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Corpse party book of shadows achievement guide

Overview: Estimated trophy difficulty: 3/10 (personal estimate) (Trophy Difficulty Rating) Offline Trophies: 38 (24, 8, 5, 1) Online Trophies: 0 Approximate amount of platinum time: 10-25+ hours, strongly dependent on reading speed (or simply text jump) and whether or not to use a guide (estimated time for platinum) Minimum playthrough number: 1 (+ chapter selection) Number of error trophies: 0 (chapter selection) Glitch trophies: 0 Affects trophy difficulty?: Trophies accumulate?: Yes, NA/EU/JP/KR have separate trophy lists Cheat codes disable trophies?: The only cheater is Infinite Battery Mode, which will lock you from Shadows until you start the chapter to try again. In other words, don't be afraid to use Infinite Battery mode unless you're playing a specific chapter to get Shadows. Introduction: Corpse Party: Blood Drive is the third and final game in the original Corpse Party trilogy (not counting spin-off games), starting with Corpse Party (Blood-Covered Repeated Fear) and Corpse Party: Book of Shadows. It closes the story of a group of students who perform a fascination with friendship and are sucked into a hellish dimension known as Heavenly Host Elementary School, where the ghosts of brutally murdered students haunt the halls, seeking revenge... or their next victim. As for the story, Blood Drive assumes that you played both Corpse Party and Book of Shadows, and as such gives little or no explanation for the events of those two games, not even through the game encyclopedia. If you're in this for the story, I highly recommend playing first (both are available as digital downloads on PSN; no trophy though!) or reading a detailed synopsis plot, or you'll be confused. If you're only there for trophies, however, you can hold down to skip all the dialogue and cut-scenes. SK0RRK33P3R has put together a number of video walkthroughs HERE using the Japanese version of the game. He also put together a detailed text procedure HERE. Some Corpse tags are missing from the text walkthrough (they are not sure about video walkthroughs); I covered it in my CORPSE TAG GUIDE if you're following him. He also put together a map, which is nice because Blood Drive doesn't have one. Walkthrough: Step 1: Complete Story Mode (while collecting all tags and body endings) Play in all 10 chapters of the game. Keep an eye out for corpse tags (especially in Chapters 9 and 10) and abuse the rescue system to collect the wrong endings of each chapter. If you're missing something, you can always come back later with chapter selection. Also, this is where you will enjoy going for those condition trophies delete any chapter. If you want to save yourself a third Chapter 9 playthrough, with the requirements for obliteration and/or purity before starting that chapter. Keep in mind that unless you're looking for Shadows, you can use infinite battery cheating (press when using the torm). It has a tendency to alternate without warning, so check it out from time to time. After completing this step, you'll have earned: Omen Regrets A Faint Light Last Waltz Martuba The Unconceding Memories, Like Beautiful Dreams Threading the Needle Determination Separation Ties Severed, Ties Mended Conclusion Satsuki's Heart Opulence And likely: Reconciliation Shadows Mortality Darkening And if you haven't missed any tags/corpse endings, you'll have earned: Returning Respective Desires Pain Pillars of the Six Demons Breakdown Book of Shadows Imperator Reparations Release Step 2: Replay Chapter 8 Now we're going for flawless runs. You can do it in one or two playthroughs. Resolution requires not to hurt you (tripwire, cracked floors, glass, attacks), while character requires avoiding anything that would affect your Darkening levels (such as touching almost everything you don't need to progress: corpse tags, spirits, etc., or being trapped by sprawling spots). Take your time to avoid obstacles, make sure you get the talisman at the beginning of the chapter, and you'll be fine. After you complete this step, you'll have earned: Character Resolution Step 3: Play Chapter 9 Twice Depending on how you played Chapter 9, you may only need to play it once. Obliteration requires exorcising all eight spirits found throughout the chapter, and Purity requires not to exorcise any of them. When choosing Purity, take nothing in the chapter unless you know what it is; you will automatically use a talisman if it is in your inventory. Replays don't take too long if you're not doing anything for wrong endings and corpse tags. After completing this step, you'll have earned: Purity Obliteration Step 4: Play through EX Chapters EX Chapters are side stories that unlock through gameplay progression. Each has only one ending single and is entirely text, so you don't have to worry about doing anything. At the end of reading chapters EX 1-7, EX Chapter 8 will unlock. Read this too. By reading all ex chapters you will unlock the rest of your missing collectibles (CDs, Encyclopedia entries, etc.), you can read their trophy descriptions for more information. After completing this step, you will have earned: Gratitude Gratitude Aesthetic Wisdom Courage Recognition And finally... Purposes! Congratulations! Game randomly deleted my save Also deleted my saves for the original game from which I imported CG. The ♥♥♥♥ steam? Please help me know that this fandom of the game is pretty dead, but. 14 Nov @ 14:00 General discussions problems with bos I heard that if you beat the whole cadaver party you get an easier way to finish this game but my copy doesn't look for the rescue fioles happens once? how can I make him read the saving from the first game? Jun 22 @ 12:20 General Discussion Guide Русижикатор CP: BoSH Русижикатор для игры Book of Shadows - Graphic bugs Go HERE Hello! Put all the bugs related to the game particularly in this thread. Specifications and any other relevant information are an important advantage. Screenshots would really help! Bug posts will be removed as they are fixed. If your post is removed, try restarting Steam to see if I fixed your issue!... 5 Nov @ 10:25 General discussions Any news about which item is next? I know they were all getting them this winter, but is there a planned order? I have all the requirements for this and I am ready to jump straight into the next one. 25 Feb, 2019 @ 6:45 General Discussions Corpse Party: Book of Shadows - Walkthrough Blocked? Can't find a key? This guide helps! Darkening Management This game has a game mechanic called Darkening. Open the menu to see the current percentage of Darkening. If Darkening reaches 100% of the game it ends. Some events and bad ends require you to get Darkening above a certain point. An easy way to slowly raise the darkening level is to find a corpse and examine it repeatedly. Things that raise darkening: interacting with the environment. Examine the bodies. Be attacked. Inevitable history events. Darkening is usually not a problem, but in some very long chapters it could reach 100% if you control everything in search mode. Chapter 1: Seal The first chapter is quite short and easy. Choose both options. Go to 1-A. Review the lever on your desk and choose the first option. Go to the 2F - 3F scale in the upper right corner. There is a space in the floor, pull the lever next to it. Use the scale and go to 3F. Enter the girls' bathroom (3F) when Darkening is 40% or higher. Choose both options. Choose the second option twice Think of something else and then the first option. Chapter 2: Disappearance In this chapter we move from one character to another. I listed their sections as different parts. Mayu: Examine the door on the home screen. Go to 3-A and examine the body. Swipe left, swipe back to the corpse and talk to the ghost. Choose the first option. Go to the starting point (corridor in front of the nurse's office). Take the blanket from the floor. Go back to 3-A. Pick up the board loose from the floor and enchant in front of the corpse. Use the loose board to cross the space south of the nurse's office. Use the scale 1F - 2F and go to 1F. Go to the exit on the left. Examine the corpse and note on the wall. Use scale 1F - 2F on the left and go to 2F. Enter 1-C. Retire the object to the left. Enter 1-A. Take the key from the teacher's podium. Use the 2F - 3F staircase to the north and go to the end of the corridor. Examine the corpse and note on the wall. 1F: Examine the body at the exit. Choose the first option. Take the object on the floor. Use the 1F scale - on the left. On the 2F go north until the start of the event. Yoshiki: Examine the central tap on the right to get some wire. Go north and examine port 4-A. Choose the first option, enter the classroom and use the machine. Go right, stop at the hallway in front of bldg. super room. Review the corridor and choose the first option. Pick up the little breast that's in in floor and examine the sliding doors. Mayu: Choose the first option. Go to scale 1F - 2F on the right until the event starts. Go back to the locker room, get the bandages. Return to the hole and choose the first option. Examine the corpse in yellow clothing twice. Use the 1F - 2F left scale and go to 2F. Go to scale 2F - 3F to the north. Examine ghosts and choose the first option. Use the 2F - 3F scale and go to 3F. Use the key on the door of the room ref. Examine the library to the right. Exit Ref. Room. Get out of the nurse's office. Chapter 3: Meeting This is the only chapter with no search mode. I've included answers in spoilers to make it easier to figure out what choice you're looking for. Choose the first option Get on the teacher's podium Choose the second teacher's Podium option Choose the second option Pause for this Choose the second salt bag option Choose the first option Break the glass Chapter 4: Purgatory This chapter has a lot of wandering, so it may get confused. Go to the end of the corridor with bathrooms until you reach a dead end. Go to the end of the corridor north of the bathrooms, continue until you reach another dead end. Go into the hallway which is a step to the right and a step down from Body Pool. Go to him right where you have dead borders both north and south. The text informs you that a door has been opened. Enter the Death Room. Examine the buckets on the floor. Choose the first option. Chapter 5: Shangri-Welcome to the longest chapter of the game! Three playable characters this time. Remember to save often as it's easy to reach 100% Darkening if you like to examine everything you see. Mitsuki: Examine the door at the exit. Use the 1F - 2F scale and go to 1F. Enter the Music Room and examine the piano. Go north and get out. Examine the corpse on the shelf and choose the first option. Use the southern scale 1F - 2F and go to 2F. Use the key to access the Art Room. Examine the canvas further to the left and take the palette knife. Return to the Music Room (1F). Review the piano and choose the first option. Examine the shelf behind the piano and choose the first option. Use the northwest scale 1F - 2F and go to 2F. Go into the hallway past the girls' bathroom (three steps to the right). Picks up the object on the floor. Go to the fron hallway of the girls' bathroom. Review the door and choose the first option. Get in the girls' bathroom. Examine the first closed door. Choose the second option, and then choose the first option. Go back to 1F and go to the exit. Morishige: (Morishige's starting point is 1 screen to the north and 1 screen to the left from exit 1F.) Examine the corpse on the floor. Go north and enter room 5-A. Examine the shelf on the left and choose the first option. Use the 1F - 2F scale at the bottom right and to 2F. Go to class 1-A. Review the shelf and choose the first option. Return to Morishige's starting point on 1F. Examine the hole in the floor and choose the first option twice. Go out to Get out. Use the 1F - 2F scale at the bottom right and go to 2F. On 2F go north and use scale 2F - 3F and go to 3F. Enter Enter Bathroom. Picks up the object on the floor. Use the scale 2F - 3F and go to 2F. Enter class 3-A and examine the teacher's podium. Use the northwest scale 2F - 3F and go to 3F. Go to the hallway in front of Ref. Examine the door, the clues to the combination are in the class's on-board journal. Solution: 8 2 4 3 2 2 Enter the referees' room and examine the central library. Go back to 1F. Head to the locker room and choose the second option. Use the key to open the 4-A (1F) classroom door and examine the shelf. Head to the locker room and choose the first option. Enter Pool. Nari: Head to the staff room until you stop by a crack in the floor. Use a scale 1F - 2F and go to 2F. Go to the corridor where three corridors intersect (between Ref. Room and Art Room) and collect the object on the floor. Morishige: Examine the corpse beyond the gap. Choose the second option. Chapter 6: Mire It's easy to get 100% darkening in this chapter, so be careful. Choose both options, then collect a bottle of pills on the floor. Use any scale 1F - 2F and go to 1F. Explore 1F until you enter a new area. Go to the girls' room. Take the loose board on the floor. Go to Body Pool. Go to death room. Go to the girls' room. Examine the mattress stack. Choose the second option. Go to Body Pool. Chapter 7: The Tooth Stairs are the real main character of this chapter. Use the scale 2F - 3F and go to 2F. Go to the hallway in front of the nurse's office. Use the 1F - 2F scale south of the nurse's office and go to 1F. Head north of the 1F until a space in the floor stops you. Use the scale 1F - 2F on the right and from fo to 2F. Head north to the 2F - 3F scale until a ghost stops you. Use the 1F - 2F scale to the south to get back to 1F and go to the exit. Examine the ghost. Return to 2F and head to the ladder where the ghost stopped you. Examine the ghost and choose the first option. Choose both options. Chapter 8: Blood Drive Last Chapter, Here We Go! Review everything. Choose one of two options until you enter search mode. Go upstairs, enter the upper left room and get a key on your desk. Enter the room at the top right, examine the box in the center of the room. Examine the safe on the right side wall. Corpse Festival: Book of Shadows

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