FNAF Gauntlet

By Brewhaha

Ver 1.1



Hello, hello. Welcome to your new job at Freddy Fazbear's pizza…sorry I've spoken the lines too many times. You now have a position as the night security guard at a Fazbear affiliated workplace.

Be aware that Faz Points are not free, even for staff. Corporate is cheap like that, and they won't let you take in any out of company powers or gear putting you at your bodymod.

Age

Due to the law Fazbear Entertainment can only hire those 18 and above for a 12-6 night shift; whatever your age the animatronics will see you as an adult and act erratically. But you have nothing to worry about...

Scenarios

Here are your contracts. Fazbear Entertainment would like you to choose this through your own free will. Each week can be done for a maximum of five nights with +100 FP per shift unless you go for overtime. You will also get the money but that might be peanut change for you Jumper.

Overtime can only be done if all five nights are completed.

1993: Welcome to your new summer job at Freddy Fazbear's Pizza, where kids and parents alike come for entertainment.

Night 1 (+100 FP): An introductory night. Freddy will not move if there is power, Chica may approach the right door while you are checking the monitor, Bonnie and Foxy will attack the left and there is a high chance to summon Golden Freddy.

Night 2 (+100 FP): Freddy will not move if there is power, Chica may approach the right door while you are checking the monitor, Bonnie and Foxy will aggressively attack the left and there is a chance to summon Golden Freddy.

Night 3 (+100 FP): Chica will be the first to move towards her door, Bonnie won't leave until 2 am, Freddy is fully active no matter the power and Foxy is just as aggressive last night. There is a chance to summon Golden Freddy.

Night 4 (+100 FP): All animatronics are active, and hallucinations will begin.

Night 5 (+100 FP): All animatronics are very active and attempt to run the batteries dry. You know what happens if they do so.

Overtime Night 6 (+100 FP): The final night for the week where the animatronics are most aggressive.

One Night Completion: The Fan: This grey desktop fan can both blow cool air and disperse any unwanted smells from the area. It can't be destroyed and does not run on any power.

Five Night Completion: Employee of the Month: You know how to do a job right Jumper, no matter the position. Companies will want you to work for them full time if you do a job for them.

Overtime Completion: The Original Five: You gain the classic animatronic versions of Freddy, Bonnie, Chica, Foxy and Golden Freddy as your new companions/followers. This includes their blueprints.

1987: Welcome to the new and improved Freddy Fazbear's pizza with new toys brought in for protection.

Night 1 (+100 FP): An introductory night. None of the withered animatronics will move apart from Foxy on rare occasions so the flashlight will be rarely needed, the Puppet will only need to be wound from 2AM and the new Toy animatronics will only appear from the vents requiring a mask. (If you do not have the item, one will be supplied for this week only.)

Night 2 (+100 FP): Toy Freddy, Toy Chica, and Toy Bonnie are more active. The Music Box also unwinds faster. This is also the night where Balloon Boy, Mangle, and Withered Foxy become active, with the rare possibility of Withered Freddy, Withered Bonnie, and Withered Chica also making an appearance.

Night 3 (+100 FP): The older animatronics, Withered Bonnie, Withered Chica, and Withered Freddy start to become active from this night onwards, taking precedence over their toy counterparts.

Night 4 (+100 FP): The toy animatronics (besides Mangle, The Puppet, Toy Bonnie, and BB) are now less active, with their older counterparts taking more prominent roles, the Music Box also winds down notably faster from here on.

Night 5 (+100 FP): All animatronics beside Golden Freddy are very active.

Overtime (+100 FP): All animatronics are very active.

One Night Completion: Present: This white box would be perfect for any prize corner as under the red ribbon there is a converter of equal exchange. Feed the box money or prize tickets and a market level gift will appear inside based on pricing. You can even use souls...

Five Night Completion: Database: At the beginning of every jump, you can choose what kind of self-updating database to have injected into your mind. An example would be a criminal database and it can't be tricked by disguises.

Overtime Completion: The Juniors: You gain the withered animatronic versions of Freddy, Bonnie, Chica, Foxy and Golden Freddy. The Toy animatronics Freddy, Bonnie, Chica, Mangle, Balloon Boy and The Puppet as your new companions/followers. This includes their blueprints.

2017: Come to Fazbear Frights and don't get caught by the main attraction.

Night 1 (+100 FP): An introductory night for you to learn the different mechanisms in a peaceful setting.

Night 2 (+100 FP): Springtrap is the only physical animatronic with phantom Balloon Boy and Mangle acting as hallucinations.

Night 3 (+100 FP): Springtrap is the only physical animatronic with Phantom Balloon Boy, Mangle, Freddy, Chica and Bonnie acting as more frequent hallucinations.

Night 4 (+100 FP): Springtrap is the only physical animatronic with Phantom Balloon Boy, Mangle, Freddy, Chica, Bonnie and the Puppet acting as more frequent hallucinations.

Night 5 (+100 FP): Springtrap is the only physical animatronic with Phantom Balloon Boy, Mangle, Freddy, Chica, Bonnie and the Puppet acting as more frequent hallucinations.

Overtime (+100 FP): Springtrap is the only physical animatronic with Phantom Balloon Boy, Mangle, Freddy, Chica, Bonnie and the Puppet acting as more frequent hallucinations.

One Night Completion: Cake: As a famous Queen did not say; let them eat cake. You can use an internal power source (mana/soul) to create a cake for a distressed person. This item will be personalised to the person and offers healing properties – both physical and mental – for anyone that eats it.

Five Night Completion: Damned: For some there is no hope of salvation, no light at the end of the tunnel so let their sins follow them. Selecting one person or a close group allows you to generate living nightmares to dog their steps and the more guilt they have the stronger the hallucinations.

Overtime Completion: The Man Behind the Slaughter: You gain William Afton/ Springtrap as a follower/companion. This includes their blueprints.

1983: There's a party coming at Freddy Fazbear's Diner where dreams are made of, don't fall to the nightmares.

Night 1 (+100 FP): The only animatronics active on this night is Nightmare Freddy, Nightmare Bonnie and Nightmare Chica.

Night 2 (+100 FP): Nightmare Foxy becomes active.

Night 3 (+100 FP): The animatronics from the previous nights are more active than before.

Night 4 (+100 FP): The animatronics from the previous nights are more active than before.

Night 5 (+100 FP): Only Nightmare Fredbear is active.

Overtime (+100 FP): All nightmare animatronics are incredibly active with Nightmare Fredbear replacing the other animatronics at 4 AM.

One Night Completion: Plush Collection: Plushies of all the animatronics you have interacted with. There's nothing special about them but they are self-repairing and emanate a sense of calm that can only come from true friendship.

Five Night Completion: Jumpscare: For when you want to scare the daylight out of someone. When you get close enough to somebody you could easily overpower you can trigger a single attack by pouncing at them. This can either be lethal or non-lethal.

Overtime Completion: The Nightmares: You gain the nightmare animatronic versions of Freddy, Bonnie, Chica, Foxy and Golden Freddy. This includes their blueprints.

19XX: Welcome to Circus Baby's Entertainment and Rentals, where the stage is set for a party but keep your distance from the entertainment if you can.

Night 1 (+100 FP): An introductory night for you to learn the different mechanisms in Circus Baby's Entertainment and Rental with Hand Monitor. (If you do not have the item, one will be supplied for this week only.)

Night 2 (+100 FP): Your job is to check out Circus Baby and manually restart the system from the breaker room.

Night 3 (+100 FP): Your job is to perform maintenance on Funtime Freddy while avoiding Funtime Foxy.

Night 4 (+100 FP): You awaken within an old springlock suit trapped while Minireenas crawl around. You must keep each lock manually wound until it is safe.

Night 5 (+100 FP): Your job is to perform maintenance on Circus Baby. Then you must reach the scooping room.

Overtime (+100 FP): From the Private room you must keep Ennard out by using powered doors.

One Night Completion: Mini Minion: A robot the size of one of your arms themed towards you with lesser versions of all your powers. It can't replace you but it definitely is connected to you.

Five Night Completion: Bit Of Me In Every Body: There's some metal additions to your squishy insides that allows you to communicate telepathically with electronics. This has the side effect of turning your eyes glowing purple when in use or when you choose.

Overtime Completion: The Circus Troupe: You gain the funtime animatronic versions of Circus Baby, Ballora, Freddy, Bonnie(Bonnet), Lolbit, Foxy and Golden Freddy (Yenndo). This includes their blueprints.

2023: Work in a brand-new Freddy Fazbear's Pizzeria where you can find out what was in the box.

Night 1 (+100 FP): Salvage Molten Freddy.

Night 2 (+100 FP): After surviving Molten Freddy salvage Scraptrap.

Night 3 (+100 FP): After surviving Molten Freddy and Scraptrap salvage Scrap Baby.

Night 4 (+100 FP): After surviving Molten Freddy, Scraptrap and Scrap Baby salvage Lefty

Night 5 (+100 FP): Survive all four animatronics.

Overtime (+100 FP): Survive all four animatronics.

One Night Completion: Catalogue: This interdimensional catalogue has marked down versions of items from your past and current jumps. This may allow you to replenish supplies or buy souvenirs that you missed although these items are not top of the line and do not have any additions that come with CP.

Five Night Completion: Paragraph 7: When you need to collect what is needed, they are drawn to you. For a few days your presence is a siren call with the power and speed relating to the number of things. Four things may take five days but more may take weeks.

Overtime Completion: The Remains: You gain the remaining animatronic versions of Molten Freddy, Scraptrap, Scrap Baby, and Lefty. This includes their blueprints.

All Overtime complete

XXXX (+600 FP): All your old friends are here for one last night in a purgatory. Due to the difficulty, you have three free chances to do this, not counting perks or items.

Overtime Completion: Intermission: Maybe they are hallucinations but these cutscene like videos seem to tell an overarching story about the jump you are in or a current problem. Thye can happen when you are asleep or another form of unconsciousness.

Overtime Completion: Don't Keep the Devil Waiting: That slice of Hell that you fought in is now yours with a company of souls working at your direction. Selecting one person or a close group allows you to throw them into this layer of hell and customise the surrounding.

Overtime Completion: The Crew: You gain the remaining animatronic versions of JJ, Nightmare Mangle, Nightmarionne, Nightmare Balloon Boy, Trash Gang, the Mediocre Melody, the Rockstars, Music Man, El Chip, Funtime Chica, Plushtrap, DeeDee and Fredbear. This includes their blueprints.

Perks

Your resume has some special skills noted. How can they help you on the job? One perk of your choice at each level is discounted to you. 100 discounted is free.

Perfect Posture (Free): Sitting in the same position for hours on end would normally mess with your back but you are slightly more flexible than average. You could be looking down at a screen before spinning your head back and forth with no injury or whiplash.

Money Collector (Free): Sometimes corporations – without naming names – think they can skip out on paying you for a reason but you always get your money no matter what. If you do a job the agreed upon payment gets automatically transferred to your favoured option and this even works with more subjective payments like power or soul.

Screen Eyes (Free): Your eyes could be glued to a screen and there will be no headaches, blurred vision or any other symptom of computer vision syndrome and the like. This also helps your eyes adjust to different lighting much quicker.

Energetic (100 FP): Your speed and reflexes have been enhanced to superhuman levels making your reaction speed almost to that of the animatronics. You could switch your monitor on and put it down to close a door within a few seconds.

Athlete (100 FP): Your strength and stamina has been enhanced to superhuman levels making your endurance almost to that of the animatronics. You could pry a springlocked animatronic jaw open and keep it from slamming back shut.

Daycare Worker (200 FP): You have a history of working with children giving you an empathetic sense for those with that mindset. This may aid you in locating or even helping them. A child is crying and he needs a party.

Game Master (200 FP): You get the high scores on all the arcade and video games giving you a paranormal sense of understanding the rules of any game and how to win. You would instinctively understand not to let the animatronics in the office and more.

Adrenaline Junkie (200 FP): After going through a bunch of death-defying stuff you have no fear even in the face of death. You could stare into the lifeless blank eyes of an animatronic and not flinch at a child’s laughter emanating from within.

Management Experience (300 FP): You could run a whole business by yourself and avoid any roadblocks from making it very successful and profitable. You can protect your project from lawsuits and deny any wrongdoings. At your best you could restart a brand tainted with children's death.

Psych History (300 FP): You can tell the difference between reality and the illusion, which lessens their impact on you and allows you to shift things back to normal in time like everything bad is a dream. But you may still react to hallucinations if you are somebody to get shocked.

Survivor (300 FP): You can push your body beyond its normal limits in regards to necessities like food, water and damage. You could have nothing but old pizza and soft drinks with no decline in your physical or mental capabilities. Even if your body was screaming at you to die because you are missing quite a few pieces you will still have the will to get back up and keep on walking down the street.

Engineering Expertise (400 FP): Even though they don't look it the animatronics are quite advanced for the time frame they were made in, and their creators were geniuses in the field; now you have the technological knowledge of the greatest Fazbear inventors. If it has something to do with anthropomorphic robots, you know it with a complete database in your brain.

Programmer (400 FP): The greatest mechanical marvels could be created but without a set of functions to run it would be nothing but a statue. You could create AI for any need from children's entertainment to children capture and they would not malfunction or cause a mistake through coded common sense and dumb learning.

Hider (400 FP): Sometimes you don't want the animatronics to know where you are so you now can be stealthy enough to hide from most of their sensors. If they know you are in the office, there is nothing stopping them from scaring you but if you stand in the dark without moving a motion based animatronic would not find you. Your footsteps are also muffled, and your breathing is inaudible.

Caller (500 FP): When you need to leave a message to yourself or another person you can metaphysically tie an audio file to a time or action. People can choose to listen or mute the sound via a mental mute command. This sound has no distortion and is not deformed by time and is recorded within a small bubble so other sounds are heard like the pounding of a door.

Ghost Hunter (500 FP): There are many questions about the afterlife and ghosts that you can easily understand. Within a week of investigation, you could attempt to release spirits by dismantling their anchor, performing a ritual that finishes business or light everything up. This may not always work but you can chip away at a vengeful spirit in time. This can work in reverse though where you can implant a spirit into an object.

Liar (500 FP): You have the experience of a compulsive liar making tales up on the spot for your weird behaviours. You could direct an investigation to not look into the smelly suits even as they and it is much harder to pin any crimes on you as well. You will never get these lies mixed up and they can't fall onto you without you willingly doing so.

The One You Should Not Have Killed (600 FP): When there has been innumerable loss you can't back down until revenge is given back fivefold. If somebody wrongs you, they will be given misfortune and bad luck with varying intensity based on your choice. This works best if you have a 1UP which can lead to your killer trapped in a hell loop but that is the high-power choice, lower options include nightmares, hallucinations or a sudden accidental death.

I Always Come Back (600 FP): Death is not the end for the strong willed and now through sheer agony you can come back to life every decade. This 1UP recharge begins once you are fully back to life and for this gauntlet only it can work once a week.

Private Investigator (600 FP): History is shrouded in speculation, but you can shine a light and reveal the truth. Secrets are ripe for you to find, and it is easy to find believable conclusions even if they aren't popular opinions, although people will believe in time.

Items

Here's some things from the lost and found, don't mind the blood the last owner left, the cleaners are paid much less than you, look at the mess on the robots leaking. One item of your choice at each level is discounted to you. 100 discounted is free.

Flashlight (Free): This limited use beacon recharges ambiently when out of use and is so bright that it can stun and slow down those flashed. It will not short circuit when wet and can never be thrown out of your hand without consent.

Clock (Free): When you need to keep an eye on the time this small square will appear in an unobtrusive position telling the time to the hour. Once you have reached an important milestone to stop a bell jingle of your choice plays.

Pizza (Free): One of the perks of working at a Fazbears is the free pizza. Whenever you want a piece, you can summon one of your choices into your waiting hand. No flavour is too outlandish, and the pizza tastes much better than normal.

Name Badge (100 FP): Names are strange, fluid and based on perception; just look at the three Jeremys and the multitude of fake names. This small piece of metal you can clip to clothing reads a chosen name and can make people think of you as that and can be changed mentally.

Newspaper (100 FP): If there are jobs of any kind nearby you can find them with this newspaper help wanted section. If you have a specific job or organisation in mind, it can be set to find openings in that position with public details like criteria and pay.

Arcade Machine (200 FP): This classic arcade machine has levels based on your different adventures in 8-bit form. Although some form of precognition minigames can be found for this jump that can show potential futures.

Camera System (200 FP): A system of cameras like this is normal for a Fazbear establishment, but you now have a camera system for every one of your properties. This runs on an infinite power system, can see the paranormal and has audio as well.

Poster Wall (200 FP): This collage of drawings down by children show snapshots of the past, present and future. If an extraordinary event like a ghost appears or an enemy is trying to sneak in, the drawings will reflect this. You can notice this effect through video from a distance.

Diner (300 FP): You have access to a restaurant the size of Fredbear's Family Diner with a main dining area, security office that doubles as a workshop, kitchen and safe room. This will give you background cash flow and it is fiat backed that nothing happens without your say so.

House (300 FP): This two-story suburban home is perfect for any happy family or those that wish to pretend so. Nobody can hear screams from within and nobody can escape it by breaking a window. All utilities and furniture are fiat paid.

Mask (300 FP): This won't fool every single animatronic, but it can prevent most from jumpscaring you and can hide your identity. This head in a design of your choice can't hide from anything more than a cursory glance or those with high intelligence. It does have a problem of choking you if you leave it one for too long due to the thick unwieldy design

Multitool (400 FP): For all your building needs, this joy of creation can shift into most tools with a flick. From average items like a spanner to more specific tools like a springlock crank. This item updates every jump to work with other technology.

Hand Monitor (400 FP): This tablet-like device can connect to a system and control connected devices without taking up your whole vision and has buttons to control things in the room like lights. Cameras can be universally accessed but special features like vents, distraction & lure require them to already be there.

Shadow Suit (400 FP): A purple security uniform back from before the missing children's incident that helps blend yourself into the darkness during the night shift. People more easily remember the outfit than you.

Red Phone (500 FP): This crimson phone has the ability to tap into the realm of the dead calling spirits. If an entity is in the area, or you think of them you can pick the receiver up and listen to them, although any spirit has the right to hang up on you.

Scooper (500 FP): This soul extractor is the size of an above average humanoid with its main feature being a fully articulated robot arm that can reach out. If used correctly on a person, the remnant of the soul is scooped out and can be used as an energy source.

Lighter Can (500 FP): This fuel container has a spray function allowing you to paint a building with accelerant, never seeming to run out until the walls are soaked; this fluid then recharges after six days. A match will always be taped to the can and when you strike it against the plastic the wood will stay alight until you throw it at the fluid to light things up. The flames will always destroy the building beyond its structure and can't be normally put out while burning supernaturally hot.

Secret Bunker (600 FP): You have access to a secret elevator that sends you shuttling underground. This space has an industrial laboratory feel to it with all rooms centred around a control module area. There is an invisible barrier to keep all experiments from escaping the facility even if they enter an accepted entity.

Springlock Suit (600 FP): This metal suit in a design of your choice can either be a costume you can wear or a follower animatronic with as much identity as you want. It gives you a layer of physical and supernatural armour – that will not work in this jump – and will not painfully lock when wet unlike the other versions and people believe you are the character rather than yourself when completely worn.

Fifth Closet (600 FP): Somewhere a weirdly shaped door has appeared and inside is a robot version of you. If you die or get destroyed in such a way that your body is irretrievable you will

awaken in this closet. This body can be barely defined as a robot being identical to yourself and acts as a 1UP.

Companions

Not everybody is trying to kill you, let them tell you something about themselves. Their special skills will be in the notes.

Old Man Consequences (Free): Come have a seat, and let's fish for a while. Leave the demons to their demons. Rest your own soul between jobs. You will always be welcome at my lake far from the consequences of your actions. Although you can only visit out of working hours this jump.

Helpy (100 FP): Just don't call me Little Freddy and we will have a good time. I may not be a big scary animatronic but helping is in my name. Somehow, I'm a fully qualified legal expert and can represent you in light of any...misconduct...or bankruptcy.

Candy cadet (100 FP): I am Candy Cadet, come get your candy here. I have candy all day, everyday. Candy. Candy. Candy. Now I will tell you a story about a traveller that visits different worlds collecting pieces into themselves. I shall follow you to learn more stories and give more candy.

Physic Friend Fred Bear (100 FP): He's here, he's there, he's everywhere who you gonna call? Physic friend Fred Bear [Laugh track]. Don't be scared I am here with you, I'm still your friend, following you through rooms and can guide you in minor ways.

Phone Bros (100 FP): You wish to hire me, Phone Guy? That's amazing, I can finally escape this cycle of death. I'll be useful I promise, I can get any message across, FazBear used me to downplay the life-threatening situation.

If you take me, you should also take him too though, Phone Dude would be eaten alive by Corporate. He is a little too gullible to be left but he can always find interesting artefacts without being harmed by them.

Michael Afton (100 FP): It would be nice to hang out with another person; it's been hard to socialise after the Scooper. I have followed my father's sins for so long without truly being alive but if you feed me pizza, I'll do any job.

Henry Emily (100 FP): No matter what I do the stain of my old friend does not fade from memory. I need a new goal to continue on and not end it all so I can work with you Jumper. Maybe we can bring the circus to life together.

Drawbacks

Theory toggle: Some of our records are corrupted – so many fires – which means details are up for debate. This cannot butterfly the missing children's incident or make things safer, but nobody can be sure about the bite of 87.

Dayshift (+100 FP per shift): For every shift you do, there will be a corresponding day shift. The animatronics will be slightly less aggressive but be wary.

The Graveyard (+100 FP): The stench of death is overwhelming at times even for the most put together. Even if you have protections against fear and disgust this dread will still rise.

Frontal scarring (+200 FP): Have you worked with us before because that scar on your forehead is very distinctive? Maybe you had a lobotomy for another reason, but you have a terrible attention span and organisation issues. Two of the things necessary to survive else you may get another bite.

I've got no time (+300 FP): While on the job time seems to stretch into periods where the clock does not change.

Die in a fire (+300 FP): Please be aware that the last guard to hold the position was fired and now holds a grudge for who knows why. They will attempt to burn the pizzeria with you inside at the end of your week every week.

Retro (+400 FP): Things seem slightly less high tech than normal Jumper. The monitors and the cameras are the same, none of the systems are lagging and the lights still turn on…oh I see. Your vision has an 8-bit haze pixelating everything you see. Its quality is that of an 8-bit cutscene and the problem is that you can miss details due to the simplified design. Nobody knows what purple guy looks like beyond the shadow.

Pink slip (+500 FP): You are on thin ice Jumper…a single infraction could lead to you being fired without pay for things almost out of control. This includes any Jumpchain purchases. Don't go screwing around with the robots okay.

Why He Ourple(+600 FP): I mean you are technically not dead. Half of your internal organs may be missing and your skin has decayed and people may avert their eyes from you and hide in their house among other things but you can still do the job. Just put some deodorant on otherwise you may be fired for odour. Having barely any teeth and no nose might detract from the Fazbear pizza though.

Trapped(+600 FP): I regret to inform you that there was a multiple simultaneous springlock failure. Even if you go through the lengthy painful process to spin back each lock one at a time there will be very obvious scars.

Without constant suit repair the suit may lock up in the joints.

If you are also purple…well I would suggest you don’t take the suit off, especially the head with how the metal has fused to your body.

Choice

The final choice is to

Go Home: You have gotten through the job and there is nothing more for you to do if you wish to survive. You return with everything you have gained.

Stay: You push yourself out of the burned-out rubble to see a massive billboard for something called a Pizzaplex. The job is not over but your journey is.

Continue: Your journey is not over yet so you move on to the next world.

Notes

- For this Jump the **One You Should Not Have Killed** will not work on the Animatronics due to the Puppets influence, Cassidy's anger and their anchor to the robots.
- I wanted one item and perk to have options for a 1UP
- Post Jump the **Arcade Machine** will play the FNAF games you went through
- Post jump the **Hand Monitor** and **Camera System** items can merge to add the additional features to all systems.
- For the **Mask** item the distinction between those that are and are not tricked by the mask is the difference between animal and human intelligence levels.
    - The Puppet UCN; "The others are like animals, but I am very aware."
- Taking the **Diner, House** and **Secret Bunker** Items links them together.
- Animatronics will still come after you if you are in the **Springlock** suit but it can be merged with the Mask.
- Companions
    - **Old Man Consequences** has a version of the **Don't Keep the Devil Waiting** for his fishing spot which acts as his domain. Due to him being a sprite in canon post jump there is the option for him to possess the **Red Bear** animatronic Springlock Suit.
    - **Helpy** has **Management History** due to him working with the Lawsuits. This gives the legal qualifications to work in any world, even having a licence in the system. He also has his own **Catalogue**.
    - **Candy Cadet** is a **Private Investigator** to bring truth to their stories and these stories are prophetic. They also have the **Poster Wall** drawn in their stories to give visual aid.
    - **Psychic Friend Fredbear** has **Hider** which allows him to move between rooms out of everyone's sight but yours. He offers helpful advice and always is in the next room. He can also remotely access his own **Camera System**.
    - **The Phone Bros** both have **Caller**. Phone Guy has **Lier** for their corporate spiels and Phone Dude has **Paragraph 7** because they found Springtrap.
    - **Michael Afton** has **Survivor** which allowed him to continue post Ennard and the **Lighter Can** for his pyromaniac tendencies. Post jump he loses his purple form.
    - **Henry Emily** has **Engineering Expertise** for his robotics genius and the **Multitool** for his creations.
- Any Animatronics given in the rewards don't have to have children souls in the next jump just being highly advanced AI. They will also not go haywire or unnecessarily lock up. They all have the Jumpscare Perk and versions can also merge together.
- For example
- If every Night is done Freddy Fazbear, Withered Freddy, Phantom Freddy, Nightmare Freddy, and Rockstar Freddy.
- The Circus Troupe sans Baby can merge with Molten Freddy.
- All their different time frame bodies may also come together like the Puppet and Lefty.

- Without taking the **Dayshift Drawback** you are expected to go through the selected Night shifts. This may include patrolling the rooms during open hours, fixing the animatronics or checking through financial statements.
- Choosing **Dayshift** and any **2023** nights requires you to go through the day phase of buying attractions and choosing sponsorship deals as if you are the owner.
- **Pink Slip** requires you to be extremely respectful to Fazbear property. If you tamper with the bots or get caught doing something you're not supposed to you are fired.
- Taking only **Why He Ourple** makes you look like zombie Michael, taking **Trapped** gives you scars like Dave Miller in the First Silver Eyes graphic Novel and both puts you at Springtrap.
- If you choose the **Trapped Drawback** you are obligated to get the **Springlock Suit** Item to match. That is why they are the same price.