

Corpse Party: Book of Shadows FAQ/Walkthrough

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Corpse Party: Book of Shadows (Mostly) Spoiler Free Walkthrough

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be found on GameFAQs.

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1. Introduction [FAQ01]
=====

Greetings, and welcome to my FAQ! This is my first time writing a guide; I figured I'd quit being lazy and try my hand at it since this game seemed in need of a guide, Corpse Party is a series I'm a rather big fan of. For the most part, I tried to keep this guide as spoiler-free as possible, though a few of the sub-sections, such as the "Name Tag Locations" and "Optional Events & Secrets" sections may contain some spoilers. If you're worried about spoilers, I'd suggest reading the intro to a particular section before browsing it, though as a general rule of thumb, you should be fine so long as you don't read about chapters you haven't played yet.

If you're looking for a "100% completion guide" to follow along as you play the game, do note that my "Main Walkthrough" in itself is relatively barebones. both in order to avoid spoilers, and to make it easier to use as a quick reference. I do go into detail on the game's optional aspects in this FAQ's various sub-sections though, so you should be able to obtain 100% completion and see most, if not all of the game's events if you refer to those alongside the main FAQ.

Version Notes [VERSN]

v1.0 (2/17/13)

- Chapter 7 & 8 Main Walkthroughs completed
- Chapter 7 & 8 Wrong End Requirements completed
- Chapter 7 & 8 Optional Events & Secrets updated
- Chapter 7 & 8 Name Tag Locations completed
- "EVP Machine" portion of the Bonus Features section filled out
- Added the "Name Tag List" sub-section

v0.7 (2/9/13)

- Chapter 6 Main Walkthrough completed
- Chapter 6 Wrong End Requirements completed
- Chapter 6 Optional Events & Secrets updated
- Chapter 6 Name Tag Locations completed

v0.6 (2/4/13)

- Chapter 5 Main Walkthrough completed
- Chapter 5 Wrong End Requirements completed
- Chapter 5 Optional Events & Secrets updated
- Chapter 5 Name Tag Locations completed

v0.5 (1/28/13)

- Chapter 3 & 4 Main Walkthroughs completed
- Chapter 3 & 4 Wrong End Requirements completed
- Chapter 3 & 4 Optional Events & Secrets updated (wasn't much, though)
- Chapter 3 & 4 Name Tag Locations completed
- Added some scenes and details I previously forgot to mention to the chapter 1 Optional Events & Secrets section.
- Partially rewrote the "Importing Save Data" section to correct some info.
- Made various clarifications and typo corrections within multiple parts of the FAQ.

v0.3 (1/21/13)

- Chapter 2 Main Walkthrough completed.
- Chapter 2 Wrong End Requirements completed.
- Chapter 2 Optional Events and Secrets added
- Chapter 2 Name Tag Locations completed.
- Corrected a couple typos throughout the guide.

v0.2 (1/17/13)

- Guide started - only basic info and chapter 1 covered so far

As you can see, this guide is very much a work in progress at the moment. I have no specific timeline set for completion of this guide, though I hope to have at least the main walkthrough and wrong ends sections completed within a month. Suppose we'll see how that goes, eh?

Legal Stuff [BORNG]

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2. Basic Game Information [FAQ02]
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Corpse Party, book of Shadows is the sequel to the PSP game

"Corpse party: Blood Covered - Repeated Fear" (renamed to "Corpse Party" for its English releases).

Gameplay in Book of Shadows is somewhat different than that of its predecessor; While the previous title featured RPG-like exploration, gameplay in Book of Shadows is much more akin to that of a gameplay-heavy visual novel.

While you still have the ability to manually explore the school, the perspective is now in first person, and examination of objects is done by moving a cursor and selecting various hotspots, which will be apparent due to the cursor's change in color. As for movement, you no longer walk around manually, but instead traverse the school screen-by-screen by selecting various nodes on your mini-map.

The game also adds a "Darkening Meter", which is located within the game's menu and has the appearance of a paper doll. As the controlled character gets frightened (typically as a result of certain things you examine) the darkening meter will slowly rise; Should it reach 100%, you'll either get a game over or a wrong end, depending on the chapter. It's generally easy enough to manage so long as you keep an eye on it, though.

Book of Shadows also has an text skip function, and allows you to save at literally any time, so replaying chapters is much quicker than in the previous game.

It's up for debate as to whether Blood Covered or Book of Shadows has the preferable gameplay system, but both games share the same chilling atmosphere and a heavy focus on story, so if you enjoyed the previous title, there's a good chance you'll like Book of Shadows as well.

Controls [CTRLS]

D-pad, analogue stick - Moves cursor

X - Examine, Confirm

Circle - Cancel, Hides dialogue box, Hides character sprite while map display is up

Square - Calls Message Log, speeds examination cursor (while held down)

Triangle - Brings up the Main Menu

Start - Autoskip previously read dialogue

Select - Automatically advance dialogue as each audio clip completes

Left Shoulder Button - Brings up the Map

Right Shoulder Button - While held down: Skips all dialogue, Speeds map movement

Importing Save Data [SVDAT]

Upon first starting up Corpse Party: Book of Shadows, the game will present you with the option to import save data from the previous game in the series.

IT IS IMPORTANT TO NOTE THAT REGARDLESS OF YOUR CHOICE, THE OPTION TO IMPORT WILL NO LONGER APPEAR AFTER YOU MAKE A SAVE IN CORPSE PARTY: BOOK OF SHADOWS!

Should you have some save data from the previous game, you will immediately unlock some CGs from it, which will be available to view within Book of Shadow's CG viewer, or "Gallery of Spirits", as the game likes to call it.

Importing save data will also allow you to unlock Book of Shadow's 8th and Final Chapter, "Blood Drive" more easily than you would be able to otherwise. Normally, the game requires you to have obtained all true ends AND wrong ends for every previous chapter before Blood Drive will unlock, though after importing a save from the previous game, Blood Drive's unlock requirements will be similar to that of the other chapters, only requiring you to have obtained the true end for all previous chapters before it unlocks. Be aware that the game gives no indication of this when you import.

It's also worth noting that any save data at all will work for unlocking the CGs and lowering the Blood Drive unlock requirements; it can even be a save made at the very first save point, with no other progress made.

As you can see from the above, the only unique thing you'd truly miss out on from not importing is the option to view some CGs from the previous game within the CG viewer, so it's not too big a deal if you fail to do so. If you DO wish to import however, be sure to do so before you put some serious time into the game!

Bonus Menu [BONUZ]

Alright, let's cut to the chase and explain these things:

- Unlock Status: Shows the percentage of Album images, music tracks and cast interviews currently unlocked. More will unlock as you progress through the game. Do note that Pages 17-28 can only be viewed if you imported data from the previous game.

Within the gallery of Spirits, you'll notice that each image has a certain amount of stars on it. These stars represent the amount of frames that particular image has. You'll also notice that the triangle button allows you to "mark" a single image, while the start button allows you to "mark all" images on the current page. Far as I'm aware, all marking an image does is that it determines which images will display when the "Mark CG" option is selected in the "Cursed Phonograph" section. Marked images are indicated by a red checkbox on the image frame.

- Cursed Phonograph: The game's music player; As you'd likely expect, it allows you to listen to the game's various audio tracks. More will unlock as you advance through the game.

Most of the options here are pretty self-explanatory, but the "Mode" option (activated by the triangle button) is slightly more complicated.

Upon pushing the triangle button, you'll notice that the cursor moves to some bars at the upper right corner of the screen; Let's go through these one by one, from left to right:

This left bar controls how songs loop. When set to the default option (a right pointing arrow), a song will play once before moving onto the next song. When set to the second option (a single spinning arrow) songs will loop indefinitely until you manually move onto another song. As for the third option (two spinning arrows), I actually can't tell what it's supposed to do, exactly... far as I can tell, it seems to make songs indefinitely loop as well. If anyone knows how it differs, I'd appreciate if you could let me know!

The middle bar determines how much of the song plays. "Full" plays the entire song, whereas 'Intro' will only play the first 8 seconds of the song.

The right bar effects which CGs (if any) display while listening to a song. "All CG" will display all currently unlocked CGs, ignoring which ones are and aren't marked. "Mark CG" will only display currently marked CGs, and "CG Off" will disable CGs completely, allowing you to stare at the song menu as you listen to the game's various songs.

It's also probably worth noting that as you're playing a song, pushing "Up" or "left" on the D-pad will go to the previous unlocked song on the list, while pushing "down" or "right" will advance to the next unlocked song on the list. This is probably obvious enough when you have CGs disabled, but it may be easy to overlook when the menu's hidden by various CG images.

- EVP Machine: Allows you to listen to various voice samples that played throughout the game, along with giving you the option to place them side-by-side to create your own conversations. The EVP Machine unlocks once you've beaten "Blood Drive", Book of Shadow's final chapter.

The amount of voice clips varies significantly from character to character; the one with the most has 91, while the few with the least have only 2. While most of the game's characters have at least a couple voice clips, there are a few with none at all; The more notable ones missing would be Kensuke Kurosaki, Tohko Kirisaki, Tsukasa Mikuni, Tomohiro Ohkawa, Ryosuke Katayama, Kai Shimada, and Chihaya Yamase.

Also, here's a list of the characters that DO have voice clips in the EVP Machine, in case you were curious:

Satoshi Mochida
Yuka Mochida
Naomi Nakashima
Seiko Shinohara
Yoshiki Kishinuma
Ayumi Shinozaki
Mayu Suzumoto
Sakutarō Morishige
Yui Shishido
Naho Saenoki
Kou Kibiki
Shougo Taguchi
Yuuya Kizami
Sachiko Shinozaki
Yoshie Shinozaki
Masato Fukuroi
Mitsuki Yamamoto
Emi Urabe

Nana Ogasawara
Nari Amatoya
Hinoe Shinozaki
Sayaka Ooue

Now then, about how the whole thing works, you basically listen to the voice clips of various characters, then when you see one you can add it to the playlist on the left. The controls are all listed at the bottom right corner of the screen so I'm not going to mention all the details, but it's worth mentioning that playlists can only be up to 10 clips long, and that you can only have a single playlist saved at a time. Unfortunately, it looks like the EVP playlist is saved within Corpse Party's system data, which makes them more difficult to individually transfer or share with others should you want to, though even so, it can be a fun feature to mess around with.

- Soulful Testimonies: In here, you can listen to short commentary clips by the game's various voice actors. These will unlock as you complete each chapter.

These are generally pretty amusing, so I really suggest you check them out sooner or later. Also, while a few of them do mention the game's events somewhat, you don't have to worry about spoilers, since clips are only unlocked after you've already played through the relevant chapters.

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03. Walkthrough [FAQ03]
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This walkthrough is relatively bare-bones in order to keep spoilers to a minimum. Corpse Party: Book of Shadows has many optional scenes and events, so you'll miss some interesting scenes if you follow this walkthrough exactly. As such, I recommend only using this walkthrough if you get stuck, or want something to use as a guideline. If I make no mention of a particular dialogue choice, it's because it has no impact on your ending.

If you need info for uncovering the game's various wrong ends, nametags, or optional events, you'll need to refer to the "Wrong End Requirements", "Name Tag Locations", and "Optional Events & Secrets" sections of the FAQ, respectively.

Chapter 1 - Seal [WLK01]

1. Advance through the dialogue until you're free to walk around.
2. Head to Classroom 1-A, then examine the lever, and choose to "Pull it".
3. Head to the hallway leading to the 2F>3F staircase, in the upper right part of the map (1 space to the right of Classroom 3-A).
4. Examine the nearby lever, and choose to "Pull it".
5. Ascend the nearby staircase located a short ways north from your current position.
6. Get your darkening meter to 40% or higher (a quick way is to continually examine any corpse; there's a corpse 1 space south of the 2F>3F stairway you

just ascended).

7. Head to The girl's bathroom.
8. Choose "Think of something else".
9. Choose "Think of something else", once again.
10. Choose "Hoist her up on your shoulders".

Chapter cleared!

Chapter 2 - Demise [WLK02]

1. Examine the door on the left, and choose the option that most appeals to you.
2. Head to Classroom 3-A, and examine the corpse within.
3. Look to the far left, until a noise occurs.
4. Look back to the corpse, then examine the the spirit that appeared next to it.
5. Choose "Try to Help".
6. Return to the hallway outside the Nurse's office, and pick up the sheet located at the far right.
7. Pick up the Loose Board, located in the center of the room; you can also grab the Paper Charm, if you'd like.

Note: The paper charm prevents death by a particular bad end once before breaking. I'd suggest taking it on your first runthrough, as there's a way you can easily get stuck without it, and it's still possible to obtain all wrong ends even after taking the charm.)

8. Head to the hallway just south of the Nurse's office, and set the Loose Board on the nearby gap.
9. Descend the stairway located to your south, then head towards the school's entranceway ("Exit" on the map).
10. Examine the corpse, then examine the note on the wall
11. Attempt to leave, and you'll be stopped. Attempt to leave again, then descend the 1F-2F stairs, to the southwest.

Note: If you lack the Paper Charm, avoid walking into the hallway 2 spaces north of the school's exit at this point! If you do, you'll stumble upon a bad end that can only be escaped with the charm.

12. Head to classroom 1-C, and examine the glistening object on the floor to acquire the Notebook.

Note: While the Notebook is required for the true end, leaving it changes many things in the latter part of the chapter, and is a requirement for

certain wrong ends. I'll make note of the point in which the paths split.

13. Head to room 1-A, and take the Rusty Key from atop the podium.
14. Ascend the 2F-3F stairs to your north, then go to the far end of the hallway, past the Ref. Room.
15. Examine both the corpse and the note on the wall.
16. You'll be back at the school's entranceway. Examine the corpse, and choose "Examine the body in detail". If you previously grabbed the notebook, also pick up the Student ID that will have dropped.
17. Head north, and you'll be stopped by an event.
18. Descend the 1F-2F stairway to the southwest once again, then head north 2 or more spaces, at which point an event will occur.
19. Examine the 3rd faucet from the right, to obtain the Wire.
20. Head to the hallway just outside classroom 4-A, then examine the door to the far right, and choose to "Try it".
21. Enter classroom 4-A, then examine the pulley, and choose to "Pull the lever".
22. Head to the hallway outside the custodian's closet (Bldg. Super); Examine the gap, then choose to "go in".
23. Inside the custodian's closet, grab the "small chest" in the corner, then examine the sliding doors.
24. After a good bit of dialogue, you'll be presented with a choice; pick "Remove the bandages" to continue.

Note: Events from here on will vary depending on whether or not you obtained the notebook earlier; only the notebook path leads to the true end. If you took the notebook, continue following the main FAQ. If you skipped it, refer to the "Path B" section located at the bottom of this chapter.

25. From the locker room, keep heading east until you find a hole.
26. Return to the locker room, and pick up the Bandages.
27. Return to the hole in the eastern hallway, then when given the option, choose to "Step up".
28. Examine the yellow-clothed corpse twice.
29. Descend the 1F-2F stairway in the southwest part of the map, then head to the 2F-3F stairway to the north.
30. Examine any of the red spirits, then when given the choice, choose to "Throw the holy water".
31. Ascend the 2F-3F stairs to your north, then go to the hall just below the Ref. Room.
32. Examine the door, then "Try the key".

33. Look at the bookshelf to the far right, then exit the Ref. room.

34. When you regain control, exit the Nurse's office.

Chapter cleared!

Path B (no notebook route):

25. Ascend the 1F-2F stairs at the southwest part of the map.

26. Attempt to pass by Classroom 2-A; The group will discover a hole.

27. Ascend the 2F-3F stairway to the north.

28. Head to the hallway in front of the ref room, and examine the door; Choose to "Use the rusty key", and you'll wind up with the Lab key.

29. Return to the Locker room to retrieve the Bandages.

30. Return to the hole by Classroom 2-A, and watch things progress.

31. At this point, you have two choices; either let the timer run out, and get bad end 5, or go to the Science Lab, and get bad end 6. If you want the true end, you'll need to replay the chapter and grab the Notebook + Student ID.

Chapter 3 - Encounter [WLK03]

1. Advance the text until you come across the first dialogue option.

2. Choose to "Stand at the teacher's podium".

3. When another option presents itself, choose "Teacher's podium".

4. Choose to "Make a break for it".

Note: The next two options will have a timer, so if you wish to avoid a wrong end, you'll need to choose quickly.

5. Decide to take the "Bag of salt" before the timer ticks down.

6. Choose to "Break the glass".

Note: While choosing to "Run somewhere else" can also allow you to reach the true end, you'll first be presented with another choice, where you can choose to either "Reach out hands" or "Pray upon the pencil". The former will re-merge you with the main route after a couple lines of dialogue, while the latter option will get you Wrong End 5.

Chapter cleared!

Chapter 4 - Purgatory [WLK04]

1. Once you gain control, head to the far end of the hallway to your west (just southwest of the Girl's bathroom). Multiple events will occur along the way; continue onwards after each one, until you've reached the end of the hallway.
2. Head to the far end of the northwest hallway (2 North of Girls' room). Once again, events will occur along the way. Don't stop until you've reached the end.
3. Head to the center of the northeastern hallway (2 North, 1 East of the Death Room). there'll be an event along the way, so be sure to continue to the destination after it occurs.
4. Enter the Death Room, and examine any of the buckets within.
5. Once a choice appears, choose "Inside the cabinet".

Chapter cleared!

Chapter 5 - Shangri-La [WLK05]

1. Examine the door.
 2. Descend the 1F-2F stairway to the south.
 3. Enter the Music room, and watch the ensuing scene; you should obtain the Candles and Matches. Before leaving, be sure to examine the piano as well.
 4. Head to the School's entranceway ("Exit" on the map).
 5. Examine the bloody-looking shelf, and choose to "Check it out", to obtain the Old Key.
 6. Return to the hallway outside the Art Room (2nd floor, accessed from the southeast staircase), then examine the door, and "Use the old key" to unlock it.
 7. Enter the Art Room, then examine the easel on the left, and choose to "Take the palette knife".
- Note: if you're unable to examine the objects in the Art Room, you likely forgot to examine the piano that was inside the Music Room.
8. Return to the Music Room, then examine the piano, and choose to "Try it". You should obtain the Small Key.
 9. Examine the nearby shelf, and choose to "Take out the box". You should find a Grave Tag.
 10. Head to the 1F-2F stairway on the far left side of the map, and ascend it.
 11. Go to the hallway 1 south, 1 east of the Girls' Room, and examine the glimmering object on the ground to obtain the Wind-Up Key.
 12. Go to the hall just outside the Girls' Room, and examine the door. When given the option, choose to "Try it".

13. Enter the Girls' Room, and examine the second stall from the right. When given the choice, Choose "Don't do it" followed by "Insert the wind-up key"
14. Return to the school's Exit, and events should proceed.
15. Once you regain control, Examine the corpse on the ground.
16. Head to classroom 5-A, and examine the cabinet, then choose to "Take the kite string".
17. Head to 1F-2F stairway at the southeast part of the map, and ascend it.
18. Head to classroom 1-A, and you'll be stopped along the way. Continue to classroom 1-A, then examine the cabinet within, and choose to "Take the wire".
19. Head back to Morishige's starting point (1st Floor, 1 north, 1 west of the Exit).
20. Examine the hole in the ground, and choose to "Try fishing it out, followed by "Try fishing it out again". You should obtain Mayu's ID.
21. Return to the school's Exit, and an event should occur.
22. Ascend the 1F-2F staircase to the southeast, then ascend the 2F-3F staircase at the northeast.
23. Enter the Girls' room, then examine the shining object on the floor. Read the various sections of the notebook if you'd like, then choose to "Stop reading", and you'll obtain the "Class Logbook".
24. Descend the 2F-3F stairway, then enter Classroom 3-A, and examine the podium.
25. Ascend the 2F-3F stairway to the northwest, then head to the hallway outside the Ref. Room.
26. Examine the door, and input the following combination: 8, 2, 4, 3, 2, 2.
27. Enter the Ref. Room, then examine the center bookshelf. You should obtain a Goya Statue.
28. Return to the first floor, and head towards the Locker Room. When given the choice, choose "Turn back", and you should obtain the Copper Key.
29. Head to the hallway outside Classroom 4-A, and unlock the door with the copper key.
30. Enter Classroom 4-A, and examine the shelf to obtain an Alcohol Lamp.
31. Once again, attempt to head towards the Locker Room. When given the choice, choose to "Light the lamp".
32. Head to the Pool, and an event should occur.
33. Attempt to head to the Staff Room, and you should come across a hole in the ground.
34. Ascend either 1F-2F staircase, then head to the hallway 1 west, 2 north of the Art Room, and pick up the Battery Pack which should be lying on

the floor.

35. Return to the hole in the ground on the first floor, and things should progress.

Note: Two Wrong ends in this chapter require you to replay a portion of the chapter after obtaining the true end; This would be a good point to make a save to reload later for that purpose.

36. Examine the body lying across the hole.

Note: if you're replaying the chapter, there will be some additional scenes here; if you wish to pass these new scenes without a wrong end, check "Replay-only Branch" at the end of this section.

37. Choose "Don't look back".

Chapter cleared!

Replay-only Branch

36.1 Choose to go "To the covered walkway".

36.2 Examine the shelf on the far right.

At this point, it re-merges with the main path (step 37), Though do note that there will be another additional scene closer to the end.

Chapter 6 - Mire [WLK06]

1. When the dialogue choice appears, choose to "Consider other options"

2. Examine the pills on the ground (bottom left, between the stools), and choose to "Take it".

Note: Most objects examine here raise the darkening meter by 30%, so unless you're going for a darkening-related bad end, I'd suggest against examining them. Go ahead and examine the corpse though; it only raises the meter by the usual 2%, and won't be examinable later.

3. Descend either 1F-2F staircase to the south.

4. Head north two spaces, and an event should occur.

5. Head to the Girls' Room, then examine and take the loose Piece of Wood on the ground.

6. Enter the Body Pool, and an event should occur.

7. Enter the Death Room, and things a scene will play out.

Note: If you want to grab the nametags at the body pool, now is your only chance!

8. Return to the Girls' Room, and things should progress.

9. Examine the futons on the far right side of the room.
10. Shortly after, a choice will pop up. Either will allow for the true end, though there are some differences between the two (noted below). The rest of this chapter's walkthrough only applies if you chose "stand firm".

Note: Choosing "Give it" will lead to the true end immediately after the scenes play out, while choosing "Stand firm" is slightly lengthier, with a bit more gameplay, and an extra scene and CG along the way. events play out differently enough that it's worth trying both options, I'd say.

11. Enter the Body Pool, and a scene will occur.

Chapter cleared!

Chapter 7 - Tooth [WLK07]

1. Exit the Girls' Room.
2. Descend the 2F-3F stairway, then head to the hallway outside the Nurse's office, and an event should occur.
3. Descend the southeast 1F-2F stairway.
4. Attempt to walk down the hallway northwest of the Exit and/or the hallway north of the exit.
4. Begin heading back to the 1F-2F stairway to the southeast, and an event should occur.
5. Ascend the 1F-2F stairway to your south, then head towards the 2F-3F stairway to your north, and an event should occur.
6. Descend the 1F-2F stairway to the south.
7. Head to the Exit, and a blue spirit should appear. Examine the blue spirit, and you should obtain the Amethyst.
8. Ascend the 1F-2F Stairway to the southeast.
9. Return to the hallway just south of the northeast 2F-3F stairway.
10. Examine the ghost, and choose to "Use the amethyst".
11. When the dialogue choice appears, choose either option; It only alters a couple lines after the decision.

Chapter cleared!

Chapter 8 - Blood Drive [WLK08]

Note: Blood Drive only unlocks if you either transferred save data from the previous game and got all the previous chapters true ends, or obtained

all the wrong and true ends in chapters 1-7, so if it didn't unlock for you after completing Tooth, it would seem you have some wrong ends to obtain.

1. When you gain control, examine the only 4 objects you can (the large drum, brown hemp sack, worn-out blanket, and cardboard box), then events will continue.
2. When the dialogue choice appears, you can choose either; the events that immediately follow will play out a little differently based on the decision, though choosing "Think of something else" will make the main story continue a little quicker.
3. Once you gain control, examine either photograph on the wall to the left.
4. Ascend the staircase.
5. Enter the northwest bedroom and examine the desk, then choose to "Take the Key"; You should obtain the Bedroom Key.
6. Enter the northeast bedroom, then examine the safe, and events should proceed.

Note: If you're unable to open the safe after examining it, you likely didn't check the pictures by the staircase in the entranceway. Examining the box in the center of the northeast bedroom will also work.

Chapter cleared!

4. Wrong End Requirements [FAQ04]

This is another of those sections that has some potential spoilers, so here's your

SPOILER WARNING!

If you care about that sort of thing, only read up on any chapters you've already played through.

Chapter 1 - Wrong Ends [BAD01]

Wrong End 1:

During the girl's lavatory event, choose to "Use the bucket outside".

Wrong End 2:

During the girl's lavatory event, either choose "Think of something else", followed by "Grab her body", or choose "Think of something else" three times in a row.

Chapter 2 - Wrong Ends [BAD02]

Wrong End 1:

Examine Ryou when he appears at the school's entrance hall due to the game's events. Alternatively, you can ignore him at that point, then head two spaces north, and 'unintentionally' stumble upon him as you backtrack south.

Wrong End 2:

Upon first entering room 4-A as Yoshiki, examine Ryou. You can also get this bad end by choosing "Keep out", followed by "Stand your ground" upon trying to enter the custodian's closet through the secret passage, or exiting the custodian's closet immediately after using it as a means of escape.

Wrong End 3:

When trying to save Nana, choose "Try to reach the bucket".

Wrong End 4:

On the path to the true end, when it comes time to scale down the hole, choose to "Send Yoshiki after all". Continue playing as normal, and you'll get the bad end soon after.

Wrong End 5:

During the chase scene on path B, let the timer tick down to 0.
(if you need help reaching the chase, refer to the walkthrough)

Wrong End 6:

During the path B chase scene, enter the Science Lab, then examine the corpse.
(if you don't know how to acquire the key, refer to the walkthrough)

Chapter 3 - Wrong Ends [BAD03]

Wrong End 1:

When presented with the option, choose to "Leave the room".

Wrong End 2:

When the choice pops up, choose to hide in the "Supply locker".

Wrong End 3:

When presented with the option, choose to "Stay hidden" .

Wrong End 4:

Allow the timer to reach 0 during any of the chapter's timed choices. Alternatively, choose to take the "Broom" when picking a weapon.

Wrong End 5:

When presented with the option, Choose to "Run somewhere else". Shortly after, you'll be presented with another option, at which point you'll need to "Pray upon the pencil".

Chapter 4 - Wrong Ends [BAD04]

Wrong End 1:

During the event inside the Death Room, choose to hide "Under the blood-soaked table".

Chapter 5 - Wrong Ends [BAD05]

Note: Wrong Ends 6 and 7 are only obtainable after getting this chapter's True End.

Wrong End 1:

1. While in control of Mitsuki, talk to the red spirit on the 2nd floor, southeast of the Girls' Room, then choose to "Help him".
2. Head to the hallway outside the Ref. Room, then examine and take the Bucket.
3. Head to the School's Exit; Examine the bloody shelf cubby, then choose to "Try it".
4. When given the option, choose to "Wait here".

Wrong End 2:

For the most part, the steps to obtain this ending are identical Wrong End 1; the one difference is that you instead choose to "Run" for step 4.

Wrong End 3:

Upon visiting the Girls' room with Mitsuki's group, examine the second stall from the right, and choose to "Take a peek".

Wrong End 4:

When trying to fish Mayu's ID out of the hole in the ground, choose "Try fishing it out", followed by "Try going into the hole".

Wrong End 5:

While in control of Morishige, raise the darkening to 100%. The quickest way to do this would be to try to open the door to the 2nd wing a couple times, though as usual, continually examining corpses is also an effective method.

Wrong End 6:

After acquiring this chapter's true end, there will be some additional scenes that automatically occur shortly after Morishige encounters Nari and Chihaya. At the first choice, choose to head "To the second floor" and then choose to "Light the lamp".

Wrong End 7:

Follow the instructions for Wrong End 6, though instead choose to "Try something else" at the second choice.

Wrong End 8:

When Morishige comes across a candle while climbing a stairway near the end of the chapter, choose to "Look back".

Chapter 6 - Wrong Ends [BAD06]

Wrong End 1:

When trying to escape the Science Lab, choose "Run for the door".

Wrong End 2:

When trying to escape the Science Lab choose "Consider other options", then

have the darkening meter reach 100% by examining unnecessary objects while inside the room.

Wrong End 3:

Start the Death Room sequence by examining the cabinet, then reach 100% darkening before you manage to escape.

Chapter 7 - Wrong Ends [BAD07]

Wrong End 1:

Once Ryou appears outside the 2F-3F stairway, examine him then choose to "Look closer" (will only appear you're lacking the Amethyst). If you have the Amethyst, choose to "Try to sneak past" instead.

Chapter 8 - Wrong Ends [BAD08]

No wrong ends here, though you can always turn off the game at a tense moment then imagine to your heart's content. Depending on your imagination, it could either be the creepiest wrong end ever or the most boring and inane thing you've ever done.

Optional Events & Secrets [FAQ05]

This section goes into detail on how to get the game's various optional scenes, from the obvious to the more obscure. It's rather difficult to explain all of this without any spoilers at all, so I should probably give people a warning of some such, perhaps in large, capital letters...

THIS SECTION CONTAINS SPOILERS!

...kind of like that. Now, that said, any details spoiled will either pertain to the chapter in which the event takes place, or a chapter before it, so as long as you only read about chapters you've already played through, you should be fine.

Chapter 1 - Optional Events & Secrets [SCR01]

- During the argument at the beginning, if you choose to "Apologize", you'll get a CG.
- There's a mysterious photo of young man within the desk in the Nurse's office. I wonder who he is...
- Naomi's thoughts regarding Mayu's exploded corpse (in the hallway between the Nurse's office and Science Lab) will change if you return to it a second time. If you then leave and return to it a third time, Naomi will throw up.
- Inside classroom 2-A, there's an insidious message written on the blackboard.

Normally, examining it simply raises the darkening meter by 2%, and causes Naomi to exit the room in frustration. If you examine this message while the darkening meter is at 50% or higher however, you'll have the option to "kill it" instead. Doing so also raises the darkening meter by 5%.

- If you head to Classroom 1-B, you can pick up a flashlight; this item is optional, and is only used during a certain event.
- If you walk by classroom 3-A while the darkening meter is at 25% or higher, Naomi will hear a yell, followed by a voice calling for her. If you pass by the classroom a second time, she will hear that same voice calling for her. If you pass by a third time, Class 3-A will open, and Naomi will be pulled inside. It is also worth noting that these combined actions cause your darkening meter to rise significantly, and it may rise even more, depending on what happens next.

Once inside Classroom 3-A, what occurs depends on whether or not you have the flashlight. If you lack it, Yoshie will appear, and you'll escape classroom 3-A shortly after. If you have the flashlight, Naomi will turn it on, and begin to look around. At this point, a 10 second timer begins ticking down. If it reaches 0, Yoshie will appear, just as she would have if you lacked the flashlight. If you examine the chalkboard before time runs out however, a different ghost will appear. While Naomi escapes the classroom immediately after either occurrence, seeing Yoshie will make the Darkening meter rise an additional 5%.

- Classroom 1-C contains a child's crayon drawing. If you enter this room with a darkening meter of 35% or higher however, there will be strange neon text and scribbling adorning the room's various objects, including the children's drawing. This event also has a CG associated with it.

Chapter 2 - Optional Events & Secrets [SCR02]

- If you head to the blocked 2F-3F stairway north of the Lab and Nurse's office, Mayu briefly reminisces about Morishige. It's not much, but it's more interesting than your usual "blocked pathway" message.
- After Yoshiki and Nana join the group, there are a few optional events that vary based on whether or not you obtained the Notebook and Student ID:
 - At the school's entranceway on the 1st floor, there will be a new object inside one of the cubbies:

If you went the Notebook route, this object will be a crumpled up scrap of paper, with a person's fingers concealed within. This finding also raises the darkening meter by 5%.

If you skipped the notebook, you'll instead find a last will written by a student named Sawako Nara.
 - In classroom 1-C on the second floor, there will be half a corpse if you obtained the notebook, and a shoe next to a giant bloodstain if you skipped the notebook. Either way, Nana will worry that it may have belonged to a friend of hers.
- If you pass by the Nurse's office during the chase scene, there will appear to be a struggle going on inside.

Chapter 3 - Optional Events & Secrets [SCR03]

This chapter's rather linear, so the only optional occurrences are the wrong ends, really.

Chapter 4 - Optional Events & Secrets [SCR04]

- If you head to the southernmost point of the central hallway (southwest of the Storehouse), the walls will crumble, blocking what seems to have been a way out. This event also raises the darkening meter by 10%.

Chapter 5 - Optional Events & Secrets [SCR05]

- Inside the Art Room, there is a plaster model of a human arm inside the cabinet to the far left, with red-stained fingers. Upon the third time you examine it however, the arm will appear to be entirely red.
- The deceased of Koyo Girls' Academy have a bit of a story to tell through the notes they left behind. While in control of Mitsuki, they can be found inside the Music Room, at the hall 1 west and 1 north of the Music Room, and at the hall 1 south, 2 east of the Girls' Room.
- The deceased of Seisho Junior High school also have a story to tell. While The first bit is encountered as part of the main story, the rest can be overlooked; The additional notes can be found at the School's Exit and at the Locker Room, while in control of Morishige.
- If you head to the door leading to the 2nd Wing during the initial exploration segment with Morishige, a blue spirit will appear, with a warning that proceeding further would be dangerous. You can then examine the door, and decide whether to open the door or turn back. Should you choose to open the door, a red spirit will assault Morishige, which will make the darkening meter rise by a whopping 30%. This event is also repeatable.
- At the hallway in which Morishige hears Mayu's voice (2nd floor, 1 west, 1 north of the Nurse's office), if you examine the wall on the right, Morishige will notice a stain.
- While Nari's group traverses areas already explored by Mitsuki's group, re-examining various objects while controlling Nari will trigger new descriptions or reactions. Notable examples include the head at the entranceway, the piano in the Music Room, and the portraits in the Music Room (when examined twice).

Chapter 6 - Optional Events & Secrets [SCR06]

- The majority of exploration after escaping the Science lab is completely

optional. Unfortunately, there isn't too much of note:

3-A, 2-A, 1-B and the Nurse's office all have a couple examinable objects within, though do note that each object examined raises the darkening meter by 5%; 1-A and 1-C don't even have anything to examine, though could still be worth going into for the few lines Yuka says upon entering.

Both 2F-3F hallways can't be ascended, though Yuka will offer a small comment if you try.

- The entire Death Room escape sequence is optional; While failing to escape is required for Wrong end 3, it's also possible to escape if you examine the sink, then take the Nail Puller. You can also try and fail to open the door by taking and using the Stone (located on the central table) or Key (located in the cabinet) if you'd like.
- While the way to advance in the Bomb Shelter is rather linear, there's a decent bit of optional dialogue if you try to re-open locked doors or head to other rooms in between the required steps. The messages while Sachiko is around are the most interesting of the bunch.

Chapter 7 - Optional Events & Secrets [SCR07]

- After Tohko and the others head off to scout out an exit, you can return to your friends (anytime before the next major scene occurs), and a smaller optional event will occur.

Chapter 8 - Optional Events & Secrets [SCR08]

- Early on in the chapter, there'll be the choice to either "Start walking away", or to "Think of something else". While both lead to the same conclusion after a scene or two, those few scenes play out differently enough that it may be worth trying both options.
- While the majority of the Shinozaki household doesn't need to be explored, it does have many interesting things to check out or examine. Here are a few of the more notable ones:

Entranceway:

- Examining the mirror will make Ayumi uneasy.
- Looking inside the cabinet will lead to a small surprise.

Bathroom:

- Examining The bathtub will make a small event occur.

Living Room:

- If you check the note hanging on the wall to the left, an interesting scene will occur.

Southern Bedroom:

- There seems to be a strong spiritual presence within this room.

Northeast Bedroom:

- There's a household shrine hanging above the safe; Examining it brings up

some interesting information.

- There are some interesting photographs on the rightmost wall; Examining these will also give you a CG.

5. Name Tag Locations [FAQ06]

While I tried to keep this section as spoiler free as possible by not adding the tag's various descriptions, do note that the names associated with certain name tags could be considered a spoiler in themselves.

If you need help figuring out which name tag(s) you're missing, I'd suggest checking the "Name Tag List", located at the bottom part of this section.

Chapter 1 - Name Tag Locations [TAG01]

Matsukaze Prefectural High School

Rei Kurosawa

3rd Floor, at the hallway 1 space east of the Boys' room

Kazuhiro Murofushi

3rd Floor, at the hallway just outside the Ref Room

Kurasuyama High School

Sato Yuzuki

2nd Floor, Inside Classroom 1-C

Miki Sato

2nd Floor, Inside Classroom 1-C

Shobu University Middle School

Masashi Kawasaki

2nd Floor, Inside Classroom 1-B

Chapter 2 - Name Tag Locations [TAG02]

All tags in this chapter are obtained while in control of Mayu, unless the description states otherwise.

Momijigawa High School

Shunsuke Sasaki

1st Floor, at the hall 1 north, 1 west from the school's exit

Hina Hirose

1st Floor, at the school's exit

Ayaka Shimizu

2nd Floor, inside Classroom 1-C

Mitsurugi Amano

3rd Floor, at the far east end of the hallway near the Ref. Room

Ao Amano

3rd Floor, inside the Ref. Room

Matsukaze Prefectural High School

Juzo Nouki

1st Floor, at the far end of the Pool (only while controlling Yoshiki)

Rena Saeki

3rd Floor, in front of the Boy's bathroom (only after Yoshiki & Nana join)

Takine Municipal Middle School

Chiaki Hiyama

1st Floor, within the Pool (only while controlling Yoshiki)

Teru Arai

1st Floor, Classroom 4-A (only after Yoshiki & Nana join)

Renaissance Elementary School

Takashi Hanada

1st Floor, inside Classroom 5-A (only while controlling Yoshiki)

Karasuyama High School

Shiori Fujiwara

2nd Floor, inside Classroom 3-A

Shobu University Middle School

Mamoru Tsukano

1st Floor, at the Hallway 4 spaces north of the school's exit
(only while controlling Yoshiki)

Musashigawa Girls' Middle School

Hodoka Manome

2nd Floor, inside Classroom 1-C (only after Yoshiki & Nana Join, and if you grabbed the Notebook + Student ID)

Hikari Kiriuue

1st Floor, within a hole in the ground (impossible to miss)

Yanari Amato

2nd Floor, inside the Science Lab (only accessible during Wrong End 6)

Chapter 3 - Name Tag Locations [TAG03]

Chapter 3 contains no nametags.

Chapter 4 - Name Tag Locations [TAG04]

Matsukaze Prefectural High School

Tomomi Isomura
Hallway 1 west, 1 south from the Death Room

Renaissance Elementary School

Mina Nishio
Inside the Girls' room

Karasuyama High School

Yoaki Kamimizu
Hallway 3 spaces east from the Body Pool

Shihoko Usaki
Hallway 3 spaces west from the Death Room

Shobu University Middle School

Hinako Meguri
Hallway 1 north, 1 east from the Death Room

Komashiro Trade School

Seksi Hagiwara
Far north end of the central hallway, 2 north, 1 east of the Body Pool

Chapter 5 - Name Tag Locations [TAG05]

Koyo Girls' Academy Middle School

Nozomi Makita
1st Floor, at the hallway 1 west, 1 north from the Music Room
(while controlling Mitsuki)

Rena Misato
2nd Floor, at the hallway 1 south, 2 east from the Girls' Room
(while controlling Mitsuki)

Haruna Harukaze

1st Floor, inside the Music Room (while controlling Mitsuki)

Seisho Junior High School

Hiroko Kikumura

3rd Floor, at the hallway outside the Ref. Room
(after both parties have united)

Norika Miharuru

1st Floor, 1 north, 1 west from the Exit (while controlling Morishige)

Arisa Kaida

1st Floor, at the school's Exit (while controlling Morishige)

Honoka Nanjo

1st Floor, inside the Locker Room (while controlling Morishige)

Itsuya Goto

2nd Floor, at the hall outside Classroom 1-C (while controlling Morishige)

Shobu University Middle School

Osamu Murada

2nd Floor, inside Classroom 1-A (while controlling Morishige)

Reubens Academy Senior High School

Koichi Kanesada

1st Floor, at the hallway outside the Boys' Room (while controlling Mitsuki)

Take Taiga

1st Floor, at the hallway 1 west, 1 south from the Boys' Room
(while controlling Mitsuki)

Moeka Natsuno

2nd Floor, inside the Girls' Room, at the upper portion of the stalls
(while controlling Mitsuki)

Shino Noguchi

3rd Floor, inside the Girls' Room (after both parties have united)

Kurashiki Industrial High School

Masaru Nijino

1st Floor, at the hallway just outside the Staff Room
(while controlling Mitsuki)

Akira Yutsuka

2nd Floor, at the hallway 1 south, 1 east from the Girls' room
(while controlling Mitsuki)

Kiyomasa Kagei

1st Floor, by the Pool at the righthand side (while controlling Morishige)

Reiki Negishi

1st Floor, by the Pool at the lefthand side (while controlling Morishige)

Chapter 6 - Name Tag Locations [TAG06]

Takine Municipal Middle School

Yuuki Tanaka

Bomb Shelter, inside the Body Pool (bottom left corner)

Kyugo Shibuya

Bomb Shelter, at the north end of the central hallway

Ai Honda

2nd Floor, inside the Science Lab

Koi Kawahara

Bomb Shelter, at the hallway 2 north from the Boys' Room

Renaissance Elementary School

Yukari Sekiya

Bomb Shelter, inside the Storehouse

Karasuyama High School

Tsuyoshi Kawasaki

Bomb Shelter, inside the Body Pool (middle left corpse)

Shobu University Middle School

Michi Moritoshi

Bomb Shelter, at the hallway 1 north, 1 east from the Death Room

Akiko Sekine

Bomb Shelter, inside the Body Pool (bottom center corpse)

Komashiro Trade School

Sakura Motoi

Bomb Shelter, inside the Death Room (just left of the cabinet)

Asuka Mizuno

Bomb Shelter, inside the Body Pool (bottom right corpse)

Reubens Academy Senior High School

Satomi Mizorogi

Bomb Shelter, inside the Body Pool (far left corpse in the liquid)

Great Harbor Elementary School

Chihiro Tamamura
Bomb Shelter, at the hallway 1 north from the Storehouse

Mako Sakurai
Bomb Shelter, inside the Death Room (on the table)

Hiroshi Takano
Bomb Shelter, at the hallway 2 west from the Death Room

Chapter 7 - Name Tag Locations [TAG07]

Matsukaze Prefectural High School

Motohiro Suzuki
1st floor, at the hallway 2 east from the Exit

Karasuyama High School

Megumi Onda
2nd floor, inside Classroom 3-A

Komashiro Trade School

Tomomi Morinaga
3rd floor, inside the Girls' Room

Tooru Takahashi
1st floor, at the hallway 2 north from the Exit

Kurashiki Industrial High School

Leona Oomura
1st floor, at the hallway 1 north, 1 west from the Exit

Onda Fourthstreet
2nd floor, at the hallway outside Classroom 3-A

Chapter 8 - Name Tag Locations [TAG08]

Your nametags are in another chapter.

Name Tag List [TAG09]

This section is simply a listing of the nametags in the same order and positioning as they appeared in-game. It's intended to be compared to your in-game Name Tag List, in the event that you need help figuring out exactly which name tag(s) you're missing.

Momijigawa High School

Shunsuke Sasaki	Hina Hirose	Ayaka Shimizu
Mitsurigi Amano	Ao Amano	

Matsukaze Prefectural High School

Rei Kurosawa	Kazuhiro Murofushi	Juzo Nouki
Rena Saeki	Tomomi Isomura	Motohiro Suzuki

Takine Municipal Middle School

Chiaki Hiyama	Teru Arai	Yuuki Tanaka
Kyugo Shibuya	Ai Honda	Koi Kawahara

Renaissance Elementary School

Takashi Hanada	Mina Nishio	Yukari Sekiya
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Koyo Girls' Academy Middle School

Nozomi Makita	Rena Misato	Haruna Harukaze
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Seisho Junior High School

Hiroko Kikumura	Norika Miharuru	Arisa Kaida
Honoka Nanjo	Itsuya Goto	

Karasuyama High School

Sato Yuzuki	Miki Sato	Shiori Fujiwara
Yoaki Kamimizu	Shihoko Usaki	Tsuyoshi Kawasaki
Megumi Onda		

Shobu University Middle School

Masashi Kawasaki	Mamoru Tsukano	Hinako Meguri
Osamu Murada	Michi Moritoshi	Akiko Sekine

Musashigawa Girls' Middle School

Hodoka Manome	Hikari Kiriue	Yanari Amato
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Komashiro Trade School

Seksi Hagiwara Sakura Motoi Asuka Mizuno

Tomomi Morinaga Tooru Takahashi

Reubens Academy Senior High School

Koichi Kanesada Take Taiga Moeka Natsuno

Shino Noguchi Satomi Mizorogi

Great Harbor Elementary School

Chihiro Tamamura Mako Sakurai Hiroshi Takano

Kurashiki Industrial High School

Masaru Nijino Akira Yutsuka Kiyomasa Kagei

Reiki Negishi Leona Oomura Onda Fourthstreet

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07. Special Thanks and Contact Information [FAQ07]
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Special Thanks [THX2U]

I'd like to thank the following for assistance with my guide:

Mayu Suzumoto & Vicente - for confirming the location of the "Yanari Amato" nametag.

pokemonmaster0 & Mewtwo_soul - For confirming that transfer data with any amount of progress will make the Blood Drive Chapter easier to unlock.

I'd also like to thank the following groups and people:

GameFAQs & Neoseeker - for hosting this guide.

Team GrisGris (Now Grindhouse) & 5PB - For the making of and production of this game, along with the rest of the Corpse Party series.

Xseed Games - For their wonderful localization of this game, among others.

Memories of Fear - For their translation of the PC-98 Corpse Party and its various fangames.

You - For reading this guide and making it worth something.

Contact Information [CNTCT]

If you have any questions or comments relating to this guide, you can e-mail me at: `ajogamer[at]yahoo[dot]com`

If I use your info in the guide, I'll be sure to credit you. Please place "Corpse Party" somewhere within the title though, so I know it's not spam.

End of FAQ

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