

RMH Investigation Report

Team Number: [1]

Team Lead: [DaisyXVII]

Authors: [taishen27, DaisyXVII, Scipow]

Date: 4/13/2021

Myth Information

Myth Name: [[DrMosen](#)]

Place Hunted: [[The After Hours Motel](#)]

Findings

In some cases, not all of these sections can be properly filled out. It is advisable to fill out as many sections as possible, but the sections highlighted with an underline and asterisk are required.

If there has already been a report on the myth, filling out the Character Information section is not required but is acceptable, in order to improve the quality of existing Wiki pages.

***Basic Information**

Place Visits: 24.1k+

Favorites: 915+

Like to Dislike Ratio: 👍 230+ 👎 40+

Max Players: 36

Creation Date: 10/24/2021

Last Updated: 3/19/2021

The After Hours Motel is a game created by DrMosen. They're one of few myths participating in "Collaboration!" The motel is very small yet the mystery within provokes hunters to try their luck at uncovering secrets.

***Overview**

The After Hours Motel is a small motel run by DrMosen in an isolated area. The year is most likely 2007 and it's Winter. There are only two accessible rooms, one being the check-in area on the first floor and the second being the room the player spawns in. The motel is old and looks abandoned as if nobody has checked in for a while. The room the player spawns in is dirty and old, the wallpaper is ripped and the floor is cluttered with junk. Many of the rooms within the motel are boarded off. The game is full of details yet is difficult to progress through. The game does a good job of showcasing their story however it's up to the player to theorize much of the biography. Throughout the game, there are several references to the popular clown myth, The Circus in the Sky, specifically G0Z. There's a clown-like figure in their models, a clown head can be found in the room right of the spawn as well.

***Walkthrough**

The player spawns inside a small, cluttered room. Behind the player, there is a boarded-up door. The floor is covered with small bottles, containing pills. Under the bed, there is a book called *The Devil in the White City* by Eric Larson. There's a radio under a desk, along with some empty bottles and a TV. To the right of the spawn, there is a closet covering up a hole, leading into another room. Exiting the room, the player finds themselves on a two-story motel. The rooms to the right of the player are locked, the room to the left of the player is boarded up and unenterable. On the other side, the player cannot enter any of the doors on the second floor. There's a small set of stairs the player can walk down. On the side of the wall, there is some graffiti, one saying "2007" the other being of a small cat emote. Under the stairs, there's a door locked with chains. Every door on the bottom floor is locked except the first door on the front of the building. In here, there is a small room, most likely used to check guests in. A cowboy-like hat lays on the front desk. At the boarded-up room on the top floor, there is a figure found creeping behind the blinds.

***History**

The After Hours Motel was created on 10/24/2021 and was last updated on 4/17/2021.

***Theories**

TBD

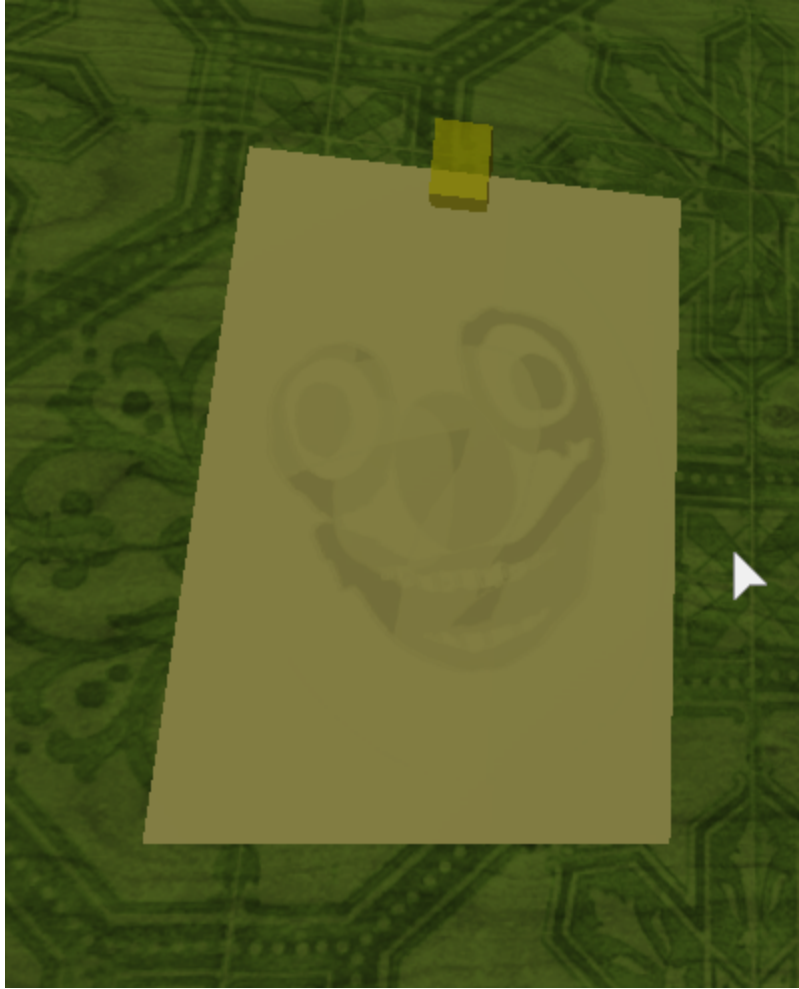
References

[The After Hours Motel](#)

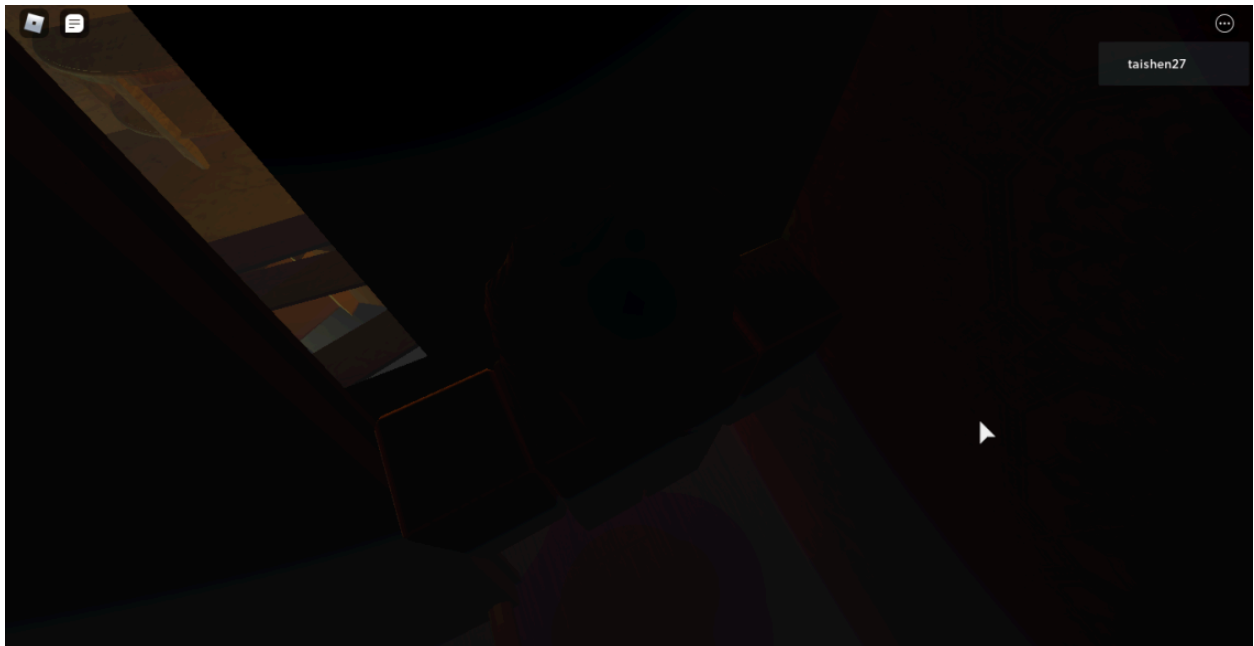
***Gallery**



A book by Erik Larson called "The Devil in the White City" that the players could find under DrMosen's bed.



An almost visible picture of Father Sun in DrMosen's bed.



Inside the room where the hole at the wall leads to, there is a barricaded bathroom that has a hole underneath another bathroom.



A mannequin clown head found inside of one of the rooms.



Graffiti of the year, 2007, and a cat with sunglasses at the stairwell outside.



Next to the stairwell, the players could find a locked-up door that leads to the freezer.



Receptionist room that the players could find on the first floor, near the billboard. There are keys and a hat that possibly references Jewk.



Pills underneath DrMosen's bed.



Within DrMosen's room, the players could find a closet blocking a broken wall that leads to another room.



Within the locked up freezer, the players could find a frozen NPC.