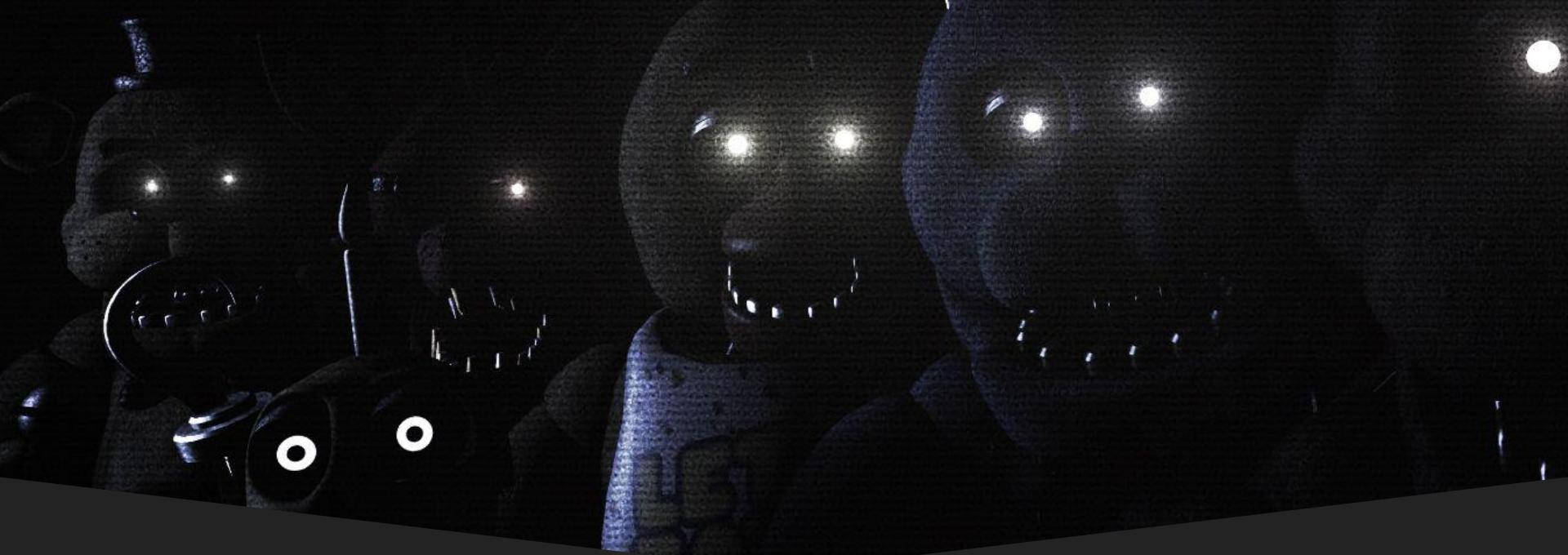


Five Nights at Freddy's Return of the Souls

Escape Room Brainstorm & Pitch

Tyler James David Noah



Escape Room Theme



The winning theme is

**Five Nights
at
Freddy's**

We chose it because it is a very fun and open idea that allows for many different and interesting ways to escape!

It also adds a sense of fear and mystery as you don't know when they can get you!



Five Nights at Freddy's Return of the Souls

A old run down building of a old tale of lost souls



Start

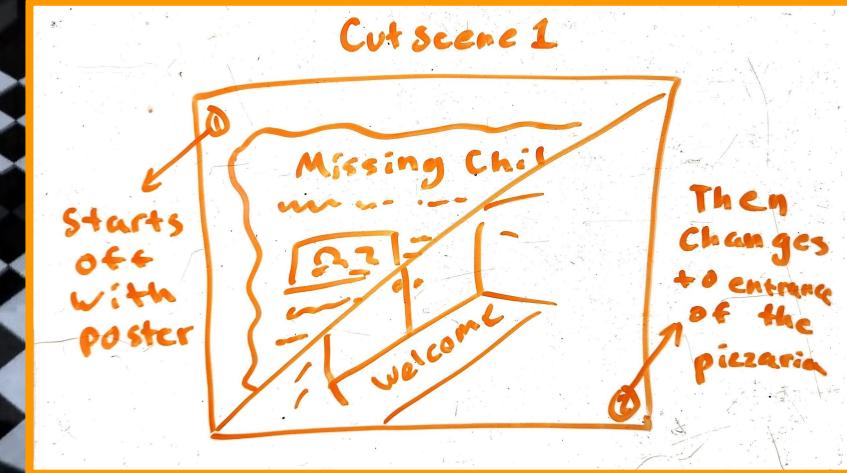
To start off the story we are investigating the missing kids incident at Freddy's which caused it to close so you decided to go to the building to get in contact with the spirits to get info on who the killer is...

MISSING CHILDREN

Kids vanish at local pizzeria
- bodies not found

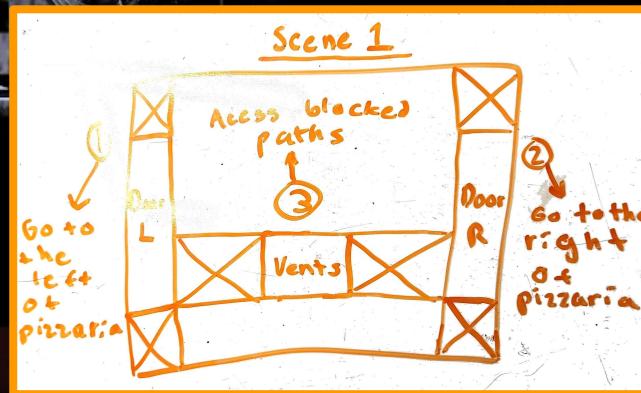
Two local children were reportedly lured into a back room during the late hours of operations at Freddy Fazbear's Pizza on the night of June 26th. While video surveillance identified the man responsible and led to his capture the following morning, the children themselves were never found and are presumed dead.

Police thing that the suspect dressed as a company mascot to earn the children's trust.



Scene 1

You find your way into the office with your tools but you only hear static but after a sec you start hearing metal footsteps you decide to look into the hallway where you heard them you see a yellow chicken hide under the desk and watch her walk in and as she walks in you see your EMF spike to 5 and you see the chicken leave and the EMF goes down you now know that the kids souls are in the animtronics and that you are now stuck here till the dusk of dawn when the souls of the kids sleep. You get to the front door and see that it's locked you look at the right side of the door frame and see a padlock you've been locked inside! DUN! DUN! DUN!



Mock
up

Scene 1 Mockup

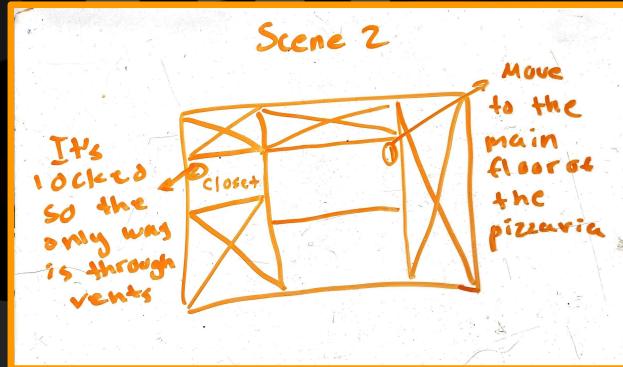
CELEBRATE!



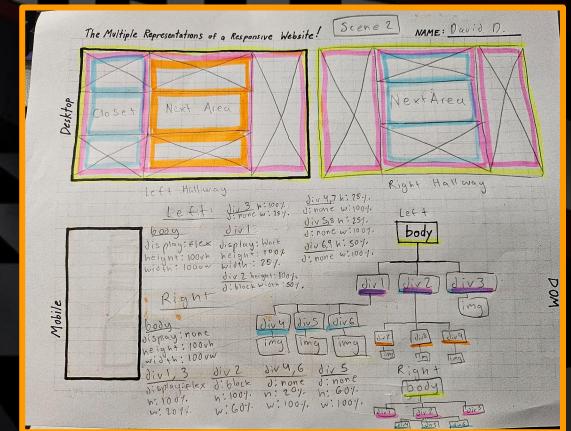
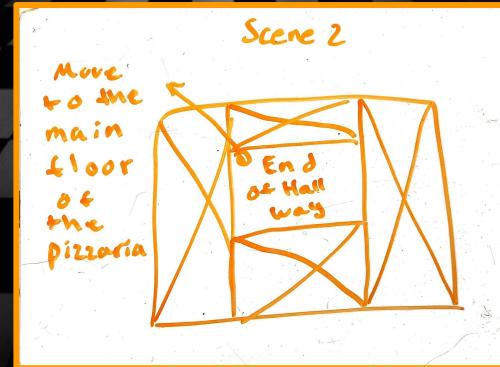
⚠️⚠️ Scene 2 ⚠️⚠️

You decided to go back to the office and once you are there you notice you can close the doors and you hear metal footsteps on the left and you look around for some source of light then you look into the hallways and see a bunny, bonnie the bunny, you go back in the office and close the left door and once you hear the footsteps go away you open the door again and you see vents under the desk and your have the other door is clear. how do you get out. . . ?

Left Hallway



Right Hallway



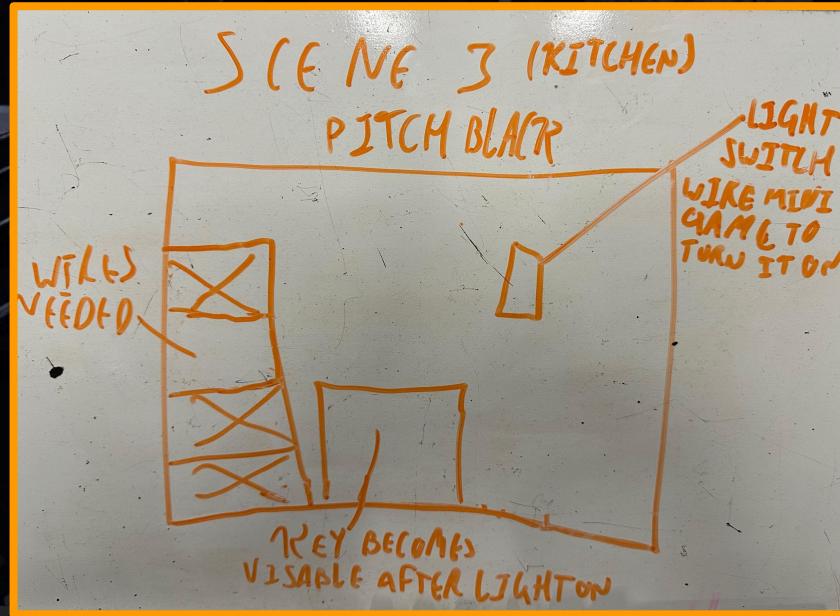
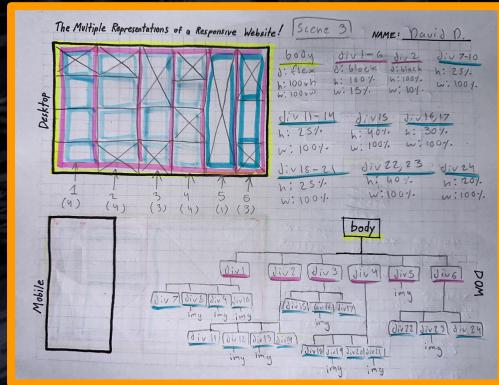
Mock
up

Scene 2 Mockup



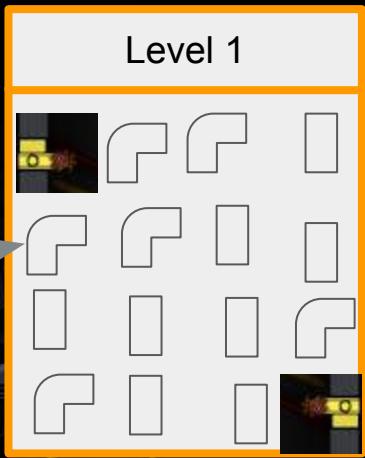
⚠️⚠️ Scene 3 ⚠️⚠️

You decided you have to get out of here somehow so you leave the office in order to look around for the key. You go out the right door and find yourself in the kitchen where you start to look around for any way out. The only problem you hear footsteps and they're getting louder.



Mock
up

Scene 3 Mockup



Hint



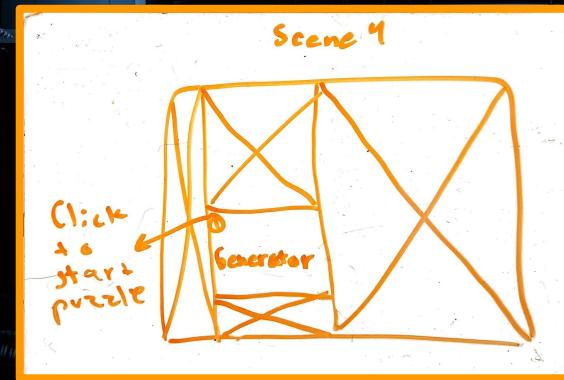
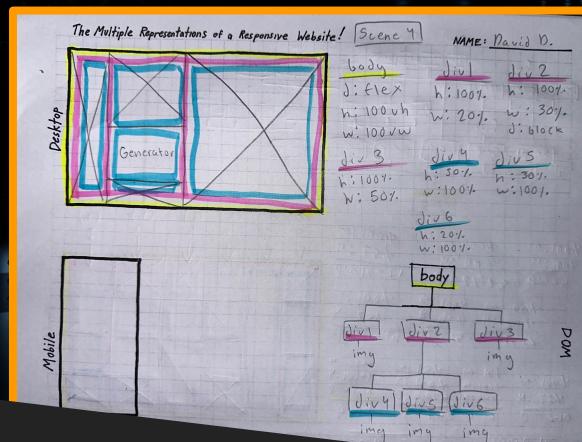


Scene 4



You now enter the generator room. You finally have a way to restore power and figure out a plan to leave the restaurant with your keys. However, bugs and cockroaches have followed you from the kitchen and begin blocking the generator.

Quickly destroy the bugs from reaching the generator and blocking your access while figuring out how to turn it on at the same time.



Scene 4 Mockup





⚠️⚠️ Scene 5 ⚠️⚠️

You are now in the biggest room in the entire restaurant. The dining room. Sadly, the last guests to have ever eaten left it in a complete mess of course, with no help from the janitor whatsoever! The room's too big for there not to be something useful around here. Maybe look under the stage. Maybe look in the trash. Gather everything you can.



Scene 5

place the items in the correct order!

① Party Hats, plates, pizza, cakes

② Slot Slot Slot Slot

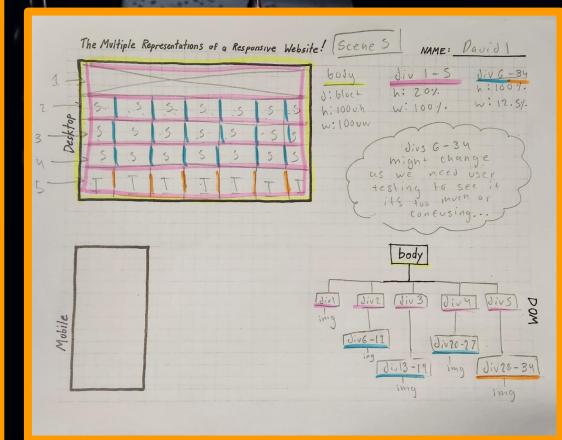
Slot Slot Slot Slot

Slot Slot Slot Slot

Item Item Item Ban Inn Item Item

③ Once it's all fixed the key appears

A hand-drawn diagram titled "Scene 5". It features a grid of 12 squares arranged in three rows of four. The first two rows are labeled "Slot" and the third row is labeled "Item". A callout arrow points to the first two rows with the text "place the items in the correct order!". Another callout arrow points to the bottom row with the text "Once it's all fixed the key appears".



Scene 5 Mockup



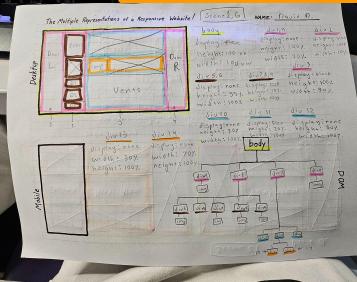
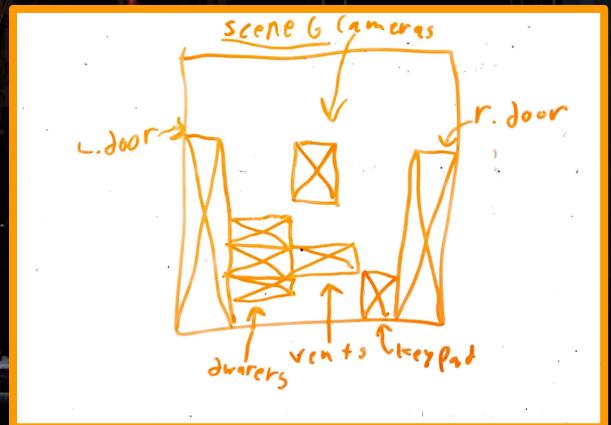
Hint

Scene 6

You make your way back into the office with the power back on and the keys. Now you can finally escape from Freddy's. Use the keys to figure out the code you must use to escape and get out of there.



06:00



Mock
up

Scene 6 Mockup

CELEBRATE!



Ending

The building burns down and inside you see one animatronic staring out at you from the burning building and the animatronic has the same color as the killers clothes and hair...



Mock
up

The End



Thank you for hearing out our pitch!



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Maps: ① The Office
② The vents
(key2) ③ Fix generator
④ Go Kitchen
⑤ Go back to of
⑥ Building Exp
⑦ Spring trap ⑧

