Hello!

Welcome to Perkins 2nd Floor!

Right now, you are a generic freshman who has no redeemable qualities whatsoever yet.

Do not worry! Soon you will be able to become any Perkinite you want to be!

To unlock more areas of Brown, you have to fight back against the evil!

Talk to Ananya, who is on the right side of this floor to start [CAMPAIGN MODE]!

Move around with WASD. Press Space to talk to other people!

**LEVEL 1 – PERKINS(level1\_intro)**

It is September xx, 201x. You are a Perkinite, a freshman who lives on the far-away citadel known as Perkins Hall. And you are lonely.

You are so very very lonely. LONELY.

Until one day you came across one other Perkinite.

Perkinite: Hi :D

From that point on, you finally achieved happiness through friendship. But then everything changed when the demons attacked.

\* Three PROBLEM SETs pop up. \*

Mission 1: Demons have taken over problem sets. Go destroy them!

Keyboard setup: Click on A to perform your quick attack and S for your heavy attack.

Mouse Setup: Click on Left-Click to perform your quick attack and Right-Click for your heavy attack.

Mission complete!

Now, every Perkinite has a special power that they own, ranging from ninjitsu to ancient Chinese magic to shitting arrows. Luckily for our young Perkinite, our Perkinite also has a special power as well.

Our Perkinite has the special power of Imitation, allowing our Perkinite to transform into a different Perkinite in a snap.

Perkinite: Woah :O

Using this power and the power of friendship, our Perkinites must now work together and defeat these demon invaders.

Mission 2: The first floor is in danger! Liberate the first floor!

You might wonder why there are demons attacking.

Well apparently the darkness has spread all across Brown, but no one really cares about Perkins, so it didn’t reach here until now.

Our heroes realize they should probably do something about this and fight back for the sake of Perkins.

…or Brown, or something, I dunno.

Mission 3: The ground floor is in danger! Liberate the ground floor!

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.\*

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

Mission 4: Investigate the ground floor lounge and defeat the evil within!

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

**LEVEL 2 – JOSIAH’S**

**(level2\_ananya)**

8 PM or something:

Ananya: Greetings, Perkinites. Here is your next mission.

Two of our honorary Perkinites went into Jo’s to get me a Quesadilla. It has been TWO HOURS since they have left …and I fear that this is the work of EVIL.

Your mission is to get the prized Quesadilla and return it to me immediately.

Failure to complete this mission will bring forth MY RAGE onto the world. Good luck, Perkinites.

\*black screen\*

It looks like the main door to Jo’s is conveniently barricaded. Our two heroes manage to get access through the side door.

**Jo’s – Outer Corridor** **(level2\_outer\_corridor)**

Immediately as you enter, you see a sleepy-headed girl. Let’s she what she has to say.

Sloth: I’m tired.

Yeah nothing really important.

???: AHHHHHHHHHHHHHHHHHHH

Our heroes suddenly hear the screaming of a dying person just as the sleepy-headed girl disappears. It seems to be coming from Little Jo’s.

**Little Jo’s** **(level2\_little\_jos)**

Cashier: AHHHHHHH

Ah yes, the cashier is worried about food attacking him. How silly.

Instead of PROBLEM SETS, you now have to fight some FRIES and MOZARELLA STICKS. Wonderful.

\* In addition to your normal health, you now have a Fat Bar. Reaching 100% on this will automatically cause a Game Over. \*

\* To reduce this Fat Bar, pick up Salads. \*

**(level2\_little\_jos\_win)**

Well, you managed to save the cashier’s life, but he runs away. How ungrateful.

Our heroes move on and hurry to get their Quesadilla.

**Jo’s – Dining Court (level2\_main\_jos)**

Our heroes walk into the dining court of Jo’s, which is completely trashed, surprisingly not by drunk Brown students.

It seems like there are dark barriers preventing them from moving onto the next area, so our heroes do something about that.

**(level2\_main\_jos\_win)**

The dark barriers are now down. Our heroes prepare to get a Quesadilla. Exciting.

**Food Court** **(level2\_food\_court)**

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

In any case, it’s eerily quiet. Our heroes are perplexed. And there is no one manning the Quesadilla station.

Fortunately the screams of two ragamuffins break the silence.

It seems like the two ragamuffins Ananya mentioned are standing ever so silly. I wonder why they aren’t running away or something smart.

Sloth: I’m tired.

\*Sloth appears again\*

Ah yes, it is our sleepy-headed girl from earlier. Nothing important to say as usual.

Welp, it looks like the sleepy-headed girl is about to undergo a transformation. Let’s watch and not do anything about it.

\*she transforms\*

YES! Here she is, SOCORDIA, in her true form! The complete embodiment of apathy and lethargy, commanding her servants to do her bidding, using her own mass to engulf all that oppose her! The second of many CARDINAL SERVANTS.

Sloth: MERHHHHHHHHHHHHHHH

I’m sure our heroes are gonna die now. THE END.

**(level2\_boss\_win)**

\*The fight happens. They win.\*

Holy crap no that was not supposed to happen.

Well it doesn’t matter. They managed to overcome Socordia through well-timed hacking and slashing.

Now that they have the Quesadilla, they can return it to Ananya.

I hope on the way back they trip and fall and die or something though. That’d be hilarious.

\*black screen\*

**Jo’s Dining Court (level2\_mysterious)**

Mysterious Guy: …

**LEVEL 3 – THE RATTY**

**Intro (level3\_ananya)**

Greetings Perkinites. You have retrieved the Quesadilla for me, but I have a mission for you once more.

Recent reports show that several freshmen have been sent to Health Services from brutality after going to the Ratty.

I do not know if this is because of the recent attacks from drunken frat people, or if it because of the murderous darkness that started to reside within the Ratty.

Whatever it is, you must liberate the Ratty before it is too late. I am still on meal plan, and I fear the V-Dub is TOO far for me.

Failure to complete this mission will bring forth MY RAGE onto the world. Good luck, Perkinites.

\*black screen\*

**Patriot’s Court (level3\_patriots\_court)**

Like the last level, it seems like our heroes find themselves in eerie silence.

…

???: GRAWRRRRRRRRR

\*A bunch of Drunken Frat people rush out\*

It seems like the drunk people are ready to attack, just like Ananya warned.

Looks like they will have to fight them to get into the Ratty.

**(level3\_patriots\_court\_win)**

The defenses are down, but it seems like there are still more drunken people ready to fight.

At this point, our heroes realize it’s probably not worth it to fight all of them.

**Stairways (level3\_stairways)**

The entrance to the dining hall appears to be blocked. Our heroes instead go toward the Ivy Room.

**Ivy Room (level3\_ivy\_room)**

Ah, so that’s why the entrance was blocked. Clearly there is too much dark ooze seeping here.

It must be caused by that one guy spewing dark ooze.

Fat Kid: OOOOOOOOOOOOOOOO

Okay then.

Clearly this makes sense.

**(level3\_ivy\_room \_win)**

I bet the entrance is unlocked now. Our heroes should go check that out.

**Ratty Dining Hall (level3\_ratty)**

Ah yes, the Ratty. Filled with gourmet buffet-style dining serving over 1500 students with its high quality meals.

Unfortunately everything’s corrupted by darkness so everything tastes like shit at the moment.

It seems like there are four sources of darkness doing this, conveniently located in each food line.

**Bistro Line (level3\_bistro\_boss)**

This area seems different from all the others…it seems like we’ve teleported to a really stranger dark dimension.

Oh look an ice cream machine! Our heroes get some fine-ass ice cream.

Oh never mind it’s evil.

That’s probably a good thing for me, but bad for our heroes.

I forget I’m evil sometimes.

**(level3\_bistro\_boss\_win)**

Looks like that machine got its just deserts.

**Front Cave (level3\_front\_cave)**

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!

**Back Cave (level3\_back\_cave\_boss)**

Oh look, it’s some kid eating the quality dining featured at the Ratty. Let’s hear what he has to say.

Fat Kid: ASJDKASJDKLASJDKLASDJKAJDSKADJKALDJASD

That was more unintelligible than I thought.

\*food blocks the heroes from reaching this guy\*

Ah, so this makes more sense. There’s an effective food barrier that prevents our heroes from interrupting his transformation sequence.

YES! Here she is, GULA, in his ultimate form! The complete embodiment of over-indulgence of food, drink, and wealth, showcasing off his extravagance and leaving others in his waste! The third of many CARDINAL SERVANTS.

Gula: LET ME EAT YOUUUUUUUUUUUUUUU

With a call like that, I’m sure he’s going to win!

**(level3\_back\_cave\_boss\_win)**

\*The fight happens. They win.\*

I’m sure starting on Level 4, these evil things will be a lot more competent. I’m just sure of it.

Like, goddamn, how hard is it for these things to kill these guys?

Hell, I don’t even know what these guys are doing at the Ratty. Why weren’t they killed by the drunk guys?

These guys play sports. More than half of these pathetic heroes do not. They would die in a brawl.

Who the fuck uses ice cream to kill people?

Damn.

Oh hey look a mysterious guy. Must have popped up while I was ranting.

Mysterious Guy: Do not listen to Ananya anymore. She is deceiving you.

\*he disappears\*

Ooh I wonder if that was Ruth Simmons.

**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 evillordbrought about many monsters to take the lives of many innocents, andsubmerged 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 (level1\_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

So 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’sCARDINAL SERVANTSso 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 theseheroesset 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.