

Jazz Rabbit's Disco Dinner

Night 1 Phone call: Hello hello? Hey there new guy! Welcome to the Jazz Rabbit's Disco Diner team! I'm Ace, the owner of this fine establishment. Now, I know you probably weren't expecting me, but our Head Engineer who usually calls the new guys is out sick right now, so you get me for the week! Now, since this is your first night, make sure to read that handy Handbook I wrote up for you in the locker, it'll give you everything you need to know about your job for the weeks to come. It gives a general overlook, but I'm here to tell you the finer details for your job. I used to work the Night Shift before as a matter of fact! Now, the first thing I want to go over is the cameras. The cameras are state of the art, made by me, actually! They show most of the Diner, including outside areas, and all of them have built-in flashlights! The vent cameras however have night vision modules since the flashlights brighten them too much. Now for the doors. The door on your left is a heavy duty security door, made with magnetic locks so they stay shut as long as they're powered on to use less power. Speaking of, our generator only has a certain amount of power at night, as to not keep it running 24/7. So make sure you keep an eye on the power meter on the monitor. The vent on your right has a little door too, but it uses much less power than the main door does. Though if you have both closed at the same time, you won't get any airflow, so best not to do that. Now, a small problem we've been having with the band is their servos, and from previous Night Watchmen, they seem to wander around at night. Now, this isn't dangerous of course! Believe me, if they were dangerous, I wouldn't have built them in the first place! Anyhow, that's all the time I have for this call, I'll fill you in on some other things next time. I'll hear from you tomorrow and I hope you have a great night!

Log 1: this is night 1 of testing the new springlock endoskeletons. William isn't here for this test today. (Rustling of fabric and metal) There... The suit is now on the skeleton. Welp... let's try this out. (machine whirring and buttons being pressed) All set... now on they go. Huh? Who's there? (End Log)

Night 2 Phone call: Hello? Hey! Night two, knew you could do it! Now, tonight I want to cover the mask. I know it's a bit weird, but it's for your, er, safety. As said in the Handbook, me and the other techs have been having some issues with the Criminal Database system, and the mascots will see adults as people that they aren't for some reason. The mask is there to trick their scanners and

they'll see you as just a suit instead of a human, so that's handy. Now, another problem we've been having with the band is their servos, and from previous Night Watchmen, they seem to wander around at night. Now, this isn't dangerous of course! Just, make sure to use that face plate in case one of them gets too... uh, rowdy. Keep up the good work, and I'll see you tomorrow.

Log 2: Oh... hey Henry. Hello Ace. William told me to come help with the test today. Oh... ok. Do you know how the machine works? Yes. Will told me that there was something wrong with the sensor in the suit. Could you get in and check it out? Sure...? I didn't think there was a bug in it. Give me a sec to suit up. (Endoskeleton and suit rustling as Ace puts it on) (End log)

Night 3: Hey hey! Third night, this a breeze ain't it? Tonight I'm gonna give you some backstory to this place, figured you could get some. As you may know, I own the company that made this place, McKenith Animatronics. What you may *not* know, is that I'm best friends with the owners of the other company that owns this place, Fazbear Entertainment. Me, William and Henry go way back, all the way to high school! We all wanted to get into robotics and business ownership, and so we did. William was the more mechanically gifted than the three of us, unless you count me of course, and Henry was more mathematically inclined. We split after College, and met again after.. *clears throat* anyways, me and William met up again and we decided to make this little place, said something about wanting to bring Fazbear back into good light. A bit of my ideas and design here, a bit of Will's mechanics there, and here we are! Anyways, I have to go help the techs with the animatronics, they're acting up for some reason, so be careful tonight. See ya tomorrow!

Log 3: Where did he say the broken sensor was? Just in the head near the top. Ok... im not seeing it... (locks click) wait.. Why did the lock turn on? Oh don't worry about it. Just need to test the locks like you said... right? Wait.. you're not gonna set the springlocks off right!? Shhh... dont scream. It'll only make it worse. (machine whirs and buttons being pressed) goodbye Ace. Trust me this is for your own good. No! Wait! (springlocks go off and Ace screams in agony as Henry leaves the room) (End log)

Night 4: Uh, hey. Listen, something happened. Today, during a party. Um, we have a safe room built into the building, but you won't be able to see it on the

camera's map, it's hidden. Ever since Fredbear's shutdown after... after Evan died... William asked me to keep the original Fredbear and Spring Bonnie suits in the safe room. I don't how, I don't know why, but someone got into it and used the Spring Bonnie suit to, *sigh* they used it to kill kids under our noses. The animatronics are acting way up tonight after what happened, some bug messing with their system after seeing the killer's face, though we can't get access to their memory. All I ask is that you keep an eye out tonight, the suit is still missing so we hope that he's going to try and put it back after hours. Stay safe tonight kid, I'll see you tomorrow. Hopefully...

Log 4: (Henry with a slightly robotic voice) You ghosts can't kill me! I'm in a suit! Which means that you can't touch me! HAH! (an unfamiliar voice) We might be unable to kill you... but SHE can. This.. FATHER.. Is for killing innocent kids and blaming it on Uncle William! (springlocks are set off as Henry screams) (end log)

Night 5: you get a blank screen that says (that night) and a cutscene of the guard at the office door and the phone guy sitting in the office chair. He proceeds to say this: What are you doing here kid? Didn't you get the memo I sent you? they're shutting us down. The police have a suspicion that it was one of ours that did the deed, since only we know the code to the safe room. Just, get out of here. It's raining pretty heavily out there, so stay safe, 'kay kid? Someone did this on purpose, something else is going on, I can feel it. And I'm going to get to the bottom of it if it's the last damn thing I do. You then play as the phone guy for that night.

For ending 1 (bad ending) you get 2 choices at the end of night 6 and get the cassette player. The first being to tell the company that you saw a dead body in the backroom and the animatronics trying to get you during your shift for the night. Or you don't tell them. You choose option 2. You then get a news article with this on it. " years after closing its doors due to "gas leaks," the restaurant jazz rabbits disco diner is rediscovered by police and investigated. They find a dead body in the Jazz Rabbit animatronic in a blocked off room of the diner. The police say the gas leak was a cover up to hide the mistakes that happened at the diner..." Above the article it says BAD ENDING and on the title screen it unlocks the first star

For ending 2 (**insanity ending**) This time you choose option 1. You get a cutscene of the night guard telling the company of what he saw during the night. They ask for evidence but he has none. It cuts to black and a news article appears. "Local night guard for the newest kids restaurant "Jazz Rabbit's Disco Diner " sent to an insane asylum due to him seeing hallucinations of a dead body in the spare Fredbear animatronic from the restaurant Fredbear's family diner. Police made the arrest yesterday at 6 AM" with the words INSANITY ENDING in blood red under it. You then unlock night 7. The screen cuts to black then the screen then comes back to the title screen with the second star on the top right.

For ending 3 (good ending?) After completing the minigames needed to get the cassette tape you go back and choose night 6 and complete the night again and choose option 1. This time you get the cutscene of the night guard telling the company about what he saw the night before. This time when they ask him if he has any evidence he pulls out the cassette tape from completing the minigames. The screen cuts to a new article with this text on it "police get a call from the kids restaurant Jazz Rabbit's Disco Diner asking for a thorough search. The police discover a dead body in the original spring bonnie animatronic in a back room of the diner. The police discovered that the body belonged to none other than the founder and creator of the original fredbears family diner and afton robotics, William Afton. They also have found another in the suit of the jazz rabbit animatronic. Investigations are still in progress about what happened that night." The words above the article read GOOD ENDING? On the title screen there is a third star

For ending 4 (**saved ending**) you choose not to tell anyone at the end of night 6 but instead you go back to night 5 to choose to tell the phone guy at the beginning of the night about what you've seen during the week that night instead. He decides to listen to you and you both look around the diner. You then get a minigame where you have to find the key to the back room. When you complete the minigame you get a cutscene of the night guard and the phone guy calling the police. They arrive seconds later and they are shown the dead body in the spring bonnie suit. You then get a cutscene of someone else getting springlocked in the jazz rabbit suit instead of the phone guy. It cuts to an article saying this:" local police get a call from the night guard at Jazz Rabbit's Disco Diner saying what at first sounded like a conspiracy. The cops decided to give them a chance

and take a look around the pizzeria. They end up finding a dead body in the spring bonnie animatronic. They cops say that it might have happened at the original Fredbear's location due to all the rust and mold on the suit," it then goes on blurred out and at the top it says SAVED ENDING. you also unlock the fourth and final(?) start on the title screen.

animatronics:

Jazz the Jack Rabbit

Black Bear

White Rabbit

Puppet

Music Man