CHARLES PLEASE EDIT THIS UNTIL IT’S ACCEPTABLE PLEASE

(All text is from the narrator unless in \*\* or [] or () or whatever).

**LEVEL 1 – PERKINS (level1\_intro)**

\*black screen ☺\*

Hello. Today I am going to share with you the Tale of the Perkinites.

Once upon a time, in the year 201X, a legendary demon awoke to cast terror upon the land.

This evil lord brought about many monsters to take the lives of many innocents, and submerged the entire land in darkness…

However, there was one place he did not corrupt.

It was a safe haven known as Perkins Hall, untouched by the darkness, because it was too far away from anything that mattered

…

for anyone to care about…

Our story begins in that particular building

\*end black screen\*

**Perkins 2nd Floor (level1\_2f)**

(Some random month/1X/201X)…

We find two of our heroes on the second floor, staring blankly to the right, doing nothing.

Realizing they are doing nothing, and no one else is around to help them do even more nothing, they decide to leave Perkins and go somewhere INFINITELY BETTER, like the Main Green or Keeney.

Let’s say Keeney. Keeney’s a pretty chill place. Good people.

(TIP: Use the W/A/S/D keys or the Directional keys to move the Perkinites around!)

**Perkins 1st Floor (level1\_1f)**

\*start music here\*

\*the heroes are surrounded by PROBLEM SETS\*

As this scene suggests, their trip to Keeney is cut short by a couple of evil PROBLEM SETS surrounding our heroes.

Now normally, pieces of paper don’t move on their own.

These do.

(TIP: Use the left-click and right-click to trigger the Perkinites’ special abilities. Use these to attack the enemies and maintain your lives!)

(TIP: Abilities will have cooldowns after activation, meaning that they cannot be activated until the cooldown is over. Most cooldowns are short, but take note of this!)

[Make sure this area only has PROBLEM SETS and ESSAYS for now.]

(level1\_1f\_win)

\*They clear all of the enemies.\*

As you might have realized now, yes indeed! Some of the darkness has eventually reached over to Perkins.

The darkness isn’t as strong as it could be here, but it has corrupted some everyday items into beings of somewhat destruction.

Our heroes realize that they should probably do something about this, so they postpone their trip to Keeney and fight back for the sake of Perkins.

They set off to the Ground Floor. Praise \*\*\*\*\*\*\*\*\*\*\*\*\*\*.

**Perkins Ground Floor (level1\_gf)**

Now they are on the ground floor! Being the heroes that they are, they also decide to defeat all the enemies on this floor.

This part is more difficult because there are some DRUNK GUYS to deal with, as well as some actual demons!

**(level1\_gf\_win)**

\*They clear all of the enemies.\*

But clearly, this difficulty is no match for our heroes, and through their arrogance, they will DIE later.

Our heroes feel a strange and depressing force, emanating from the ground floor lounge. Something evil is up, so they go investigate.

**Perkins Ground Lounge**

Maybe they’ve already been to Keeney. I mean, this shit is really trippy, man. Whoever hears of pieces of paper walking up and killing you?

[TALK TO THE TEDDY BEAR] **(level1\_miniboss)**

To their surprise, they find a teddy bear on the ground, one marked with several peace symbols.

???: Hyuk hyuk hyuk… [or some other random sound I don’t know]

For some odd reason, a masked child pops out of nowhere. Clearly this cannot be good.

\*animation happens so the masked child is casting a spell, and the teddy bear starts transforming into War Bear. The screen flashes a bit.\*

Masked Child: Hyuk hyuk hyuk!

\*The Masked Child teleports out.\*

It seems like the tables have turned against our heroes. Oh man, they’re about to get beat by a teddy bear. With peace symbols. Doesn’t that suck?

[STOP TALKING TO THE TEDDY BEAR]

**(level1\_miniboss\_win)**

\*The fight happens. You win.\*

By hitting the teddy bear multiple times, they have warded away the darkness from this object.

They have saved a teddy bear from an ancient darkness plaguing millions of human lives. GOOD JOB GUYS.

Even better for them, they manage to unlock six new heroes!

(TIP: At any time, pull up a menu or something to change the active team of Perkinites! Note that you can only do this once or something I don’t remember what we talked about)

They don’t stop to wonder what this means. They just roll with it.

However, they know that evil demon child is still probably within Perkins, planning something diabolical, like making an evil lamp or something.

The only place they haven’t investigated yet is the third floor, so our heroes journey to the depths of wherever that might be.

**Perkins 3rd Floor (level1\_3f)**

Obviously they’re going to listen to what I say and go to the third floor. Ahahaha, free will my ass.

Anyway, it seems like darkness is still afoot. The standard set of demons and corrupted beings are here, except there’s even more now. Our heroes go at it.

\*They clear all of the enemies.\*

Well it seems like they liberated all of Perkins from the evil darkness. Or did they…?

No they didn’t.

They sense evil from within the kitchen. Like the goody-two shoes they are, they go see what’s up.

\*If they try to go downstairs\*

GO TO THE DAMN KITCHEN RIGHT NOW.

**Perkins 3rd Floor Kitchen (level1\_3f\_boss)**

Now they are in the kitchen. The demon could be hiding here or not. Let’s just say he’s here and speed this up.

\*he does the teleport animation again and the masked child comes back\*

Masked Child: Hyuk hyuk hyuk…

Our heroes are pretty peeved about all these monsters and stuff, so they prepare to attack.

Masked Child: Hyuk hyuk hyuk…

Fortunately for our evil demon child, he’s pretty peeved that the heroes kept on ruining his hard efforts, and starts fuming with anger.

\*he transforms\*

YES! Here he is, IRA, in his true form! The complete embodiment of wrath and hatred! The first of many CARDINAL SERVANTS.

Ira: GRAAAAWWRRRRHHHHHHHHHHHHHH

Our heroes are pretty much dead now. THE END.

(level1\_3f\_boss\_win)

\*The fight happens. They win.\*

Ira was also the weakest of the evil lord’s CARDINAL SERVANTS so this should not be considered a significant victory. It’s a dumb victory.

IRA was also so stupid that he accidentally dropped a very important item, the J-FRAGMENT ONE, for the heroes to pick up. FRIGGIN’ RIDICULOUS. SO DUMB.

Nevertheless, this long and arduous battle ended with a victory by our heroes.

Now they can tell this story to drunk people at parties and get laid or something.

\*black screen ☺\*

Realizing their world is in danger, now these heroes set out to take back the world from the evil lord! A new day is ahead. A new day of liberation and freedom!

These are the PERKINITES.

Until they are killed. By our wonderful evil demon lord.

Praise \*\*\*\*\*\*\*\*\*\*\*\*\*\*.

Also, I wonder where Ruth Simmons is in all of this. She should probably be doing something about this.

She’s probably doing something about this.

**LEVEL 2 – JOSIAH’S**

[Is Ananya still telling the Perkinites to go pick her up a Quesadilla here? If so, the time changes and now it’s like, 8 or 9 or 1 or just late.]

Clearly I was here for all of this when it happened so that’s why I’m narrating.

Hey I can’t tell you where to go all the time. Figure it out for once.

(if you go the wrong way) Getting colder…

Warmer…

Hot!

**LEVEL 7 – PROVIDENCE PLACE [BONUS LEVEL]**

The narrator is being replaced.

This will now be in accordance with the GirlTech narrator/tip-giver thing.