

Combat Space Documentation

Description:

- In this game the player would travel to different abandoned locations that were owned by Fazbear entertainment. This pizzeria would be one of those locations. Below is a description that the game would give to the player in the menu.
- This pizzeria in particular is not in history books and not many knew it even existed in the first place. You have investigated many of the wrongdoings of the company and in your search an anonymous source has sent you a map to help you find more evidence as to what the company was up to in the 1980s. You don't know who the source is but they have helped before so you believe they can be trusted. On the map the address is meant to be a storage shed but once you arrive you see an entire abandoned pizzeria.
- You know children went missing in the original pizzeria and there were others that were shut down due to the incident and bad press, but what is the deal with this one and who put this here? Many mysteries lie within this place, who built it? Why are the animatronics here decayed and hostile? What wrongdoings may have occurred here? It is up to you to find the answers. Be warned, only one has ever came out of this place alive...
- **SAVE THEM**

Notable Locations:

Each location is a separate room within the restaurant.

Yellow: Lore and story clues

Green: Safe space

Red: Encounter

- **Safe Room (Green):** A place for the player to escape from the action for a break. The player can save their progress in this room by using the computer. Batteries for the Flashlight can be found here.
- **Arcade (Red):** Contains a prize counter for the player to find a flashlight which helps combat certain animatronics. The player can encounter Foxy lurking within this room
- **Backstage (Blue) :** Behind the stage for employees to set up a show. Area for the player to find lore and batteries.

- **Dining Room(Red):** The room where the Chica encounter occurs. The party room and storage room are within the dining room, with the party room containing a battery and storage containing a crowbar.
- **Restrooms:** Contains a battery for the player.
- **Breakroom(Yellow):** Contains a Battery for the player. Lore is also contained within the room.
- **Storage Room(Yellow):** Contains Lore and a crowbar for the player to pick up.
- **Kitchen:** Location that contains batteries and some small bits of lore
- **Parts and service(Red):** Contains the encounter with Bonnie
- **Security office(Red):** Contains the encounter with Freddy and Golden Freddy.
- **CEO office(Yellow):** Contains a safe that requires the 5 Key cards. In the safe the player receives an ID badge. Lore and plot twist is contained here.
- **Backroom(Red):** Final encounter awaits in this room. Contains lockers to hide in for the fight and contains Spring Bonnie.

Encounters:

1. Hide and seek with the fox:

- Once upon entering the Arcade, the player can grab a flashlight on the prize counter which starts the first encounter of the game.
- Foxy is the opponent, and the player must use the flashlight in order to overcome him and survive
- The player must blind foxy with the flashlight by aiming at his right eye for 5 seconds.
- After 5 seconds Foxy will then squint and protect his eye. The player must take the opportunity to run and hide behind arcade cabinets to avoid Foxy in this phase. The player should be looking for batteries to recharge the flashlight while he looks for them. After about 2 minutes Foxy will let his guard down which will allow the player to use the light again.
- After the player does this cycle 5 times Foxy will begin to break down due to how much his sensors have been tampered with.
- Once Foxy is beaten the Player can pick up a foxy plush from him and a red key card.

2. Chicken in the Dining Room:

- Chica is the opponent the player faces in the dining room.
- The player needs a crowbar from the storage room in order to defeat her.
- The player first must use the tables around the dining room to hide from her and make it into the storage room.
- The player will use the crowbar by attacking Chica from behind.

- Afterwards she will go into a frenzy phase causing the player to hide again before they can get another hit. She can check hiding spots so the player must keep moving between them to overcome this phase.
 - After doing this cycle 5 times each time being more aggressive, Chica will be destroyed.
 - This results in the player earning a Chica plushy and a yellow key card.
- 3. Bonnie says:**
- Bonnie is the encounter in the Parts and service room.
 - He is not aggressive like the others and is stuck broken on the table. Instead, he wants to play a game.
 - To overcome Bonnie, the player must play Simon says with Bonnie.
 - This involves pressing certain colored lights on Bonnie's guitar, finding an object in the room, or just doing a movement.
 - After around 10 successful tasks, the encounter will result in Bonnie willingly giving the player a Bonnie plush and a blue keycard.
- 4. Double the Freddy, double the trouble:**
- The opponents in the security office is Freddy and Golden Freddy.
 - This encounter requires the player to pay attention to each of them.
 - Freddy will be approaching the door and once he gets close enough the player must close it and wait for him to leave. If they fail to close the door it is game over.
 - While the player has time, they must quickly look for Golden Freddy on the cameras and click on him. Not finding him in time is a game over.
 - As the player finds Golden Freddy, both animatronics become faster and more aggressive.
 - Once the player finds Golden Freddy a total of 7 times the encounter is over.
 - As a result, both of them will walk into the room and will receive a plushie corresponding to them, A black keycard, and a gold keycard.
- 5. Spring Bonnie (Final Encounter in this location):**
- Spring Bonnie is located in the backroom.
 - To get to this room the player must have used the 5 keycards to open the safe in the CEO office. There they get an ID badge with the name "William Afton" that opens the door to the room.
 - To Start the encounter the player must place the 5 plushies in the 5 chairs in the center of the room.
 - In doing so spawns in Spring Bonnie who comes out of black goo that appears on the ground.
 - In order to overcome this monster, the player must use the flashlight to blind him and then hit him with the crowbar. In this encounter the player is

allowed to take 3 hits since this is the final encounter of the level and it would be extremely difficult.

- **The player must use lockers to hide from him as he will sometimes be immune to the flashlight.**
- **His eyes would switch from green to blue to indicate what phase. Green being immune while blue means he can be stunned.**
- **After the player depletes spring Bonnie's health bar he will retreat into the black goo and disappear, waiting to strike again at a different location.**
- **The result of this encounter is the player seeing a memory and finding out who William Afton is. The player learns he was the killer and wore the spring bonnie outfit back then. The player is rewarded with a photo of him in the black puddle. The back of the photo contains an address of the original pizzeria which would be the next level in this theoretical game.**
- **This would be the end of the level.**