

Story Plots

Very General Synopsis

There is an aspiring criminal organization called Superbia World. The Chief of this organization wants to turn the world into a giant video game, sending out monsters to wreak havoc. Avatar, a citizen who has recently moves to, is caught up into the mess, and somehow has to stop them.

Prologue: Dragons, Headgear, and Explosions

Recommended Level: N/A

Avatar is currently far in a VR simulator heading to beat the generic dragon boss raid, with a group of people Avatar will meet throughout the story. Avatar finishes a virtual reality simulator session after defeating the final boss of the VR simulator game, and heads home. Passing Arcadia Carnival in the middle of the night, a group of spies suddenly raided an area, leaving an explosion after the scene, causing Avatar to fall asleep in the middle of the street. It is noted that the area is now being surveyed by spies and other anomalies coming from Superbia World.

- General tutorial, and tutorial on formations and battling (Also shows the game manual)
- Choose strongest and weakest stat, after being scouted by Abbie
- Choose an ultimate move to defeat the VRS final boss: Defeat the Dragon Boss ["Lvl 50"]
- Go to Arcadia Carnival Entrance/Exit

Chapter 1: Twisting Reality

Recommended Level: 1

The Avatar wakes up in a small building, known as Arcadia Carnival labs, after being picked up by Abbie and Brian. Brian and Abbie introduce the setting of the story to Avatar, and what their job is in the Arcadia Carnival. Avatar needs to get home, but Brian warns Avatar about how the streets are currently undergoing some trouble from last night's issue. He advises Avatar to go to Green Root Road, which is most likely the safest route. In case any other potential danger arises, he gives a weapon of your choice and a small snack, to meet up with Erca at Green Root Road, who is heading to the Birch Street Festival. At the end of the trail, they see a thug with strange high-tech equipment, who gets angry at them for interfering with their business and attempts to knock them out. After defeating the thug, Erca immediately destroys the super router which was creating the monsters. Erca's location has been locked down, and the Avatar has been noted; they are both now targeted by Superbia World. Avatar and Erca did not know the thug were one of Superbia World's CEO's.

Erca heads off to the marketplace and they temporarily part ways. If the player chooses the Avatar lives with their parents, then Avatar's mother complains about why Avatar didn't call that they were safe and mentions that her husband is still in a business trip. Avatar's mother then encourages them to go to the Birch Street Festival. Erca got distracted trying to find a good route and rejoins Avatar around Red Root Road. Attending the Star Festival, they meet another Superbia World spy, who lured them to an isolated area, and fought them. Before the fight, Tiger's the first one who approaches the area. He hides them

from approaching police and other spies, after defeating the spy who isolated them. He decided to join them due to his current reputation against them. They end up ditching the Birch Street Festival and go to New Leaf Town, a location the spies have not scouted yet, to take initiative on their next action.

- Player chooses a class for Avatar
- Player chooses whether Avatar lives with anyone
- Go to the Green Root Road, and get to Erca: Erca joins the party [Lvl 2]
- Finish the rest of Green Root Road: Defeat the Raider
- Go to Olive Street North and head to Avatar's house
- Head to the Birch Street Festival
- Tiger joins the party: Defeat the Superbia Spy
- Go to New Leaf Street

Side Quests

- ❖ NPC lost an item in Olive Street South. Find it in the neighborhood and gold will be rewarded.
- ❖ Pass around a signing note in the Birch Street Festival. Items will be rewarded.

EVERYTHING BELOW IS SUBJECT TO CHANGE

Chapter 2: Superbia

Recommended Level: 6

It goes through a cutscene of what Superbia World is doing. The leader of the group is presenting their top secret soon-to-be presented objective to turn the whole world into a video game. After spies reported the mishaps on the Green Road and the Birch Street Festival, Superbia World has now considered Avatar and party as enemies who have destroyed their plan.

Meanwhile, Avatar and party go to New Leaf Town, and encounter Centura and Abbie, who are friends of theirs. Centura is currently getting her costume kit back from Farmer Brown's, after her dad left it. She tells them a bit of information about the shady activity currently happening and believes that it's only a conspiracy that's either coming from Magicia Guild ruffians, Galactic Games, or Superbia World. However, she refuses to join their cause. Despite that, she has requested to go to Arcadia Carnival, after realizing that it is going to be opened soon. Being a huge fan of Arcadia Carnival, along with giving some thought on Centura's words, Erca strongly suggests clearing up the situation and gathering more information on Superbia World, thus further taking the risk. They make a compromise, and get temporary disguises, from Centura's costume kit at Fisher's Lake, to get a closer look at the situation. Abbie is left behind, as she has other business to do, in town.

After getting the costume kit, all three of them head to Arcadia Carnival. The party finds Duck in the middle of Yellow Root Road, to check on the police situation, and immediately joins them, as he does not have much to do in his life. On their way to AC bridge, they encounter two spies named Weasel and Bull. After defeating Weasel, Centura has no other choice but to help them fix this issue. Duck is also

joining for the sake of Arcadia Carnival. Brian has seen what is currently happening, and decides to keep his eye on Superbia World as well.

- Go to New Leaf Town
- Go to Farmer Brown's Farm and retrieve the costume kit: Centura joins the party
- Go to Arcadia Carnival Bridge through Birch Street
- During Yellow Root Road: Duck joins the party
- Go to the Arcadia Carnival Entrance: Defeat Weasel

Side Quests

- ❖ Ralph lost his axe in Fisher's Lake. Find it in a maze, and gold will be rewarded.
- ❖ Farmer Brown needs his chickens fed with special sun seeds. You will have to get the mixed ingredients in Fisher's Road and Redwood Woods. Gold and items will be rewarded.
- ❖ NPC from Arcadia Carnival Bridge wants a certain item in Arcadia Carnival. Gold will be rewarded if you retrieve it to them.
- ❖ Steve, from Maplewood Town, lost an item on Yellow Road. A valuable item will be awarded.

Chapter 3: Enter Arcadia Carnival

Recommended Level: 11

They've decided to join an Arcadia Carnival Points Competition, upon Tiger's request to take initiative on the situation. Some of the products of Superbia World can be won, by entering the contest. Ray, Prendore, and Anne act as rivals against them. At the 1st part of the contest, players will have to race from one side of the region to another. The 2nd activity is to try out different recreational parts of Arcadia Carnival and score the most points. The 3rd part is a scavenger hunt, to see who can find the most of a certain item. The 4th is a chase to see who can catch 3 thieves. The 5th part is a puzzle challenge, to see who can solve the most. The 6th part is a dungeon zone where contestants need to get out of a maze. The 7th part is an endurance test, with an obstacle course, followed by several enemies. The 8th and final part is a battle zone tournament challenge. It will be in a tree style, and the party will have to fight 4 consecutive battles. Anne is interested in how the Avatar works, and declares them as her new rival, when they beat her. Inevitably, the party wins the contest.

The whole contest was an unfair sham. Everyone still gets their prizes, regardless. After the contest, Prendore's angered over Erca's victory summons the Erca haters to go after them. The haters steal their prize and items and head to the Battle Zone, which they must get back. Immediately after, Ray catches up with them, and joins their party, to show that he's the best, and would like to go into the mess. When they reach Prendore, he battles the party. Ray mentions that Superbia World could be after his Cerberus Powers, and wants to help them in their quest, to boast his greatness.

- Join the contest: Get through the 7 challenges of the contest
- First Battle in challenge 8: Defeat Prendore [Lvl 14]
- Quarter-Final Battle in challenge 8: Defeat Anne
- Semi-Final Battle in challenge 8: Defeat Natasha [Lvl 15]
- Final Battle in challenge 8: Defeat Ray
- Obtained first Equipment Charm, and introduces it into the game

- Ray joins the party
- Get to the carnival side of Arcadia Carnival, through the Erca haters
- Defeat Enraged Prendore with his cheater gang [Lvl 16]

Side Quests

- ❖ Follow Wizzare across Arcadia Carnival, and spar with him, in an Arcadia Carnival training session. Wizzare will then reward and thank Avatar and the party.
- ❖ Go to arcade area and beat Steve's high score at a shooter game. A valuable item is given.
- ❖ Find 5 of Wazop's moving turtles across the game's map. A good amount of gold and items will be rewarded, including a high-level pendant.
- ❖ Go to the Carnival side and buy Sid several items. Gold will be awarded.
- ❖ Help Pico find Sunshine, who is wandering around Arcadia Carnival. Items will be awarded, and Pico joins the party, until a certain part of Chapter 4. Sunshine joins, if the contest is not done.

Chapter 4: A Storm Before Another Storm

Recommended Level: 15

Polar is impressed by how you won the contest and thought their party would have a good chance at joining the Polar group. The group appears to be suspicious, and could be currently working with Superbia World, as Shieken and Jonsen forcibly try to get them to join the Polar Group. After getting information from Maplewood, they decide to go to Stahr City, to get to the direct heart of Superbia World and stop this issue. After not being able to enter Superbia Corporations, the party gets a call from Brian that the Polar group appears to be interfering with business, in the city. The party acts, by first getting some information on what the Polar Group could be doing.

Upon finding one of the Polar Group members, they run into the pride fashion show, where they end up fighting with Jonsen and disturbing the crowd. Leo spots them and asks what they are doing. Tiger mentions how they need to handle Superbia World. Leo considers what they said but kicks them out. They end up getting relevant clues from the group members who were scattered across the whole city. They do find Horse, who has tricked them further into thinking that the Polar Group is now working for Superbia World, so that the cult can be defeated.

They follow Jonsen and Pong, who are on their way to the Polar Group hideout. The mission of the party is to sabotage the base, in Maplewood, and get the information and tools they could need. Along the way, Rebecca and Mint help them, despite being members of the cult themselves. After defeating Penta Penguin, and his new war machine from Superbia World: the alpha-beta-omega cannon, Polar clears the misconceptions, and only had the shady Superbia World items to build their train. For fun, Polar allows them to have the super alpha-beta-omega cannon. They form a small alliance with the Polar Group. Unfortunately, the alpha-beta-omega cannon has been used up and will take a while to recharge. They send it to Arcadia Carnival labs, for safe keeping.

After several explosions, with the Polar Group battle causing a scene, the Sapp Kingdom Police Force come up and realize it's the same group that is being attacked by the Superbia World spies. The police bring them to their station at Sapp City, and realize it's the same group of people who have been at involved in the recent spy attacks. They mention that they can deal with this situation. Expressively, to

the rest of the party, Erca refuses what they have said, and will fight for Arcadia Carnival. The police mention how there is some very suspicious activity going on in Redwood Forest, and how it is linked to the Superbia World's master plan to power up a crystal. It is further mentioned that the map of Redwood woods, along with super compass is found on Blue Root Road.

On their way to Fisher's Lake, they encounter a spellcaster from Superbia World who has been tasked to unleash the virtual version of the kraken on Stormy Vista. They show Benjamin a map, and a super compass to prove to him that they are ready. In the forest, they end up losing the spellcaster, and meet with Rebecca instead, who is trying to find flowers. She wants to help them along the way, after the Polar Group incident, and joins them until the end of the route. She re-routes them to where the spy is heading to. They see Becky mentioning the plans of the crystal being in motion and fend off several enemies against them. The spellcaster spy has already headed to Stormy Vista, where he can unleash the virtual kraken. The party continuously chases him across the city and stops him. After his defeat, the kraken was already summoned. After beating the kraken, they steal the spellcaster's information about Superbia corp. They have discovered the coordinates to a secret base. They take a photo of it and show it to Brian for analysis.

The party immediately goes back to Arcadia Carnival where they discuss the location of the encrypted coordinates. The party also mentions how Superbia World talked about a crystal that could wreak havoc and needs to be stopped. Brian sees this situation as urgent and lets them access the virtual flier. The Arcadia Carnival scientists are currently looking for a way to recharge the laser cannon, in case Superbia attacks soon. They do not have the tools, however. The party's next objective is to secretly infiltrate Superbia World's secret base in the Hillside Outskirts. They need to get their tools and information, as well as tools to power up the alpha-beta-omega laser cannon.

- Go to Maplewood to grab information on the Polar Group
- Head to Stahr City to stop the Superbia Corporation, once and for all
- Find members of the Polar Group across the city
- Go to the Pride Fashion Show: Defeat Jonsen
- Go to Horse, at the top floor and fight Doughshis
- Go to the Polar Group Hideout: Defeat Penta Penguin
- Go to Blue Road to obtain the super compass and map for Redwood Woods
- Follow the spellcaster in Redwood Woods: Rebecca Temporarily joins them
- Finish Redwood Woods, and eavesdrop on Becky's conversation
- Go to Stormy Vista and chase the spellcaster: Defeat spellcaster Wingman, then Virtual Kraken
- Obtain the virtual flier: can now travel to any visited location

Side Quests

- ❖ Juniper is currently on her way to Arcadia Carnival from Stahr City. Scraps has stolen one of her rare item collections, and she is trying to get it back. Go to Arcadia Carnival, find Scrap's hideout, then fight him (Recommended Lvl: 24). Juniper will join the party afterwards.
- ❖ In Stormy Vista, NPC wants to mix certain items. Gold and items will be rewarded when all of them are brought.
- ❖ Get some ointment for Johnny, from Maplewood Street, in Stahr City. Items will be rewarded.
- ❖ Go help a kid win the local race, at their school. A unique item will be rewarded.
- ❖ Escort someone from point A to point B in Blue Root Road. Gold will be rewarded.

- ❖ Defeat the trouble-making gangster king in Stahr City. [Lvl 19] Go to the mayor, and a pendant will be rewarded.

Chapter 5: Virtually Real Life

Recommended Level: 23

On their way to the secret base, Leo meets up with them, about the Fashion Show incident. He asks them if they could start a temporary alliance. His company, Pride, is closely affiliated with Arcadia Carnival, and has realized that Arcadia Carnival could confirm that Superbia World has them under attacked. To keep things stable with Pride, Leo requests to join their party to see the current situation, and solve it, first hand.

After being discovered, Superbia World is now going on a full-attack against them. In the middle, they encounter Becky, who is a traitor to Arcadia Carnival, and joined as one of Superbia World's main spies. The party steals a pass card, from the boss of the base, after defeating them, then heads to Superbia Corp. in Stahr City, where they face and attempt to stop the CEO of Superbia World. Before entering the elevator, they are caught in a trap, and fall into the generator room, and attempt to get back up. Exiting the generator room, they enter the higher floors, through the stairs and ladders. At a certain point, the experiments run loose, from all the battling. Superbia Corp. is currently going on a free for all.

At the top floor, they encounter the CEO of Superbia World, where he mentions the reason as to why he is doing all of this. Diplomacy did not work, and they start the battle. After the CEO has been defeated, he tells them that it is too late, and the crystal has already been activated to virtualize everything. Just in time, Arcadia Carnival labs prepared a laser that fired the alpha-beta-omega cannon and destroyed the crystal into six different fragments. The CEO gets angry, panics, and sends even more experiments to the top floor. The party manages to escape, and the CEO gets killed by one of the experiments. The Assistant takes his corpse and plans to extract his spirit energy to temporarily resurrect him, until the assistant's own goal has been fulfilled. Superbia World is beginning its downfall, as the police begin to suspect the shady activity to be coming from Superbia World.

- Leo joins the party
- Go to Stahr City, and get through the guard, who is blocking Hillside Road
- Infiltrate the secret base: Battle Becky and the other Superbia World spy
- Go back to Stahr City and head to Superbia Corporations
- Sabotage the generator room, and continue through the labs section
- Destroy the lab section: Go through the mutant experiments
- Finish the rest of the base: Defeat the CEO

Side Quests

- ❖ Anne wants a rematch in Arcadia Carnival. Level 29 is recommended for this battle. Items will be rewarded. She will be around until the end of Chapter 8.
- ❖ Go to the secret base and find the secret item to impress a local in Hillside town. Lots of gold will be awarded.

Chapter 6: In Shards – The Search

Recommended Level: 29

The Arcadia Carnival labs has set up a laser cannon to destroy the digi-crystal, that Superbia World is trying to create. Instead of disintegrating the crystals, they flung into six separate parts of the Star Kingdoms. They will have to quickly retrieve the pieces, before the stronger-willed Superbia enemies get to them, first. They still suspect the CEO to be alive after that incident.

After what happened in the base, Becky is convinced to join them while they were at Hillside Town, to see what she can do. She mainly just wanted to join Superbia World to cause chaos. Not giving much care and thought to it, she decides to join Avatar and the party, being intrigued about what kind of mess they can make in the future. The party does not trust her as much, but they press onwards, regardless.

Brian tracks the first location of the piece, mentioning this is in the Cat Temples, and suggests it as the first crystal piece they should get. Two other explorers come up and steal the piece without realizing its importance. The Superbia World workers continue to Spread across the regions, as they start to look for the Crystal pieces as well. Mint sees them traverse through the middle of Rayne Forest, and temporarily joins them, as he needs to travel to the Lost Ruins to get something for the Cat Temples. After that, they part ways with Mint, and head to the Lost Ruins. Brian has now mentioned the relocation of the Crystal Piece to be in the Sky Kingdom. Here, Mr. Blink tells them that they will have to solve the puzzles in the Ruins, to get to the shortcut entrance to Sky City.

The party has caught up to Sky City, and there appears to be no Superbia World Involvement.

- Becky joins the party
- Go to the Cat Temples
- Chase after the fairy and dragon: Go across Rayne Forest
- Solve the puzzles in Lost Ruins to enter the Sky City [Lvl 38]
- Go to the peak of the Cloud Ten Zone and get the crystal piece: Defeat Knight and Fairy

Side Quests

- ❖ Escort Tedwick to the group of natives. A little bit of gold, and a weak item, will be rewarded.
- ❖ Collect Stardust across the Cloud Ten Zone and give enough to an NPC in Sky City. A pendant will be rewarded.

Chapter 7: Cold Pursuit

Recommended Level: 35

While trying to obtain the first piece, Brian and co. have tracked down the locations for the rest of the crystals.

- Optional – Talk to Abbie in Arcadia Carnival Bridge: Abbie joins the party

Side Quests

- ❖ Only appears if party talks to Brunko about a deal in Chapter 3. They see Brunko being beaten by several Superbia spies in Sapper Hill. They save him from the spies (Recommended Level: 40).

Chapter 8: Final Peace

Recommended Level: 44

Summary

- Event

Side Quests

- ❖ Summary1
- ❖ Summary2

Chapter 9: Void

Recommended Level: 56

Summary

- Reach the destination of the Superbia Corp. Leader and defeat him
- Defeat the second battle with a giant monster, right after [Lvl 59]
- Defeat the assistant. The final boss [Lvl 60]

Post-Game

Recommended Level: 60+

The game saves after defeating the final boss. Post game side quests unlock after defeating the giant demon.

- Shows records of game file after the credits
- Lunatic mode unlocked, if finished in Normal or Hard mode
- Game restarts

Side Quests

- ❖ Defeat the monster boss in Hider's Town Town [Lvl 75] A hint to a legendary weapon will be revealed by an NPC afterwards.
- ❖ Defeat Anne in the Bzone Elites. The strongest pendant will be rewarded.

Character Progression Plots

General

The sequence of possible events and chapters throughout the game. Dialogue starts at the beginning of Chapter 3. Highest relationship with Avatar will progress the plot.

Erca

Theme Type: Achieving

Tiger

Theme Type: Sheer Power

Centura

Theme Type: Aesthetics

Duck

Theme Type: Learning Experience

Ray

Theme Type: Administrative Power

Leo

Theme Type: Socializing

Juniper

Theme Type: Collecting

Becky

Theme Type: Messing Around

Abby

Theme Type: Thrills