

As you may know, Springtrap moves around the map in Five Nights at Freddy's 3 relatively quickly. The game generally follows a rule of thumb that he moves between adjacent cameras. The furthest apart adjacent cameras are the vent cameras of CAM 14 and CAM 15.

So, first, we need to find the scale of the Fazbear Frights map. There's no easy way to do this, but let's see what I can manage.

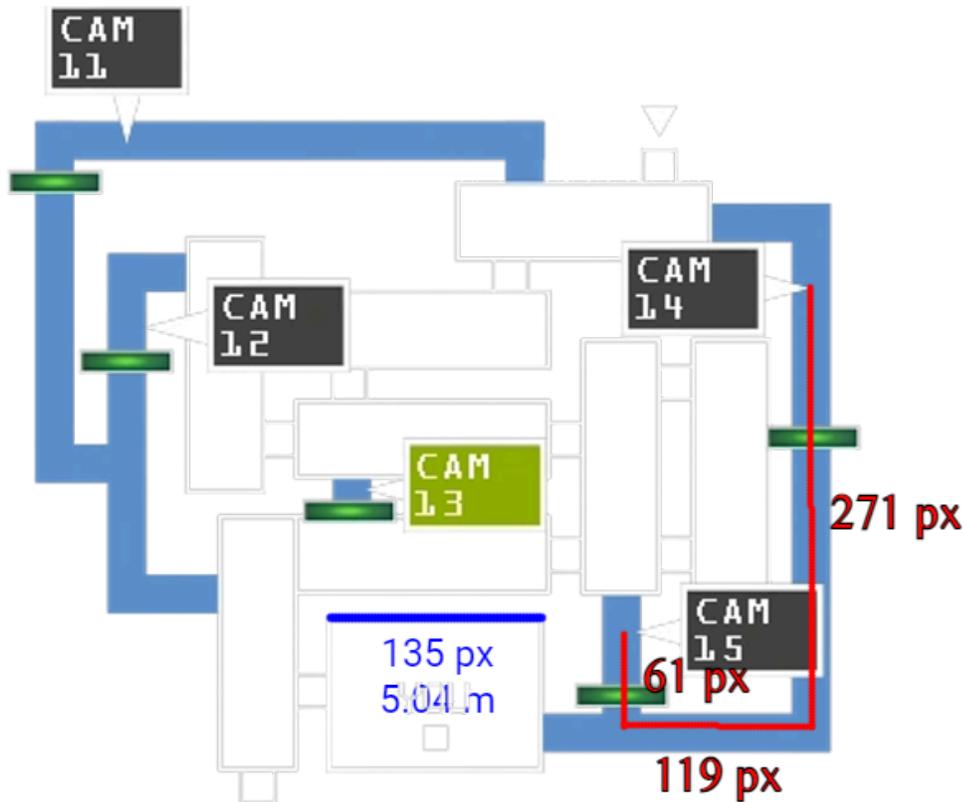
According to the [Sister Location blueprints](#), Funtime Freddy is 6' 0". [Some guy on Reddit](#) used this information to get every FNaF animatronic's height. The one we're looking for is Toy Chica, who has a height of 5' 7", or 170 cm. Using this [render](#), we can determine that her face is 35 cm tall.

See where I'm going with this?



Using Chica's head, we can find the size of a tile in the room, and then count the amount of tiles on a wall. With this, we find the length of the room: 5.04 meters.

And, with that, we have a unit of measurement for the original question.



In total, the distance adds up to 451 px. Take into account that Afton is *crawling* this distance.

$$5.04/135 = 0.037 \text{ m per pixel}$$

$$0.037 * 451 = 16.687 \text{ meter travel distance}$$

Slapping on a x2 modifier to account for the crawl, since obviously he can run faster than he can crawl: 33.374 m

Awesome. Timeframe's hard to pin down due to how movement works in the FNaF games. Let's get a couple of options.

### Low-Ball: Camera Deactivation

In FNaF 3, whenever an animatronic moves, the camera system disables for 2 seconds. If we use this as our travel time...

$$33.374/2 = 16.687 \text{ m/s (Superhuman)}$$

### Mid-Ball: Camera Flip

Specifically whenever Afton moves in front of your office, he is visible regardless of whether the cameras are deactivated or not. The fastest possible time you're able to see him is when the

monitor is *halfway* flipped down, or in about 5 frames. (FNaF 3 runs at 30 fps, by the way.)  
Using *that* as our travel time...

$$33.374/0.17 = \mathbf{196.31 \text{ m/s (Subsonic+)}}$$

### **High-Ball: Instant Movement**

Within the game's code, movement is handled on a frame by frame basis, meaning that, gameplay-wise, all movement happens in the span of a frame, or 1/30th of a second. Theoretically, if the cameras weren't constantly being interrupted, we'd see Afton jump from camera to camera in this timeframe. Using *this* as our travel time nets...

$$33.374/0.033 = \mathbf{1011.33 \text{ m/s (Supersonic+)}}$$