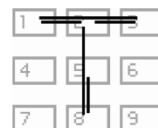
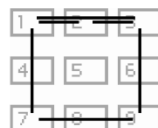
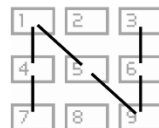
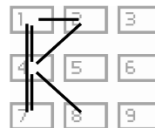
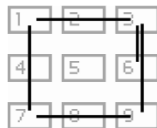
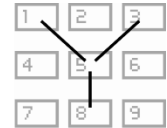
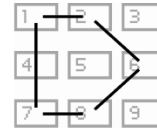
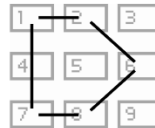
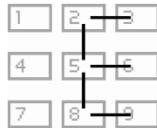
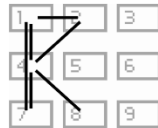
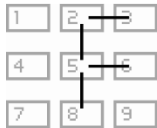


# PHONE CALL

For each speech bubble, find the length of each word and draw a path on the provided number pad between each adjacent length. Each path will give a letter. Together, they form the answer: FREDDY OR NOT

Text	Lengths
Hey? Hi? Hello? Please reply promptly	3 2 5 6 5 8
This message I have recorded will lead to a	4 7 1 4 8 4 4 2 1
By the by, every person whose employer announces	2 3 2 5 6 5 8 9
Anyway, it is a trivial question unless	6 2 2 1 7 8 6
Beware of a serious accident! Report to	6 2 1 7 8 6 2
I would not worry about anything	1 5 3 5 5 8
The robots get excitable nightly. I was	3 6 3 9 7 1 3
A robotic bite on a head inflicts	1 7 4 2 1 4 8
You should certainly avoid being a lazy doorman	3 6 9 5 5 1 4 7
I am not concerned. You are a sublime appointee!	1 2 3 9 3 3 1 7 9
You or I can go conserve power	3 2 1 3 2 8 5





# FREDDY FAZBEAR

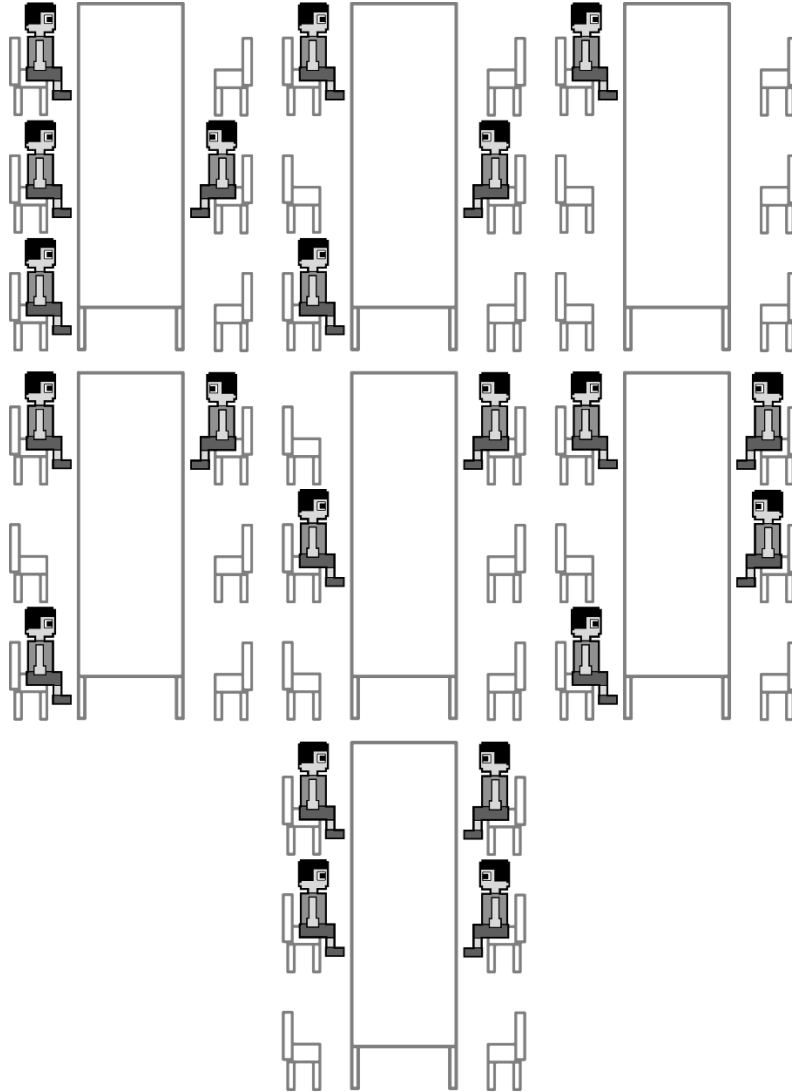
Solve each crossword clue whose answers may fall into the category of animal, object, and/or verb. A clue will appear for each category the answer falls into. Each answer can be formed using letters in the given bank and summing the values associated with each word fragment gives a unique number 1-15 which is used for ordering. Find the region in the Venn diagram that each answer corresponds to, extracting the letter within. These letters in order give **ANSWER TEAM NAMES**.

- carry the weight of **BEAR**
- furry flyer **BAT**
- lower your head to avoid something **DUCK**
- timekeeper for a wrist **WATCH**
- clickable piece of hardware **MOUSE**
- associated with Halloween **BAT**
- observe for a while **WATCH**
- travel in a plane **FLY**
- cubic container **BOX**
- generic cheese-eater **MOUSE**
- pair up corresponding parts **MATCH**
- voice gratitude to someone **THANK**
- daze someone (like the Fazerblaster in *Security Breach*) **STUN**
- it has tusks and a mustache **WALRUS**
- stretch to look at something, as your neck **CRANE**
- webbed quacker **DUCK**
- wooden or aluminum sports stick **BAT**
- fight with gloves in a ring **BOX**
- lighting device with a shade **LAMP**
- striking it creates fire **MATCH**
- word following house and fruit **FLY**
- flutter flirtatiously, as eyelashes **BAT**
- like a strawberry or Mars **RED**
- tall machine that moves heavy things **CRANE**
- word preceding noon and math **AFTER**
- Freddy is one (as an animatronic) **BEAR**
- long-legged and long-necked bird **CRANE**

Word & Sum	Categories	Letter	Word & Sum	Categories	Letter	Word & Sum	Categories	Letter
BO+X (1+0=1)	OV	<b>A</b>	WAL+RUS (5+1=6)	A	<b>R</b>	AF+TER (6+5=11)	n/a	<b>N</b>
RE+D (0+2=2)	n/a	<b>N</b>	L+AMP (2+5=7)	O	<b>T</b>	WA+TCH (4+8=12)	OV	<b>A</b>
BA+T (1+2=3)	AOV	<b>S</b>	D+UCK (2+6=8)	AV	<b>E</b>	TH+ANK (10+3=13)	V	<b>M</b>
MO+USE (4+0=4)	AO	<b>W</b>	MA+TCH (1+8=9)	OV	<b>A</b>	FL+Y (9+5=14)	AV	<b>E</b>
BE+AR (0+5=5)	AV	<b>E</b>	ST+UN (5+5=10)	V	<b>M</b>	CRANE (6+9=15)	AOV	<b>S</b>

# BONNIE THE BUNNY

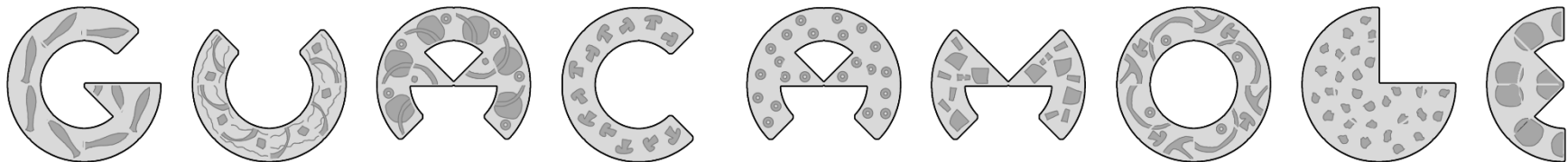
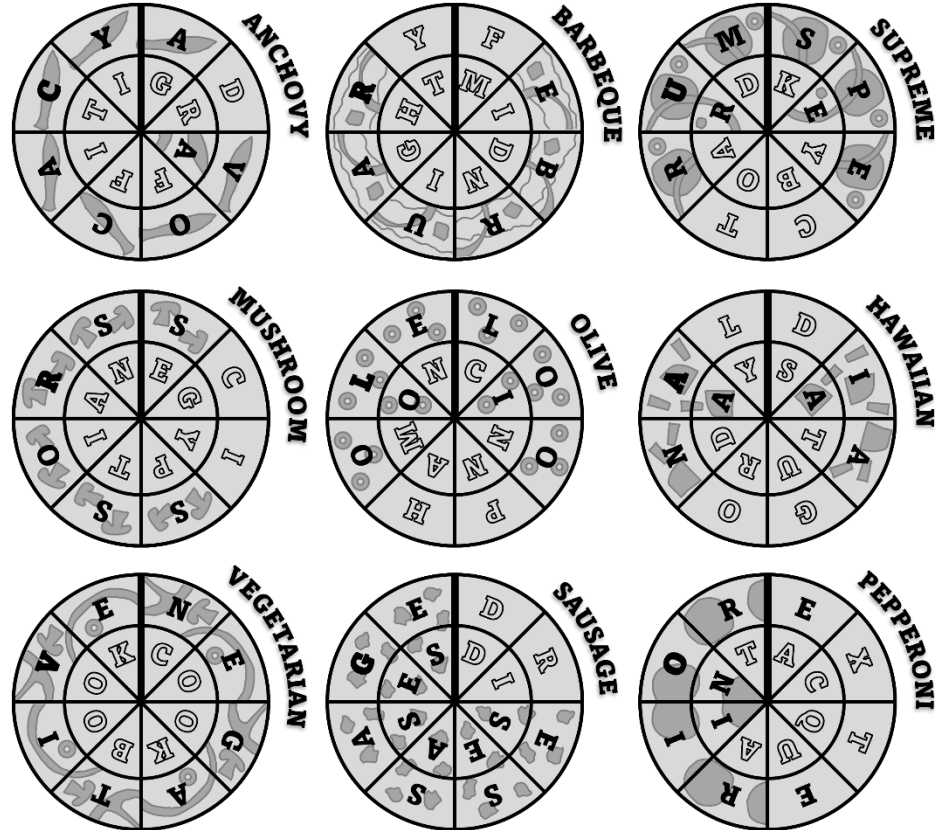
Solve the logic puzzle. Read each table as braille, where a kid represents a raised dot. This gives the answer **ROAMING**.



# CHICA THE CHICKEN

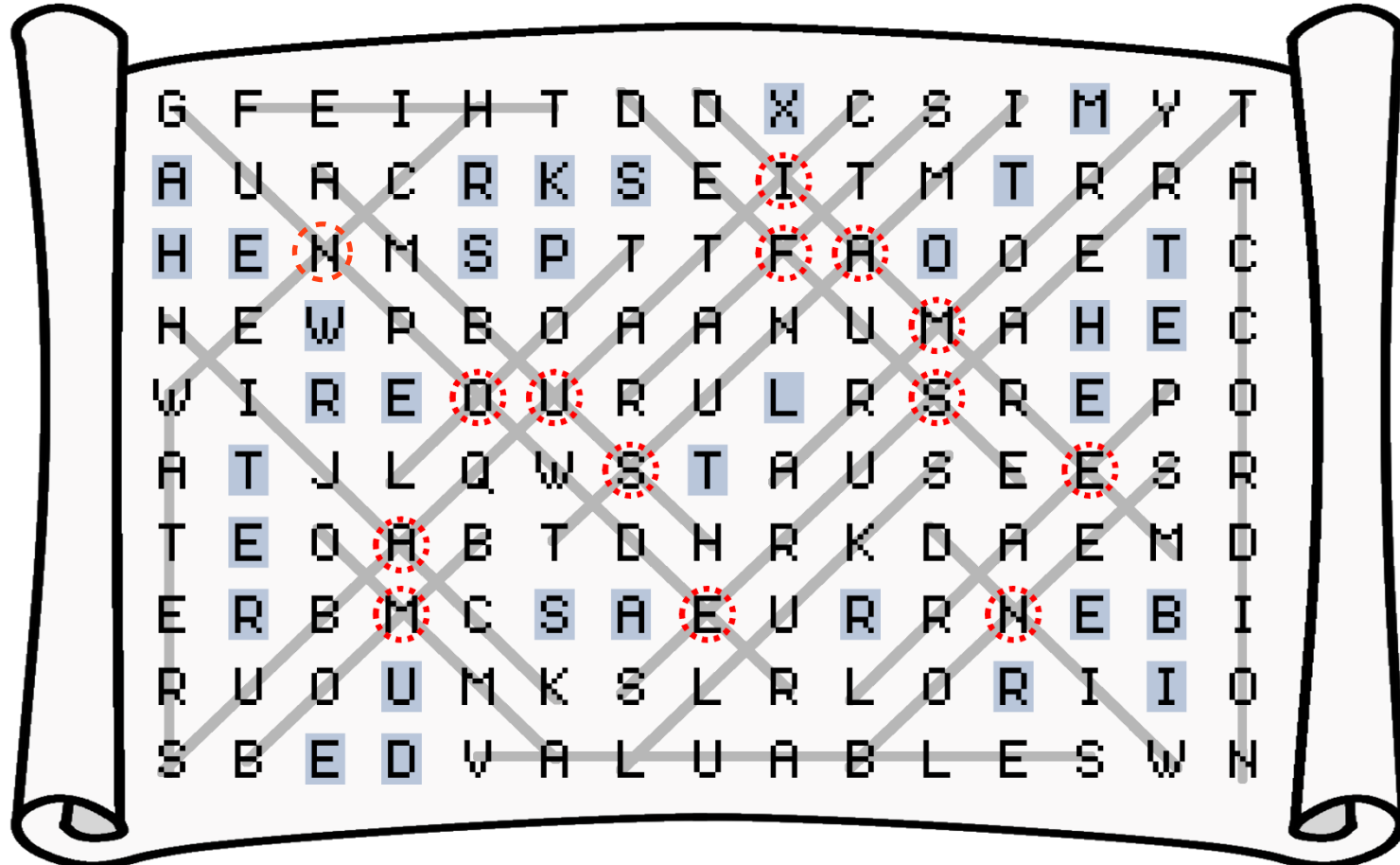
Solve all crossword clues and enter the answers into the pizzas using the 2 given letters as a constraint. If a letter in a region appears the pizza's associated topping it, the region is topped (e.g., *A* for *ANCHOVY* is topped, but *D* is not). Viewing all the topped regions on a given pizza reveals the shape of a letter. From top-left to bottom-right, the letters give **GUACAMOLE**.

- ACQUAINT
  - ADVOCACY
  - CINNAMON
  - COOKBOOK
  - DIAGONAL
  - DISEASES
  - DRESSAGE
  - EGYPTIAN
  - EXTERIOR
- FEBRUARY
  - GRAFFITI
  - KEYBOARD
  - LOOPHOLE
  - MIDNIGHT
  - NEGATIVE
  - SATURDAY
  - SCISSORS
  - SPECTRUM



# FOXY THE PIRATE

Find all words in the grid. The remaining letters give *X MARKS THE SPOT WHERE LETTERS ARE BURIED*. Look at all every intersection between two diagonal lines that form an X. The letters at these intersections give **INFAMOUS SEAMEN**.



# SECURITY OFFICE

Get each word described by the cameras. Each camera word and individual word composing feeder puzzle answers have unique lengths 4-9 and be entered into the pyramid-shaped grid. Each puzzle word contains the bigram AM. Extract the 2 letters in the camera words that appear in the same position. This gives the answer **UNFAZED GUARD**.

**ACQUAINT**

**ACCORDION**

**FIDEGETY**

**AFAIK**

**STUN**

**DOZENS**

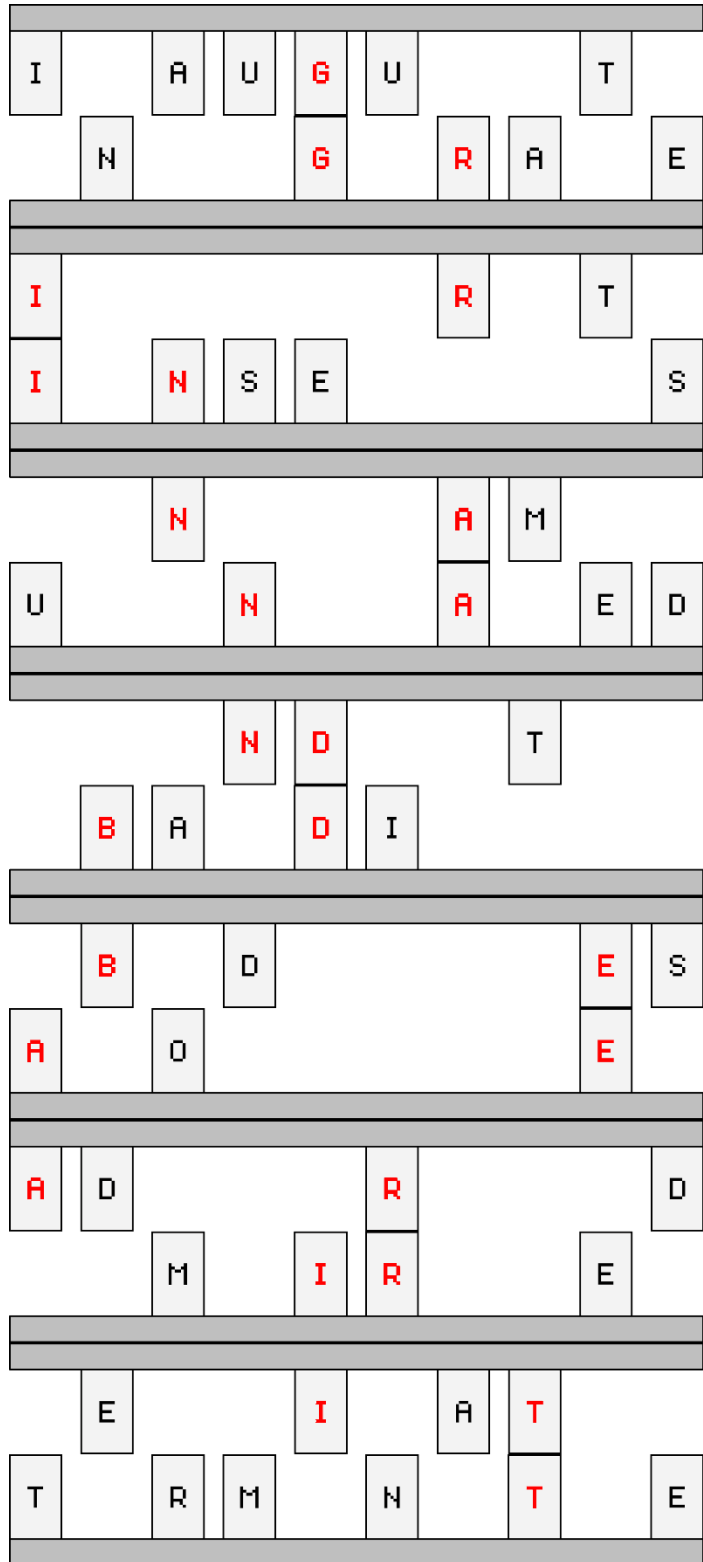
CAMERA PUZZLE

S	T	U	N					
T	E	A	M					
A	F	A	I	K				
N	A	M	E	S				
D	O	Z	E	N	S			
S	E	A	M	E	N			
F	I	D	G	E	T	Y		
R	O	A	M	I	N	G		
A	C	Q	U	A	I	N	T	
I	N	F	A	M	O	U	S	
A	C	C	O	R	D	I	O	N
G	U	A	C	A	M	O	L	E

U N  
F A  
Z E  
D G  
U A  
R D

# CUSTOM NIGHT

Each set of teeth can be aligned to form an English word with duplicate teeth at one position. Inspecting these duplicate teeth (starting with *INAUGURATE* and ending with *TERMINATE*) gives the answer: **GRIN AND BEAR IT.**



The puzzle consists of 12 rows of puzzle pieces. Each row has a grey bar above it. The pieces are arranged in a way that allows them to be aligned to form words. Red letters are highlighted in the original image.

Row 1: I, A, U, G, U, T

Row 2: N, G, R, A, E

Row 3: I, R, T

Row 4: I, N, S, E, S

Row 5: N, A, M

Row 6: U, N, A, E, D

Row 7: N, D, T

Row 8: B, A, D, I

Row 9: B, D, E, S

Row 10: A, O, E

Row 11: A, D, R, D

Row 12: M, I, R, E

Row 13: E, I, A, T

Row 14: T, R, M, N, T, E