

Entities

Teddy Bear

Overview

The Teddy Bear can be found on display with a worn cassette player strung to its back. Once activated, both players will receive an audio queue via radio conveying its initial movement. Once active, the Teddy Bear will attempt to locate either of the players. The Teddy Bear's progress can be traced by audio and visuals on cameras, allowing both players the ability to track the Teddy Bear's current position at any given time during its activity.

Basic Interactions

If the Teddy Bear arrives outside of a player's door, it will enter into the player's territory. While the Teddy Bear may appear in the doorway, it is more reliable for the Teddy Bear to be discovered by the other player outside of the room. If the player manages to visualize the Teddy Bear within the doorway, after a brief second, the door-light will fail, and the player will only have a brief moment to react. By ducking underneath their desk, the targeted player can avoid contact with the Teddy Bear by appropriately hiding from his search.

Player Response

Upon ducking beneath their desk, if the Teddy Bear is outside any of the doors, the Teddy Bear will immediately move into the room and attempt to search above the desk. During this time period, the player may hear subtle movement and audio queues indicating the Teddy Bear's presence. If the player rises during this duration, they will encounter the Teddy Bear upon the desk and be caught, resulting in an End State.

Response Failure

If the player does not react within the allotted time while the Teddy Bear remains outside of their door, the Teddy Bear will appear over the front of the desk, resulting in an End State. This can also occur if the player catches the Teddy Bear in the doorway, and further fails to duck under their desk before the door-light fails. If the player is within camera states, upon regaining desk focus, the End State will immediately be triggered. If the player idles within the desk state, the Teddy Bear will eventually make its move and rise over the front of the desk.

Aftermath

Once the Teddy Bear attempts its assault, it will then reappear, deactivated, at 1 of its 3 possible spawn areas. The Teddy Bear will always begin at its exhibit, but may return to several other areas, requiring the players to predict its progress from several different locations. It may also be possible to allow for the Teddy Bear to spawn closer to the unaffected player's location. This would not guarantee that the Teddy Bear would assault that player, but would assist in influencing its potential progress and convey the relative danger to that player.

Advanced Interactions

On earlier stages, the Teddy Bear will leave a player's location after emitting several audio queues. During more challenging nights, the Teddy Bear may not immediately disperse after searching above the desk. The absence of sound following the Teddy Bear's search may either signify his departure, or his attempts to fool the player into coming out from their hiding spot. Regardless it will eventually depart after a set amount of time. In order to better predict the Teddy Bear's exit, the other player can scan the cameras in order to locate the Teddy Bear's new spawn location, therefore signaling to the other player that they are free to emerge.

Cuckoo Clock Cat

Overview

The Cuckoo Clock Cat may begin at different locations, but will always reactivate from its original spot, and takes the form of a wall-clock with an oscillating tail and eyes. While deactivated, the clock will emit an audible ticking sound, and visually convey basic tail and eye movement. Once activated, the clock will cease ticking and movement, and the Ghost Cat will begin moving around the museum. The Cuckoo Clock Cat will always begin at the same location, and therefore will need to be positioned an equal distance from both players.

Basic Interactions

Once the Ghost Cat is active, there are only two methods to accurately trace its movement. While occupying a room, two noticeable occurrences depict its presence. First, any available clocks within the room will stop functioning, removing any audible ticking sounds. Second, lighting within the room may cast a faint cat shadow. It is important to note that both occurrences are extremely subtle, requiring both players to cooperate in order to locate the Ghost Cat's current position.

Player Response

In order to stop the Ghost Cat, a player must scare it away with a burst of intense light. This can be accomplished only when the Ghost Cat appears in a player's doorway. The player can deactivate all ambient lighting in their room, and then turn on the specified door-light in order to trap the Ghost Cat under an isolated spotlight. If the Ghost Cat appears in the doorway, like many of the other rooms, the player will be able to spot a subtle shadow and take note of the lack of ticking from their clock. The player can begin countering the Ghost Cat when it is either outside of their room or within the doorway, as there is no consequence for cutting their power and lighting the expected door for the duration.

Response Failure

Failure to respond will allow the Ghost Cat to enter the premise and hide in front of the desk. After a short duration, the Ghost Cat will attack the player from over the desk. If the player attempts to hide under the desk, the Ghost Cat will still be able to appear over the top of the desk, rendering the ducking mechanic ineffective.

Aftermath

Once the Ghost Cat is dealt with by the player, it will then immediately return to its clock. The clock will reactivate, continuing to act normally until the Ghost Cat is released once again.

Advanced Interactions

During earlier stages, the Ghost Cat will move slowly through individual room. Later nights may allow the Ghost Cat to rapidly move through 1-3 sections at any given time. Sections in this case represent camera perspectives, where each room may contain an average of two sections. Traversal will typically only favor higher amounts of movement in the event of altering its target. In this case, the Ghost Cat's path may occasionally vary and randomize, until it eventually settles on attacking a particular player. This will force the players to acknowledge the Ghost Cat's potential to quickly change its course, therefore emphasizing the necessity to watch its movements at all times.

Mannequin

Overview

The Mannequin always begins at its exhibit, and may become active with little warning during the night. Similar to other Entities, the once its function has completed, it may reappear at 1 to 3 varied locations.

Basic Interactions

The Mannequin will silently move between rooms during its activity. Generally, it simply wanders, but if it approaches one of the player territories, it may attempt to enter the premise. In this event, the player will be able to catch the Mannequin's entrance within any of their doorways.

Each time any player views the Mannequin in its current room, excluding player territories, the Mannequin will increment its animation, causing it to gradually approach and look at the camera. This process will typically consist of 3 animation increments, essentially limiting the player's ability to effectively view occupied locations while the Mannequin remains within the room. Once the Mannequin moves onto a different room its animation process will reset.

After the 3rd animation increment is reached, the Mannequin will appear in the player's room after a short moment. If still viewing the Mannequin's face in the camera, the camera feed will fizz, revealing the absence of the Mannequin. Once this occurs, the Mannequin will appear in front of the player's desk, with both hands on the desk, seemingly staring back at the player.

Player Response

If the Mannequin appears in the doorway, or if has manifested in front of the desk, the player must immediately deactivate the lights in order to avoid staring back at the Mannequin. After a short delay, the Mannequin will return to one of its possible spawn locations.

Response Failure

If the player does not deactivate the lights fast enough, or if they did not exit the camera feed quick enough, the Mannequin will attack from in front of the desk. Furthermore, if the player turns on the lights before the Mannequin has exited, this will also trigger an End State. As with other Entities, the Mannequin will always depart after a set amount of time. This can be further predicted by allowing the other player to search for the Mannequin's new location, therefore conveying when the Mannequin has left the area.

Aftermath

Once the Mannequin is left in darkness for a set amount of time, it will silently leave the area. The other player may find the Mannequin in the museum to signal the other player and allow them to reactivate their lights.

Advanced Interactions

On later nights, the Mannequin's animation increments may occasionally be reduced by 1. Furthermore, it may also move between rooms faster, and also potentially move toward the players more directly at times.

Painting Ghost

Overview

The Painting Ghost will always begin within its original painting in the museum. Once its function is completed, it will also return to the same residence, allowing for its spawn location to be easier to track in comparison with other Entities. Over the course of the night, it will traverse between paintings, posters, banners, and images until it reaches player territory.

Once the Painting Ghost is introduced, both players are also equipped with a blank picture within a picture frame. When entering a room, the Painting Ghost appears within the most accessible media, and the availability of the picture frame serves to attract the Painting Ghost. If the picture frame is not accessible, the Painting Ghost will attempt to appear in other forms, such as within the player's tablet.

Basic Interactions

The Painting Ghost has a silent activation, only becoming noticeable once it has left its original residence. From that point, it will begin slinking between visuals within the rooms, allowing both players to track its progress as it attempts to gain entry into player territory. Aside from spotting the Painting Ghost outside of a player's room, the majority of the interaction occurs during the player's response.

Player Response

With the picture frame available, the player has the option of letting it stand, or placing it face-down. When the Painting Ghost enters the room, its interaction is dependent on the picture frame's current state. If the picture frame is standing, the Painting Ghost will appear, static, within the blank image. If the picture frame is face-down, the Painting Ghost will be unable to move into the picture frame, and therefore will transition into the tablet device.

If the Painting Ghost is successfully captured in the standing picture frame, the player can place the picture frame face-down to avoid the Painting Ghost. After a short while of remaining within the face-down picture frame, the Painting Ghost will return to its original dwelling.

Response Failure

If the player's picture frame is face-down upon the Painting Ghost's entrance, it will inhabit the tablet device. If the player attempts to access the tablet device upon the Painting Ghost's entrance, it will attack the player from within, resulting in an End State. If the player is aware of the Painting Ghost's residence within the device, they can simply avoid utilizing the device for a set amount of time. Once the other player announces the Painting Ghost's reappearance in its dwelling, the player can safely continue using the tablet. As this restricts the

player from monitoring other Entities, this solution should only be followed if the player is unable to catch the Painting Ghost in the picture frame.

Furthermore, if the Painting Ghost is caught in the picture frame, but the player does not turn the picture frame face-down, the Painting Ghost will also attack the player after a set amount of time, resulting in an End State.

Aftermath

Once the Painting Ghost has fulfilled its role, it returns to its original painting until reactivated.

Advanced Interactions

Aside from faster transitions and reduced reaction time, the Painting Ghost does not offer any overt changes during later nights.

Doll

Overview

The Doll begins in a chair behind a set of museum fencing, and once released, will attempt to move directly toward one of the players after briefly wandering around its area. Its movement is typically static, but audible giggling and visual animations can be encountered under rare circumstances. Once approached by the Doll, a player will be forced to provide it with an offering, showing respect to encourage the Doll to return to its exhibit. When the Doll is introduced, the player will be given a jar of peppermints, which can be open and closed as desired.

Basic Interactions

Once released, the players will be able to track the Doll's current position by listening for audible laughter, or by simply looking for its presence in any of its rooms. The doll will always move between one room at a time, allowing it to be easier to predict and follow. While the Doll may begin by wandering around the museum, eventually it will target a player and starting traversing directly toward them. This may also be induced if a player 'angers' the Doll, which can occur by viewing the Doll too little or much while it is active.

Like many other Entities, the Doll can be seen within the doorway before it approaches a player, allowing the targeted player to take necessary precautions at the Doll's arrival.

Player Response

The player cannot stop the Doll from entering once it is in the doorway. At this stage, the Doll will eventually appear sitting on the player's desk. Once the player acknowledges the Doll's presence, they must click the peppermint jar to place a few pieces of candy in front of the Doll. Afterwards, they must duck underneath the desk and allow the Doll to judge their offering.

If the player completed the detailed steps, an audible sound of wrappers will be heard above the desk. Following this, the Doll will return to its original exhibit. Unlike other Entities, the Doll will never wait around after accepting its offering, and therefore once the audible wrapper sounds cease, the player is free to emerge. At this stage, they can close the peppermint jar if desired.

Response Failure

The player can be attacked by the Doll in a number of ways at this stage, therefore triggering in End State. If the player does not react fast enough, with regards to supplying their offering and ducking under the desk, the Doll may attack. If the player does not fulfill all requirements, such as if they proceed to continue using the tablet after providing the peppermints, the Doll will attack. If the player attempts to access any other features, after a short

delay, the Doll will attack. It is important to note that the player will have the opportunity to quickly check other doors if desired, only if they immediately begin fulfilling the ritual afterwards. Simply noted, the player will fail if they do not properly appease the Doll, or if they act impolite in its presence.

Aftermath

Once the wrapper sound has finished, the Doll immediately returns to its starting location.

Advanced Interactions

Viewing the Doll for extended periods of time on later nights may hasten its progress toward a player, or may complete its wander period sooner and cause it to target to player triggering its 'anger'. Essentially, the Doll's movement and impatience will be increased as nights become more difficult.

Taxidermy Dog

Overview

The Taxidermy Dog represents a physical stuffed animal, which will always return to its original exhibit location, likely near the central area of the museum. Once introduced, both players are given a dog whistle on the desk, which can be activated at any given time. This whistle allows players to call the Dog to their location. While encountering the Dog may result in an End State, players can cooperate by taking turns attracting the Dog toward their location, preventing it from ever fully reaching either player's room.

Basic Interactions

Once the Taxidermy Dog becomes active, it will choose a random target and begin narrowing in on their location. Once the dog is close enough to the targeted player, the other player can activate their dog whistle to reverse the Dog's direction, therefore causing the Dog to switch targets. While this ability can be used by players at any time, the frequency of the whistle also causes many other entities to briefly enhance their movement as well. Therefore, it is optimal to utilize the whistle when it is closest to a player, therefore limiting the amount of times it needs to be used, since the Taxidermy Dog will need to traverse the entire path between both players before the whistle is used once more.

Player Response

Aside from utilizing the whistle, a player cannot stop the Taxidermy Dog once it enters the room. Regardless of lighting, or if they are hiding under the desk, the Taxidermy Dog will immediately attack. However, as long as the Taxidermy Dog is at least in the doorway, the other player can still lure the Dog in the opposite direction.

Response Failure

Failure to swap the Taxidermy Dog's direction before it arrives in a player's room will quickly result in an End State.

Aftermath

Unlike other Entities, the Taxidermy Dog does not deactivate. Once active, it will continue to target players until the end of the night. However, comparatively it may traverse rooms at a lesser rate, while also retaining an obvious path to the targeted player.

Advanced Interactions

During later nights, the Taxidermy Dog may become harder to sway once it gets closer to a targeted player. While it always can be deterred if within a doorway, or outside of a room, at

these points it may require an additional whistle or two in order to reverse. This will come at the cost of further enhancing Entity movement, forcing players to decide if reversing the Dog earlier is more favorable over risking the possibility of needing to whistle the device more than once at max range.

Jeweled Spider

Overview

The Jeweled Spider always begins each night at the same location, and upon completing its functionality, will return to its original position. Like many other Entities, the initial way of predicting activity only relates to acknowledging its absence from its exhibit. Once active, the Spider will move through rooms, eventually arriving within one of the player rooms. At this stage, it rests on the farthest wall in front of the player, and after a short duration, will launch across the room in an attempt to attack.

Basic Interactions

Once active, the Jeweled Spider behaves like many other Entities. While its initial traversal are dependent on its wandering process, eventually it may wander close enough to a player, or attempt to directly move toward a player. Unlike other Entities, the Spider cannot be detected within doorways.

This is primarily due to the fact that the Spider uses walls and ceilings to quickly move through rooms. The Jeweled Spider will typically avoid direct camera sight, but on occasion can faintly be seen in the corners of rooms. This is particularly true with rooms closer to the players, offering a better chance at predicting the proximity of the Spider once it begins to draw closer. However, in the middle of the museum, the Spider may quickly traverse through rooms, with only brief animations and audio segments to determine its presence.

Player Response

Once the Jeweled Spider enters the player's room, it will cling to the wall directly in front of the player. Unlike other Entities, the player's reaction to the Spider may not require immediate applied mechanics. Instead, the player is free to continue utilizing all available features, as the Spider will not directly retaliate regardless of their activities.

Eventually the Spider will provide a visual and audio note to convey the beginning of its attack. After this procedure, the Spider will launch itself across the room. In order to avoid an End State, the player simply needs to duck under their desk when this occurs. While the visual movements of the Spider will assist in displaying when the Spider will attack, the player could still be viewing their tablet, and effectively react if they listen for the subtle sounds from the Spider. In this event, the player would simply need to exit the tablet and duck under the desk before the Spider can attack.

Response Failure

Failure only occurs when the player fails to duck under their desk in time. Regardless of whether they were viewing the tablet or watching the Spider, if the player does not react in time,

an End State is triggered. It should also be noted that the player can duck under their desk before the Spider begins its attack. While this will ensure that, when the Spider does attack, that the player is safe, it comes at the expense of leaving the player vulnerable to other Entities for the duration.

Aftermath

After the Jeweled Spider launches across the room, the player will hear it collide with the opposite wall. Provided its failure to catch its prey, it will emit a fading scatter sound, indicating its return to its original exhibit location.

Advanced Interactions

On later nights, the Jeweled Spider becomes a bit more aggressive. This primarily increases its traversal rate, but also reduces the time it takes to launch across the wall. In most cases, the time it waits on the wall will remain within a standard range.

Playful Ghost

Overview

The Playful Ghost represents one of the more unique Entities, particularly due to the fact that it will not approach the player's room gradually, nor will it directly attempt to attack the player. Instead, this Entity haunts a small toy collection. While the exhibit may convey a wider range of children's toys, the players particularly must observe a set of 3 wooden blocks. These blocks take the form of a sphere, cube, and pyramid.

Once active, the blocks will disappear from the exhibit, and appear throughout the museum. Each time these blocks appear, a single block will be isolated or emphasized when compared to the others. In order to appear the Playful Ghost, both players must observe the most recent designated block. On a rare occasion, the Playful Ghost may manifest in a player's room, placing the blocks on the desk, and prompting the player to choose their current favorite. As long as the player successfully chooses the last block emphasized, the Playful Ghost will not attack.

Basic Interactions

Unlike other Entities, the Playful Ghost can move to any room, regardless of connections. Once in a room, it will stay within its confines for an extended period of time, providing both players with enough time to acknowledge its presence. Its movements always cause it to wander randomly around the museum, and only after a range of time, it will appear within one of the player rooms.

While in a room, the Playful Ghost will overtly display its block collection. While the actual haunter may be faintly visible on the occasion, it generally will only be determined by the set of blocks. These blocks will always be placed in such a way that a single block is clearly isolated from the others. Each time the Playful Ghost changes its location, the block type emphasized may change.

Player Response

Neither player can prevent or predict the Playful Ghost's movements. However, both players must cooperate and communicate the last known isolated block type. When the Playful Ghost arrives in a player room, the only thing visible initially will be the three block types. The order of the block types when in front of the player will always remain the same. A sound will key the player into the Playful Ghost's presence, therefore providing proper feedback if they are currently viewing the tablet.

The Playful Ghost will allow the player a decent amount of time to select the appropriate block type. This allows both players to quickly attempt to communicate the correct choice, if not already known. By simply clicking on the desired block type, the Playful Ghost will wait a

moment to determine if the player guessed correctly. If this is the case, the Playful Ghost will emit a final confirmation sound, before the blocks fall off the front of the desk.

Response Failure

If the player does not guess the blocks correctly, if they do not react in time, or if they attempt to hide under their desk, the Playful Guest will attack. This causes the actual Ghost to become visible and attack the player. When guessing a block type, even if incorrect, the Playful Ghost will still wait a moment to determine the correct choice, then attacking the player after a random delay. When under the desk, the Playful Ghost simply appears over the top of the desk.

Aftermath

Once the player chooses the correct block, the blocks will fall over the front of the desk. At this point, they will then return to their exhibit, potentially reactivating at another time that night.

Advanced Interactions

During later nights, the Playful Ghost may hasten its time spent within any given room. This will limit the amount of time players have to catch the correct block type. However, the blocks will always remain overtly visible. The time to react may also be reduced as well.

Jack-in-the-Box

Overview

The Jack-in-the-Box may begin in any museum room at the start of the night. Once it completes its function, it may also reappear in any room afterwards. While the Jack may initially be idle, eventually it will begin winding-down and playing its tune. Once the tune reaches its climax, the Jack will emerge from the box. If the player is viewing the Jack during its climax, it will cause the camera feed to fizzle, breaking the player's view of the tablet and attacking them.

Basic Interactions

At the start of the night the Jack-in-the-Box will remain idle for an indefinite amount of time. Following its re-spawn after completing its functionality, this idle time will drastically be reduced. Once the Jack is activated, the box will emit its soft tune, and sometimes its wind-up motion can be seen within the camera.

Player Response

In order to avoid being attacked, a player must simply avoid the camera as it approaches the Jack-in-the-Box's climax. The player can safely review the Jack-in-the-Box's location before the climax is reached, as long as they manage to switch camera feeds before the Jack is released. As long as this is accomplished, the Jack-in-the-box will emerge, and change its position to another room, resetting its functionality.

Response Failure

If the player switches to the Jack-in-the-Box's room during its climax, the camera feed will fizzle. The released Jack will then be positioned on the player's desk, attacking them by pulling away the tablet.

Aftermath

After the climax is reached, the Jack-in-the-Box's location will change to a different room, and it will become idle once more. As noted, after the initial idle, the re-spawned Jack will have a much shorter idle time, often beginning its tune immediately after changing its location.

Advanced Interactions

On later nights the Jack-in-the-Box may hasten its tune, reaching the climax much sooner. On rare occasions, it may also change its location once after spawning, always before its tune is half completed. This means that it may change its position while idling, or during the first half of its tune.

Santa Statue

Overview

The Santa Statue will begin at its exhibit location, always returning to the same residence after completing its functionality. Once active, the Statue is able to wander through rooms as many other Entities can, however it is also able to interact uniquely with fireplaces. The Statue may utilize fireplace rooms to connect to any other room containing a fireplace, requiring players to further monitor and predict its traversal when utilizing fireplaces.

The Statue also offers a unique player interaction, requiring the player to act 'nice' when it is in proximity. Each player room has a fireplace installed in the left corner, and the Santa Statue will always appear upside-down in the fireplace. At this stage, the player is able to continue accessing the tablet and monitoring the desk normally, with the restriction of being unable to interact with unsanctioned mechanics (lights, power, whistle, peppermints, hiding). Depending on the Statue's judgment, it will either ascend into the fireplace once more, or attack the player.

Basic Interactions

The Statue can move normally through rooms, but will never enter the player's doorway. In order to enter the player's room, the Santa Statue must gain access to a room with a fireplace. Each time the Statue utilizes a fireplace for traversal, an audible clatter of feet and hooves can be heard above, indicating its arrival in a fireplace room.

Player Response

If the Santa Statue chooses a player room, it will descend from the fireplace and appear upside-down, looking directly at the player. During this time, the player must continue acting in accordance with their job assignment, or risk being attacked by the Statue.

During this time, the player cannot interact with their doorway lights, peppermint jar, dog whistle, or duck under the desk. They also cannot shut-off the power, as all of these actions, while assisting the player's survival, are interpreted as nonsensical to the Statue, primarily because they do not fit the player's primary role of watching the desk and checking camera feeds.

Furthermore, the player also must appropriately navigate between their tablet and desk in order to convey that they are keeping watch in both perspectives. Spending too much time in either may also be interpreted and judged poorly.

As long as the player limits themselves to checking between their camera and desks, the Statue will approve of their work, and ascend back up onto the roof, followed by another set of audio segments to signify its return to wandering or its exhibit.

Response Failure

Failure in this case relates primarily to remaining too long in a given state, or accessing some of the secondary mechanics available on the desk. This will cause the power to go out, and the Statue to attack by turning a single light on and assaulting the player.

Aftermath

After the player is approved, the Santa Statue may either continue wandering, or return to its exhibit. Returning to its exhibit may simply transition into further wandering after a short delay.

Advanced Interactions

The Entities judgment will begin with leniency, and the player will not be punished harshly depending on how they balance camera and desk states. However, it will still attack if the player accesses secondary features. On later nights, it may require the player to more effectively balance camera and desk states, and the Statue may also move more quickly between rooms and fireplaces.