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