

# D.Rd: Poisoned

There are TEN different endings:

## Scenario "A" Endings

Original rivalry, real understanding of each other.

*"The Puzzle"*

Neutral Ending

*"Forever"*

## Scenario "B" Endings

Obsessive, possessive behaviour.

*"Unreachable"*

Neutral Ending

*"Games"* (uncut & cut)

## Scenario "C" Endings

Little friendship.

*"The Bodyguard"*

*"Punishment"*

*"Loyal Dog"*

And a special ending if you complete the five italicised endings.

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# Scenario A: "The Puzzle"

## Day 1

### Morning

#### *Library*

> Listen to Near's words

### Afternoon

#### *Roger's office*

> I still see him as a rival.

#### *Library*

> Don't worry about him.

#### *Common Room*

> Talk to him.

> ... was making conversation.

#### *Out*

> Play with the boys.

#### *Near's room*

#### *Mello's room*

### Evening

#### *Mello's room*

> Better go out for a walk

#### *Near's room*

#### *Out*

> Hide and listen.

> to become better than Near.

#### *Library*

> It could give me ideas.

*Roger's office*

> looking for Near.

*Common Room*

*Near's room*

> Knock on the door.

> I came to talk...

*Mello's room*

> More or less...

Day 2

**Morning**

*Near's room*

> Should we go together?

*Library*

> Alright...

> Gods, shut up.

\*

> Catch Near.

**Afternoon**

*Near's room*

> Respect Near's privacy.

*Roger's office*

> Alright.

*Library*

> There isn't...

*Common Room*

> Yeah, we did.

> He might be.

*Out*

> 'kay.

- > Go to talk to him.
- > Why don't you play with us?

### *Mello's room*

## **Evening**

### *Near's room*

- > Knock on the door.

### *Roger's office*

- > Yes, of course.
- > ... ..

### *Library*

- > He isn't my best friend!

### *Common Room*

### *Mello's room*

- > Better go out for a walk

### *Out*

### *Near's room*

### *Roger's office*

### *Library*

### *Out*

- > Yes... I hate this girl.

\*

- > Go out to where he is.

## **Day 3**

## **Morning**

### *Near's room*

- > Let's go together...

### *Library*

- > To do a perfect project.

*Roger's office*

## **Afternoon**

*Near's room*

> Looking for Near.

*Roger's office*

> ...

*Common Room*

> Draw me instead!

*Out*

> I just wanted to...

*Roger's office*

*Library*

*Common Room*

*Out*

*Near's room*

*Mello's room*

*Out*

*Common Room*

\*

## **Evening**

*Near's room*

*Library*

*Roger's office*

*Out*

*Common Room*

*Near's room*

*Out*

*Roger's office*

*Library*

*Common Room*

*Mello's room*

*Near's room*

*Out*

*Common Room*

*Roger's office*

*Library*

*Mello's room*

**[ENDING]**

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# Scenario A: "Foreber"

## Day 1

### Morning

#### *Library*

> Listen to Near's words

### Afternoon

#### *Roger's office*

> I still see him as a rival.

#### *Common Room*

> Talk to him.

> ... was making conversation.

#### *Out*

> Play with the boys.

#### *Mello's room*

#### *Near's room*

#### *Library*

> Don't worry about him.

### Evening

#### *Mello's room*

> Better go out for a walk

#### *Out*

> Hide and listen.

> ... to become better than Near.

#### *Library*

> It could give me ideas.

#### *Roger's office*

> looking for Near.

*Near's room*

*Common Room*

*Near's room*

> Knock on the door.

> I came to talk...

*Mello's room*

> More or less...

## Day 2

### Morning

*Near's room*

> Should we go together?

*Library*

> Alright...

> Gods, shut up.

\*

> Catch Near

### Afternoon

*Near's room*

> Respect Near's privacy

*Roger's office*

> Alright.

*Library*

> There isn't...

*Common Room*

> Yeah, we did.

> He might be.

*Out*

> 'kay.

> Go to talk to him.



> Why don't you play with us?

*Mello's room*

## Evening

*Near's room*

> Knock on the door.

*Roger's office*

> Yes, of course.

> ... ..

*Library*

> He isn't my best friend!

*Mello's room*

> Better go out for a walk

*Out*

*Common Room*

*Out*

> Yes... I hate this girl.

\*

> Go out to where he is.

## Day 3

### Morning

*Near's room*

> Let's go together...

*Library*

> To kiss Near again.

### Afternoon

*Near's room*

> Looking for Near.

*Roger's office*

> I told you I'm fine!

*Common Room*

> Draw me instead!

*Out*

> I'm not in the mood.

*Library*

*Common Room*

*Mello's room*

*Common Room*

\*

**Evening**

*Near's room*

*Roger's office*

*Library*

*Common Room*

*Out*

*Mello's room*

*Near's room*

*Mello's room*

**[ENDING]**

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## **Scenario B: "Games"**

### **Day 1**

#### **Morning**

##### ***Library***

> Look at how Near breathes

#### **Afternoon**

##### ***Roger's office***

> I might become obsessed.

##### ***Library***

> Maybe, if you find out.

##### ***Common Room***

> Talk to him.

> ... was making conversation.

##### ***Out***

> I'm not in the mood.

##### ***Mello's room***

##### ***Near's room***

#### **Evening**

##### ***Mello's room***

> Better go out for a walk

##### ***Out***

> Hide and listen.

> to punish Near.

##### ***Library***

> It will be hard to sleep.

##### ***Roger's office***

> looking for Near.

*Common Room*

*Near's room*

*Common Room*

*Near's room*

> Enter without knocking.

> I came to see you...

*Mello's room*

> I have other plans for him...

## Day 2

### Morning

*Near's room*

> Let's go together...

*Library*

> Look at Near's eyes.

> Stop the kiss

### Afternoon

*Roger's office*

> Leave

*Library*

> .. don't want to think about it

*Near's room*

> Respect Near's privacy

*Common Room*

*Common Room*

*Mello's room*

*Out*

*Common Room*

> Try to control yourself.

## Evening

### *Mello's room*

> Better go out for a walk

### *Near's room*

> Knock on the door.

### *Roger's office*

> I think you should ask him.

### *Out*

> What did you talk about?

### *Common Room*

### *Library*

\*

> ...

> ... Let's do it again?

> Stop. (pick "Continue" for the cut ending)

## Day 3

### Morning

### *Near's room*

> Wait...

> Talk more

### *Library*

> Try to focus on work.

### *Roger's office*

> Release him.

### Afternoon

### *Library*

> Nothing important.

*Common Room*

> I don't want her to know.

*Out*

*Near's room*

*Mello's room*

*Roger's office*

*Out*

*Common Room*

*Out*

*Library*

*Out*

> Not even I know him.

> You might be right...

## **Evening**

*Mello's room*

> I'm just a bit confused.

*Near's room*

*Roger's office*

*Library*

*Common Room*

*Out*

*Mello's room*

*Near's room*

*Out*

*Common Room*

*Library*

*Roger's office*

*Near's room*

*[ENDING]*

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## **Scenario B: “Unreachable”**

### **Day 1**

#### **Morning**

##### ***Library***

> Look at how Near breathes

#### **Afternoon**

##### ***Roger’s office***

> I might become obsessed.

##### ***Library***

> Maybe, if you find out.

##### ***Common Room***

> Talk to him.

> ... was making conversation.

##### ***Out***

> I’m not in the mood.

##### ***Mello’s room***

##### ***Near’s room***

#### **Evening**

##### ***Mello’s room***

> Better go out for a walk

##### ***Near’s room***

##### ***Out***

> Hide and listen.

> to punish Near.

##### ***Library***

> It will be hard to sleep.



*Roger's office*

> looking for Near.

*Near's room*

*Common Room*

*Near's room*

> Enter without knocking.

> I came to see you...

*Mello's room*

> I have other plans for him...

**Day 2**

**Morning**

*Near's room*

> Let's go together...

*Library*

> Look at Near's lips.

> Deepen the kiss

**Afternoon**

*Roger's office*

> Search in Roger's desk

*Library*

> ... I'm too interested in it...

*Near's room*

> Look around Near's room.

> Think about Near.

*Common Room*

*Out*

*Common Room*

*Library*

*Near's room*

*Mello's room*

*Common Room*

> Grab his wrists.

## **Evening**

*Mello's room*

> Better go out for a walk

*Near's room*

> Enter without knocking.

*Roger's office*

> He is very pleased.

*Out*

> What did you talk about?

*Common Room*

*Library*

*Near's room*

*Common Room*

> Liar.

> Kiss him

> Continue.

## Day 3

### Morning

#### *Near's room*

- > Wait...
- > Push him into bed

#### *Library*

- > Play with Near.

#### *Roger's office*

- > Push him onto the desk.

### Afternoon

#### *Library*

- > \*smirk\*

#### *Common Room*

- > But it might be interesting.

#### *Out*

#### *Roger's office*

#### *Near's room*

#### *Mello's room*

#### *Common Room*

#### *Library*

#### *Out*

- > Near is mine.
- > Near is as dirty as I am.

### Evening

#### *Mello's room*

- > I slept with him.

*Out*

*Roger's office*

*Near's room*

*Common Room*

*Library*

*Mello's room*

*Near's room*

*Roger's office*

*Mello's room*

*Near's room*

*[ENDING]*

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## **Scenario C: “The Bodyguard”**

### Day 1

#### **Morning**

##### *Library*

> Listen to Near’s words

#### **Afternoon**

##### *Roger’s office*

> I still see him as a rival.

##### *Library*

> Don’t worry about him.

##### *Common Room*

> Talk to him.

> ... was making conversation.

##### *Out*

> Play with the boys.

##### *Mello’s room*

##### *Near’s room*

#### **Evening**

##### *Mello’s room*

> Better go out for a walk

##### *Near’s room*

##### *Out*

> Hide and listen.

> to become better than Near.

##### *Library*

> It could give me ideas.

*Roger's office*

> looking for Near.

*Common Room*

*Near's room*

> Knock on the door.

> I came to talk...

*Mello's room*

> More or less...

**Day 2**

**Morning**

*Near's room*

> Should we go together?

*Library*

> NO WAY!

\*

> Help him stand up.

**Afternoon**

*Near's room*

> Respect Near's privacy.

*Roger's office*

> Alright.

*Common Room*

> Yeah, we did.

**Out**

> 'kay.

> Is he lonely...?

*Near's room*

*Common Room*

*Library*

*Near's room*

*Mello's room*

## Evening

*Near's room*

> Knock on the door.

*Roger's office*

> I'm trying...

> Yes, he is.

*Library*

> He isn't my best friend!

*Mello's room*

> Better go out for a walk

*Out*

> What?!

*Common Room*

\*

> I want to help him.

## Day 3

### Morning

*Near's room*

> Let's go together...

*Library*

> ... I have L in my mind.

## Afternoon

*Near's room*

> Looking for Near.

*Roger's office*

> I will, thanks.

*Library*

> I won't miss Near even a bit!

*Common Room*

> We think alike...

*Out*

> Join the game

*Near's room*

*Mello's room*

## Evening

*Near's room*

*Roger's office*

*Library*

*Common Room*

*Out*

*Near's room*

*Mello's room*

*Roger's office*

*Library*

*Common Room*

**[ENDING]**

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## **Scenario C: "Punishment"**

[Have not gotten around to writing out instructions for this ending, but it should not be difficult to get. We got it three times in a row without trying, which is what prompted us to make a proper walkthrough to begin with.]

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## **Scenario C: “Loyal Dog”**

### Day 1

#### **Morning**

##### *Library*

> Listen to Near’s words

#### **Afternoon**

##### *Roger’s office*

> I don’t care about him.

##### *Library*

> Don’t worry about him.

##### *Common Room*

> Leave.

##### *Out*

> Play with the boys.

##### *Near’s room*

##### *Mello’s room*

#### **Evening**

##### *Mello’s room*

> Better go out for a walk

##### *Out*

> Hide and listen.

> to ignore Near.

##### *Common Room*

##### *Library*

> Matt might like it.

##### *Roger’s office*

> walking around and thinking.

*Mello's room*

> Not really.

*Mello's room*

> Sleep

**Day 2**

**Morning**

*Common Room*

> I'd rather do something else.

*Library*

\*

> Don't help him.

**Afternoon**

*Near's room*

> Look around Near's room.

*Roger's office*

> How can you tell?

*Common Room*

> Yeah, I did.

*Out*

> 'kay.

> Was he looking at me...?

*Library*

> Do homework.

**Evening**

*Near's room*

> Enter without knocking.

*Roger's office*

> No matter how much I try.

*Mello's room*

*Out*

> He'll be okay.

*Mello's room*

*Common Room*

*Library*

*Mello's room*

> Yes, you are

## Day 3

### Morning

*Out*

> Walk around.

> Should I tell Roger, then?

*Library*

> ... I have L in my mind.

### Afternoon

*Near's room*

> Looking for you.

*Roger's office*

> I will, thanks.

*Library*

> Yeah, yeah, whatever.

*Common Room*

> How annoying...

*Out*

> Join the game

*Mello's room*

**Evening**

*Mello's room*

**[ENDING]**