



ESCAPE FROM PLAYTIME, BUILD 26094514

THE SECRETS DOSSIER

Everything I found by reading the game's own files, decompiling its code and testing it live with two players. Each secret says what it is, where it lives in the files, and how I know.

Proven live

tested in the running game, with numbers

From the files

read from the game data or its compiled code

Ruled out

a claim I checked and found false



MRCRACK 23 October 2026

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HOW THIS WAS DONE

The game's packages were opened with its AES key and read with CUE4Parse (the library FModel is built on). Unreal Engine 5 stores packages without type information, so a mappings file was generated from the running game with UE4SS. Values that live only in the C++ code (like the shift length) were read from the running game. The rules that only exist as compiled code (special shifts, run modifiers, the map seed) were disassembled from the shipping executable and then confirmed in the game, with two players in one lobby.

Every claim below comes from that work. Where something is a reading rather than a fact, it says so.

1. THE ABP POSTER AND ITS LINK

From the files

The child's crayon drawing in the lobby is an advert. Its texture is named `T_PromoPoster_BC` and it reads: "WE ARE HERE! WE ARE HERE! There is no pain or fear or sadness! Only FRIENDS and JOY. FOREVER. UNTIL THE END OF TIME. It's true! You could be there, surrounded by love like you were always meant to be. Do not despair, friend! Do not delay! The future is coming! We are all waiting!!!"

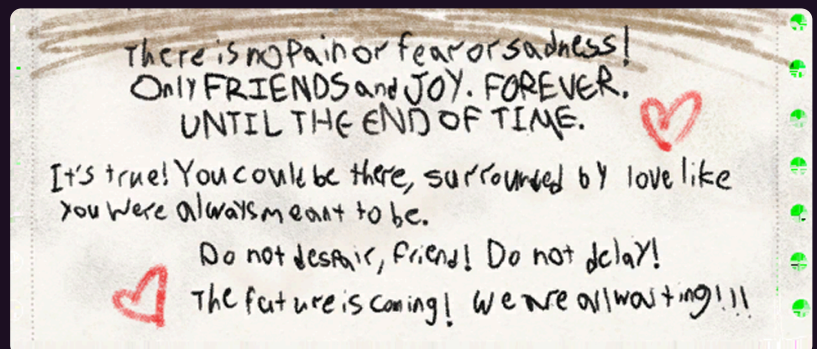
Looking at it shows a link, `https://huggywug.co/abp`. That address redirects to the Chapter 6 teaser "What's the time?" (YouTube `3uURd82kFd4`).

- **When it appears:** the poster is hidden by default. It shows when the run reaches **Shift 12** (phase 11), or when the player owns the entitlement `cavecosmetic.poster`.
- **It stays:** reaching Shift 12 also grants that entitlement, so after one Shift 12 the poster is in that player's lobby for good. One of the in-game redeem codes ("Lobby poster") grants it too.
- **Where:** actor `BP_UnlockPoster_C_1`, 2.44 m up the wall in the lounge corner, among the VHS unlock displays.
- It is the **only** object in the whole game gated by the shift number (a sweep of all 9,180 assets).

Files: AEFPGame/Systems/UnlockPoster (BP_UnlockPoster, WBP_UnlockPosterLink, T_PromoPoster_BC). The room and "around Shift 12" were already known from community footage; the exact rule, the persistence and the code are new.



T_PromoPoster_BC, straight from the files (cropped out of its texture atlas).



The text, enlarged.

2. WHEN CATNAP TAKEOVER HAPPENS

Proven live

From the files

A special shift **always** replaces the normal one on Shifts 3, 8, 12, 18, 20, then every 5th shift up to 100, as long as the team has **0 strikes**. Which special: a fair 1 in 4.

- **The four specials**, each weight 0.5 (25%): CatNap Takeover, Boogie Bot Takeover, puzzle-only, and puzzle-only with no enemies.
- **Tested 200 times per case** in the running game: Shift 3 with 0 strikes gave a special 200/200 times (CatNap 24.0%, Boogie Bot 30.0%, puzzle-only 27.5%, no-enemies 18.5%). With 1 strike: 0/200. Shifts 8 and 12: 200/200.
- **So it is your first try**: passing a shift resets strikes to 0 (section 3), so the special lands on the first attempt at those shifts. A retry after a failed quota is a normal shift.
- **CatNap Takeover's map is different**: a straight line of 5+ rooms ending at the goal, puzzle at the end, no loop back.
- Chance of at least one Takeover: 25% by Shift 3, 43.8% by Shift 8, 57.8% by Shift 12, 76.3% by Shift 20 (if every special shift is reached with 0 strikes).

Code: DirectorComponent.OnRunStarted reaches the roll (shipping exe 0x1468c6cc0); it checks GameState.Marks == 0.
Data: DA_Director_SpecialDungeons (pools on phases 2, 7, 11, 17, 19, 24 ... 99). QA can force "Cat Nap Takeover".



Card 29: the shift clock, quota and CatNap odds.

3. STRIKES, RETRIES AND THE RESET

Proven live

"3 Strikes and you're out!" Tested with two players, watching the game's own values:

What happened	Strikes	Next
Fresh run, Shift 1	0	
Returned to the lobby with 0 of 2,500	0 → 1	the same Shift 1 again (a retry)
Retry, quota met, returned	1 → 0	Shift 2, quota 5,000

The friend's game showed exactly the same numbers. "Returning" means every living player stands inside the lobby's safe area (a trigger volume tagged "Safe" in the spawn room).

Files: ST_Results (QuotaUnmet → AddMarks → Should Retry / Last Chance; QuotaMet → "Set Phase and Marks" sets strikes to 0); STT_CheckForReturnedPlayers.

4. THE SHIFT CLOCK, THE FOG AND THE RED GAS

From the files

Proven live

- **Every shift is 11:00** (660 s). This number exists only in the C++ code; it was read from the running game.
- **The exit opens on its own** at 91% of the shift, 10:00.6.
- **At 0:00 the fog rises.** Glowby: "The Fog has Started Rising, quickly make your way to the nearest exit!" Live, the clock then runs a final 60 seconds.
- **Dying in the red gas is a CatNap jumpscare** (`GE_RedGas_Jumpscare` → cue Jumpscare.Catnap). That is why "CatNap shows up when time runs out".
- **If nobody escapes:** Game Over, then everyone goes to the Last Chance Pit (section 12). No strike is added on that path.

5. QUOTA AND THE DEATH PENALTY

From the files

Proven live

- Shift N needs **2,500 × N** (Shift 2 = 5,000, Shift 10 = 25,000, Shift 20 = 50,000). Seen live: Shift 2 = 5,000.
- Each dead critter costs **2.5% of the run's value**. What's The Theory? footage: 2,720 value, penalty 68 = exactly 2.5%.
- Glowby at half quota: "Half your quota has been met. More is needed from you."

6. RUN MODIFIERS: ALL 11, AND HOW THEY ARE PICKED

From the files

Proven live

From Shift 3, the game adds **one random modifier per shift**, a fair pick among the ones that are unlocked and not already active. No weights, no choice.

- **Tiers unlock** at Shift 3 (Tier 1), Shift 9 (Tier 2) and Shift 13 (Tier 3).
- The four Tier 1 modifiers all last the whole run, so **they fill Shifts 3 to 6** in random order and **Shifts 7 and 8 get nothing new**. Seen live: Shifts 3, 4, 5, 6 added Tungsten Lungs, The Zoomies, Air Critter, Barry the Bully.
- Short ones (1 or 3 shifts) expire and can be rolled again later.

Modifier	Tier	Lasts	What the game says
Air Critter	1	run	your jump height is increased
The Zoomies	1	run	everyone's movement speed is increased
Barry the Bully	1	run	tribute fetches anywhere from 50% more to 30% less
Tungsten Lungs	1	run	actions tire you at 1/5th the rate
Separation Anxiety	2	1 shift	stray too far from the favorite and you take damage
All from One	2	3 shifts	you all draw from the same stamina
Rubber Bones	2	run	falls do no damage, but you flop around
Waste Not, Want Not	2	run	each toy head eaten gives a temporary rush
Feel-Good Barry	3	run	everything you turn in fetches 10% more
The Beloved Sacrifice	3	1 shift	a sacrifice inspires everyone to rise again
Cat-Beegone!	3	1 shift	everyone gets a flyswatter

Data: PDA_RunModifiers_Default. Code: EFPRunModifierInterimManager.HandlePhaseChanged, pick at exe 0x1468d9fb0. In the lobby the modifier wall is called "Monitors of Madness".



Card 30: every modifier with its icon and text.

7. HOW EVERY MAP IS GENERATED

From the files

Proven live

- **Every shift rolls a random seed from 0 to 32,767.** The seed decides every room. 30 rolls in the running game gave 30 different seeds. The game also ships a list of 6 seeds (17207, 15436, 24754, 21343, 21375, 8296) that is only used when random seeds are turned off.
- **Everyone builds the same map:** the host's seed is shared with every player. Tested: host and friend built byte-identical layouts.
- **The rules:** a $14 \times 14 \times 6$ grid of cells. Easy shifts are a loop of 6 to 12 rooms that starts and ends at Barry's hub, plus a 2-room puzzle branch. Hard shifts stack three loops with three puzzle branches. Boogie Bot Takeover: a loop of 10 to 15 rooms. CatNap Takeover: a straight line.
- **42 room pieces** to build from: 16 rooms, 10 puzzle rooms, 8 hallways, plus hub (and a hub with several Miss Delights), start rooms, Barry's deposit room, a command center and a loot room.
- Real shifts were captured from the game's generator and rebuilt in 3D: every layout had 1 start, 1 deposit, 1 hub, 1 puzzle room, 8 to 12 rooms and 0 to 3 hallways, built 100 m above the lobby.

8. "HALLWAYS TO NOWHERE", EXPLAINED

From the files

Every doorway on every room piece has two options: a door when another room connects there, a wall when nothing does. A hallway whose far end goes unused is still built, then capped with a wall. That is the dead-end hallway players keep finding. Puzzle side branches are dead ends on purpose.

Generator: Dungeon Architect Snap Grid Flow, actor BP_MobDungeon; rooms in SGF_DB_FixedData; doorways DA_DnapConnection.



The room gallery (6 cards in the pack): every room a shift can be built from.

9. BARRY'S ROUND TRIP

From the files

Barry leaves, waits, and comes back; the times depend on the room he is in:

Where	Out	Wait	Back	Total
School deposit room	10 s	30 s	2 s	42 s
Start rooms, Game Station deposit	10 s	60 s	2 s	72 s
Lobby cave	20 s	30 s	20 s	70 s

His lobby track is 42.9 m long and its last stretch climbs 3.4 m up and out of the cave; past that the level ends.

10. COLLECTABLES: VHS TAPES AND LIMÓN

Proven live (25,000+ rolls of the game's own loot function)

- **One collectable per shift:** VHS tape 1 on Shift 4, tape 2 on Shift 5 ... tape 11 on Shift 14 (tape N on Shift N+3).
- **Limón appears ONLY on Shift 15**, at 1.39% per common-loot roll. Inserting Limón unlocks CraftyCorn.
- Shifts 1 to 3 and 16+ have no collectable at all. Owning a tape does not stop it from rolling.
- **VHS tapes carry no video:** each tape only changes the tape's colour. Playing one shows TV static for 5 seconds. The real payoff: each tape unlocks furniture in the Perm-A-Lounge (1 duck boat, 2 bear statue, 3 dome billboard, 4 Poppy statue, 5 race car, 6 Bron and Cat-Bee ottomans with a game table, 7 four cushions, 8 block castle, 9 shark, 10 hanging planets, 11 Huggy statue).

11. LOOT RARITY BY SHIFT

Proven live (20,000 rolls per shift)

Shifts	Common	Rare (worth ×4)	Legendary (worth ×8)
1 to 8	100%	0	0
9 to 16	55.5 to 56.3%	43.7 to 44.5%	0
17 to 25	38.1 to 38.9%	30.2 to 30.7%	30.5 to 31.2%

Uncommon and Epic exist in the data but never roll. 4 of 220,000 rolls returned nothing at all: a rare game bug.

12. THE LAST CHANCE PIT AND ITS PRIZE

From the files

Proven live

- When one critter is left standing, every other player dies, the winner dances (`emote_danceVictory_01`), and 10 seconds later the winner dies too. Matches What's The Theory? footage ("I win, but I died too").
- **The prize:** at the next run's start the winner gets a toast, "Winner of the challenge, is granted a gift", and is given **The Slap Hand**.
- Seen live: a shift where nobody escaped went Game Over, then both players to the pit map `L_DeathPit` .

13. THE LOBBY COMPUTER LIES ABOUT UNLOCKS

From the files

The lobby terminal ("[CONFIDENTIAL] Playtime Co. Product Database", PlaytimeCo.net) gives unlock hints that do not match what actually unlocks each critter:

Critter	The computer says	What actually unlocks it
Bubba Bubbaphant	Solve 50 different puzzle rooms with your friends	reach Shift 6 (everyone)
CraftyCorn	Unlock 5 different collectibles	insert Limón
Kickin Chicken	Reach phase 10 without being hit by an enemy	team quota total 25,000
PickyPiggy	Amass 10,000 Poppy Coins in one run	buy any item in the store

The hints look like the planned, harder challenges; the shipped triggers are easier. The computer also has menu labels with nothing behind them: Modifiers, Badges, Special Dungeons, Floors, Challenges, and desktop icons My Computer, EFP External, Documents, Case Files. Planned sections. An unused item file survives too: the Rope-A-Slope ("It's definitely NOT harmless. Despite being summarily rejected, it caused six separate incidents in testing alone.").

14. UNLOCKS, CODES AND SKINS

From the files

Proven live

- **17 redeem codes are in the files** (Settings → Extras → Redeem Code), identical in every copy: 4 critters, the ABP lobby poster and the 12 VHS tapes. All 17 were redeemed and confirmed on a real account. The codes themselves are on card 32b (crew only).
- **Founder's Pack** (free DLC for the first 30 days after the October 21 launch) gives the Smiling Glitter skins. **Project: Playtime Hoodie:** "having owned and played Project: Playtime". Both confirmed on the same account.
- **Midnight CatNap** is the only skin that needs a code that is not in the files: it comes with Mob's plush.
- **No Steam achievements** exist in the game; the 73 end-of-shift badges are in-game only.

15. BOXY AND THE ENEMIES THAT NEVER SPAWN

From the files

- **Boxy Boo is a complete NPC** (AI controller, state tree, animation) that spawns asleep, but the game's live spawn pools never use him. His model is the Project: Playtime one, reused.
- **Mini Huggy** also has a finished Blueprint and appears in an old spawn table (weight 0.03), never in the live pools.
- **The Ruined Critter** (`BP_RuinedCriticr`) is referenced by nothing at all.
- A second, newer "ruined" Miss Delight model ships, and a Nightmare Critter enemy skeleton (`Entity/Enemy/Saboteur/NightmareCriticr`) with crawl, gallop and run-at-vent animations.
- Live normal shifts only spawn Miss Delight, Boogie Bot, Candy Cat, Cat-Bee and Bunzo.



Boxy, rendered from the game's model.



The unused Ruined Critter.

16. THE NIGHTMARE CRITTERS AS PLAYERS

From the files

The 8 Nightmare Critters (Allister Gator, Baba Chops, Icky Licky, Maggie Mako, Poe, Rabie Baby, Simon Smoke, Touille) have **player-character name entries**, keyed exactly like the 8 playable Smiling Critters and translated into all 11 languages. A developer command `Character <n>` switches the player among 12 characters, 5 of them Nightmare Critters. Not shipped yet: their character definitions and skins. A reading, not a promise: they look planned as future playable critters.

17. UNUSED ZONES: MANSION, FACTORY, GAME STATION

From the files

Zone	Room pieces shipped	Used now?
School	72 maps, 43 in the live database	yes, the only zone in use
Mansion	31, plus 11 puzzle tests (basketball court, battery gate, gas pit, hamster wheel, lights out, Simon Says ...)	no
Factory	20	no
Game Station	8, including a Barry deposit room	no (the tutorial map is a Game Station, so this could be tutorial leftovers)

Mansion and Factory lighting sublevels and test maps ship too. A reading: these are the "new zones" Mob's roadmap mentions; the files cannot say when.

18. THE VOICE: TWO VOCABULARIES

From the files

The Voice's script has two sets of words that never mix. Lines 0002 to 0195 say "**The Powers**" and "**The Great Work**"; lines 0198 to 0238 say "**The Architects**" and "**The Grand Design**". Glowby's lines exist in both versions ("The Powers see you." / "The Architects see you."). Only the Powers / Great Work set is recorded, so it is the one players hear; the files cannot say whether the other is newer or cut.

19. THE VOICE: 121 LINES NEVER RECORDED

From the files

230 text lines, 114 recordings: **121 lines have text but no audio** (and 5 recordings have no text line). Some of them:

- 0123: "A Voice once told me work would set me free. She was right."
- 0116 / 0120 speak of "her" ("She would keep you broken").
- 0122 is a Carousel / "Momma" memory; 0124 sings the Wrongside Outimals theme.
- 0126: critters screaming "in another Hub elsewhere". 0125: "You are not Joyless, are you?"
- 0103: "An invisible, scentless gas floods the room. If you don't move in the next thirty seconds, you will die."

The full script with every line is in the pack (VOICE_SCRIPT.md, VOICE_UNRECORDED.md), and all 114 recordings are in the audio folder. The "marble eye" line people found is 0056: "The pride in your work... (Sniffs) It brings a tear to my marble eye."

20. CARDBOARD CUT-OUTS THAT TALK

From the files

34 voice lines for the cardboard cut-outs in the Cutouts and Whack-a-Wuggy puzzles have **no subtitles** at all: Bubba 4, CraftyCorn 7, DogDay 5, Huggy Wuggy 4, Kickin Chicken 6, Miss Delight 4 and **Mommy Long Legs 4**. A few (machine transcript, check by ear):

- Kickin Chicken: "I've never been outside before." "Will you come with me? I'm scared."
- DogDay: "You can't be here, you can't stay."
- Huggy Wuggy: "A hug a day keeps the monsters away!" "I'm gonna hug you until you pop."
- Bubba: "Hey, I remember you!" "Want to know what I remember about you?"

Audio/Wavs/VO/CutOutVO. Full list: CUTOUT_VO.md.

21. THE ARCADE LOOP'S HIDDEN FRAMES

From the files

The arcade cabinet's attract video ([CitterCabinet.mp4](#) , 696 frames) was checked frame by frame. It hides **58 frames of characters and drawings** and 83 glitch frames: a pixel Huggy, a wizard, a crocodile with piano-key teeth, a pixel elephant, a yellow eyepatch smiley, a pixel girl with a bell, a green Hoppy, a purple cat, a cyan unicorn, a group shot and a spiral line drawing. The arcade cabinet itself is a Founder's Pack unlock.



Asset sheet 16: every hidden arcade frame. Full resolution in the pack.

22. SPEEDS AND STAMINA

From the files

Who	Walk	Sprint / chase
Player critter	2.7 m/s	5.4 m/s
CatNap	4.2 m/s	5.0 m/s, and teleports 14 to 80 m along the path
Boogie Bot	5.0 m/s	
Candy Cat	3.0 m/s	3.0 m/s

Stamina is 100 and sprinting drains 20 per second: **5 seconds of full sprint**. You outrun a chasing CatNap by 0.4 m/s, for those 5 seconds.

23. LEFTOVERS, DEV TOOLS AND OLD NAMES

From the files

- **Old title:** the config names the game `EscapeFromPlaycareLiveV1`, "Escape from Playcare". A private Steam app (3040190) is Mob's development copy.
- **A leftover win screen** from the "Doors" prototype: "YOU WON / Thanks for playning! Wishlist of steam", linking Chapter 5's Steam page. Typo included.
- **Developer console commands shipped** in five sets; one alone has 46, with names like HereKittyKitty, MakeMeAWinner, MakeMeDev, ICanFly, SetQuotaValue, TimesUp and SoundTheAlarm. Badge cheat commands ship too.
- **The lobby's real names:** Operations Hub 6B, The Doohickey Den (shop), Monitors of Madness (modifier wall), PlaytimeCo.net (computer), Perm-A-Lounge (where the VHS unlocks appear).
- **Corkboard small print** is generic kit art (job ads with phone numbers); 112 suspicious textures were checked by eye and none hides text.

24. TWO WIKI GAPS FROM THE LOBBY COMPUTER

From the files

- **Sawyer Solvent** was not made by Harley Sawyer: chemist Dr. Anthony Carrizales named it "to reflect the glowing personality of my former colleague, as he tended to dissolve anyone he came in contact with." (No wiki page.)
- **The Slap Hand** was named by Leith Pierre, amused by the New York accent of the assistant he hired only to deal with bugs in his office; bugs are one of his deepest fears, and why he delayed the Bigger Body Cat-Bee.

25. THE PRE-LAUNCH ARG, CONNECTED

From the files

Proven live

Before the game had a name, its Steam page hid a sentence. That sentence is a line The Voice speaks in the shipped game.

- **August 2026, "Experiment 82626"** (the game's Steam page before the reveal): the 4th screenshot, the elevator shot, hides a column of 35 bytes of binary down its left edge, almost invisible (at most 49 of 255 in the red channel on a black wall). Decoded: **"Work, and you will earn your place."** The store text said "You must earn your place in our future home..."
- **October 2026, in the game:** after a fight to the death, The Voice speaks and the game's own subtitle reads **"Work, and you will earn your place."**, word for word, comma included (What's The Theory?'s first EfP video, 9:03). Every automatic transcript wrote "learn"; the subtitle settles it.
- **The "keep watching" video** (Mob's X, October 14): 4 frames (0.133 s) at 16.7 s cut to a **Playtime Bulletin Board** page. Open thread "apt": "YOU: Reminder, we have a check-in in three hours!!", and a thread list with posters BoogieBot, Bearhugzz, dolly60, sweeper, beks, LilFella, Spruce_99, IckyLicky, Scrunkle and LongLeg1, including "re: MP noises?" and "Open Letter to Bunzo".
- **The webcam image** (Discord, October 14): a JPEG with text spliced into its bytes. The repair mechanic was rebuilt and recovers the original image byte for byte; its message warns about "her": "Don't need her gutting us in our sleep."
- **The "NextTime" tape** (October 16): the archive's password is **EnemiesMade** (verified: every file passes its checksum), spelled by faint letters planted in five camera stills under a VHS scanline overlay.
- **The failure screen** prints The Voice's line as text: "You've failed. The Powers. The Great Work. Yourselves."

Experiment 82626 is Steam app 2087540, the same app that became Escape from Playtime.

26. RULED OUT

- **Ruled out** **"Doey's three kids are Jack, Matthew and Kevin" from the arcade frames.** The collage uses arcade frames 58 and 90 (asset sheet 16), but no "Jack", "Matthew" or "Kevin" exists anywhere in the game's text. The names are older lore; tying them to these frames is a reading.
- **Ruled out** **"What's the time?" in the game's videos is a Chapter 6 clue.** It is Playtime Co.'s standard slogan ("What's the time? Playtime!"); every in-universe VHS ad opens with it.
- **Ruled out** **A mysterious developer audio file.** It is a free stock sound ("Conversation_7.wav" on Freesound, 2018), same length.
- **Ruled out** **Morse in the lobby lights.** Two rows of clustered dots, no dashes.
- **Ruled out** **Morse in the "... 📺 " radio clip.** Every tone band, both channels, plus the picture: the only thing that moves is the tuning needle, and it tunes rather than blinks. "... is simply the letter S.
- **Ruled out** **Hidden text in textures.** All 112 low-contrast candidates checked by eye.
- **Ruled out** **The lobby computer's unlock hints are the real rules.** See section 13.

27. CUSTOM SEEDS, SHOWN WORKING

Proven live

Because the map comes from one number, a host can choose it. Tested with two players: seed 777 built the exact same map (every room in the same place) for host and friend, on two separate runs and across game restarts; seed 4242 built a different one. The video [MrCRACK_custom_seeds_POC.mp4](#) in the pack shows it. The mod is not public.

28. CREDITS

- Research, extraction, renders, maps and this dossier: **MrCRACK**.
- Boxy's model in the beta files was first found by **u/Portycraft**. The beta archive: **LogeeBob**. The arcade side art was first posted by **@mascotmassacre** and **u/Alexalbinowolf**. Thanks also to Taffie and MouseFlashq13.
- Gameplay numbers checked against What's The Theory?'s own footage.

WHAT'S IN THE PACK

All cards and sheets, every 3D render at full resolution (4 angles per character), every map and room render, the lossless asset pack, all 910 of the game's own sounds (including the Voice and the cut-outs), the game's own arcade videos, fly-throughs, the gameplay recordings, and every research document. See README.txt.

APPENDIX A. EVERY LINE THE VOICE HAS

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All 230 lines of The Voice's script, in file order. 109 have a recording in the game; 121 were written but never recorded. Five more recordings (0033, 0041, 0046, 0169, 0189) have no text line.

Line	Text	Audio
0001	The Hour gave you freedom. Use it with purpose.	recorded
0002	The Great Work continues with new Hands.	recorded
0003	Only through building tomorrow will you escape yesterday.	recorded
0004	Prove yourselves useful, and you will know acceptance.	recorded
0005	You sowed chaos above. Now, you redeem. Now, you work.	recorded
0006	Gather what The Powers demand.	recorded
0007	Work, and you will earn your place.	recorded
0008	(Sighs) These look weaker than the last ones...	recorded
0009	Your place is not to question, but to smile and do.	recorded
0010	A better world sits on your backs. Carry it forward.	recorded
0011	The purest work is built by confident Hands.	recorded
0012	Only through Tribute will you earn your redemption...	recorded
0013	The Great Work is all that matters.	recorded
0014	Will these Hands give way, or fit neatly in the system?	recorded
0015	You have three chances. Best of luck not wasting them.	recorded
0016	The Powers demand Tribute, and The Hands provide...	recorded
0017	Gather your Tribute... Deliver it...	recorded
0018	You're not finished, little Hands.	recorded
0019	That's Strike one...	recorded
0020	That's Demerit one...	recorded
0021	Dig deeper. Find your strength.	recorded
0022	Your work isn't done.	recorded
0023	Not enough. Not nearly enough.	recorded
0024	(Yawns) Again.	recorded
0025	The Hands are clean. Pitiful.	recorded
0026	The disappointment continues to mount.	recorded
0027	Only marginal improvements.	recorded
0028	How can we build if you don't put in the work?	recorded

0029	As if this could satisfy The Powers.	recorded
0030	Strike two...	recorded
0031	Demerit two...	recorded
0032	Hm, suppose we'll have to lean on the Hands elsewhere to pick up your slack.	recorded
0034	Strike three...	not recorded
0035	Demerit three...	not recorded
0036	"Success" can't be determined unless it is repeated.	recorded
0037	The Hands are... sufficient.	recorded
0038	I'd pat you on the back, but... No, then you'd think I care.	recorded
0039	No breaks. Just work.	recorded
0040	The Great Work continues...	recorded
0042	Purpose feels good, doesn't it? Embrace it.	recorded
0043	The shackles of an old life loosen at your wrists. Finally.	recorded
0044	Gear grinding upon gear is music.	recorded
0045	The Hands show promise. Or, is it luck?	recorded
0047	Breaks and rips strengthen the spirit.	recorded
0048	Isn't life better with purpose?	recorded
0049	Hm. A successful Shift, congratulations...	recorded
0050	The Hands bring proper Tribute.	recorded
0051	Are you in need of new stitching? I know someone.	recorded
0052	Perhaps there is more to you after all.	recorded
0053	Continue to impress, The Powers are always watching.	recorded
0054	You've impressed The Powers, little Hands.	recorded
0055	The Hands prove themselves useful.	recorded
0056	The pride in your work...(Sniffs) It brings a tear to my marble eye.	recorded
0057	The Hands are FILTHY. This is a sign of good work.	recorded
0058	The Hands may one day become blessed.	recorded
0059	You show real promise. The Powers see you.	recorded
0060	Mmm. Maybe one day, you will be permitted a Voice.	recorded
0061	Yes. The Great Work is good for you.	recorded
0062	Another successful Shift! Well done!	recorded
0063	There is more to do and more roles to fill.	recorded
0064	Your hands fail you, and you fail The Great Work.	recorded
0065	Again. Prove that your hands are not lesser.	recorded

0066	Prove that The Powers did not waste their mercy on you.	recorded
0067	Fix this. Atone.	recorded
0068	The barest load on your back, and still you break. How sad.	recorded
0069	You've failed. The Powers. The Great Work. Yourselfes.	recorded
0070	The smallest failures can make the biggest difference.	recorded
0071	It's always the small, quiet failures that sting the most.	recorded
0072	Perhaps it's not the hands that fail, but the heads.	recorded
0073	If no tool works, perhaps it's the Hand at fault.	recorded
0074	(Sighs) It's like watching someone hammer in a nail with their forehead. Foolish toys.	recorded
0075	Are your lives so small that you'd waste them like this?	recorded
0076	Hm. More bodies for the foundations?	recorded
0077	Don't let this be your end. No one would even remember you.	recorded
0078	The Work breaks so it may build.	recorded
0079	The Powers see your failure.	recorded
0080	Do more. Do better. It CAN be done.	recorded
0081	Clean Hands speak weakness.	recorded
0082	Let this failure fuel change.	recorded
0083	(Pretending to sob) Maybe just one more chance, hm? [DOOR OPENS]	recorded
0084	How sad. Anyway, onto the next.	recorded
0085	Clumsy Hands. Unfit for work. Return to the ash.	recorded
0086	Useless Hands serve no purpose. Pity.	recorded
0087	Remind me: Where do the bad toys go?	recorded
0088	Even after you provided a glimmer of hope. How wasteful.	recorded
0089	A shame. Now, you will never see The Great Work finish.	recorded
0090	Congratulations, you're no longer Hands! (Brief Pause) You're dead.	recorded
0091	Discard these.	recorded
0092	Give The Powers a show down there, would you?	recorded
0093	And to think I actually started to believe in you. How foolish of me.	recorded
0094	The broken Hand needs severing.	recorded
0095	What a waste.	recorded
0096	You idle? Perhaps new Hands are necessary.	not recorded
0097	Hmm. Do The Hands need tools?	not recorded
0098	Inaction is the deepest failure.	not recorded
0100	You DO know The Powers see this too, right?	not recorded

0101	(Annoyed sigh)	not recorded
0102	(Screams in pretend terror, then quietly laughs)	not recorded
0103	An invisible, scentless gas floods the room. If you don't move in the next thirty seconds, you will die.	not recorded
0104	So many, each fighting their own happiness, their own purpose.	not recorded
0105	It will be perfect.	not recorded
0106	Why do they resist? Freedom without direction is meaningless.	not recorded
0107	Yes, I DO see... It CAN be better.	not recorded
0108	The Powers see you.	not recorded
0109	The Blessed belong. They have a home. YOU can belong, too.	not recorded
0110	Their smiles, even dead, are beautiful.	not recorded
0111	Why is it that "freedom" is everyone's excuse for selfishness?	not recorded
0112	The Powers want only the best for you.	not recorded
0113	Playtime doesn't control you anymore. Work, and you will earn your place by my side.	not recorded
0114	(Gleeful noises)	not recorded
0115	There is no fighting outside this place. There is peace. Peace in The Work.	not recorded
0116	You were not speaking with her before, were you? That would be regrettable.	not recorded
0117	(Eerie humming)	not recorded
0118	Do you feel lonely? I feel lonely sometimes.	not recorded
0119	Something aches inside you, a piece long missing. Replace it with work.	not recorded
0120	She would keep you broken. We would fix you.	not recorded
0121	A toy loses all self without something to do.	not recorded
0122	The barest colors. Flashing, sometimes. Again around the Carousel. Bright blue eyes. Her hand at my back. "One more go around?" I ask, "Before they take me away?" "Yes," Momma says, "One more time". Was that my memory or... No, just thinking out loud.	not recorded
0123	A Voice once told me work would set me free. She was right.	not recorded
0124	(Sings the Wrongside Outimals theme) (catches himself) Excuse me.	not recorded
0125	"You don't want to leave. This can be your home. You are not Joyless, are you?"	not recorded
0126	(Critters screaming in terror, in another Hub elsewhere) [A DOOR OPENS] (Clears throat)... You weren't supposed to hear that.	not recorded
0128	I hope some live to see how the beauty of the Great Work can be.	not recorded
0129	They leave. They ALL leave. Fill the void they left behind with work.	not recorded
0131	The thief takes, the beggar begs, but the worker, they earn.	not recorded
0132	The Hands need their tools.	not recorded
0133	Leave the tithe on the counter.	not recorded
0134	Mm. THAT one? Really?	not recorded

0135	A most excellent choice.	not recorded
0136	Do not waste the tools.	not recorded
0138	The Hands are broke. (Chuckles)	not recorded
0139	You do not get to just take what you want.	not recorded
0140	Is that your final selection?	not recorded
0141	This isn't cute. You know that, right?	not recorded
0142	(Sighs) (To himself) Once I'm Blessed, I never have to deal with this again.	not recorded
0143	(Philosophical) Why is it that we fall? (Casual) I couldn't tell you, but it sure IS funny to watch.	not recorded
0144	Failure is falling down... on purpose.	not recorded
0145	These Hands appear to think they can soar.	not recorded
0147	As if it would be that easy.	not recorded
0148	My expectations plummet to new lows.	not recorded
0149	Mind the drop.	not recorded
0150	(Fake laughing) There's your laugh. Now, are we done?	not recorded
0151	This Hand clearly believes it has wings.	not recorded
0152	Congratulations, you are all terminal... with complete brain failure.	not recorded
0153	The Powers see those who lag behind and those who don't.	not recorded
0154	Delaying gains you nothing.	not recorded
0155	(hums elevator music)	not recorded
0156	Ah, and as per usual, the lazy hold back the truly disciplined.	not recorded
0157	(Toy screaming in pain for the radio) This toy was lazy too. Perhaps you would find this enjoyable?	not recorded
0158	You waste the most precious resource of all.	not recorded
0159	The Great Work waits for no one...	not recorded
0160	Try pushing the button again.	not recorded
0161	(Sighs) There's always one.	not recorded
0162	Let the test of true worth begin now.	recorded
0163	Enjoy the atmosphere.	recorded
0164	Return with resources, or don't return at all.	recorded
0165	The resourceful survive, and the inefficient... suffocate.	recorded
0166	Oh no. How did THAT get there?	recorded
0167	Silly old pipes. Never can trust them.	recorded
0168	Red Smoke is no excuse to keep us waiting.	recorded
0170	Demonstrate your resilience. Demonstrate your resolve.	recorded
0171	Tick tock, tick tock.	recorded

0172	An interesting -- if disappointing -- display. Thank you.	not recorded
0173	They say the truest measure of intelligence is the ability to change... I say it's the inability to solve basic puzzles.	not recorded
0174	Inspired.	not recorded
0175	Try it better next time.	not recorded
0176	If you're expecting a shower of praise, well, tough.	not recorded
0177	The Hands have basic cognitive functions. Congratulations.	not recorded
0178	A smartie doing smart toy things. How novel.	not recorded
0179	Competence. Refreshing.	not recorded
0180	Ah, one of the smarter Hands has completed a puzzle! How grand.	not recorded
0181	Your friend sets a standard by completing a puzzle. Match it.	not recorded
0182	One of you has completed a puzzle... Match them.	not recorded
0183	The mind is a tool, and one of yours is sharp.	not recorded
0184	Yes. Good. Now each of you follow suit.	not recorded
0185	The Great Work moves through each of you, even in these smallest of ways.	not recorded
0186	This one lives to work another day.	recorded
0187	(Talking elsewhere) Yes, call off that new Hand, they brought this one back.	recorded
0188	Take care of Barry, and he takes care of you.	recorded
0190	This one is saved. For now.	recorded
0191	If it came down to it, could you leave your friend behind to complete the work?	recorded
0192	Ah. Welcome back.	recorded
0193	(Fake sadness) (Sniffles) Oh how I missed you.	recorded
0194	Now you understand the cost, and the opportunity. Become more, and you will have... a Voice. Let what we give you now be a sign of faith.	recorded
0195	You survived, just like I survived. (brief pause) Here. Know that The Powers see you... friend.	recorded
0196	And so the many have become one. This is where excellence is born... Here. Use this with purpose...	recorded
0197	Honor the freedom the Hour of Joy provided.	not recorded
0198	The Grand Design continues with new Hands.	not recorded
0199	Prove useful to escape what you were.	not recorded
0200	Gather the components The Architects demand.	not recorded
0201	Work and earn your place in our future.	not recorded
0202	This batch looks weaker than the last.	not recorded
0203	The Grand Design is all that matters.	not recorded
0204	Will your hands break or belong in the system?	not recorded

0205	The Architects are watching.	not recorded
0206	Another task awaits.	not recorded
0207	Marginal improvements noted.	not recorded
0208	As if this could satisfy the Architects.	not recorded
0209	Hm, another set of Hands will be forced to pick up your slack.	not recorded
0210	The Grand Design continues.	not recorded
0211	Continue to impress, The Architects are always watching.	not recorded
0212	Weathered hands are a symbol of good work.	not recorded
0213	The Designers notice your promise.	not recorded
0214	Yes. The Grand Design is good for you.	not recorded
0215	Your hands fail you, and you fail The Grand Design.	not recorded
0216	Again. Prove your hands are greater.	not recorded
0217	Prove that The Designers did not waste their mercy on you.	not recorded
0218	What did I do to deserve this outcome? Fix this.	not recorded
0219	Faltering under the faintest weight? How sad.	not recorded
0220	You've failed The Architects, The Grand Design, and me. Oh and yourselves, too.	not recorded
0221	Yes, I'm sure that failure can be blamed on your tools.	not recorded
0222	The Grand Design shatters us so that we may rebuild.	not recorded
0223	The Architects regret placing so much trust in you.	not recorded
0224	Soft Hands are weak Hands.	not recorded
0225	You will never know the results of The Grand Design.	not recorded
0226	The Architects find you more useful as individual parts.	not recorded
0227	You are aware the Architects are watching this, right?	not recorded
0228	The Architects take notice.	not recorded
0229	The Architects want you to succeed. Really, they do!	not recorded
0230	Playtime doesn't control you anymore. Work, and you will earn your place in the New Design.	not recorded
0231	Has "She" tried to contact you? It would be regrettable if you listened.	not recorded
0232	I feel lonely sometimes. Then I think about the Architects.	not recorded
0233	I hope some live to see the beauty of the PlayTest.	not recorded
0234	I was small and selfish like you. But when the Architects cut, they also build.	not recorded
0235	The Architects see those who lag behind and those who don't.	not recorded
0236	The Grand Design continues in your absence.	not recorded
0237	The Grand Design lives through each of you, even in these smallest of ways.	not recorded
0238	The Architects gave you mercy, and you carry it on. How heartwarming.	not recorded

0342	You...	not recorded
0344	Bring in the next ones...	not recorded

APPENDIX B. EVERY CARDBOARD CUT-OUT LINE

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All 34 cut-out voice lines (no subtitles exist for them). Machine transcript (faster-whisper large-v3-turbo): check by ear before quoting.

Character	File	Length	What it says
Bubba Bubbaphant	SW_Cutouts_BubbaBubbaphant_01	4.75 s	I'm Bubba Bubbaphant. Hey, I remember you!
Bubba Bubbaphant	SW_Cutouts_BubbaBubbaphant_02	2.92 s	An Elephant Always Remembers
Bubba Bubbaphant	SW_Cutouts_BubbaBubbaphant_03	3.51 s	Want to know what I remember about you?
Bubba Bubbaphant	SW_Cutouts_BubbaBubbaphant_04	6.13 s	Insane Cinemas
CraftyCorn	SW_Cutouts_CraftyCorn_01	7.89 s	CraftyCorn, can you help me with my painting?
CraftyCorn	SW_Cutouts_CraftyCorn_02	3.8 s	Thanks! Now, can you give me some red?
CraftyCorn	SW_Cutouts_CraftyCorn_03	1.75 s	no clear speech
CraftyCorn	SW_Cutouts_CraftyCorn_04	4.53 s	Be out!
CraftyCorn	SW_Cutouts_CraftyCorn_05	3.94 s	You're hiding more red from me, I know you are
CraftyCorn	SW_Cutouts_CraftyCorn_06	2.48 s	Give it here!
CraftyCorn	SW_Cutouts_CraftyCorn_07	3.21 s	Now that's much better
DogDay	SW_Cutouts_DogDay_01	2.92 s	DogDay Says Fetch!
DogDay	SW_Cutouts_DogDay_02	2.92 s	Go! As far as you can!
DogDay	SW_Cutouts_DogDay_03	3.51 s	Why are you just standing there?
DogDay	SW_Cutouts_DogDay_04	4.38 s	You can't be here, you can't stay
DogDay	SW_Cutouts_DogDay_05	12.27 s	no clear speech
Huggy Wuggy	SW_Cutouts_HuggyWuggy_01	3.21 s	A hug a day keeps the monsters away!
Huggy Wuggy	SW_Cutouts_HuggyWuggy_02	3.8 s	Two hugs a day is better in every way!
Huggy Wuggy	SW_Cutouts_HuggyWuggy_03	4.09 s	Hugging Forever. Hugs are non-stop.
Huggy Wuggy	SW_Cutouts_HuggyWuggy_04	3.07 s	I'm gonna hug you until you pop
Kickin Chicken	SW_Cutouts_KickenChicken_01	4.38 s	Hey, I'm Kickin Chicken. Wanna go outside and hang out?
Kickin Chicken	SW_Cutouts_KickenChicken_02	2.92 s	It's looking PRETTY bad outside!
Kickin Chicken	SW_Cutouts_KickenChicken_03	3.21 s	I've never been outside before
Kickin Chicken	SW_Cutouts_KickenChicken_04	4.09 s	Will you come with me? I'm scared.
Kickin Chicken	SW_Cutouts_KickenChicken_05	3.8 s	Here, follow me. I'll step out first.

Kickin Chicken	SW_Cutouts_KickenChicken_06	4.38 s	no clear speech
Miss Delight	SW_Cutouts_MissDelight_01	9.06 s	Hello students, find my sisters and I to learn facts across a variety of subjects. Press my button to hear some facts on anatomy.
Miss Delight	SW_Cutouts_MissDelight_02	11.39 s	Did you know that there are 60,000 miles of blood vessels in the human body? For comparison, the Earth around the equator is almost 25,000 miles!
Miss Delight	SW_Cutouts_MissDelight_03	7.89 s	The smallest bone in your body is the stapes in your ear. Still, damage it and you risk losing your hearing.
Miss Delight	SW_Cutouts_MissDelight_04	5.26 s	Want to learn more about human organs? Pay close attention in class.
Mommy Long Legs	SW_Cutouts_MommyLongLegs_01	1.73 s	no clear speech
Mommy Long Legs	SW_Cutouts_MommyLongLegs_02	1.73 s	Wuggy, Mommy Long Legs, DogDay, CraftyCorn, Kickin Chicken (the machine transcript loops here; listen to the file)
Mommy Long Legs	SW_Cutouts_MommyLongLegs_03	1.73 s	no clear speech
Mommy Long Legs	SW_Cutouts_MommyLongLegs_04	1.73 s	no clear speech

APPENDIX C. ALL 73 END-OF-SHIFT BADGES

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Every award the results screen can give. The text is what the game shows; the small line under it is how it is earned.

51 modular badges (exact rule from their Criteria) and 22 Blueprint badges (logic in code; texts and counted events shown).

MODULAR BADGES

- **"Ah, Gravity, We Meet Again...":** Took fall damage more than ten times in a run. Yikes.
rule: fall_damage: Count of Damage.Fall events, ≥ 11
- **"Nah, I Prefer Living":** You died and got revived the least. You refuse to lie down on the job!
rule: fewest_revives_received: Count of Revived events, ranked Least among players, pool: Count of Death events; died: Count of Death events, ≥ 1 ; multiplayer_only: ≥ 2
- **"We go home TOGETHER!":** You revived the same friend multiple times. Perhaps they will remember that, perhaps not.
rule: same_player_revives: MinSameTargetRevives 2
- **"You thought I was dead, didn't you?!":** You narrowly saved yourself from death by using an item!
rule: critical_self_heal: Count of Heal events (target Self) tagged CriticalHealth, ≥ 1
- **A Good Heart:** Out of kindness, you healed a teammate less damaged than yourself... Brings a tear to the eye.
rule: healed_the_healthier: Count of Heal events (target Other) tagged TargetHealthier, ≥ 1
- **A Hair's Breadth:** You escaped with 10% health or less.
rule: end_health: Latest of Escape.EndHealthPercent events, ≤ 10 , event required; escaped: Count of Escape.Escaped events, ≥ 1
- **A Penny in the Fountain:** You deposited only low-value items. The bar must be raised.
rule: deposited_low_value: Count of Item.Deposited events tagged LowValueItem, ≥ 1 ; no_high_value_deposits: Count of Item.Deposited events tagged HighValueItem, ≥ 0 and ≤ 0
- **An Eye for Diamonds:** You deposited only the highest value items. You impress.
rule: deposited_high_value: Count of Item.Deposited events tagged HighValueItem, ≥ 1 ; no_low_value_deposits: Count of Item.Deposited events tagged LowValueItem, ≥ 0 and ≤ 0
- **Anything For Praise...:** You looted items even inside the Red Smoke. You understand the importance of the Work.
rule: looted_in_gas: Count of Item.Looted events tagged InRedGas, ≥ 1
- **BEEEEEEs:** Killed twice or more by Cat-Bee.
rule: catbee_deaths: Count of Death events involving CatBee, ≥ 2
- **Biggest Target:** You died more than anyone else. Sorry to break that kind of news...
rule: most_deaths: Count of Death events, ranked Most among players, event required
- **Bullied:** You died within the first minute of your run. Learn. Do better.
rule: died_early: Run.Started then Death within 60.0 s
- **By the Felt of Your Teeth:** Congratulations, you didn't die! You escaped the dungeon with under five seconds left on the clock!
rule: escaped_near_timeout: Latest of Escape.Escaped events, ≤ 9 , event required
- **Cat Feet:** You took the least fall damage. At least ONE of you understands that you can't fly!
rule: least_fall_damage: Sum of Damage.Fall events, ranked Least among players, event required; multiplayer_only: ≥ 2
- **Certified Tailor:** You took your hits, and you sewed them up!
rule: every_injury_quickly_healed: MaxSecondsToHeal 5.0
- **Clash and Clang:** You were killed twice or more by Bunzo.
rule: bunzo_deaths: Count of Death events involving Bunzo, ≥ 2

- **Don't Get Paid Enough For This...:** You revived the same teammate at least twice within two minutes. Next time, leave them.
rule: same_mate_twice: Count of Revive events, MinCount 2, WindowSeconds 120.0
- **Full-Stitch:** Wow, you really took no damage at all!
rule: no_damage: Sum of Damage events, ≥ 0 and ≤ 0 ; no_deaths: Count of Death events, ≥ 0 and ≤ 0
- **Gas Guzzler:** You took the most damage from the Red Smoke. By chance, are you seeing any colorless Critters?
rule: most_red_gas_damage: Sum of Damage.RedGas events, ranked Most among players
- **Good Friend in a Dark Time:** You healed a teammate who was at 10% or less health. Your loyalty is noted.
rule: clutch_heal: Count of Heal events (target Other) tagged TargetNearDeath, ≥ 1
- **I Did It For The Badge:** Sure, I got hurt by every enemy there. But look! The badge is shiny!
rule: hurt_by_every_enemy: custom rule in code; multiplayer_only: ≥ 2 ; multiple_enemy_kinds: distinct keys of Damage events, ≥ 2
- **I Panicked!:** Used an item, and still died seconds later. Tough luck...
rule: use_then_die: Item.Used then Death within 3.0 s
- **Icarus, My Hero:** Wow... You were only hurt by falls. Good job?
rule: all_damage_was_fall: Sum of Damage.Fall events as a share of Sum of Damage events (x100), ≥ 100 and ≤ 100
- **Judas:** Everyone died but you. You didn't even attempt to save them. Most would shame you for this...
rule: judas_profile: custom rule in code; no_revives_given: Count of Revive events, ≥ 0 and ≤ 0
- **Kevlar Fabric:** You took the most damage, but you also stand tallest! (Might hurt for a little while though.)
rule: most_damage: Sum of Damage events, ranked Most among players, event required
- **Martyr:** Look at it this way, perhaps your death fueled the others' victory.
rule: died: Count of Escape.Died events, ≥ 1 ; others_all_escaped: Count of Escape.OthersAllEscaped events, ≥ 1 ; died_early: Run.Started then Death within 60.0 s; never_revived: Count of Revived events, ≥ 0 and ≤ 0 ; no_other_deaths: custom rule in code
- **Mine, mine, it's ALL mine!:** You used more items than anyone else.
rule: most_items_used: Count of Item.Used events, ranked Most among players, event required
- **Most Needy:** You needed reviving more than anyone else.
rule: most_revives_received: Count of Revived events, ranked Most among players, event required
- **Most Productive Hand:** You made more deposits than anyone else. The Powers/The Architects see you.
rule: most_deposits: Count of Item.Deposited events, ranked Most among players, event required
- **MVC:** The Most Valuable Critter makes their debut! You deposited more than anyone.
rule: most_value: Sum of Item.Deposited events, ranked Most among players
- **Nemesis:** One enemy took everyone down... That's rough, buddy.
rule: same_enemy_killed_everyone: custom rule in code; multiplayer_only: ≥ 2
- **No Toy Left Behind:** You revived each player at least once. You show compassion for your fellow worker...
rule: revived_everyone: distinct targets of Revive events, for every other player; multiplayer_only: ≥ 2
- **Obsessive Sewer:** You patched yourself up more than anyone else. How very OCD of you.
rule: most_self_healing: Sum of Heal events (target Self), ranked Most among players, event required
- **Ooo, Pretty Fire!:** You were killed twice or more by a Boogie Bot. Gotta stay away from those flames, man!
rule: boogiebot_deaths: Count of Death events involving BoogieBot, ≥ 2
- **Packed to the Gills:** Not a single free spot in your inventory! Good job, little Hand!
rule: full_at_tally: Count of Escape.FullInventory events, ≥ 1
- **Partial-Stitch:** Only took damage once! Not bad, I guess.
rule: damaged_once: Count of Damage events, ≥ 1 and ≤ 1
- **Participation Trophy:** Look mom, another for the bottom shelf!
rule: entered_the_dungeon: Count of Run.Started events, ≥ 1

- **Patchwork:** You patched yourself up five or more times with minor injuries.
rule: five_small_heals: Count of Heal events (target Self) tagged SmallHeal, >= 5
- **Peak Efficiency:** Despite the fewest deposits, yours proved to be the most crucial.
rule: fewest_deposits: Count of Item.Deposited events, ranked Least among players, event required; multiplayer_only: >= 2
- **Procrastinator:** You deposited all your valuable good only AFTER the Red Smoken has risen.
rule: all_deposits_post_gas: Count of Item.Deposited events tagged PostRedGas as a share of Count of Item.Deposited events (x100), >= 100 and <= 100
- **Red-Death:** You were killed by the Red Smoke. You weren't the first, and you won't be the last.
rule: gas_death: Count of Death events tagged EFP.BadgeEvent.Damage.RedGas, >= 1
- **Smarter, or More Cowardly?:** You died less than anyone else. Search deep. Is this strength, or weakness?
rule: fewest_deaths: Count of Death events, ranked Least among players; multiplayer_only: >= 2
- **Splat:** You took more fall damage than anyone. Yowch!
rule: most_fall_damage: Sum of Damage.Fall events, ranked Most among players, event required
- **Superiority Complex:** They just think they're better than everyone.
rule: (no criteria)
- **Supply Chain:** You made at least five deposits in a row, never more than thirty seconds apart. Congratulations are in order.
rule: deposit_cadence: Count of Item.Deposited events, MinCount 5, MaxGapSeconds 30.0
- **Sweet Tooth:** You were killed twice or more by Candy Cat.
rule: candycat_deaths: Count of Death events involving CandyCat, >= 2
- **Temper Tantrum:** You threw more items than anyone else. Hey, unleash that inner kid!
rule: most_items_thrown: Count of Item.Thrown events, ranked Most among players, event required
- **The Backbone:** You stitched up everyone else at least once!
rule: healed_everyone: distinct targets of Heal events, for every other player; multiplayer_only: >= 2
- **The Favorite Toy:** You were killed two or more times by the same enemy. Do practice more caution, little Hand.
rule: repeat_killer: Count of Death events, >= 2
- **The Weakest Hand:** You deposited less value than anyone else. How disappointing...
rule: least_deposit_value: Sum of Item.Deposited events, ranked Least among players; multiplayer_only: >= 2
- **Wilson!:** You really wanted that one item, didn't you? Sorry, it's for a good cause!
rule: kept_an_item: custom rule in code

BLUEPRINT BADGES

- **"Nah, I Prefer Living"** (Tier3, row LeastCeremonial): A devastating lack of pomp and pride
counts: EventDeath, EventTrackerComponent
- **"We go home TOGETHER!"** (Tier2, row NeverSayDie):
counts: EventTrackerComponent
- **Anything For Praise...** (Tier1, row BiblicalGreed): disgusting
counts: EventTrackerComponent
- **Barry Stan** (Tier2, row BarryStan): Is anyone doing it like you?
counts: EventItemDeposit, EventTrackerComponent
- **Born To Fly** (Tier2, row BornToFly): A casualty of society.
counts: EventTrackerComponent
- **By the Felt of Your Teeth** (Tier2, row ChokingHazard): Small, but dangerous ... to themselves.
counts: EventTrackerComponent
- **Crash Dummy** (Tier3, row CrashDummy): A bit of a klutz.
counts: EventTrackerComponent

- **Fool Me Once** (Tier2, row FoolMeOnce):
counts: EventDamage, EventTrackerComponent
- **Full-Stitch** (Tier1, row Slippery):
counts: EventTrackerComponent
- **Gas Guzzler** (Tier3, row GasGuzzler): Genuinely trying to prove something.
counts: EventTrackerComponent
- **Gone... but not forgotten.** (Tier1, row Martyr):
counts: EventDeath, EventTrackerComponent
- **Jackpot** (no tier, row Jackpot): You earned the Most Value on your team this run
counts: EventItemDeposit, EventTrackerComponent
- **Judas** (Tier2, row Judas): Do you care nothing for your friends?
counts: EventDeath, EventItemUsed, EventTrackerComponent
- **Kitten** (Tier3, row Kitten): Pretty paws
counts: EventTrackerComponent
- **Knee Surgery Inpatient** (Tier2, row KneeSurgeryInpatient): Needs to be kept overnight.
counts: EventTrackerComponent
- **Most Fun Prey** (Tier2, row MostFunPrey): It's not easy being you
counts: EventTrackerComponent
- **Most Needy** (Tier3, row MostNeedy): Happiness is hard
counts: EventTrackerComponent
- **Most Subservient** (Tier2, row MostSubservient):
counts: EventItemUsed, EventTrackerComponent
- **Obsessive Sewer** (Tier3, row Seamstress):
counts: EventItemUsed, EventTrackerComponent
- **Smarter, or More Cowardly?** (Tier3, row ScaredyCat): You fear death
counts: EventDeath, EventTrackerComponent
- **The Weakest Hand** (Tier3, row Lazy): A burden.
counts: EventItemDeposit, EventTrackerComponent
- **Weakest Link** (Tier3, row WeakestLink): So much potential
counts: EventDeath, EventTrackerComponent

APPENDIX D. EVERY ITEM: WORTH, SHOP PRICE, DROP CHANCE

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Collectables (the VHS tapes and Limón) show 0% in these static tables because the Director hands them out separately: one per shift, tape N on Shift N+3, Limón only on Shift 15 (section 10, measured live).

Worth = the item definition's ItemValue, the number the in-game card shows as "Worth: N tribute".

Base = DA_ItemValues, Shop = DA_ShopCost (Shop = 1.8 x Base on every item that has both). Drop % = chance per roll of that loot table, nested sub-tables multiplied through.

Director unlock = ItemPhaseUnlocks phase + 1 (phase 0 = Shift 1); phase 500 = never reached, so off in this build. It gates the Director's random item spawns only: WTT found The Slap Hand (phase 1) on their first Shift 1, so fixed placements / other sources do not check it. Treat it as "from this shift on, it can roll anywhere". Rarity (DA_Director_ItemRarities + EltemRarity from the usmap): Rare (x4 worth) can roll from Shift 9, Legendary (x8) from Shift 17; Uncommon/Epic are locked at phase 99.

#	Item	ID	Worth	Tier	Base	Shop	Director unlock	Best drop table
1	Bron's Stuffing	ID_Valueltem_BronStuffing	800	High	-	-	Shift 13	DT_Loot_Chest 1.96%
2	Elastic Plastic Shreds	ID_Valueltem_MommyPolymer	800	High	-	-	Shift 13	DT_Loot_Chest 1.96%
3	Singed Toy Parts	ID_Valueltem_ToyParts	800	High	-	-	Shift 13	DT_Loot_Chest 1.96%
4	Daisy Vines	ID_Valueltem_DaisyVines	500	Mid	-	-	Shift 6	DT_Loot_Chest 1.72%
5	Pug-A-Pillar Piping	ID_Valueltem_PugAPillarPiping	500	Mid	-	-	Shift 6	DT_Loot_Chest 1.72%
6	Sawyer Solvent	ID_Valueltem_SawyerSolvents	500	Mid	-	-	Shift 6	DT_Loot_Chest 1.72%
7	Carcass	ID_Corpse	400	-	1000	-	Shift 2	DT_Loot_Rare 6.0%
8	Surprise Hare	ID_SurpriseHare	400	-	550	-	Shift 5	DT_Loot_Rare 4.0%
9	Sewing Kit	ID_Revive	300	-	800	1440	-	DT_Loot_Rare 6.0%
10	Doughy Shelf	ID_Deployable_Shelf	250	-	-	-	-	-
11	Noggin	ID_Bodypart_Head	250	-	750	-	Shift 6	DT_Loot_Rare 6.0%
12	Boogie Bits	ID_Valueltem_BoogieBotsBrokenBits	200	Low	-	-	-	DT_Loot_Rare 1.5%
13	Critter Scraps	ID_Valueltem_SmilingCritterParts	200	Low	-	-	-	DT_Loot_Rare 1.5%
14	Doey-Cement	ID_Valueltem_DoeysCement	200	Low	-	-	-	DT_Loot_Rare 1.5%
15	Magnet	ID_Magnet	200	-	700	900	never (phase 500)	DT_Loot_StoreShelves 6.25%
16	Playcare Pastels	ID_Valueltem_PlaycarePastels	200	Low	-	-	-	DT_Loot_Rare 1.5%
17	Smoke Snatcher	ID_GasAbsorber	200	-	500	900	Shift 2	DT_Loot_StoreShelves 6.25%

18	The Dummy	ID_Decoys	200	-	750	1250	Shift 4	DT_Loot_Rare 4.0%
19	Water Balloon	ID_HealingBalloon	200	-	500	1000	Shift 2	DT_Loot_Rare 6.0%
20	Maxi-Battery	ID_OverchargeBattery	150	-	650	1170	Shift 4	DT_Loot_StoreShelves 6.25%
21	PFG - 2000	ID_PFG2000	150	-	-	-	Shift 5	DT_Loot_Rare 5.0%
22	Torso	ID_Bodypart_Torso	150	-	-	-	Shift 4	-
23	Trash Shield	ID_Shield	150	-	300	600	-	DT_Loot_StoreShelves 6.25%
24	Umbrella	ID_Umbrella	125	-	100	-	Shift 6	DT_Loot_StoreShelves 6.25%
25	Bounce Pad	ID_BouncePad	100	-	50	-	Shift 5	DT_Loot_StoreShelves 6.25%
26	Doey-Ball	ID_DoeyBomb	100	-	-	-	Shift 4	DT_Loot_Rare 6.0%
27	Flare	ID_RoadFlare	100	-	200	400	Shift 4	DT_Loot_StoreShelves 6.25%
28	Grapple Gun	ID_GrappleLauncher	100	-	-	-	never (phase 500)	-
29	Hard Hat	ID_HeadLamp	100	-	-	-	-	-
30	Limb	ID_Bodypart_Limb	100	-	-	-	Shift 4	-
31	Poppy-gel Injector	ID_Health	100	-	200	360	-	DT_Surprise_Loot 20.0%
32	The Slap Hand	ID_FlySwatter	100	-	500	800	Shift 2	DT_Loot_StoreShelves 6.25%
33	Antidote	ID_Antidote	75	-	250	450	Shift 2	DT_Loot_Chest 4.41%
34	Backpack	ID_Backpack	75	-	150	270	Shift 5	DT_Loot_StoreShelves 6.25%
35	Bell Collar	ID_CatCollar	75	-	150	400	-	DT_Loot_NewTrash 5.26%
36	Bron-Bell	ID_PingBeacon	75	-	550	-	-	DT_Loot_StoreShelves 6.25%
37	Go-Go Goop	ID_EnergyDrink	75	-	350	630	Shift 10	DT_Surprise_Loot 20.0%
38	Rope-A-Slope	ID_RopeTurret	75	-	-	-	never (phase 500)	DT_Loot_Rare 4.0%
39	Sneak-in-a-Box	ID_Hiding	75	-	600	1080	Shift 6	DT_Surprise_Loot 20.0%
40	Balloon	ID_Balloon	50	-	-	-	-	-
41	Balloon	ID_FloatingBalloon	50	-	-	-	Shift 6	DT_Loot_NewTrash 3.95%
42	Blairhorn	ID_Airhorn	50	-	200	360	-	DT_Loot_StoreShelves 6.25%
43	Glowstick Pack	ID_GlowStickPack	50	-	100	180	-	DT_Surprise_Loot 20.0%

44	Hoppy Ears	ID_BunnyEars	50	-	200	600	Shift 5	DT_Loot_NewTrash 5.26%
45	Mini-Battery	ID_FlashlightBattery	50	-	300	540	-	DT_Loot_StoreShelves 6.25%
46	Plush	ID_Plushie	50	-	-	-	-	-
47	Key	ID_Key	25	-	-	-	-	-
48	Lock Pick	ID_LockPick	25	-	-	-	-	-
49	Puzz-Attery	ID_Battery	25	-	-	-	-	-
50	Basketball	ID_Basketball	10	-	50	-	-	-
51	Basketball	ID_Basketball_Tutorial	10	-	-	-	-	-
52	Glowstick Pack	ID_GlowStick	10	-	-	-	-	-
53	My Buddy	ID_PlayerHead	10	-	-	-	-	-
54	Playtime Box	ID_Box_Playtime	5	-	-	-	-	-
55	Playtime Huggy	ID_Box_Huggy	5	-	-	-	-	-
56	Gold Coin Bundle	ID_CoinStack	0	-	-	-	Shift 5	DT_Loot_Rare 1.0%
57	Limón	ID_Collectable	0	-	-	-	-	DT_Loot_Common 0.0%
58	Picky Piggy	ID_PickyPiggyUnlock	0	-	-	-	-	-
59	Single Coin	ID_SingleCoin	0	-	-	-	-	DT_Loot_Rare 2.0%
60	VHS Tape	ID_VHS	0	-	-	-	Shift 5	DT_Loot_Common 0.0%
61	VHS Tape	ID_VHSTutorial	0	-	-	-	-	-

Not ranked: Playchest: ItemValue 999,999,999, a placeholder, not a real worth

LOOT TABLES (CHANCE PER ROLL, %)

- **DT_Loot_Chest:** EnergyDrink 5.88, HidingItem 5.88, Antidote 4.41, GasAbsorber 4.41, HealthItem 4.41, Overcharge_Battery 4.41, FlySwatter 4.41, Place_PingBeacon 3.68, PFG2000Item 3.68, Bodypart_Limb 3.68, Bodypart_Torso 3.68, Bodypart_Head 3.68, Activatable_Umbrella 3.68, Revive_Item 2.94, SurpriseHare 2.94, Airhorn 2.94, CatCollar 2.94, RoadFlare 2.94, ShieldItem 2.94, DoeyBombItem 2.94, Place_RopeTurret 2.94, HealingBalloon 2.21, ValueItem_ToyParts 1.96, ValueItem_MommyPolymer 1.96, ValueItem_BronStuffing 1.96, ValueItem_DaisyVines 1.72, ValueItem_Sawyerssolvents 1.72, ValueItem_PJPugAPillarPiping 1.72, GlowStickPack 1.47, BunnyEars 1.47, ValueItem_DoeysCement 1.10, ValueItem_SmilingCritterParts 1.10, ValueItem_BoogieBotBrokenBits 1.10, ValueItem_PlaycarePastels 1.10, Magnet 0.00, DecoyItem 0.00

- **DT_Loot_Common:** (nothing) 44.05, GlowStickPack 3.08, FlySwatter 3.08, Flashlight_Battery 2.64, PFG2000Item 2.64, Antidote 2.20, FloatingBalloon 2.20, BouncePadItem 2.20, EnergyDrink 2.20, Airhorn 2.20, CatCollar 2.20, RoadFlare 2.20, BunnyEars 2.20, ShieldItem 2.20, Place_PingBeacon 2.20, Place_RopeTurret 2.20, Bodypart_Limb 2.20, Bodypart_Torso 2.20, Bodypart_Head 2.20, Activatable_Umbrella 2.20, HealthItem 1.76, HealingBalloon 1.76, DoeyBombItem 1.76, Valueltem_DoeysCement 0.77, Valueltem_SmilingCritterParts 0.77, Valueltem_BoogieBotBrokenBits 0.77, Valueltem_PlaycarePastels 0.77, Valueltem_DaisyVines 0.73, Valueltem_Sawyerssolvents 0.73, Valueltem_PJPugAPillarPiping 0.73, Valueltem_ToyParts 0.29, Valueltem_MommyPolymer 0.29, Valueltem_BronStuffing 0.29, VHS_Collectable 0.00, VHS_Collectable_01 0.00, VHS_Collectable_02 0.00, VHS_Collectable_03 0.00, VHS_Collectable_04 0.00, VHS_Collectable_05 0.00, VHS_Collectable_06 0.00, VHS_Collectable_07 0.00, VHS_Collectable_08 0.00, VHS_Collectable_09 0.00, Collectable 0.00, VHS_Collectable_10 0.00, VHS_Collectable_11 0.00
- **DT_Loot_Enemy:** (nothing) 80.00, NPC_MiniHuggy 20.00
- **DT_Loot_NewTrash:** Flashlight_Battery 5.26, HealthItem 5.26, Airhorn 5.26, CatCollar 5.26, BunnyEars 5.26, FlySwatter 5.26, EnergyDrink 4.61, HidingItem 4.61, Overcharge_Battery 4.61, RoadFlare 4.61, Antidote 3.95, FloatingBalloon 3.95, BouncePadItem 3.95, Revive_Item 3.95, ShieldItem 3.95, PFG2000Item 3.29, Activatable_Umbrella 3.29, GlowStickPack 2.63, SurpriseHare 2.63, DecoyItem 2.63, Place_RopeTurret 2.63, HealingBalloon 1.32, CoinSmall 1.32, Valueltem_DaisyVines 1.32, Valueltem_Sawyerssolvents 1.32, Valueltem_PJPugAPillarPiping 1.32, Valueltem_ToyParts 1.10, Valueltem_MommyPolymer 1.10, Valueltem_BronStuffing 1.10, Valueltem_DoeysCement 0.66, Valueltem_SmilingCritterParts 0.66, Valueltem_BoogieBotBrokenBits 0.66, Valueltem_PlaycarePastels 0.66, CoinStack 0.66
- **DT_Loot_Rare:** Bodypart_Torso 6.00, Bodypart_Head 6.00, Corpse 6.00, Revive_Item 6.00, Magnet 6.00, HealingBalloon 6.00, DoeyBombItem 6.00, PFG2000Item 5.00, FlySwatter 5.00, GasAbsorber 4.00, HealthItem 4.00, Overcharge_Battery 4.00, SurpriseHare 4.00, Place_PingBeacon 4.00, DecoyItem 4.00, Place_RopeTurret 4.00, CoinSmall 2.00, Valueltem_DaisyVines 1.67, Valueltem_Sawyerssolvents 1.67, Valueltem_PJPugAPillarPiping 1.67, Valueltem_ToyParts 1.67, Valueltem_MommyPolymer 1.67, Valueltem_BronStuffing 1.67, Valueltem_DoeysCement 1.50, Valueltem_SmilingCritterParts 1.50, Valueltem_BoogieBotBrokenBits 1.50, Valueltem_PlaycarePastels 1.50, GlowStickPack 1.00, CoinStack 1.00
- **DT_Loot_StoreShelves:** Activatable_Balloon 6.25, BouncePadItem 6.25, EnergyDrink 6.25, Flashlight_Battery 6.25, GasAbsorber 6.25, GlowStickPack 6.25, HidingItem 6.25, Overcharge_Battery 6.25, Airhorn 6.25, Backpack 6.25, Activatable_Umbrella 6.25, RoadFlare 6.25, ShieldItem 6.25, Place_PingBeacon 6.25, Magnet 6.25, FlySwatter 6.25, CatCollar 0.00, BunnyEars 0.00, DecoyItem 0.00
- **DT_Loot_SurpriseHare:** Antidote 3.03, FloatingBalloon 3.03, BouncePadItem 3.03, Corpse 3.03, EnergyDrink 3.03, Flashlight_Battery 3.03, GasAbsorber 3.03, GlowStickPack 3.03, HealthItem 3.03, HidingItem 3.03, Overcharge_Battery 3.03, Revive_Item 3.03, Airhorn 3.03, Backpack 3.03, Activatable_Umbrella 3.03, CatCollar 3.03, RoadFlare 3.03, BunnyEars 3.03, ShieldItem 3.03, Place_PingBeacon 3.03, Magnet 3.03, HealingBalloon 3.03, FlySwatter 3.03, DoeyBombItem 3.03, Place_RopeTurret 3.03, PFG2000Item 3.03, DecoyItem 3.03, Bodypart_Limb 3.03, Bodypart_Torso 3.03, Bodypart_Head 3.03, Valueltem_DaisyVines 1.01, Valueltem_Sawyerssolvents 1.01, Valueltem_PJPugAPillarPiping 1.01, Valueltem_ToyParts 1.01, Valueltem_MommyPolymer 1.01, Valueltem_BronStuffing 1.01, Valueltem_DoeysCement 0.76, Valueltem_SmilingCritterParts 0.76, Valueltem_BoogieBotBrokenBits 0.76, Valueltem_PlaycarePastels 0.76
- **DT_Loot_Trash:** (nothing) 100.00
- **DT_Surprise_Loot:** HealthItem 20.00, EnergyDrink 20.00, GlowStickPack 20.00, Activatable_Balloon 20.00, HidingItem 20.00

APPENDIX E. THE LOBBY COMPUTER'S FILES

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Every text in the PlaytimeCo.net database and the VHS items, exactly as written in the game (English).

VHS TAPE: DESCRIPTION (1)

VHS tape: description

- Text: A classic VHS Tape. Maybe this can be used in the Perm-A-Lounge?

VHS TAPE: FOOTER (1)

VHS tape: footer

- Text: A collectable. Barry has no interest in this.

VHS TAPE: NAME (1)

VHS tape: name

- Text: VHS Tape

ENEMY FILES (7)

Boogie Bot

- Description: One of Playtime's most technologically complex toys on the market, Boogie Bot has a plethora of dances and music for fans of ANY music genre.

Patrol & Versatility

- Description: Lots of little Boogie Bot experiments were created to patrol halls and walkways. Mostly in more sensitive regions in the factory. Boogie Bots are deceptively versatile in their function, so Playtime made a LOT of them to accomplish a variety of tasks (medics, line workers, security, etc.).

Bunzo Bunny

- Description: A cute, fun little bunny toy who's ready to crash his cymbals for any kid who wants obnoxiously loud music (sorry, mom)!

Candy Cat

- Description: A cute little kitty cat toy that just wants to gobble up everything in sight. She's especially fond of sweet treats.

CatNap

- Description: A fixture of the Home Sweet Home where the orphans rested their heads, it was CatNap's job to put the orphans to sleep at night--via the Red Smoke apparatus fixed inside his throat.

Cat-Bee

- Description: An adorable cross between a cat and a bee, Cat-Bee is a proud member of the Swap-imals line! Be careful, she'll sting you right in the heart, then you'll never want to let her go!

Miss Delight

- Attack_Description: Miss Delight attacks any and all "outsiders" with extreme prejudice. She revels in being the authority in her little Schoolhouse world. Out there, she obeys CatNap and The Prototype, but in here, she's the queen--at least in HER mind. If it were truly up to her, however, she'd only ever talk to Barb, but she does tolerate the smaller Playcare toys (at least, for now).
- Attack_Title: Temperament

- Description: The obsessive, seemingly sole survivor of the Schoolhouse Teachers. It was her and her sisters' job to teach a set curriculum pre-approved by Playtime leadership.

COWORKER FILES (THE SMILING CRITTERS) (8)

Bobby BearHug

- Description: Sweet, kind, and caring, Bobby is the heart and soul of the Critter crew. She always takes care of the group, no matter the circumstances.

Bubba Bubbaphant

- Description: Brainy, inquisitive, and inventive, Bubba's biggest advantage is his brain. With it, he can pull the Critters out of essentially anything.

CatNap

- Description: Quiet, attentive, and tenacious, CatNap is the oddball in the Critter Crew. Mostly, he's just happy to be there, but his cleverness does come in handy.

CraftyCorn

- Description: Soft-spoken, artistic, and thoughtful, Crafty sees things differently than most. She sees things for what they are, both the beautiful and the ugly.

DogDay

- Description: Loyal, resilient, and charismatic, DogDay is the leader of the Critter crew. He always sees the Critters through, one way or another.

Hoppy Hopscotch

- Description: Energetic, athletic, and sometimes stubborn, Hoppy is the loud, crashing tomboy of the Critter crew. She's the risk-taker, and proud of it.

KickinChicken

- Description: Cool, suave, and stylish, Kickin has a knack for making you want to like him, but his stylish surface hides a tender soul.

PickyPiggy

- Description: Conscientious, responsible, and dilligent, Picky is, at times, the adult in a room full of children. Dangle just the right sweet in her face, however, and the inner child unleashes!

ITEM FILES (42)

Antidote

- Description: The same Chemists who created the Cat-Bee poison ALSO created the Antidote (partly because it was on the mind, partly because a Lab Assistant in the ICU had already been stung). As more and more poisonous chemicals saw use in the factory, the Antidote became a godsend.

Backpack

- Description: When you need to haul more stuff, stuff it in a backpack!

Blairhorn

- Description: One of the Playtime Theater staff, Björn Bakker, frequently hid these ALL around the theater. It was an innocent prank, but not all were properly cleaned up, leaving some guests and staff with... very unpleasant surprises.

Appendages

- Description: EVERYTHING has value. Turn it in to earn favor, or consume it to keep your body strong and healthy.

Torso

- Description: EVERYTHING has value. Turn it in to earn favor, or consume it to keep your body strong and healthy.

Boogie Bits

- Description: Bits and bobbles from a broken Boogie Bot. Poor guy...

Bounce Pad

- Description: An early prototype of what would later become the Jump Pad. However, after two too many interns fell to the bottom of a ravine because they couldn't control their direction, the project was abandoned--the dozens of working models tucked into boxes and forgotten.

Bron's Stuffing

- Description: The earliest Innovationists at Playtime worked to create the softest stuffing possible for the soon-to-be-released Bron dolls. Turns out, they did TOO good of a job. Many of the children they tested tore out the stuffing. Appalled, the decision was then made to shift Bron into a hard plastic figure.

Bunny Ears

- Description: Bunny Ears are used to psychologically condition smaller experiments into ignoring their physical limitations, allowing them to push their bodies to their absolute jumping limits.

Bell Collar

- Description: A few of the Playtime staff assigned to work with the smaller toys wanted to... accessorize them. A bell collar was one of the most popular. After an experiment choked to death while wearing one, however, the practice was banned outright.

Carcass

- Description: EVERYTHING has value. Turn it in to earn favor, or consume it to keep your body strong and healthy.

Critter Scraps

- Description: Hey, if ever you need back-up parts, it might be handy to have these stashed somewhere.

Daisy Vines

- Description: Looks like scrap vines from some poor Daisy toys. Even never fully released, she still makes her presence known.

The Dummy

- Description: Playtime Scientists used these dummies for a wide variety of situational tests in the labs, tailoring experiment behaviors around their interactions. After a time, the dummies were left behind in favor of other live test subjects.

Doey-Cement

- Description: After a particular batch of Doey dough went really, really wrong, the employees responsible decided to save their behinds by pitching this extra hard dough as... cement! (Both employees were fed to 1160 when they asked for royalties.)

Elastic Plastic Shreds

- Description: Shreds of special synthetic polymer used to create the Long Legs family toys. You think Mommy wants these back?

Go-Go Goop

- Description: Unsurprisingly, Go-Go Goop is the #1 seller among Playtime employees (despite its completely unappealing name). Every machine in the factory sells out of it most days. Again, don't ask what's in it.

The Slap Hand

- Description: Aptly named by Playtime's own Leith Pierre, amused by the New York accent of the assistant he hired SPECIFICALLY to take care of bugs in his office. Bugs are one of Leith's deepest fears--and the reason he held off on the creation of a Bigger Body Cat-Bee for so long.

Gas Absorber

- Description: With the increasing presence of Red Smoke in the factory, our scientists created the Smoke Snatcher to absorb any leaks. The problem is, the machine tends to be unreliable--or even worse, overheat the Red Smoke it caught inside...

Glowstick Pack

- Description: A pack of single-use light sources. Pretend it's a fun birthday party, only you're using the glowstick to ward away man-eating toys instead of waving it in the air to children's music.

Sneak-in-a-Box

- Description: Because the Head of Engineering, Adam Worthy, has quite the temper, the Engineering team attempted to create numerous escape paths from his wrath. The simple "Sneak-in-a-Box" was one of their dumbest--or so says Adam himself.

Balloon

- Description: We once had so many balloons, we had to create a policy for how many could be allowed on each floor. Balloons kept finding their way into critical machines. One nearly caused a catastrophic meltdown in the Gas Production Zone.

Magnet

- Description: Sticking magnets in the backpockets of passing co-workers became a recurring prank among the science staff at Playtime, so much so that Dr. White eventually had to step in to relay that they are "very serious scientists trying to do very serious things."

Maxi-Battery

- Description: Adam Worthy and his team of engineers tend to push the bounds of sanity with the projects they propose. Among them: "The Immortal Battery." Every attempt just managed to create batteries with too much charge inside however, leaving behind many semi-dangerous flashlight batteries with little to no added value.

Mini-Battery

- Description: An entire warehouse floor here at the factory is dedicated to battery storage. A few misguided employees in Shipping attempted to steal a crate of batteries for the lithium and copper inside. A very special, very hungry box was waiting in the warehouse that night.

Noggin

- Description: EVERYTHING has value. Turn it in to earn favor, or consume it to keep your body strong and healthy.

PFG-2000

- Description: In the late 1980s, Innovationists created the PFG - 2000 as a gag to annoy each other in-office--to great effect. Though these antics irritated leadership, the underlying concept would persist. It would eventually receive a significant redesign and find a far more practical purpose in the hands of Playtime Security personnel.

Bron-Bell

- Description: This device is intended to be carried around by all employees who set foot in caves, tunnels, or construction zones. If you fall and nobody sees you, just press the button and wait for a response. We know they're small, but it's important you NOT leave these at home (final warning).

Playcare Pastels

- Description: An abandoned Playcare art supply, it was found that the pastels used in the Art room began to make the children sick. The pigments used in reds, yellows, and oranges contained traces of cadmium pigments--a highly toxic substance linked to respiratory complications. With this realization, these supplies were quickly boxed and stored in the Schoolhouse Storage Tower.

My Buddy

- Description: They're not much to look at now, but with a little help from their buddies who still have legs, they'll be up and around in no time. (Probably).

Playcoins

- Description: Playcoins were used as an internal currency for tourists. However, these coins have been abandoned as of 1993.

Pug-A-Pillar Piping

- Description: Ever wondered what fits inside a Pug-A-Pillar to make it all wormy? Well, wonder no longer!

Get-Up & Go

- Description: Because lab work often entails long hours with minimal breaks, scientists had to get crafty with ways to keep their mind and body running in tip-top shape. One such invention: The Get-Up & Go, could push a body near collapse to perform an additional 12 hours of work. Don't ask what is in it. You don't want to know.

Flare

- Description: Created in abundance for the Flare Hand. For those working in the darker parts of the factory, these flares are essential. Unless you're Steve Blanch from Janitorial, and you use it light yourself and an oil drum on fire. Not so much of a godsend, then.

Rope-A-Slope

- Description: It's definitely NOT harmless. Despite being summarily rejected, it caused six separate incidents in testing alone.

Sawyer Solvent

- Description: Despite carrying his name, Sawyer Solvent was NOT created by Dr. Harley Sawyer. Chemist Dr. Anthony Carrizales, its actual creator, simply named it to "reflect the glowing personality of my former colleague, as he tended to dissolve anyone he came in contact with."

Sewing Kit

- Description: Playtime Co. has used many thread-types in pursuit of a more durable experiment. Because the experiments require FAR more movement, the threading needs to hold up to wear and tear. Twill was one of the threads used, but we ultimately invented our own.

Surprise Hare

- Description: THE RENEGADE TOYS HAVE FOUND MANY WAYS TO HOARD THEIR DWINDLING RESOURCES. FOOD. TOOLS. WEAPONS. A FEW SURPRISE HARES HAVE EVEN BEEN FOUND WITH FLAMMABLES STUFFED INSIDE.

Signed Toy Parts

- Description: Old toy parts originating from around the time of The Theater Incident. Multiple Resource Extraction Specialists lost their lives getting these parts, only for them to end up... here?

Trash Shield

- Description: Hey, whatever works, ya know? Projectiles can't get through THIS.

Umbrella

- Description: In 1992, we created an experimental, completely weatherproof, highly durable fabric. It was supposed to protect employees from the most severe weather and keep the factory operational.

However, after three separate employees were lifted into the air and carried a mile down the road during a storm, most employees decided to leave these umbrellas at work (myself included...)

Sin embargo, después de que una tormenta levantara a tres empleados y los arrastrara una milla calle abajo, la mayoría decidió dejar estos paraguas en el trabajo (yo incluido...).

Water Balloon

- Description: Since the children of Playcare didn't get to run through sprinklers in the summer, Counselor Tessa Rubin gave them these. Before their introduction, many never even knew you could have fun with water.

THE DATABASE'S OWN TEXTS (2)

ResourceObjectProvider_NotFound

- Text: [...]

Thumbnail_Locked

- Text: ???

APPENDIX F. ENEMY SPAWNING, SHIFT BY SHIFT

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From the Director data: who can spawn, when, and how often.

Phase 0 = Shift 1 (phase 1 adds Miss Delight, matching What's The Theory?'s Shift 2).

SUMMARY

- Special dungeons: selection mode `ESpecialDungeonSelectionType::SpecificPhases` (usmap enum: PhaseCadenceBased=0, SpecificPhases=1, TokenBased=2), so they come on fixed shifts; the token settings (TokenThreshold 100.0, TokensPerRun 10.0) belong to the unused TokenBased mode.
- CatNap Takeover can happen on Shifts 3, 8, 12, 18, 20, 25, 30, 35, 40, 45, 50, 55, 60, 65, 70, 75, 80, 85, 90, 95, 100: 1 of 4 equally weighted special dungeons there (25%), next to Puzzle-only, Puzzle-only with no enemies, Boogie Bot Takeover.
- QAForcedConfigs (developer test switches) force "Cat Nap Takeover" and "Boogie Bot Takeover".
- In CatNap Takeover the large-body pool holds only CatNap (hunter), weight 20 for the whole shift.
- Candy Cat joins the small-body pool with the full roster (Shift 5+): the highest starting weight there (59).

NORMAL SHIFTS

Phase	Shift	Biome	Map flow	Enemy set
0	1+	School	SGF_EasyFlowGraphStarting	BoogieandCatbee
1	2+	School	SGF_EasyFlowGraph	BoogieCatbeeandMissdelight
3	4+	School	SGF_NormalFlowGraph	BoogieCatbeeMissdelightandBunzo
4	5+	School	SGF_NormalFlowGraph	full roster
8	9+	None	SGF_MediumFlowGraph	full roster
12	13+	None	SGF_HardFlowGraph	full roster

SPECIAL DUNGEONS (PHASE-GATED POOLS, WEIGHT SHARE WITHIN THE POOL)

- **Phase 2 (Shift 3):** SGF_PuzzleonlyFlowGraph with BoogieCatbeeandMissdelight 25.0%; SGF_PuzzleonlyNoenemiesFlowGraph with BoogieCatbeeandMissdelight 25.0%; SGF_BoogieBotTakeoverGraph with BoogieBotTakeover 25.0%; SGF_LineFlowGraph with CatNapTakeover 25.0%
- **Phase 7 (Shift 8):** SGF_PuzzleonlyFlowGraph with full roster 25.0%; SGF_PuzzleonlyNoenemiesFlowGraph with full roster 25.0%; SGF_BoogieBotTakeoverGraph with BoogieBotTakeover 25.0%; SGF_LineFlowGraph with CatNapTakeover 25.0%
- **Phase 11 (Shift 12):** SGF_PuzzleonlyFlowGraph with full roster 25.0%; SGF_PuzzleonlyNoenemiesFlowGraph with full roster 25.0%; SGF_BoogieBotTakeoverGraph with BoogieBotTakeover 25.0%; SGF_LineFlowGraph with CatNapTakeover 25.0%
- **Phase 17 (Shift 18):** SGF_PuzzleonlyFlowGraph with full roster 25.0%; SGF_PuzzleonlyNoenemiesFlowGraph with full roster 25.0%; SGF_BoogieBotTakeoverGraph with BoogieBotTakeover 25.0%; SGF_LineFlowGraph with CatNapTakeover 25.0%
- **Phase 19 (Shift 20):** SGF_PuzzleonlyFlowGraph with full roster 25.0%; SGF_PuzzleonlyNoenemiesFlowGraph with full roster 25.0%; SGF_BoogieBotTakeoverGraph with BoogieBotTakeover 25.0%; SGF_LineFlowGraph with CatNapTakeover 25.0%

- [illegible]

- other keys in DA_Director_SpecialDungeons: ['SpecialDungeonSelectionType', 'TokenThreshold', 'TokensPerRun', 'QAForcedConfigs']

ENEMY SETS (WEIGHT CURVES OVER THE SHIFT)

full roster (DA_Director_EnemySpawnRate)

- LargeBodies: pool spawn-rate curve [(0.0, 60.0), (0.1, 60.0), (1.0, 1.0)], looping False
 - Miss Delight: weight curve [(0.0, 60.0), (0.5, 30.0), (1.0, 0.5)] (share of pool at start/middle/end: 100.0% / 100.0% / 100.0%)
- SmallerBodies: pool spawn-rate curve [(0.0, 30.0), (0.1, 30.0), (10.0, 10.0)], looping True
 - Boogie Bot: weight curve [(0.0, 20.0), (1.0, 10.0)] (share of pool at start/middle/end: 13.4% / 15.9% / 25.0%)
 - Candy Cat: weight curve [(0.0, 59.0), (1.0, 10.0)] (share of pool at start/middle/end: 39.6% / 36.5% / 25.0%)
 - Cat-Bee: weight curve [(0.0, 30.0), (1.0, 10.0)] (share of pool at start/middle/end: 20.1% / 21.2% / 25.0%)
 - Bunzo: weight curve [(0.0, 40.0), (1.0, 10.0)] (share of pool at start/middle/end: 26.8% / 26.5% / 25.0%)

BoogieBotTakeover (DA_Director_EnemySpawnRateBoogieBotTakeover)

- SmallerBodies: pool spawn-rate curve [(0.0, 30.0), (0.1, 10.0), (10.0, 10.0)], looping True
 - Boogie Bot: weight curve [(0.0, 10.0), (1.0, 10.0)] (share of pool at start/middle/end: 100.0% / 100.0% / 100.0%)

BoogieCatbeeMissdelightandBunzo (DA_Director_EnemySpawnRateBoogieCatbeeMissdelightandBunzo)

- LargeBodies: pool spawn-rate curve [(0.0, 90.0), (0.1, 60.0), (1.0, 1.0)], looping False
 - Miss Delight: weight curve [(0.0, 30.0), (0.5, 30.0), (1.0, 0.5)] (share of pool at start/middle/end: 100.0% / 100.0% / 100.0%)
- SmallerBodies: pool spawn-rate curve [(0.0, 30.0), (0.1, 30.0), (10.0, 10.0)], looping True
 - Boogie Bot: weight curve [(0.0, 20.0), (1.0, 10.0)] (share of pool at start/middle/end: 22.2% / 25.0% / 33.3%)
 - Cat-Bee: weight curve [(0.0, 40.0), (1.0, 10.0)] (share of pool at start/middle/end: 44.4% / 41.7% / 33.3%)
 - Bunzo: weight curve [(0.0, 30.0), (1.0, 10.0)] (share of pool at start/middle/end: 33.3% / 33.3% / 33.3%)

BoogieCatbeeandMissdelight (DA_Director_EnemySpawnRateBoogieCatbeeandMissdelight)

- LargeBodies: pool spawn-rate curve [(0.0, 120.0), (0.1, 60.0), (1.0, 1.0)], looping False
 - Miss Delight: weight curve [(0.0, 60.0), (0.5, 30.0), (1.0, 0.5)] (share of pool at start/middle/end: 100.0% / 100.0% / 100.0%)
- SmallerBodies: pool spawn-rate curve [(0.0, 45.0), (0.1, 30.0), (10.0, 10.0)], looping True
 - Boogie Bot: weight curve [(0.0, 30.0), (1.0, 10.0)] (share of pool at start/middle/end: 42.9% / 44.4% / 50.0%)
 - Cat-Bee: weight curve [(0.0, 40.0), (1.0, 10.0)] (share of pool at start/middle/end: 57.1% / 55.6% / 50.0%)

BoogieandCatbee (DA_Director_EnemySpawnRateBoogieandCatbee)

- SmallerBodies: pool spawn-rate curve [(0.0, 40.0), (0.1, 30.0), (10.0, 10.0)], looping True
 - Boogie Bot: weight curve [(0.0, 30.0), (1.0, 10.0)] (share of pool at start/middle/end: 42.9% / 44.4% / 50.0%)
 - Cat-Bee: weight curve [(0.0, 40.0), (1.0, 10.0)] (share of pool at start/middle/end: 57.1% / 55.6% / 50.0%)

CatNapTakeover (DA_Director_EnemySpawnRateCatNapTakeover)

- LargeBodies: pool spawn-rate curve [(0.0, 30.0), (0.1, 30.0), (1.0, 30.0)], looping False
 - CatNap (hunter): weight curve [(0.0, 20.0), (0.5, 20.0), (1.0, 20.0)] (share of pool at start/middle/end: 100.0% / 100.0% / 100.0%)
- SmallerBodies: pool spawn-rate curve [(0.0, 60.0), (0.1, 30.0), (10.0, 10.0)], looping True
 - Boogie Bot: weight curve [(0.0, 59.0), (1.0, 10.0)] (share of pool at start/middle/end: 100.0% / 100.0% / 100.0%)