Story 1:

Once upon a time, the Ivy League cooperated with one another and lived in peace and happiness. But one day, the legendary demon, Superbia/Vanagloria, threatened the balance between good and evil, and plunged the institutions into darkness. The Ivy League was plagued with countless monsters harvesting the souls of its members. However, there was hope. A woman ascended into power and had learned the transcendent arts needed to seal the darkness away.

Subsequently, in the year 201X, the darkness has returned. Only a select few have held potential in fighting back the darkness. Now they set out on an adventure to liberate Brown University from the darkness. They are the Perkinites.

Abridged Story 1:

Once upon a time, the Ivy League was living in peace. Then a demon made everything bad and called forth monsters. But then Ruth Simmons uses transcendent powers to seal the demon and the darkness away. As a result, she lost the transcendent powers.

Over time, the seal has weakened and now the demons are back again, corrupting various places in Brown. Now only the Perkinites can save Brown.

Stage 1 [Perkins] Summary:

Various Enemies:

* Neutral
  + Drunk Guy
    - Pukes in a cone
    - Throws beer cans
  + Problem Set
    - Sends a medium-range barrage of text
  + Essay
    - Sends a short range-barrage of text, slowing Perkinites
* Sin
  + DHC Spark
    - Sends out a temporary homing dark blast
  + Perkinite Shade
    - Slashes a nearby enemy
  + Ira

Various Items:

* Consumables
  + Small Health restoration item
* Equippable
  + Peace Bear
    - Should increase Health, but slightly decrease Attack
  + Shadowgazer
    - Should increase Attack, slightly decrease Health, and potentially allow a passive dark attack
* Other
  + J-Fragment 1
    - ??? out of 7

Story:

* Start off on second floor, near the kitchen. The second floor is the safe floor at the moment. There are various dark barriers that prevent you from accessing all floors.
* Go to the first floor and defeat all of the enemies.
* Go to the ground floor and defeat all of the enemies.
* As soon as you defeat all of the enemies, the mini-boss battle begins.
  + Mini-boss: War Bear
* When you liberate War Bear, Katie, the Counselor of Wisdom, arrives to grant you the power of Friendship Finale. She tells you that your liberation is not over, and you must liberate the third floor.
* Go to the third floor and defeat all of the enemies. You will notice a dark barrier surrounding the kitchen.
* Once you defeat all of the enemies, the dark barrier to the kitchen is removed. Go to the kitchen and find it transformed into a malefic field.
  + Boss: Ira

Stage 2 [Josiah’s] Summary:

Various Enemies:

* Neutral
  + Drunk Straggler
    - Pukes in a cone
    - Shouts gibberish in a line
  + Fat Cat
    - Rolls into Perkinites, knocking them back
  + Squirrel
    - Throws acorns randomly within a range
  + Drunk Straggler with a Tree
    - Pukes in a bigger cone
    - Swipes tree
* Sin
  + Riptide
    - Creates an AOE attack of dark water, slowing Perkinites
  + Student Shade
    - Stuns a Perkinite and knocks them back
  + Acedia/Socordia

Various Items:

* Consumables
  + Ice Cream
  + Chicken Carb With
  + Quesadilla
* Equippable
* Other
  + Shadow Quesadilla
    - Quest item – deliver to trenchcoat
  + J-Fragment 2
    - ??? out of 7

Story:

* Start off on the second floor. Go down the stairs to Jo’s.
* Go to Jo’s, fighting the enemies if you need to.
* In the street with Wings n’ Things, watch out for cars, which will run over you. You also have a battle to face.
  + Mini-boss: Drunk Straggler with a Tree
* After you defeat that person, go into the VG quad.
* Defeat all the enemies before going into Jo’s.
* See the person in the trenchcoat, who asks if you can get him a special item. He’ll give you enough Flexpoints for it.
* Go into the shop portion of Jo’s and get the Shadow Quesadilla.
* Once you get it, that area of Jo’s transforms into a malefic field.
  + Boss: Acedia/Socordia
* Go back to the man in the trenchcoat. He’ll fade away for now.

Stage 3 [Sharpe Refectory] Summary:

Various Enemies:

* Neutral
  + Drunk Frat Guy
    - Pukes in a cone
    - Pees in a line.
  + Ice Cream Cone
    - Chases Perkinites and attacks/dashes in close-range
  + Cookie
    - Spins toward Perkinites
* Sin
  + Possessor and Vendor
    - Damages an area after a delay. May cause slowing in that area. May summon Ice Cream Cones.
    - Creates a barrage of cookies in a cone
    - Summon more Ice Cream Cones and Cookies
    - After Vendor is defeated, Possessor runs around the area doing nothing.
  + Hunger Shade
    - Slashes a Perkinite
  + Gula

Various Items:

* Consumables
  + Ice Cream
  + Ratty Dinner
    - Heals both Perkinites, but causes Slow for 3 seconds.
* Equippable
  + Ratty Tray
    - Increases Attack and provides some Defense.
* Other
  + J-Fragment 3
    - ??? out of 7

Story:

* Start off on the second floor. Go down the stairs to Jo’s. Go in the same direction as Jo’s, but head for the Ratty. Fight the enemies if you need to.
* Go through Patriot’s Court?
* As you enter the Ratty, you notice that there appears to be some kind of strange dark ooze on the interior Ratty doors. Head toward the Ivy Room.
* Defeat all of the enemies to make the ooze disappear from the Ratty entrance. You can also buy stuff at the Ivy Room.
* The back cave is sealed off by a dark barrier. Entering the serving lines will transport the Perkinites into a different dimension.
* Destroying each of the spawn points in these dimensions will remove the dark barrier from the back cave.
* One specific serving line, Bistro, will have a mini-boss.
  + Mini-boss: Possessor and Vendor
* Enter the back cave.
  + Boss: Gula

Stage 4 [CIT] Summary:

Various Enemies:

* Neutral
  + Drunk Stranger
    - Pukes in a cone
    - Garbles in multiple projectiles
  + CS15 Zombie
    - Slowly walks towards you and attacks close-range. Causes sickness
  + Indecipherable Program
    - Sends out barrages of code, causing Stun.
* Sin
  + Sleep-deprived Shade
    - Slashes a Perkinite
  + Luxuria

Various Items:

* Consumables
* Equippable
* Other
  + J-Fragment 4
    - ??? out of 7

Story:

* Start off on the second floor. This time, go out the other stairway towards the CIT.
* Enter the fifth floor.
  + Boss: Gula