Stage JMap

This might explain why I was really interested in having CK/CM/CY/NM as the four default characters…I kinda build a random storyline around them. Sorry >.>

Also HV/HQ kind of.

**Stage 1: Perkins**

So anyway, so they start off in the trash room on the ground floor, because all the other entrances won’t work. Why? And Huong and potentially Sophie are trapped in their room.

Huong calls up one of them, and then they realize that they should probably rescue Huong/Sophie. So they do. Also there is a mean nasty girl invader who has taken over Perkins. Oh no. And apparently now there’s an intercom in Perkins so that the nasty girl invader can shout at them and taunt them.

To get to the next floor, the Perkinites must defeat the various spawn points on each floor. Each spawn point will help weaken the barrier leading to the next floor or something. Do we have to design the stairs?

Each spawn point will look like some kind of structure that is visibly producing monsters, so that the Perkinites understand that they should probably destroy these things.

Ground Floor: Some number of spawn points

Floor 1: 2 + Floor 1’s Spawn Points

After Floor 1’s spawn points are all defeated, the mean nasty girl invader calls up some defenses. It’s a Drunk Guy. I’m not sure how that works out, but he’s a sentry now.

Mini-Bosses:

**Drunk Guy**

HP: 500

AP: 10/10/20/30 [Basic/Maniac/Demonic/Ananya]

EXP Reward: 50

Various Attacks:

Attack 1: Puke a stream of puke bullets. (around AP damage per bullet?)

Attack 2: Burp a super power yellow laser. (around AP damage per second?)

You’re fighting in the main hallway. For the most part, he just stumbles back and forth and then randomly attacks. He’s really easy, but his attacks are pretty powerful. Anytime he does an attack, you should move to the space connected to the RC’s room and the kitchen to dodge it.

After you defeat the Drunk Guy, Katie shows up as the Counselor of Wisdom. She magically appears and wishes you good luck on your journey, then randomly teleports out. It’s like an angelic choir or something. There are flashy lights.

Floor 2: I don’t know. Maybe 1 spawn point in front of Huong’s room.

As you go upstairs, Katie appears again and grants you the power of Friendship Finale. Are we still doing this? I don’t know. We can nix this idea if needed. But if this idea is still in, Happy Orbs are more meaningful now.

So you defeat the spawn point at Huong’s room, but her room won’t open strangely. Huong says to look up on third floor and see if there are any more. She is confused what you mean by spawn points so you’ll have to explain it to her.

Floor 3: Same number as Floor 2

So you defeated them all, and one of you suggests that you should check on Huong now. Although you have to defeat another Drunk Guy.

You go back to Floor 2 and see that Huong’s door is open, but the inside is completely pitch black. For some odd reason you enter this.

You do not enter Huong’s room, or you do, but it’s some twisted creepy eerie empty version of her room. You see the nasty girl invader interrogating Huong and trying to brainwash her.

Then you try to stop them. Clarissa introduces herself and explains of her grand plans to use the people she captured to be the pawns for one of her evil plans, like…I don’t know, but it has to do with business or something. So, a fight ensues. In the meantime, Huong gets trapped somehow. I don’t know.

Boss:

**Clarissa Legrange (C \_ \_ \_ \_ \_ L)**

HP: 700

AP: 6/6/12/18

EXP Reward: 400

Various Attacks:

Attack 1: Charges with two energy swords at her side

Attack 2: Sends a shockwave down a straight line

Attack 3: Charges with two energy swords and spins upon destination

Attack 4: One of the energy swords moves on its own, targets the player, and transforms into an energy line for a few seconds

Special Attacks:

S. Attack 1: Ballroom Dance [Use when down to 450 HP instantly] – CL will constantly spin with her swords at side around the field while leaving slow red homing bullets to follow the player

S. Attack 2: Optimization [Use when down to 300 HP instantly] - Special bullet pattern

S. Attack 3: Shadow Virus [Use when down to 150 HP instantly] – She can’t be damaged anymore. She loses HP at a moderate rate and various explosions happen on screen. Once she reaches 0 HP, a huge explosion that doesn’t do any damage occur.

These explosions are dark.

You have mostly the entire screen to move around. There aren’t any obstacles really.

So then she explodes, but she dies because of one of her attacks. WHAT DOES THIS MEAN.

And then you rescue Huong/Sophie, and everything is awesome! Now Perkins is the main base for recovery and talking to people and stuff.

BUT WHAT DOES THAT LAST ATTACK MEAN.

**Stage 2:**

Caption on screen:

Time: 11:00PM

Daily Jo’s run

Animation of perkinites gathering by stairs, waiting for Ananya to be late. They go down the stairs then it cuts to them exiting Perkins. Short panning animation of abounding enemies outside then gameplay begins.

**Enemies:**

Drunk people – alternates between standing and walking to player. Throws up if close. Can speak gibberish or the phrases  
Fat orange cats – tries to roll into the player, alternates between rolling and sitting/staring at the player  
Squirrels – runs to player, and throws acorns when player is in a certain range

Detours away from Jo’s are blocked by cars. Gate to grad center is locked – key within Jo’s.

Once entered Jo’s, find one guy alone dressed in a trench coat and hat:

**Ah yes, I was expecting you.**

**You seem to have lots of questions. That can wait.**

**I can help you, but get me a quesadilla first.**

Realize the shop portion of Jo’s has become another dimension plus it is quesadilla day and that there are lots of people shadows.

Shadow person – very slow movement and mostly random movement, but knocks the player back and does great damage on impact

When the boss is reached, the shadows swirl into the boss and the player is moved to a place like final destination in super smash. The boss is a dark dripping mass of shadows. Every time he is hurt, many shadows leave him.

**Boss: Bahahaha, I have tricked you into entering my domain!**

**So who am I? I am SIR HORACE BAJRY, and tonight, I will be the END OF YOU.**

**Abilities:**

Shadow dance: Twirls and shadows fling in random directions then head towards player

Shadow walk: Channel, then dash in a direction leaving a trail that deals damage

When the boss is defeated, the shadows all leave, revealing Josiah and a normal Jo’s restaurant.

Josiah Carberry: Thank you… for freeing me…

**Stage 3:**

**Stage 4:**

**Stage 5: Sci Li**

I listened to a lot of “Weave Detonator” in inspiration of this stage.

It’s a good song! That’s how I imagined the first and final boss fight of this stage.

<http://www.youtube.com/watch?v=-Fzo3WEm5As>

In this stage, we figure out what that attack CL did actually means. It’s not good. :(

So it’s getting pretty dark now, and the Perkinites are moving toward the Sci Li. Also this is a special mission! First time playing through, you can only choose either CY/NM or CK/CM. Later, if you replay the mission, you can choose anyone.

Outside of the Sci Li (back when there were no tables/there could be tables, I don’t know)

Mini-Boss:

**Twin 1 (P\_\_\_\_\_\_\_N)**

HP:

EXP Reward:

Various Attacks:

Attack 1: Charges and does an arc attack with his blade

Attack 2: Creates a spark orb that revolves around him. Speed is much faster. If hit by the orb, stun is inflicted.

Special Attacks:

S. Attack 1: I DON’T KNOW [Use when down to 50% HP instantly] - The background fades to black, and Twin 1 basically charges at you with his blade, then teleports to a different place, and continues this process for a couple of seconds.

So this is a relatively easy boss fight. He’s not that strong and he’s not spammy at all. Really strange but whatever. He focuses primarily on melee attacks, but has huge delays in between attacks.

So they go into the Sci Li, and they chilling, they fighting in the elevator to get to the main spawning point to liberate the area, which is on the fourteenth floor. And they fight random enemies on the elevator that spawn from the darkness and shit or something. Suddenly the elevator stops at a floor and they’re like, “Dammit all. Stop interrupting” or something.

Floor 5:

And then they find darker shadowy counterparts of themselves that they have to fight. Oh no. And this was what happened with Clarissa’s Shadow Virus attack.

Mini-Bosses:

**Anti-Christina and Anti-Cia**

HP:

HP:

Various Anti-CK Attacks:

Attack 1: Shoots a thunder bolt in a straight line. Inflicts Stun.

Attack 2: Spins around creating an arc of thunder around her. Inflicts Stun.

Various Anti-CM Attacks:

Attack 1: Shoots a cone of magic bullets. Inflicts various status ailments.

Attack 2: Shoots a homing magic missile. Reduces Attack.

Attack 3: Goes into the air and shoots a projectile that explodes upon ground impact.

Attack 4: Heals Anti-CK every 2 seconds by a very small amount.

Various Both Attacks:

Attack 1: Slowly back away from the players. Both do not like to be close.

Attack 2: Umm something

Special Attacks:

S. Attack 1: Anti-Friendship Finale: Demonic Uprising [Use when 50% HP down instantly] – Deal some damage and turn on all cooldown timers for abilities/items if Units are in the attack radius. They will use this more than once. Or something. I don’t know.

One notable problem is that the floor isn’t well-illuminated, and sometimes blacks out at random intervals for a second, making the fight even harder. They are very sneaky and will try to sneak up on you, stun you, and other stuff. Also there are bookshelves which are annoying. In some instances, they will hide in dark areas and knock over books, in attempts to lure you in. If you take the bait, Anti-Christina will zap you and Anti-Cia will start spamming magic bullets.

Floor 9:

Mini-Bosses:

**Anti-Charles and Anti-Nate**

HP:

HP:

Various Anti-CY Attacks:

Attack 1: Charges directly with a shinai

Attack 2: Teleports both Units to a different a rea

Various Anti-NM Attacks:

Attack 1: Charges directly with claws

Attack 2: Shoots a stream of claw bullets

Attack 3:

Various Attacks:

Attack 1: Both will perform Attack 1 consecutively right after the other along with teleporting

Special Attacks:

S. Attack 1: Anti-Friendship Finale: I don’t know [Use when 50% HP down instantly] – Reduce all Units’ HP to 1 and turn on a random hotkey’s cooldown if they are in the attack radius. It’s a big attack radius though. Can be interrupted with attacking. They will use this more than once.

Like the last miniboss fight, the floor isn’t well-illuminated. They aren’t as sneaky, as they are more powerful. But they can teleport. That’s annoying, especially in the dark areas. Despite this though, they are more predictable as they are pretty reckless. They will always try to be attacking you, and as such, you can place traps or various status abilities near you.

Floor 13:

So you see the dood from earlier that fought you outside of the Sci Li, and he’s somewhat worried that his sister isn’t here. But that’s okay because his sister arrives all of a sudden through one of the elevators.

And then shit happens.

Bosses:

**Twins 1 and 2 -Synchro Form- (P\_\_\_\_\_\_\_N) (Y\_\_E)**

HP: They share the same HP?

EXP:

Various Attacks:

Attack 1: Twin 2 uses the chain tied around Twin 1’s neck and swings him around. Huge attack radius.

Attack 2: Twins 1 and 2 shoot colorful magic missiles in a cone.

Attack 3: Twin 1 attacks with his blade.

Attack 4: Twin 2 jumps into the air and shoots a burst of powerful magic. Twin 1 is immobilized at this time.

Attack 5: Several stationary magic bombs appear around the stage. Disappears within ten seconds.

Attack 6: Shoots bullets in a flower-like pattern

Attack 7: Draws a line that homes in on the player. The line can turn at right angles. Once the line is finished, both twins charge on the path of that line quickly

Attack 8: Separate and do their own thing for a few seconds. Good for dodging attacks.

Special Attacks:

S. Attack 1: [75% HP instantly] – 10 Swords of darkness will descend trying to hit the player. Once they hit the ground, they will swing in a circular arc and then disappear.

S. Attack 2: [50% HP instantly] – The field is covered in dark bullets.

S. Attack 3: Synchro Twin Finale [25% HP instantly] – Something bad probably will happen. This one will last for the remainder of the battle.

This floor is strangely well-illuminated and the bookshelves have disappeared.

Where you are will potentially define what attacks they use on you. If you are near a corner, they’ll charge toward you with a spinning attack. Unfortunately, their spinning attack has a relatively huge attack radius, so escaping is difficult if not impossible. If you are far away from them, they will fire magic missiles toward you. If you are close to them, they’ll use melee attacks or short but delayed bursts of powerful magic. Attacking after the delayed bursts is recommended because they don’t perform any actions during that cooldown time.

They don’t teleport. They move fast though.

Floor 14:

Defeat the spawn point. This is easy because it’s just defeating a spawn point. ☺

**Stage 6 (FINAL):**

**Stage 7 (EX1):**

Mission 7: Get your hair done at the mall!

EXP Reward: 210!

:)

The ending is beatable but so toughsies. Totes.

You follow Miranda in a straight path. It’s really simple.

Enemies:

That girl who says “omg I love there shoes” – She just charges in a straight line really quickly toward you when you are nearby and then she explodes. They will have dialogue over their heads saying what they say

Gangsters – They cast “” at you. You get Rusty Daggers from them if you beat them.

That old man – He will follow you and try to collide with you. You will lose HP. He will constantly say “”;

At some point you’ll encounter the mall store of clothes.

She only sells Credit Cards. They cost 1200 Flexpoints and heal you to full health. They aren’t worth it.

Then you get to the end and you are introduced to a cutscene where Miranda is talking to Beth. Miranda then transforms.

Boss:

**Miranda**

HP: 19000

EXP: 210

Various Attacks:

Attack 1: Ghostly clones of Beth will be showered onto the field.

Attack 2: Ghostly clones of Jacquelle will be showered onto the field.

Attack 3: Shoots energy bullets in different patterns.

Attack 4: Random debris will fall directly down at random places.

Attack 5: Miranda breathes fire and that trail of fire follows you.

Special Attacks:

SOUL DECIMATION [Activate when 75% HP/50% HP] – Radiance orbs follow you and explode after a few seconds.

THE WORLD INTO ASHES – [Activate when 25% HP] - The entire screen is covered in flames. For the remainder of the battle, all enemy attacks are sped up and powered up by 1.2x.

Rewards:

You get the abilities, Girly Swirl and Gossip. Only Girls can equip this.

You can’t level them up. Girly Swirl shoots a bullet that shows a swirling animation on hit. Deals 2800 damage to Gangsters. Gossip deals 10 damage to all enemies on the VScreen. Deals 28000 damage to Gangsters.

**Stage 8 (EX2): Alternate CPM Dimension**

You are judged on whether or not you are a true Perkinite. You must face many trials.

And so they do.

So this is Ananya’s special level where she will test you.

Ananya –Judgment Phase-

HP: ???

EXP: ???

Various Attacks:

Attack 1: (Red Deny) – If you use an ability that is available to all Perkinites, she will effectively cancel it and create a red orb next to you that will shoot bullets for a few seconds.

Attack 2: (Blue Deny) – Every fifth ability you use will be effectively canceled. Five straight line rays will target you. (I don’t know how to describe this well. I might draw it later)

Attack 3: (Vortex) – She will go to the center of the field and create a vortex to drag you in. At this time, she will shoot lasers in every direction. Reaching the center of the vortex will cause the vortex to implode.

Attack 4: ???

Special Attacks:

???

MORE LATER

**Stage 9 (EX3):**