

# Famicom Tantei Club Part II (Import) FAQ/Walkthrough

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Famicom Tantei Club Part II Ushiro ni Tatsu Shoujo  
Famicom Detective Club Part II The girl who stands at the back  
(c) 1989, 1998 Nintendo

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GUIDE

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VERSION HISTORY

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v1.0 (04/02/04) - Initial release.  
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\*\*\*I add some missing selections for chapter 2.  
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Cheat Code  
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Speed-Up Message 7E08EBFF  
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The Main Characters  
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Hero (15 years old)  
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The boy detective whom you control. While looking for his parents who got separate, he meets with Utsugi, and comes to work in the Detective Office.  
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Ayumi Tachibana (15 years old)  
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A first-year student in Ushimitsu High School. She is the best friend of the victim, Yoko Kojima. She helps the investigation of the hero.  
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Shunsuke Utsugi (36 years old)  
-----

A talented detective who is trusted also from the police, and the boss of Utsugi Detective Office. He is a good adviser of the hero.  
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Tetsuharu Komada (59 years old)  
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The fine-arts teacher of Ushimitsu High School. He is well-informed for example with the old story of the school.  
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Toshio Tazaki (58 years old)  
-----

The janitor of Ushimitsu High School. The story says that he is the original plasterer who fixed the wall of the old school building, but...  
-----

Yoko Kojima (16 years old)  
-----

A first-year student in Ushimitsu High School. She is discovered as a corpse at the dry river bed. It is the beginning of this incident.  
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Tatsuya Hibino (31 years old)  
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He is the English teacher of Ushimitsu High School, and is in the charge of the victim, Yoko Kojima. He got a severe shock, of her death.

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Now, here are the correct selections to progress in this game.  
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PROLOGUE  
-----

-Hear. The thing of myself.  
-Hear. The thing of the man.  
-Hear. The thing of the man or the thing of myself.  
-Hear. The thing of the man.  
-Think.  
-Put in a favorite name.  
-----

CHAPTER 1: "A CERTAIN GIRL'S DEATH"  
-----

-Hear. The victim.  
-Hear. The cause of death.  
-Hear. The time of death.  
-Think.  
-----

-Look and search. Where? (Move the pointer to the right side of the bridge's shadow nearby the riverbank and press the A button)  
-Look and search. Where? (Move the pointer to the right side of the bridge's shadow nearby the riverbank and press the A button)  
-----

-Take. The notebook.  
-----

-Look and search. The notebook.  
-----

-Look and search. The victim.  
-----

-Look and search. Where? (Move the pointer on her neck and press the A button)  
-Take. What? (Move the icon on her neck and press the A button)  
-Look and search. Where? (Move the pointer on her neck and press the A button)  
-----

-Hear. The name.  
-Hear. The thing of Yoko.  
-Hear. The thing of Yoko.  
-----

-Hear. The name.  
-Hear. The thing of Yoko.  
-Think or guess.  
-----

-Call. The girl.  
-Hear. The name.  
-Hear. The alibi.  
-Hear. The thing of Yoko.  
-Hear. The thing of Yoko.  
-Hear. The thing of Yoko.  
-Hear. The detective club.  
-Hear. The thing of Yoko.  
-Hear. The thing of Yoko.  
-Hear.  
-(Choose #1 and press the A button)  
-Think or guess.  
-----

-Place movement. Yoko's house.  
-----

-Hear. The alibi.  
-Hear. The thing of Yoko.  
-Hear. The thing of Yoko.

-Hear. The thing of Yoko.  
-Hear. Notice anything.  
-Hear. The thing of Yoko or notice anything.

-----  
-Hear.  
-Hear. A rumor.  
-Hear. The thing of Yoko or notice anything.  
-Hear. Notice anything.  
-Hear.

-----  
-Look at and search. Around.

-----  
-Call. The students.  
-Hear.  
-Hear. A rumor.  
-Hear. A rumor.  
-Hear. The girl who stands at the back.  
-Hear. The girl who stands at the back.  
-Hear. Notice anything.  
-Hear. The thing of school.  
-Hear. The thing of Komada.

-----  
-Place movement. The fine-arts room.

-----  
-Hear. The girl who stands at the back.  
-Hear. The girl who stands at the back.  
-Hear. The thing of school.  
-Hear. Missing.  
-Hear. Missing.  
-Hear. Notice anything.  
-Hear. The thing of Yoko.

-----  
-Place movement. Utsugi's office.

-----  
-Guess.  
-Think.  
-Call. Utsugi.  
-Take.

-----  
-Place movement. The fine-arts room.

-----  
CHAPTER 2: "THE MYSTERIOUS WORD"

-----  
-Call. Komada.

-----  
-Place movement. The front of the school.

-----  
-Call. The student nearby.  
-Hear. The thing of Yoko.  
-Hear. The girl who stands at the back.  
-Hear. The thing of Komada.  
-Hear. The thing of Komada.  
-Show. Yoko's notebook.  
-Hear. The thing of Yoko.  
-Show. Yoko's notebook.  
-Hear. The thing of Yoko.

-----  
-Place movement. The old school building.

-----  
-Look and search. Where? (Move the pointer to the grayish color on the wall and

press the A button)

-----  
-Show. The notebook.  
-Hear. The thing of a man.  
-Hear. The thing of Yoko.  
-Show. The notebook.  
-Hear.  
-Think.

-----  
-Place movement. The front of the school.  
-----

-Look and search. Around.  
-----

-Hear. The thing of Yoko.  
-Hear. The girl who stands at the back.  
-Hear. The thing of Tazaki.  
-Look and search. Around.  
-Look and search. Ayumi.  
-Think.  
-Hear. The thing of Yoko

-----  
-Place movement. The fine-arts room.  
-----

-Show. The notebook.  
-Hear. The thing of Yoko.  
-Hear. The thing of Tazaki.  
-Hear. The thing of Tazaki.  
-Hear. Notice anything.  
-Hear. The thing of Shinobu.

-----  
-Place movement. Utsugi's office.  
-----

-Guess.  
-Think or guess.  
-Think or guess.  
-----

### CHAPTER 3: "KANADA INCIDENT"

-----

-Call.  
-Hear. Kanada incident.  
-Hear. The thing of Genjiro.  
-Hear. The cause of death.  
-Hear. The thing of Genjiro.  
-Hear. The thing of Genjiro.  
-Hear. The thing of Genjiro.  
-Hear. The snack.  
-Hear. The thing of Goro.  
-Hear. The girls  
-Hear. The thing of Shinobu.  
-Hear. The thing of Shinobu.  
-Think.

-----  
-(Choose Goro Kaneda's name and press the A button)  
-(Choose Genjiro Kaneda's name and press the A button)  
-(Choose Shinobu Asakawa's name and press the A button)  
-(Choose Shinobu Asakawa's name and press the A button)  
-----

-Hear. The thing of Shinobu.  
-Hear. The thing of Goro.  
-Hear. The thing of Goro.

-Hear. The thing of a car.  
-Hear. The thing of Uchida.  
-Hear. The thing of Uchida.  
-Hear. The thing of Uchida  
-Think.

-----  
-Place movement. Utsugi office.  
-----

-Guess.  
-Think.  
-Think or guess.

-----  
-Place movement. The front of the school.  
-----

CHAPTER 4: "THE GIRL WHO STANDS AT THE BACK"  
-----

-Call. The student.  
-Hear. Kanada incident.  
-Hear. Kanada incident.  
-Think.

-----  
Place movement. The fine-arts room.  
-----

-Call. Komada.  
-Call. The student.  
-Look and search. Around.  
-Look and search. The oil painting.

-----  
-Hear. The thing of Komada.  
-Hear. Kanada incident.  
-Hear. Notice anything.  
-Think.

-----  
Place movement. Yoko's house.  
-----

-Hear. The girl who stands at the back.  
-Hear. Kanada incident.  
-Hear. The girl who stands at the back or Kanada incident.  
-Hear. Notice anything.  
-Open. The bag.  
-Take. The note.  
-Take. The note.  
-Take. The note.  
-Look and search. The note.  
-Think.

-----  
-Place movement. The front of the school.  
-----

-Hear. Notice anything.  
-Hear. Notice anything.  
-Hear. Notice anything.

-----  
-Place movement. The fine-arts room.  
-----

-Hear. Kanada incident.  
-Hear. The girl who stands at the back.  
-Hear. The thing of Yoko.  
-Hear. The thing of Shinobu.  
-Hear. The girl who stands at the back.  
-----

-Place movement. The front of the school.

-Call. The student.

-Place movement. The fine-arts room.

-Hear. The thing of Hayama.

-Hear. The thing of Hayama.

-Hear. Kanada incident.

-Hear. The thing of Goro.

-Hear. The thing of Uchida.

-Hear. The girl who stands at the back.

-Hear. The thing of Shinobu.

-Hear. The thing of Shinobu.

-Hear. Notice anything.

-Look and search. Komada.

-Call. Komada.

-Hear.

-Place movement. The front of the school.

-Think.

-Place movement. The fine-arts room.

-Think.

-Hear.

-Hear.

-Place movement.

-Hear. The girl who stands at the back.

-Hear. The girl who stands at the back.

-Hear. The thing of Shinobu.

-Hear. The thing of Yoko.

-Hear. Notice anything.

-Place movement. The janitor's room.

-Hear. Kanada incident.

-Hear. The thing of Yoko.

-Hear. The thing of Yoko.

-Hear. Notice anything.

-Hear. The thing of Yoko.

-Show. Yoko's notebook.

-Think.

-Hear. The alibi.

-Hear.

-Show. Yoko's notebook.

-Hear. The thing of Tazaki.

-Hear. The thing of Tazaki.

-Hear. The thing of Yoko.

-Hear. The thing of Yoko.

-Hear. Notice anything.

-Hear.

-Think.

-Place movement. The staff room.

-Hear. The thing of Yoko.  
-Hear. The girl who stands at the back.  
-Hear. The thing of Tazaki.  
-Hear. Kanada incident.  
-Hear. Notice anything.  
-Look and search. Hibino.  
-Think.  
-Hear. Notice anything.

-----  
-Hear.  
-----

-Call. Ayumi.  
-Hear. The thing of Urabe.  
-Hear. Kanada incident.  
-Hear.  
-Think.

-----  
-Place movement. Utsugi office.  
-----

-Guess.  
-Think.  
-Place movement.  
-Take. What? (Move the pointer on the telephone and press the A button)

-----  
-(Choose Toshio Tazaki's name and press the A button)  
-----

-Think or guess.  
-----

-Place movement. The front of the school.  
-----

#### CHAPTER 5: "A STRANGE ALIBI"

-----

-Place movement. The janitor's room.  
-----

-Hear. The thing on the wall.  
-Hear. The thing of Genjiro.  
-Hear. The thing of Urabe.

-----  
-Place movement. The front of the school.  
-----

-Look and search. Around.  
-Call. The person.  
-Hear. The thing of Tazaki.  
-Hear. The thing of Urabe.  
-Hear. Kanada incident.  
-Hear. Notice anything.  
-Hear.  
-(Choose #1 and press the A button)

-----  
-Place movement. The old school building.  
-----

-Look and search. Where? (Move the pointer to the grayish color on the wall and  
press the A button)

-Think.  
-----

-Place movement. The janitor room.  
-----

-Look and search. Where? (Move the pointer on the brownish color bag and press  
the A button)

-Take. The bag.

-Hear.

-----  
-Place movement. The old school building.  
-----

-Think.

-----  
-Place movement. The staff room.  
-----

-Call. The other teacher.

-Hear. The thing of Yoko.

-Hear. The girl who stands at the back.

-Hear. The thing of Tazaki.

-Hear. The thing of Hayama.

-Hear. The thing of Urabe.

-Hear. The thing of Urabe.

-Call. Hayama.  
-----

-Hear. The thing of Yoko.

-Hear. The girl who stands at the back.

-Hear. The thing of Tazaki.

-Hear. The thing of Urabe.

-Look and search. Hayama.

-Call. The other teacher.  
-----

-Hear.

-Call. Hayama.  
-----

-Think.

-----  
-Place movement. The old school building.  
-----

-Look and search. Around.

-Call. Hayama.

-Hear. The thing on the wall.

-Hear. The thing of Tazaki.

-Hear. The girl who stands at the back.

-Look and search. Where? (Move the pointer on the person who is hiding behind  
the building and press the A button)  
-----

-Hear.  
-----

-Look and search. Ayumi.

-Hear.

-Think.

-Take. The coffee.  
-----

CHAPTER 6: "THE BENEFACTOR"  
-----

-Think or guess.

-Look and search. Around.

-Look and search. Where? (Move the pointer on the written will that's on the  
desk and press the A button)  
-----

-Place movement. Looked for the town.  
-----

-Call. The person nearby.

-Look and search. Around.

-Call. Ayumi or the barker.

-Hear. The thing of Ayumi.

-Hear. Notice anything.



-Look and search. Around.  
-Think.  
-Call. The barker.  
-Think.  
-Call. The barker.  
-Hear. The thing of Ayumi.  
-Hear. Notice anything.  
-Hear. The thing of Ayumi.  
-Hear. Notice anything.  
-Look and search. Around.  
-Hear.  
-Hear. The thing of Ayumi or notice anything.  
-Hear. The thing of Ayumi  
-Show. The written will.  
-Hear. The thing of Ayumi.  
-Hear. The thing of Tazaki.  
-Think.

-----  
-Place movement. Tazaki's house.  
-----

-Look and search. Where? (Move the pointer on the window with the small blue  
lights and press the A button)

-Call. The person nearby.  
-Show. The photograph of Ayumi.  
-Hear. The thing of Ayumi or the thing of Tazaki.  
-Hear. The parcel.  
-Look and search. The parcel.  
-Hear. Marufuku Village.  
-Hear. The thing of Fumi.  
-Hear.

-----  
-Hear. The thing of Ayumi  
-Hear. The thing of Tazaki  
-Show. The written will.  
-(Choose #1 and press the A button)  
-Hear. The thing of Tazaki  
-Hear. The thing of Tazaki  
-----

-Persuade.  
-Persuade.  
-Jump.  
-Stop the investigation.  
-----

-Hear.  
-Hear. Kanada incident.  
-Hear. The thing on the wall.  
-Hear. The thing of Urabe.  
-Hear. The thing of Tazaki.  
-Hear. The thing of Yoko.  
-Hear. The thing of Urabe.  
-Hear.  
-----

-Show. The written will.  
-Think.  
-Show. A good place.  
-Guess.  
-----

-Place movement. The front of the school.  
-----

-----  
-Call. The student nearby.  
-Hear. The thing of Yoko.  
-Hear. The thing of Yoko.  
-Call. Ayumi.  
-Call. The student nearby.  
-Hear. The thing of Yoko.  
-Hear. The thing of Hitomi.  
-Hear. The thing of Hitomi.  
-Hear. The thing of Ayumi.  
-Think.  
-----

-Place movement. (The front of the school)  
-----

-Place movement. (The janitor room)  
-----

-Hear. The thing of Yoko.  
-Hear. The thing of Ayumi.  
-Hear. The thing of Ayumi.  
-Hear. The girl who stands at the back.  
-Look and search. Tazaki.  
-Hear. The thing of Urabe.  
-Hear. Kanada incident.  
-Hear. Notice anything.  
-Hear.  
-----

-Place movement. (The front of the school)  
-----

-Place movement. (The principal's office)  
-----

-Hear. The thing of Yoko.  
-Hear. The thing of Ayumi.  
-Hear. The thing of Urabe.  
-Hear. The thing of Tazaki.  
-Hear. Kanada incident.  
-Hear. Kanada incident.  
-Hear. The thing of Shinobu.  
-Hear.  
-Look and search. Urabe.  
-Think.  
-Look and search. Urabe.  
-----

-Place movement. The staff room.  
-----

-Call. The other teacher.  
-Show. The photograph of Ayumi.  
-Hear. The thing of Hitomi.  
-Show. The photograph of Ayumi.  
-Hear. Notice anything.  
-Hear. The thing of a man.  
-Call. Hibino.  
-Hear. The thing of Hibino.  
-Hear. The thing of Urabe.  
-Look and search. Urabe. (Move the pointer on the clock on the wall and press  
the A button)  
-----

-Place movement. The principal's office.  
-----

-Think.  
-----

-Place movement. The staff room.

-Hear. Kanada incident.

-Call. The other teacher.

-Think.

-Place movement. The principal's office.

-Look and search. Where? (Move the pointer on any area of the (window) blinds and press the A button)

-Open. The blind.

-Look and search. Where? (Move the pointer on the man who is in lower right side of the open window and press the A button)

-Look and search. Around.

-Hear. The thing of the man.

-Hear. The name.

-Hear. The thing of the man.

-Hear. The name.

-Think.

-Look and search. Where? (Move the pointer on the top of the strange student's hair and press the A button)

-Place movement.

-Show. Disposition.

-Hear. The thing of Ayumi.

-Hear. Kanada incident.

-Hear. Kanada incident.

-Call. The strange student.

-Hear. The name.

-Hear. The thing of the man.

-Think.

-Hear. The thing of the man.

-Call. Ayumi.

-Call. Hitomi.

-Hear. The thing of Urabe.

-Hear. The thing of Yoko.

-Call. Ayumi.

-Hear.

-Look and search. Ayumi.

-Look and search. Around.

-Call. The student nearby.

-Hear. The thing of the man.

-Hear. The thing of Yoko.

-Hear. The thing of Urabe.

-Hear. Kanada incident.

-Think.

-Place movement.

-Call. The barker.

-Show. The photograph of Ayumi.

-Hear. The thing of Urabe.

-Hear. Kanada incident.

-Hear. Notice anything.

-Hear. Notice anything.

-Call. The person nearby.

-Show. The photograph of Ayumi.

-Hear. The thing of Urabe.  
-Hear. Kanada incident.  
-Hear. Notice anything.  
-Call. The barker.

-----  
-Place movement. Go inside.  
-----

-Hear. Kanada incident.  
-Hear. Notice anything.  
-Hear. Notice anything.  
-Hear. The thing of Shinobu.  
-Hear. The thing of Genjiro.  
-Hear. The thing of Goro.  
-Hear. The thing of Goro.  
-Hear. The rumor.  
-Hear. The thing of Goro.  
-Hear. The thing of Goro or notice anything.  
-Hear. The thing of Goro.  
-Show. Yoko's notebook.  
-Hear.  
-Look and search. Around.

-----  
-Place movement. Utsugi's office.  
-----

-Guess.  
-----

-Place movement. The old school building.  
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#### CHAPTER 8: "YOKO AND SHINOBU"

-----

-Call. Hitomi.  
-Hear. The thing of Hitomi.  
-Hear. Notice anything.  
-----

-Place movement. The front of the school.  
-----

-Look and search. Around.  
-Call. The students.  
-Hear.  
-Call. Ayumi.  
-Hear. The thing of school.  
-Hear. The girl who stands at the back.  
-Hear. Notice anything.  
-Hear.  
-Think.  
-----

-Place movement. The staff room.  
-----

-Call. The other teacher.  
-Hear. The thing of Urabe.  
-Hear. Kanada incident.  
-Hear. Kanada incident.  
-Hear. Kanada incident.  
-Hear. The thing of Hitomi.  
-Hear. The girl who stands at the back.  
-Hear. The thing of Hibino.  
-Hear. The thing of Hibino.  
-Hear. The thing of Hibino.  
-----

-Hear. The thing of Yoko.

-Hear. The thing of Urabe.  
-Hear. Kanada incident.  
-Hear. The thing of Urabe.  
-Hear. Kanada incident.  
-Hear. The girl who stands at the back.  
-Hear.

---

-Place movement. The old school building.

---

-Hear. The thing of the man.  
-Hear. The thing of the man.  
-Hear. The thing of Yoko.  
-Hear. The thing of Yoko.  
-Take. The tobacco.  
-Look and search. Where? (Move the pointer on the top of Hitomi's hair)  
-Hear. The thing of Yoko.  
-Think.  
-(Choose #2 and press the A button)

---

-Hear. The thing of man.  
-Hear. The thing of Yoko.  
-Hear. The girl who stands at the back.  
-Hear. The thing of Urabe.  
-Hear. Kanada incident.  
-Hear. The thing of Hibino.  
-Hear. The thing of Hibino.  
-Hear. Kanada incident.  
-Hear. Notice anything.  
-Hear. Notice anything.  
-Hear. Notice anything.  
-Look and search. Where? (Move the pointer on the portrait on the wall that's  
above the window and press the A button)

---

-Hear. The thing of Shinobu.  
-Hear. The thing of Shinobu.  
-Hear. The thing of Shinobu.  
-Hear. Notice anything.  
-Hear. The thing of Goro.  
-Show. Yoko's notebook.  
-Hear. The girl who stands at the back.  
-Hear. The thing of Yoko.  
-Hear. The thing of Yoko.  
-Show. Yoko's notebook.  
-Hear. Notice anything.  
-Hear.  
-Hear.  
-Think.  
-Hear.  
-Hear.  
-Hear. The thing of Uchida.  
-Hear. The thing of Uchida.  
-Hear.

---

-Place movement. Utsugi's office.

---

-Guess.  
-Think.

---

Place movement. The front of the school.

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CHAPTER 9: "THE INITIALS"

- 
- Call. The student.
  - Show. The photograph of Ayumi.
  - Hear. The thing of man.
  - Hear. Notice anything.
- 

Place movement. The fine-arts room.

---

- Hear. The thing of Yoko.
  - Hear. The thing of Shinobu.
  - Look and search. Where? (Move the pointer on the portrait on the wall that's above the window and press the A button)
  - Hear. The thing of Shinobu.
  - Hear. The thing of Shinobu.
  - Think.
  - Call. Ayumi.
  - Hear. The thing of Yoko.
  - Hear. The thing of Shinobu.
  - Hear. The thing of Uchida.
  - Hear. The thing of Uchida.
  - Hear. Notice anything.
  - Hear. The thing of Urabe.
- 

Place movement. The front of the school.

---

- Hear. The thing of Uchida.
  - Hear. The thing of Uchida.
  - Hear. The thing of man.
  - Hear. Notice anything.
  - Hear. The thing of Ayumi.
  - Hear. The Thing of Hitomi.
  - Hear. The thing of Ayumi.
  - Hear. The Thing of Hitomi.
  - Hear. The thing of Ayumi.
  - (Choose #1 and press the A button)
- 

Place movement. The fine-arts room.

---

-Hear.

---

-Place movement. Staff room.

---

- Call. Hayama.
  - Call. The other teacher.
  - Hear. The thing of Hayama.
  - Hear. The thing of Urabe.
  - Hear. The thing of Urabe.
  - Hear. Notice anything.
  - (Choose #2 and press the A button)
- 

-Place movement. The fine-arts room.

---

- Hear. The thing of Urabe.
- Hear. Notice anything.
- Hear. The thing of Urabe.
- Hear. The thing of Urabe
- Hear. The thing of Urabe
- Hear. The thing of Urabe
- Hear. Notice anything.

-Hear. The thing of a car.  
-Hear. Notice anything.  
-Hear. The thing of the man.

-----  
-Place movement. The front of the school.

-----  
-Hear. The thing of accident.  
-Hear. The thing of accident.  
-Hear. The thing of Hibino.  
-Hear. The girl who stands at the back.  
-Hear. Notice anything.

-----  
-Place movement. The old school building.

-----  
-Look and search. Where? (Move the pointer on the ash can and press the A  
button)

-Look and search. The ash can.  
-Take. The match.  
-Look and search. The match.  
-Think.  
-Call. Hitomi.

-----  
-Hear. The thing of Yoko.  
-Show. The match.  
-Hear. The thing of Ayumi.  
-Hear. The thing of the man.  
-Hear. Notice anything.  
-Hear. Notice anything.  
-Hear. Notice anything.

-----  
-Place movement. Sambora.

-----  
-(Choose #2 and press the A button)

-----  
-Hear. The thing of Yoko.  
-Hear. The thing of Shinobu.  
-Hear. The thing of Goro.  
-Hear. The thing of Uchida.  
-Hear. The thing of Urabe.  
-Hear. Notice anything.  
-Hear. Notice anything.  
-Call. Hitomi.

-----  
-Take. What? (Move the pointer on Hitomi's hair or eyeglasses and press the A  
button)

-Take. What? (Move the pointer on Hitomi's hair or eyeglasses and press the A  
button)

-Take. What? (Move the pointer on Hitomi's hair or eyeglasses and press the A  
button)

-----  
-Hear. The thing of Goro.  
-Hear. The thing of Goro.  
-Hear. The thing of Goro.  
-Hear. Notice anything.  
-Call. The guest.

-----  
-Hear. The thing of Goro.  
-Hear. The thing of Goro.

-----  
-Hear. The thing of Goro.

-Hear. The thing of Goro.

-----  
-Look and search. Around.

-Hear.

-Look and search. Where? (Move the pointer to the fifth section on 3F [counting from left to right] and press the A button)

-----  
-Place movement or hear or look and search.

-----  
-Look and search. Where? (Move the pointer on the man's face and press the A button)

-Look and search. Where? (Move the pointer on the man's hand and press the A button)

-Look and search. Where? (Move the pointer on the man's hand and press the A button)

-----  
-Hear.

-Hear.

-Hear. The fountain pen.

-Look and search. The fountain pen.

-Look and search. The fountain pen.

-Look and search. The fountain pen.

-----  
-Hear.

-Hear.

-Hear.

-Hear.

-Hear.

-Hear.

-Think.

-----  
-Guess.

-Think.

-----  
-(Choose Tadashi Urabe's name and press the A button)

-(Choose Teruhiko Uchida's name and press the A button)

-----  
-Think.

-----  
Place movement. The front of the school.

-----  
-Look and search. Around.

-Think.

-Hear.

-----  
-Place movement. The fine-arts room.

-----  
-Hear. The thing of Goro.

-Hear. The thing of Urabe.

-Hear. The thing of Urabe.

-Hear. Notice anything.

-Hear. Notice anything.

-Open. The door.

-Open. The door.

-----  
Place movement. Utsugi's office.

-----  
-Take. The telephone.

-Hear. The answering machine.

-Hear. The answering machine.



-----  
-Place movement. Katsuragi's house.  
-----

CHAPTER 10: "A CHILDHOOD FRIEND"  
-----

-Hear. The thing of Goro.  
-Hear. The thing of Uchida.  
-Hear. The thing of Urabe.  
-Hear. The thing of Urabe.  
-Hear. Notice anything.  
-Hear. The thing of Urabe.  
-Hear. The thing of a car.  
-Look and search. Around.  
-Take. The telephone.  
-(Type in the telephone number of 007-1234)  
-Show. The match.  
-----

-Call. The guest.  
-Look and search. Around.  
-Hear. The thing of Goro.  
-----

-Call. The Master.  
-Hear. The thing of Goro.  
-Hear. The thing of Goro.  
-Hear. Notice anything.  
-Hear. The thing of Goro.  
-----

-Look and search. Around.  
-Look and search. The television.  
-Think.  
-Think.  
-Look and search. The television.  
-----

-Hear. The thing of Shinobu.  
-Hear. The thing of Shinobu.  
-Hear. The thing of Uchida.  
-Hear. The thing of Uchida.  
-Hear. The thing of Uchida.  
-Hear. The thing of Shinobu.  
-Hear. The thing of Shinobu.  
-Hear. The thing of Yoko.  
-----

-Think.  
-Hear.  
-Look and search. The television.  
-Call. Choose either Ryoko or Sayaka.  
-Look and search. The album.  
-Look and search. Where? (Move the pointer on the fourth male student in the  
second row [counting from left to right] and press  
the A button)  
-----

-Hear. The thing of Hibino.  
-Hear. The thing of Hibino.  
-Hear. The thing of Uchida.  
-Hear. The thing of Uchida.  
-Hear. The thing of Uchida.  
-Hear. The thing of Urabe.  
-Hear. The thing of Urabe.  
-Hear. The thing of Shinobu.  
-Hear. The thing of Goro.

-Think.

-Hear. The alibi.

-Hear. The thing of Goro.

-Hear.

-----  
-Think.

-----  
CHAPTER 11: "INSANITY"  
-----

-Place movement. The fine-arts room.  
-----

-Hear. The thing of Urabe.

-Hear. The thing of the car.  
-----

-Place movement. The staff room.  
-----

-Hear. The thing of Hayama.

-Think.

-Hear. The thing of Hayama.  
-----

-Place movement. The front of the school.  
-----

-Hear.

-Think.  
-----

-Place movement. The old school building.  
-----

-Look and search. Around.

-Place movement.

-Hear. The thing of Urabe.

-Hear. The thing of Urabe.

-Hear. Notice anything.

-Hear. The thing of the car.

-Hear.

-Look and search. Where? (Move the pointer to the grayish color on the wall and  
press the A button)  
-----

-Hear. The thing on the wall.

-Hear. The thing of the car.

-Hear. Notice anything.

-Hear. The thing on the wall.

-Hear. The thing on the wall.

-Hear. Notice anything.

-Hear. Notice anything.

-Hear. The thing on the wall.

-Think.

-Place movement.  
-----

-(Choose Tadashi Urabe's name and press the A button)  
-----

-Think or guess.

-Think or guess.

-Think.

-Take. The telephone.  
-----

-Hear. The thing of Urabe.

-Hear. Notice anything.  
-----

-Open. The door.  
-----

-Look and search. Around.

-Look and search. Urabe.

-Take. The envelope.

-Open. The envelope.

+++++

THE END

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