Clown, Sanity begins at 100, once the clown is within a certain distance aka on screen for the player to see, the sanity begins to drop, the player must close their eyes to avoid dropping their sanity too low, and walk away from the clown. While they have their eyes closed it reduces their sanity but at a much slower rate. They are still able to move while their eyes are closed.

The clown is able to get closer and closer to the player until the player has reached half of the possible collected artifacts, and then the clown can be on top of the player, in which the player’s sanity automatically drops to 0 and they lose, but the clown is only able to move while the player’s eyes are closed.

The more artifacts collected, the higher the chance the clown will want to move towards the player per command, a movement command will be sent out every x seconds. Until the player picks up the first artifact, the clown will always move away from the player, once a certain distance is reached (a few portions off screen) various clown sounds will begin playing (horn honks, laughter, footsteps, etc.) as the clown begins getting closer they will get louder and softer.

From edge of screen

|  |
| --- |
| 1st page - infinite  Closed - infinite |
| 2nd page – 8 seconds  Eyes closed – 32 seconds |
| 3rd page – 3 seconds  Eyes closed – 24 seconds |
| 4th page – 2 seconds  Eyes closed – 18 seconds |
| 5th – 1 second  Eyes closed – 9 seconds |
|  |

To teach the player about closing the eyes, the reason they enter the carnival is because they running away from something initially, “Everything is okay, just close your eyes and go to your happy place (Press <key> to close your eyes”)