

SECURITY GUARD

Station: Security office

Weapons: Flashlight, music box

Task: Survive the night at Freddy's! (five minutes)

1. Make sure the music box is playing.
2. Don't let the animatronics in the office. If you hear a knock, you have about ten seconds to shut the door. Of course, closing the door uses power - you don't want to lose power. Don't keep the doors closed for too long.
3. If someone DOES get in, be sure to shine your flashlight on them and not move. They will probably go away.
4. Don't forget to check in on Pirate's Cove from time to time!



FREDDY

Station: Closet just outside office

Task #1: Hide in closet until music stops

If music is playing, stay hidden. When music stops, begin counting to 30. If you get to 30 & the music doesn't restart, JUMP SCARE! The next time it stops, count to 20. The next time, 10. THEN JUMPSCARE!



Task #2: Hide until power runs out

When one door is closed, begin counting to 30. If the other door is closed as well, only count to 15 before JUMP SCARE!

Count restarts each time doors open.

CHICA & BONNIE

Station: Hallway & ventilation shafts outside office

Task: Make sure everyone is in their suit!

1. After 15 seconds, you can leave the stage and head towards the security office. To get there, you'll have to go through the ventilation shafts.
2. If the door is open, knock. Count to ten. If the door is closed before you get to ten, wait 10 seconds before you go back to the stage.
3. Repeat with the other door.
4. If the door remains open, walk into room. If a flashlight shines on you, don't move for a count of ten, then run back to stage. If a flashlight doesn't appear...
5. JUMP SCARE WITH NOISE!



FOXY

Station: Pirate's Cove

Task: Hide behind curtain. Using stopwatch, slowly & silently emerge from Pirate's Cove.

Every 15 seconds, proceed to the next step:

1. Open curtain
2. Show hand
3. Show face
4. Stand up, showing whole body
5. JUMP SCARE WITH NOISE

When the security guard shines flashlight on Pirate's Cove for 10 seconds, go back to step one, and start over.

