battle . If the player chooses to attack , the battle briefly pauses and a dome / sphere symbolizing the range of the weapon appears , allowing the player to target an enemy within range . Parasite Energy recharges during battle but the more players use it , the slower it refills .

When not in battle , the player has the option of altering the weapon and armor attributes and effects with tools and super @-@ tools . The player selects the " tune @-@ up " option , choosing the weapon that will be altered and the weapon from which the attributes or effect will be taken . Weapons have many different properties , including special effects like " acid " , which causes enemies to continuously take damage . One of the principal RPG elements of the game is that experience @-@ based levels are present . Each time the player 's level increases , his / her attributes go up and BP (Bonus Points) are given . These points can be distributed to the ATB , item capacity , or attributes of a weapon or armor .

Once the game is completed , a new game plus mode is available called " EX game " . It is different from the normal game in various aspects ; the player has access to every item stored in the police station , the game begins with the final weapon and armor the player chose before ending the first game but returns to level one experience , and the bonus points (BP) given to the player at the end of the game are now available to use . The items , weapons , power @-@ ups and enemies are of more powerful , and so are the enemies players encounter . However , the biggest difference from the normal game is the new Chrysler Building location with 77 floors , mostly randomized , leading to a final boss battle with Aya 's older sister Maya .

= = Plot = =

The story begins with Aya Brea , an NYPD rookie , attending an opera at Carnegie Hall with an unnamed date in New York City on Christmas Eve 1997 . During the opera , everyone in the building spontaneously combusts , except for Aya , and an actress on stage named Melissa Pearce . Aya confronts Melissa onstage , and Melissa says that Aya 's mitochondria need more time to develop . She flees backstage , with Aya giving chase . Backstage , Melissa then mutates into a beast and flees into the sewers , declaring that her name is now Eve .

The next day , on Christmas , Aya and her partner , Daniel , go to see a scientist at the Museum of Natural History named Dr. Klamp . He teaches the protagonists about mitochondria , but they do not find his information useful since it does not explain the previous night 's events . Later that day , they hear that Eve is in Central Park , and to make matters worse , an audience has gathered at the park 's theater intending to see a performance that Melissa Pearce was to give . Aya enters Central Park alone as Daniel is unable to pass through the entrance without spontaneously combusting . She makes it to the theater , but is too late to stop Eve , who causes the theater audience 's mitochondria to rebel against their hosts and turns the crowd into a slimy orange mass . Aya chases after Eve and is knocked unconscious after a fight with her aboard a horse @-@ drawn carriage . Daniel discovers that his son , Ben , was at the park , but had left the audience at the Central Park theater when he began to feel ill and when his mother began to act strange . He also learns that Manhattan is being evacuated due to the threat that Eve poses .

While Manhattan is being evacuated , a Japanese man named Kunihiro Maeda manages to sneak into the city , witnessing a police officer combust into flames in the process . Aya awakens in an apartment in SoHo , with Daniel and Maeda at her side . Maeda reveals the origins of Eve : A scientist tried to culture the cells of his wife after she was involved in a car accident , and the mitochondria in her cells took over her body . Maeda believes that Eve may be trying to give birth to an ? Ultimate Being ? . The next day , the three go to see Dr. Klamp again . After examining cell samples from that of Eve and Aya 's , Maeda concludes that based on selfish gene theory , Aya and Eve 's mitochondria are in an evolutionary race for survival . Dr. Klamp suddenly appears and asks a few questions of Aya in a hostile manner . The three leave and head for the St. Francis Hospital , where Maeda thinks Eve may try to get sperm for the Ultimate Being . When they arrive , they find that Eve is already there . Eve takes the sperm and escapes .

The next day , Aya sees the orange mass of people from the park enter the city water supply . She goes to Dr. Klamp one more time , and discovers that Dr. Klamp has engineered special sperm for Eve so that she can create the Ultimate Being . He then spontaneously combusts . Aya finds Eve in another part of the museum , where the orange mass has surrounded her , forming an impermeable shield to protect her while the Ultimate Being gestates within her . After several failed attempts to attack Eve , the military asks Aya to attack her from a chopper , as she is the only one who can get close without combusting . The plan works , but Aya has to personally finish the fight on a now @-@ wrecked Statue of Liberty , where Eve finally succumbs to necrosis due to her unstable cells . As Aya rests on a naval vessel , the Ultimate Being is born and attacks the surrounding ships . Aya does battle with the Ultimate Being , but its mitochondria causes it to evolve at an alarming rate . Aya sets the vessel 's boiler pressure dangerously high , so as to destroy it with the Ultimate Being on board .

After completing the game once , the player can access the Chrysler Building and have access to the final boss , who takes the form of Aya 's sister , Maya . She explains to Aya that Klamp cultivated the liver cells of the original Eve to analyze . When Melissa was giving birth to the Ultimate Being , she created a nest there . In case Melissa and the Ultimate Being failed , the purebred would remain . Aya speaks with her sister , and they engage in battle against the purebred . After the purebred is defeated , the mitochondria inside Aya 's body begin to rebel against her . It is explained that Aya 's mitochondria have now reached a higher evolutionary stage than Maya 's , but Maya 's personality has suddenly become dominant and begun to fight off the Eve persona . Maya eventually wins , purging the Eve persona from herself . Somehow , Maya protects Aya by preventing the original Eve from taking over her . Aya leaves the building by herself , although she apparently has gained some sort of connection with her dead sister .

= = Development and release = =

The video game Parasite Eve is based on the acclaimed Japanese novel Parasite Eve released in 1991 . Plot @-@ wise , the video game serves as a sequel to the book . The game was produced by Hironobu Sakaguchi and directed by Takashi Tokita of Square . During development of the game , Square decided to use New York City as the setting after having been previously considered for use in Final Fantasy VII . The game is notable for being Square 's first game to be rated Mature by the ESRB . In contrast to previous Square titles , the development team for Parasite Eve consisted of both Japanese and American staff members , with a large part of the production taking place in the United States . Different concepts for the games opening were considered , including different designs for Aya and Melissa transforming into Eve on stage during the opera . Book author Hideaki Sena did not know the titles ' plot until it was completed , since the game was a collaboration between Square and his publisher .

Aya Brea was created by Hironobu Sakaguchi and designed by Tetsuya Nomura . Aya was originally being designed by someone else , but the original sketches did not satisfy Sakaguchi , who had wanted a long @-@ haired character like Aerith Gainsborough , a central character from Final Fantasy VII . At the time , he was creating another unspecified character for a different project who sported short hair : he got confused while designing them and accidentally combined the two designs , creating the then @-@ current Aya . The original concept for her was to have her as strong , sexy and " bewitching " .

Television ads featuring the full motion video present in the game were aired in the United States in the run up to the games 1998 release . In a shipping mixup , over two hundred copies of the game were shipped to Best Buy retailers a week before the official release .

Before The 3rd Birthday 's release in 2010 , both Yoshinori Kitase and Tetsuya Nomura discussed the re @-@ release of Parasite Eve and Parasite Eve II . The release was being held up partly due to the series rights being co @-@ owned with Hideaki Sena .

= = Music = =

Yoko Shimomura composed the game 's soundtrack including the main theme , " Primal Eyes " . The ending vocal song , " Somnia Memorias " , is performed by Shani Rigsbee . The score met with great critical acclaim , using influences from both opera and electronica . Shimomura stated that she tried to compose " inorganic " music for the game , what she described as " something unique " for the game . A separate Parasite Eve Remixes album was also released , containing 10 tracks remixed from the original game by various artists . The idea for the work came from a simple suggestion to Shimomura that the game 's music be remixed rather than rearranged . " Somnia Memorias " was also included on the Square Vocal Collection in 2001 .

Yoko Shimomura would later become a well @-@ established video game composer through her work on the Kingdom Hearts series . Additional arrangements were done by Shigeo Tamaru . Despite her previous work as lead composer on Super Mario RPG , Parasite Eve became her breakout project and garnered her international fame . During her work on Parasite Eve , Shimomura spent time in America , which was where much of the game 's staff came from . Because of this , Shimomura remembered the game as her most challenging project . She wanted the music to be experimental , not falling into ambient or techno classifications . One of her main goals was to create something " inorganic " and recognizable as a product of Square . Until Parasite Eve , Shimomura had written music in a straightforward manner that reflected her then @-@ current state of mind , but this time she restrained herself and took a more " emotionless " approach . She felt that this would best represent the game 's atmosphere and Aya 's stoic attitude . Ultimately , she felt that Parasite Eve was an experimental work in many ways . Due to its prevalence in the story , Shimomura used opera music , but as typical opera music did not translate well into battle themes , Shimomura added different rhythms : these rhythms were inspired when some of the game 's American staff took her to a nightclub and she heard the background music there . The music

recording took place at the Andora Studios in Los Angeles .

Parasite Eve was the first of her projects to include a vocal theme , the ending theme " Somnia Memorias " . This was because the PlayStation system was the first to have sufficient processing power for this to be possible . For the vocalist , Shimomura avoided using someone well known . " Somnia Memorias " was sung by Shani Rigsbee , while the vocals for the orchestrated versions of " Influence of Deep " and " Se il Mio Amore Sta Vincino " were provided by Judith Siirila . " Somnia Memorias " was translated and adapted from Japanese into Latin by Raul Ferrando , while " Se il Mio Amore Sta Vincino " was translated by Daniella Spagnolo . The lyrics for all vocal pieces were written by Shimomura . The track " I Hear a Voice Asking Me to Awaken " was an arrangement of Wachet auf , ruft uns die Stimme , BWV 140 by Johann Sebastian Bach .

The two @-@ disc album Parasite Eve Original Soundtrack was released through DigiCube on May 21 , 1998 under the catalog number SSCX @-@ 10020 . Later , due to popular demand from fans , a reprint was issued through the Square Enix label on January 26 , 2011 under the catalog number SQEX @-@ 10222 / 3 . The music received generally positive reviews from music critics , and helped establish Shimomura as a popular composer with western video game fans .

Parasite Eve Remixes is a ten @-@ track album , featuring remixed versions of themes from Parasite Eve . The remixes were done by Shimomura , Tamaru , Hidenori Iwasaki and Keichi Takahashi . Multiple DJs also contributed , including Tomo , QUADRA , Dan K , Tribal Masters , Kay Nakayama , and Dummy Run . According to Shimomura , the album came about when someone suggested to her creating full remixes of themes rather than making simple rearrangements . Shimomura was in charge of extending and remixing " Aya 's Theme " , which was the main theme for Parasite Eve . The album was released through DigiCube on July 30 , 1998 under the catalog number SSCX @-@ 10023 . Reviews of the album were mixed , with critics saying that it would not appeal to many and finding some of the remixes odd , repetitive or overly chaotic .

= = Reception = =

Parasite Eve received positive reviews from critics . IGN praised the game for its beautiful graphics and cinematic sequences , as well as its mature tone , but noted , along with other reviewers , the games linear plot structure . Game Informer cited the games " exquisite " backdrops but bemoaned its long load times each time players enter a new environment or engage an enemy . GameSpot said the game had a cinematic look , and had an " astounding " level of detail for real life locations in New York City . The lack of any voice acting or singing , however , hindered dramatic scenes such as the opera and subsequent mass combustion of the entire audience at the games start .

The game was sometimes compared to the Resident Evil series , though GamePro said that Parasite Eve had deeper gameplay with multiple weapon upgrades and hidden areas to discover . Reviewers also cited that though the game broke many RPG gaming conventions , it suffered from having little replay value and being a relatively short game . The combat was compared unfavorably to Final Fantasy VII by Game Revolution , which featured a dynamic camera instead of fixed one . The novel 's original author Hideaki Sena approved of the game , stating that he was " actually impressed how well the game makers translated the novel . "

The game has sold over 1 @. @ 9 million copies as of February 2004 , with 1 @. @ 05 million sold in Japan and 0 @. @ 89 million sold in North America . In Japan , it was the number 6 top @-@ selling game of 1998 with 994 @, @ 000 copies sold . The game was re @-@ released in North America under Sony 's Greatest Hits label .

In 2000 , the game was ranked number 16 by the readers of Famitsu magazine in its top 100 PlayStation games of all time . In 2010 , GamesRadar chose it as one of the " Top 7 ... ' 90s games that need HD remakes " . In February 2011 , Parasite Eve was announced to arrive on the North American PlayStation Network . It was released on March 15 , 2011 .

= = = Legacy = = =

The Parasite Eve video game that was inspired by the original book was popular in Japan , and

was a part of the " J @-@ horror " phenomena along with other fiction such as " The Ring " , and lead to two video game sequels and a manga adaptation based upon the video game universe called Parasite Eve DIVA .