

D FAQ/Walkthrough

by Shotgunnova

Updated on Sep 24, 2009

This walkthrough was originally written for D on the PSX, but the walkthrough is still applicable to the PC version of the game.

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| / \ _____ \ | Solving the mystery...
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| \ \ / ) ) ) _____ \ \ \ | ...means visiting the dark pit of your soul
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I. CONTROLS [CNTR]

There is no menu to change button configurations, but luckily, the game's got a pretty simple setup. [Naturally, due to the early appearance in the PSX' lifespan, there is no analog functions.]

BUTTON	FUNCTION
D-Pad	Controls movement (cinematically) / Menu perusal
Circle	'Confirm' button
R1 Button	Toggle item menu

II. TH' BASICS [THBS]

#ofDiscs: 3

SaveBlox: n/a (game has no save function)

STORY

[STRY]

1997 Los Angeles. A mass murder has taken place in a hospital some distance away from downtown Los Angeles. The criminal is one Richter Harris. He is one of America's best-known doctors, a quiet and studious man who is director of the hospital. Suddenly transformed into a mass mmurderer, Richter has seized a large number of hostages and barricaded himself into the hospital where the police cannot reach him. His daughter Laura hears the news at school in San Francisco. Immediately she drives to Los Angeles to find out what it is that has made her father a mass murder. Reaching the scene of the tragedy, she prepares to enter the hospital...

TIPS N' TRICKS

[TPST]

- Be attentive -- it's quite easy to forget to look at one direction and miss a room/item entirely!
- Sometimes Laura can only move to a spot from another certain spot. For instance, in the 2F study, she can only move to the fireplace from near the entrance, not near the multi-numbered drawer.
- The game is on a constant timer, and if Laura's pocketwatch reaches 12:00 midnight, the game automatically ends.

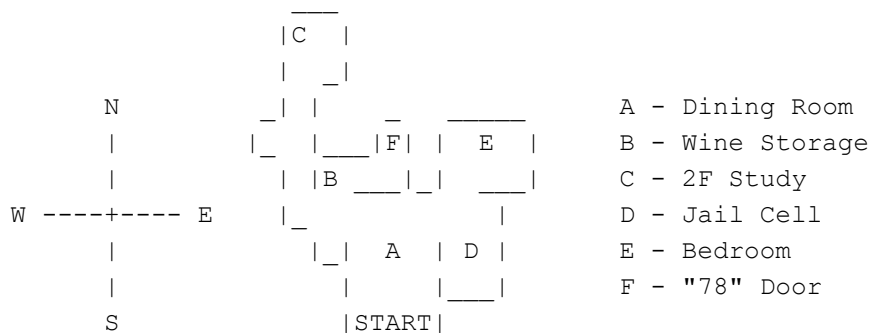
/ III. WALKTHROUGH [WLKT] |

III. Disc One

[WK01]

This walkthrough will follow the natural order of the game, without skipping any puzzle solutions, and attempt to avoid unnecessary backtracking.

NOTE: The game runs on a timer, and if the clock Laura carries reaches 12 o'clock (midnight) the game automatically ends. For this reason, perhaps it's best to take it easy the first time through for a speedier 2nd time (or just follow this walkthrough, I guess...)



- A - Dining Room
- B - Wine Storage
- C - 2F Study
- D - Jail Cell
- E - Bedroom
- F - "78" Door

DINING ROOM

Laura starts out here, with the Compact and Watch in her inventory. The former gives hints as what to do next (finite # of times) while the watch says how long she's been playing...although it probably isn't much of a game to her! The table has a bowl of water which turns to blood and a locked door nearby, but nothing else to use yet.

Go upstairs via the west staircase. The west door leads to a grisly scene,

but the one straight ahead leads to the study.

2F STUDY

Inspect the drawers here to find a [Paper Sheet], which we'll use in a sec. Standing in front of the doorway, move to the fireplace and pick up the [Key] for downstairs.

DINING ROOM [II]

Here, use the paper while standing over the water bowl (L1 Button to select) and it will reveal a number: IV -> II. Where've we seen roman numerals before? The previous room.

2F STUDY

Return back up to the drawers and inspect them in the order the paper showed; Laura will find a [Handle] in the 2nd drawer.

WINE STORAGE

Downstairs again, move into the room. Across the way is a wall of spikes that will retract outwards if Laura gets in their proximity -- this won't kill her or anything, however; she just can't proceed. By using the handle on the keg's tap, she can retract the spikes and avoid a painful perforation. The stairway that is now accessible has "78" emblazoned on its front, but is locked by some unknown method...

Return to the dining room and use the key on the locked door in the east.

JAIL CELL/BEDROOM

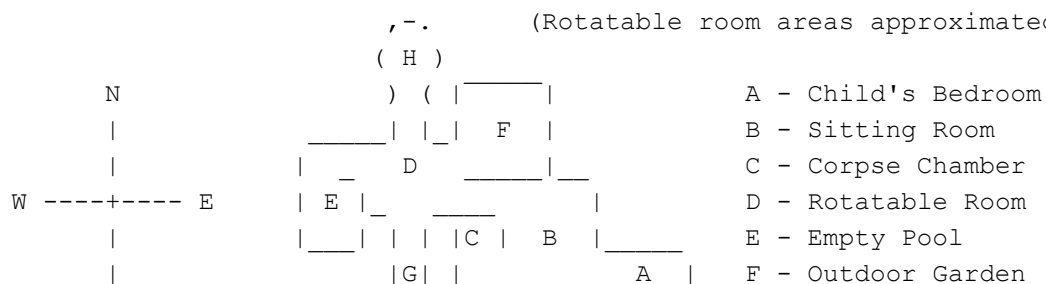
Ignore the desiccated corpse and move into the bedroom, where on one side is a safe with a two-digit combination lock. Naturally, the combination is "78," as seen on the doorway before. The crank handle will spin one digit first and then the other, alternating. The first digit will stick on whatever it lands on, but the 2nd digit will move ahead by 6-8 ticks each time from what it lands on. Thus, land on "7" first and try to land on 0-2 for the second digit. When "78" is reached, the safe automatically opens and Laura graverobs the prisoner's [Ring] from him.

WINE STORAGE [II]

Move to the "78" Door and use the Ring on it, unlocking the way downward. As it happens, Laura takes a sprint in an Indiana Jones style event -- who knew chicks could move that fast in flats! Insert the next disc at the prompt.

02) Disc 2

[WK02]



CHILD'S BEDROOM

Inspect the portrait on the mantle to see a brief solution to a puzzle, with four pictures at the cardinal positions on a clock (rooster at 12 o'clock, rabbit at 3, deer at 6, horse at 9). Inspect the bedside armoire to find a weird object with pictures of those animals. Turn it three times to align it with the clock position, then try to the large doors nearby -- they'll open this time.

SITTING ROOM/CORPSE CHAMBER

Through the sitting room, try the chamber nearby -- it's filled with dead bodies and skeletons. Inspect them to find that one has a [Gold Key], which Laura takes with some effort.

CHILD'S BEDROOM [II]

Use the key on the desk nearby to obtain the [Book]. Laura then reads aloud her favorite nursery rhymes...NOT!

SITTING ROOM [II]

Back here, investigate the bookshelf to see that one book is missing. Set in the new one Laura just obtained to make a hidden staircase reveal itself. It leads to the rotatable room which, when entered, Laura cannot go back the way she came.

ROTATABLE ROOM

The mechanical device nearby changes which door appears directly behind Laura, and although the game doesn't say so, there is a "set" of 12 doors with a particular order. After the twelfth spin, the chain starts again. So, the initial spot is on "00" (also #12 of course) and spinning the device will go to the other rooms.

Turn 00 - Steel Bars (Blocks stairs to sitting room)
Turn 03 - Empty Pool
Turn 05 - Outdoor Garden
Turn 06 - Stained-glass Chamber
Turn 10 - Knights' Corridor

Any in-between turns lead to a brick wall of no importance, mind you. The main door to visit right now is the Knights' Corridor, ten spins away.

KNIGHTS' CORRIDOR

Go down the stairs and Laura will be accosted by a ghostly knight. There will be button prompts to input here (Left, Right, Left, O-button) and if Laura messes up, she falls down the pit -- this makes her have to climb out to try it again. The buttons are to be quickly input at the prompts once, which will cause Laura to evade the thrusts and save her own skin. After the four-button input is done, the knight topples down the pit and Laura obtains the [Sword]. Use the upstairs device to reach the garden.

OUTDOOR GARDEN

There is one locked door out here, and it can be unlocked by inputting that new [Sword] into the slot. The new stairway leads to an astronomy center,

where Laura can change which constellation she wants to view and then look through the telescope. Each constellation has its own distinct glow, which is important in a sec.

Back outside, find the fountain with the Sagittarius and Aquarius statues. In front of each statue is a panel with 8 colored buttons. The correct button to press is the one that corresponds with the constellation's natural color in the heavens -- for Sagittarius it's the green one; for Aquarius it's the light blue one. When both buttons are correctly pressed, the fountain drains and the Empty Pool room (not yet visited) fills up.

Back at the rotatable device, hit it ten times to make the next destination appear.

EMPTY POOL

Before, this place would have a treasure chest in a spike-filled pit, so it couldn't be obtained; with the upper fountain drained, now the box floats on the surface. Laura obtains the [Pistol] when inspected. Back upstairs, use the device three times to reach the next area...

STAINED-GLASS CHAMBER

Use the Pistol to blow a hole in the window, ending the disc. Hooray for you!

03) Disc 3 [WK03]

No map since this part's so short.

TOWER

Once Laura climbs up and the shutters lock her in, go to the other end of the hall for a flashback. After, turn around and walk to the corridor's halfway point, then inspect the left-hand wall for a hidden entrance.

COG ROOM

There are two levers and cogs here, with a red sphere on the left cog. The goal here is to make the red sphere go to the "3 o'clock" (eastern) position while the gray cog's circular hole overlaps at the "9 o'clock" (western) position. Basically, the red sphere has to be put in the right spot by both gears. The positions of the levers changes how far each cog moves. The "to" position is when the lever is closest to Laura; the "away" is when it's closest to the cogs. Neutral is when the lever's in the upright default position.

LEVER 1	LEVER 2	RESULTANT FUNCTION
Away	Neutral	
Away	Away	Gray: c'wise 6
Away	To	Brown: c'wise 2, Gray: clockwise 4
Neutral	Neutral	Gray: clockwise 4
Neutral	Away	Brown: c-clockwise 1, Gray: clockwise 5
Neutral	To	Brown: c'wise 1, Gray: clockwise 3
To	Neutral	Brown: c-clockwise 1, Gray: clockwise 3
To	Away	Brown: c-clockwise 2, Gray: clockwise 4
To	To	Gray: clockwise 2

There's plenty of ways to do this, but here's mine:

- 1) Away/To [x2]
- 2) Neutral/Neutral [x1]
- 3) To/To

Successfully doing the clock puzzle opens up a stairway, leading up to a pic of Laura's mother. There are two options: join the boss (bad ending) or shoot the boss (good ending). Obviously if you choose the pistol, you have to pick it from the menu. That's all! [Enjoy the rockin' ending theme.]

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After the ending, there will be a small display to see how many of Laura's four hidden memories were found. The game suggests replaying if y'didn't get them all (which can be hard, considering some don't consistently appear).

IV. FREQUENTLY ASKED QUESTIONS

[FAQZ]

[Q] - How do I save?

[A] - You don't. The game doesn't require it as its very short. Hopefully no power outage comes your way... =)

[Q] - Why can't I use my item with R1?

[A] - Sometimes you have to be closer...

[Q] - What are those bugs crawling around?

[A] - Each time one is found, it brings back a bit of Laura's memory. This isn't mandatory but it does add to some of the horror/atmosphere of the game.

[Q] - Why did I suddenly get a game over?

[A] - The game is on a timer to complete it, which you can see by checking Laura's pocketwatch. When it hits midnight, it's automatic game over, yo! Luckily the game's rather short so it shouldn't take too long to get back there (some segments can be skipped if you know the solutions already).

[Q] - Where are all of Laura's memories (the little bugs)?

[A] - Here's all the locations I know. Note that some of these overlap, so if you find the one in the lower dining hall, the one in the 2F study drawer won't appear -- they're the same. Dunno why some don't appear consistently, but here's all the listings I know of:

- 01) DISC 1: Lower dining hall
- 02) DISC 1: 2F study top drawer
- 03) DISC 2: Sitting room table
- 04) DISC 2: child's room desk
- 05) DISC 2: Sitting room bookshelf

- 06) DISC 2: Rotating room (on one of the brick wall portions, maybe)
- 07) DISC 2: Knights' Corridor pit ladder

V. UPDATES & CONTRIBUTORS

[UPDT]

09-24-09 -----+ Started/finished walkthrough

THANKS TO...

- Sailor/Ceej, for hostin' my stuff
- The letter D, for which this walkthrough is DEADicated to, haha...

VI. LEGALITY

[LGLT]

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GOT NO TIME FOR
STIMULATION, DAYLIGHT
RUNS FOR HOURS & HOURS

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