

Gakkou De Atta Kowai Hanashi (Import) FAQ/Walkthrough

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Gakkou de atta kowai Hanashi

Scary Stories At the School

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GUIDE

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About The Game

A game with a compilation of about 50 scary stories which is played in the setting of a school. The graphics bring up a feeling of fear by using on-the-spot photography. Since it uses multi-stories, you can enjoy those stories any number of times.

-BASIC SCENARIOS-

The basic scenarios for the six characters of Makoto Shindo, Shoji Arai, Nozomi Kazama, Tomohare Hosoda, Akemi Iwashita, and Reiko Fukuzawa.

MAKOTO SHINDO (#1)

THE FIRST STORY

2. It isn't.
3. The story of the old schoolhouse mirror.
 1. He went to the school.
 2. His face was reflected at the time of his death.
 1. I want you to tell me.

THE SECOND STORY

1. I want you to eat it.
1. I want you to meet me.
1. I want you to lick it.
2. I don't particularly wait.
2. I treat you coldly.
2. Don't 推 open the door.
2. I can't say.

THE THIRD STORY

1. I do.
3. I took a photograph of the scene where I got assaulted, and contrarily threatened the track & field team with it.
 1. I do not want to leave the track & field team.
 3. I decide to stop the basketball team.
 1. A complaint and dissatisfaction concerning the basketball team.
 2. I was able to hear only a voice.
 1. I went to the gym on that night.
 1. Open my eyes.
 1. It is.

THE FOURTH STORY

2. I don't want to stop.
 4. The training camp of hell.
 1. I want to know.
 2. I hold out to the last minute.
 1. I decided to bury the corpse anyway,
 1. I went.
 3. I spoke to everyone.
 1. I want to know.
 1. Continue.
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THE FIFTH STORY

1. Like it.
 2. It doesn't do too much.
 1. Like it.
 1. Pride.
 2. Father's overseas souvenir.
 2. He worked hard at the usurer.
 1. Cards.
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THE SIXTH STORY

1. Like it.
 1. Go to the library.
 3. ...Indescribable until I hear the content.
 1. Put your hand on the cover of the book.
 1. Believe it.
 1. It is.
 2. It isn't.
 2. It isn't.
 1. It is true.
 1. It is.
 1. It is.
 1. I think that it is hatred.
 1. It is had a grudge.
 1. It has sent it.
 1. It is.
 1. It is.
 1. It is.
 1. Kill it.
 1. It is possible to do it.
 1. It is.
 1. Reflect it.
 2. It isn't.
 1. It is.
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THE SEVENTH STORY

1. I want it.
1. Whether it disagreeable or not, Hino-sama...
1. Lick the shoes.
1. Lick all the shoes.
2. Here is patient.
6. The staff room.
2. Search the desk.
2. Search the desk.
3. Search the bulletin board.
5. Change location.

1. The science room.
3. Search the cupboard.
1. Try to read it.
6. Change location.
2. The art room.
1. Search the shelf.
2. Pretend to be inconsiderate.
1. Squeeze the neck more.
3. Throw the head at the shelf.
5. Bind it.
3. Search the tool shelf.
4. Go to the art preparation room.
1. Search the cupboard.
3. Return to the art room.
5. Change location.
7. The night-duty room.
1. Unlock the key.
2. Try to look at the room good.
2. Throw the tonkachi.
5. Bind it.
3. Examine the shelf.
4. Change location.
8. The others
6. The room of the newspaper room.
1. Look at the shelf.
1. Threaten it.
2. Make a portrait with the shield.
1. Try to read it.
1. Defeat it here.
3. Change location.
3. The health room.
2. Search the medicine shelf.
1. Destroy it.
2. Grasp the fallen glass.
1. Appear with an aggressive attitude.
6. Hear the homicide club.
5. The old schoolhouse.
6. The rest room on 3F.
2. The ladies' room.
2. The second from the back.
2. Let's use that report.
4. It concerns the man's life and death. The 100 days trend.
2. Returns to the house.
2. Dare to stick it with Hino痴 knife.
3. Stab the driver into Hino痴 shoulder.

SHOJI ARAI (#2)

THE FIRST STORY

2. Something was made so that a person could not accept it.
 3. A flower garden
 2. The flower began to wither.
 2. When the flower had withered, it told the truth.
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THE SECOND STORY

1. It is scary.
1. Turn around to look.
3. Call someone.

1. Cross the street to the old schoolhouse.
2. Raise a loud voice.
2. Turn around and turn on the flashlight.
1. Turn around.
1. Turn around.

THE THIRD STORY

3. I do not understand such a thing.
2. I don't.
3. The student won't like it.
1. Drop Kuwabatage.
1. I think that she died.
1. Smell the Chloroform.
1. Jump down.
1. I want to know.
1. Go up.
2. There is no intention to go on a journey.
1. I try to say that word.
1. Continue.

THE FOURTH STORY

2. A mysterious story.
2. The underdog is unpleasant.
2. I did not say.
2. I lay it down in the other bed.
2. Keep on practicing as it is.
3. Spit out saliva.

THE FIFTH STORY

3. It is not either.
1. Like it.
2. SF/Horror.
1. It is.
2. The supervisor.
2. Stop the compilation now.
1. I greatly expect it.
1. I want to see.
1. I want to see by all means.

THE SIXTH STORY

2. I manage to cheat on the article.
2. It is scary.
2. I think that the doll existed.
1. I wonder.
2. Please wait for a moment.
2. I think there is no such thing.
1. I want to hear it.

THE SEVENTH STORY

1. Make it to ending.
1. Turn around.
1. Return together.
2. Go back and go on the other road.
1. Shake yourself free of her hand.
1. Try to ask about it.

1. A scary story that I heard yesterday
2. The seventh person did not come.
3. The schedule from now on is.
 1. Reiko Fukuzawa.
 2. Akemi Iwashita.
 3. Makoto Shindo.
 4. Nozomi Kazama.
 5. Tomohare Hosoda.
 6. Kiyose Naomiti.
1. Confirms it.
4. Let's go to the school again.
 1. Enter it.
 3. On the desk.
 2. The desk.
 1. Read it.
 4. The wardrobe.
 2. Defeat the wardrobe.
 3. Destroy the diary notebook.

NOZOMI KAZAMA (#3)

THE FIRST STORY

2. Stop it now.
 1. It is trivial.
 1. It痴 none of your business.

THE SECOND STORY

2. Become silent for a while and look at the situation.
 1. Ask whether to really end with this.
 1. Ask whether to really end with this.
 1. Ask whether to really end with this.
 1. Ask whether to really end with this.
 1. Wait a second. Do an unpleasant presentiment.
 1. Let's try to be patient again.
 1. Continue.

THE THIRD STORY

1. Believe it.
 1. Believe it.
 1. Try to do it.
 1. Pass 500 yen gem. (You play Mr. Kokkuri)
 5. Stop it now.

THE FOURTH STORY

1. I want to know.
 2. I won稚 laugh.
 2. It is good as it is.

THE FIFTH STORY

1. A space alien.
 2. Show the evidence that it is a space alien.
 2. I don't trust you.
 1. Wait a second. I can also do this.
 2. No. I am earthling.
-

1. Wash your face in the lavatory.
1. Answer with that there is nothing, also.

THE FIFTH STORY

4. An insect.
2. Killed type.
2. I tried to burn the rest room.
2. Hear a little more.
2. I don't believe.
2. Another person makes a request to sensei.
2. It is quiet.
3. It is possible to believe it when I meet Okita-kun.

THE SIXTH STORY

1. Try to do it.
1. It is.
1. It is.
2. I endure it as I said.
1. I think that it is unusual.
1. Try to examine it.
1. Make friends with it.
1. One brave person goes to rest room.
3. The rest room on 3F.
1. The first back door.
1. The second door from the back.
1. The third door from the back.
1. Open it.
1. Go to the ladies' room on 3F.
1. Go into the ladies' room.
1. Knock.
1. Try to help.
1. Help Hosoda-san.

THE SEVENTH STORY

1. Accurately explain it.
1. I try to hear the story of sensei.
2. The stairs.
1. I want to hear it.
2. The soldier's soul appears.
3. It was a fire drill.
1. I answer the telephone.
1. Lets do it tomorrow.
1. I see. I go now.
1. Stop it.

AKEMI IWASHITA (#5)

THE FIRST STORY

1. I know.
1. I know.
1. I helped it.
1. I am not bad.
1. I am not bullying it.
1. Continue.

THE SECOND STORY

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1. It is kind.
 1. You can defend it.
 1. Obediently open it.
 2. Go down the stairs that is on the tip of the passage which expands straight.
 2. Turn back to the former location.
 2. Escape.
 2. Don't turn around.
 1. Advance ahead.
 2. Escape by leaving her there.
 1. It is good.
 2. Don't turn around.
 3. Nothing is done.
 3. Don't turn around.
-

THE THIRD STORY

1. I like it.
 1. Draw it.
 1. I try to go.
 2. It is creepy.
 1. You may decorate it.
 2. It isn't angry.
 3. I held a service.
 4. I cannot tell.
 1. Go look at it.
 1. The picture is not unusual as the original.
-

THE FOURTH STORY

3. There is no one.
 2. Hate it.
 1. Stick it with the umbrella.
 3. It never does.
 1. I am the fellow who doesn't like it.
 2. I think it is a little strange.
-

THE FIFTH STORY

2. It isn't.
 1. Like it.
 1. Believe it.
 1. I do.
 1. I call.
 1. I called.
 2. I try to call again, and the call sound is immediately cut once when it rings.
 1. Go.
 3. I try to call his house.
 1. Take it.
 1. Talk.
-

THE SIXTH STORY

1. Believe it.
1. I think.
1. I am satisfied.
2. Steal it by digging up Mr. Okazaki 痴 grave.
1. I want to know.

1. It is.
2. It is unbelievable.
2. It is not possible to become happy.

THE SEVENTH STORY

2. Orange juice.
1. I am interested.
2. A strong formalin smell.
2. Exit the room, and carry Iwayama on your shoulder.
1. I go.
1. I want to hear it.
1. Search the power supply.

REIKO FUKUZAWA (#6)

THE FIRST STORY

1. Try to call him.
2. Leave.
2. Run up to him.
1. I answered that I saw it.
2. I don't believe it.

THE SECOND STORY

1. It is drinkable.
1. It is drinkable.
1. An oddball.
1. It is interesting.
3. I do not feel sorry for the two of them.

THE THIRD STORY

1. Like it.
2. Hate it.
2. It is not scary.
2. Such a thing is not possible.
2. I don't think.
1. I go.
2. I don't see it.
2. I don't see it.

THE FOURTH STORY

1. I know it.
1. I thought it.
3. There was no Friday the 13th after coming out of the school.
1. It is.
2. It was scary.
1. I think it is strange.

THE FIFTH STORY

1. I can swim.
2. None of the rooms are drenched in water.
1. It is interesting.
1. Go to make sure. (Open the locker)
3. The third from the right.
1. Open it.

1. Open it.
1. Continue.
1. Go to the old schoolhouse.

THE SIXTH STORY

1. Believe it.
3. If there is a good person.
2. Character.
2. The general housework
1. The new sensei.
1. Run after it.
1. Escape.
1. Remember it.
2. Don't 推 open the door.

THE SEVENTH STORY

(There is no divergence - Do play to the last minute)

-SPECIAL SCENARIO-

The special scenarios for the six characters of Makoto Shindo, Shoji Arai, Akemi Iwashita, Motoki Sanae, Alien Sumbararia, and Masked Woman.

MAKOTO SHINDO

First, clear the basic scenarios of Tomohare Hosoda (#4-first story), Reiko Fukuzawa (#6-second story) and Akemi Iwashita (#5-third story). Then, choose Makoto Shindo (#1-fourth story), and use the following choices below to answer this special scenario:

2. I don't see it.
1. Hear it.
2. The picture I kept in the room.
2. My growth record.
3. She was interested in something else.
1. I want to know.
1. I go.
2. I try to shave the color paint off.

SHOJI ARAI

First, clear the basic scenarios of Tomohare Hosoda (#4-first story), Reiko Fukuzawa (#6-second story), Makoto Shindo (#1-third story), and Nozomi Kazama (#3-fourth story). Then, choose Shoji Arai (#2-fifth story), and use the following choices below to answer this special scenario:

2. Look at the situation a little more.
2. I want to watch it a little more.
1. Stop it.
2. Hold Mr. Arai 痴 shoulders.
1. Answer with yes.
1. I saw it.

AKEMI IWASHITA

First, clear the basic scenarios of Nozomi Kazama (#3-first story), Tomohare Hosoda (#4-second story), and Reiko Fukuzawa (#6-third story). Then, choose Akemi Iwashita (#5-fourth story), and use the following choices below to

answer this special scenario:

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1. I can promise you.
 3. I do not understand it.
 2. I certainly did not come.
 1. I am interested.
 1. A new full moon evening.
 1. Escape.
 3. Let's keep silent for this would be made into two persons' secret.
 1. Let's take the responsibility.
 1. Hear it.
 1. I say that such a story is a lie.
 1. I clutch at you, and told you to stop it.
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MOTOKI SANAЕ

First, clear the basic scenarios of Reiko Fukuzawa (#6-first story), Makoto Shindo (#1-second story), Shoji Arai (#2-third story), Tomohare Hosoda (#4-fourth story), Akemi Iwashita (#5-fifth story), and Nozomi Kazama (#3-sixth story). Then, choose the following choices below to answer this special scenario:

2. I say to wait a little more.
 2. I'm sorry. Please be still.
 1. I remember the thing of Sanae-chan.
 1. Answer with yes.
 1. I wished it.
 1. I say from the bottom of my heart that I will marry you.
 2. Hysteria killed her.
 1. Believe it.
 7. Myself.
-

ALIEN SUMBARARIA

First, clear the basic scenarios of Reiko Fukuzawa (#6-first story), Makoto Shindo (#1-second story), Shoji Arai (#2-third story), Tomohare Hosoda (#4-fourth story), Nozomi Kazama (#3-fifth story), and Akemi Iwashita (#5-sixth story). Then, choose the following choices below to answer this special scenario:

1. We all didn't make it back.
 2. Give up and talk.
 1. Let's speak Japanese.
 2. Hear Kazama's name.
 1. There is a space alien.
 4. Let's apologize.
 3. I told him that I want to go home now.
 1. Escape.
 1. Try to raise the ammonite mask.
 3. Let's try to deceive it in this place somehow.
 1. Show evidence that it's Alien Sumbararia.
 2. Fight it.
 3. Use Kazama's corpse cleverly.
 1. Put it on.
 2. Silently, point at Kazama's corpse.
 2. The police.
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MASKED WOMAN

First, clear the basic scenarios of Akemi Iwashita (#5-first story), Nozomi

Kazama (#3-second story), Shoji Arai (#2-third story), Makoto Shindo (#1-fourth story), Reiko Fukuzawa (#6-fifth story), and Tomohare Hosoda (#4-sixth story). Then, choose the following choices below to answer this special scenario:

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1. Yes.
 1. Yes.
 1. Yes.
 5. Tomohare Hosoda.
 1. I promise.
 3. I was still not able to say no at all.
 5. Because we are likely to get along if we make friends.
 2. We attach separately without changing each other.
 1. Yes.
 2. Family.
 2. At that time, I wanted to help Hosoda.
 3. It seems that he was going to be killed but he didn't want to die.
 1. Don't bully me.
 3. Kouta Uchiyama.
 3. Brother and sister.
 3. I am a fearful woman.
 4. That person is interesting it is.
 3. He goes to the cram school.
 5. I cannot say the name exactly.
 1. Gloominess.
 5. Tatsuya Kuwabatake.
 1. I think that he died.
 2. Why, because I was feelings that I wanted to make sure to the last minute.
 2. I am not distinctly scary.
 3. The boxing club.
 2. The ghost that swindles Makoto Shindo's name.
 2. Akira Hatanaka.
 3. Because my choice is each person.
 2. Because I was curious.
 1. It might be so.
 3. You only had to stop it.
 1. I wanted to see.
 1. Think.
 2. I do not want see it.
 2. 6 people.

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THE END

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Version 1.0
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