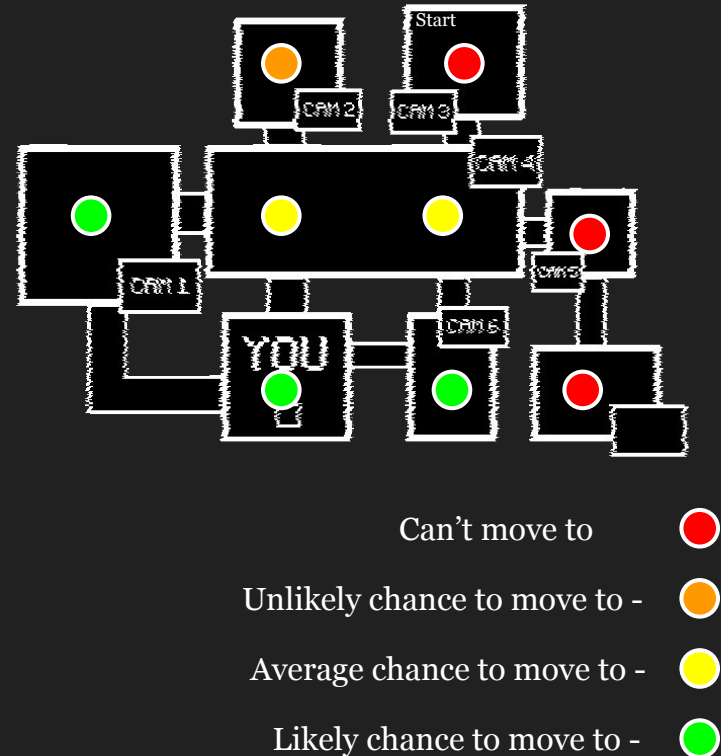# Freddy

- Starts on Cam 3

- Can enter office from any direction

- If stopped by a door, begins moving randomly to a connected room on the next movement opportunity, with the exception of Cams 2 and 5

- Cannot enter room at the bottom right under any circumstance (not labeled, no idea why)

- The main room requires a movement to reach the other side of (instead of going from the right side straight to cam 1, he must first go to the right side for one movement opportunity, and then go to cam 1)

- Never re-enters starting room

Can't move to 🔴

Unlikely chance to move to - 🟠

Average chance to move to - 🟡

Likely chance to move to - 🟢

Bonnie

- Begins behind the player in the office

- Eye color changes throughout night at random times

- On tablet in the animatronic maintenance panel, eye color must be kept updated, each color change takes 1.5 seconds

- On a successful movement opportunity, move to next stage (3 total stages)

- On third phase initiated, take 10 seconds to kill if not being directly watched

- Time to kill set to 2 seconds when first observed

- If reset animatronic button is pushed during stage 3, reset to stage one if eye colors are set correctly

- If eye colors are set incorrectly, instantly jumpscare and kill player

- If the reset button is pushed when not in stage 3, speed up movement opportunity timer
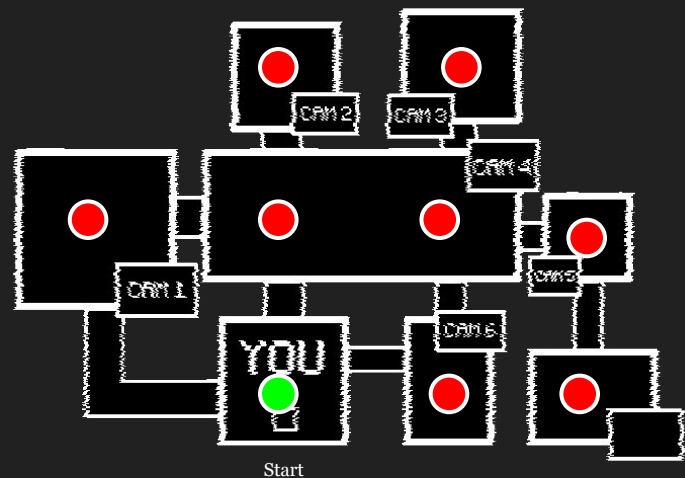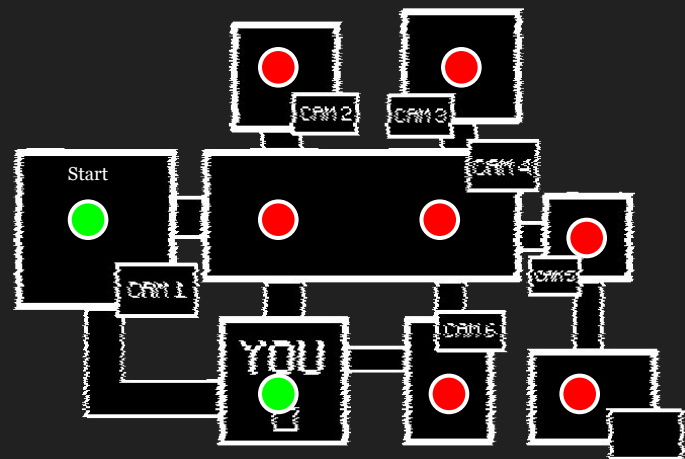

Start

Can't move to ●

Unlikely chance to move to - ●

Average chance to move to - ●

Likely chance to move to - ●

Foxy

- Starts on Cam 1

- Can only enter office from the left

- On a successful movement, begins rolling back curtain

- While rolling back, button prompt on camera allows pulling the curtain shut slowly

- If a checkpoint in the curtain is reached, stops rolling back, checkpoint is now as closed as the curtain can be for the rest of the night. Time until next movement check is reduced until stopped successfully by player

- If the curtain is fully pulled closed by player, stops rolling back and waits until next movement opportunity for regular amount of time

- If curtain fully opened, charges office

- If the door is closed, it damages it, making it take more power, and shut slower. Door is destroyed if previously damaged and player is killed.

- If door is open, kill player (duh)

- On a successful door block, reset full cycle back to starting point, extra time before taking first movement opportunity
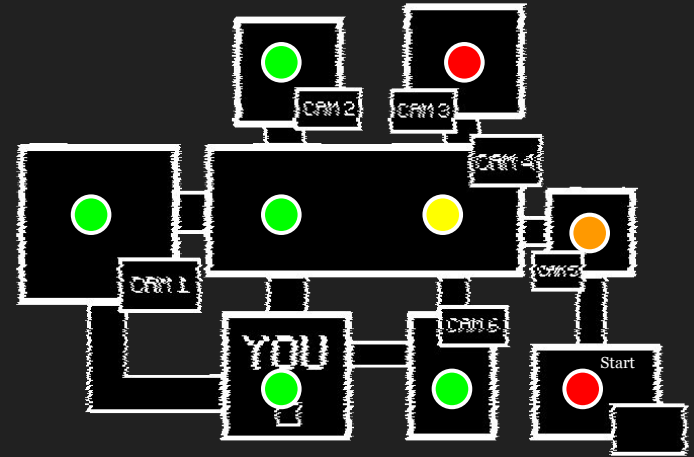

Can't move to 🔴

Unlikely chance to move to - 🟠

Average chance to move to - 🟡

Likely chance to move to - 🟢

Marionette

- Starts disabled in bottom right room

- While cameras are open, the timer until being enabled counts down

- As timer goes down, monitors in office fill with the Marionettes face.

- Each face fades in slowly

- When being looked at, the faces on the monitor will fade away and the timer will go back up unless they are already fully opaque, in which case the timer will only be able to go back up to a number dependent on how many faces are fully opaque.

- When timer is fully done, Marionette is released and moves very quickly

- Can only be viewed on cameras

- Can charge the office from cam 2

- When viewed on camera, next movement opportunity is guaranteed and time until movement is set to 2 seconds

- When successfully blocked by a door, becomes fully disabled for 5 - 20 seconds unless the door is damaged

- If the door is damaged, is only disabled for 2 - 8 seconds

Can't move to 🔴

Unlikely chance to move to - 🟠

Average chance to move to - 🟡

Likely chance to move to - 🟢