

# Dreadful Night notes by Suujin

Hey there! ✨ Suujin 🧑 here. I put together these *Dreadful Night* notes to help track key details, piece together the story, and maybe even spark some new theories. I hope you find them helpful!

If you have any questions, suggestions, or your own theories, feel free to drop a comment or message me [here](#). Happy theorizing! 😊

## **SPOILER WARNING**

This document contains major spoilers for *Dreadful Night*, including key plot twists, character developments, and theories. If you're not up to date with the latest chapters, proceed with caution!

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# I. Characters and Key Information

Character	Name	Description	Tape
	Pi Bada	<p>Bada's POV:</p> <ul style="list-style-type: none"> <li>Trapped in a horror game as the player</li> <li>Doesn't have memories of his life outside the game (ch11)</li> </ul> <p>Author's note:</p> <ul style="list-style-type: none"> <li>INTJ</li> <li>A horror fanatic who dresses in a punk fashion</li> <li>Computer Engineering major</li> </ul> <ul style="list-style-type: none"> <li>His name literally translates to "bloodbath" (ch1)</li> <li>Knows a lot about horror games (ch53)</li> </ul>	
	Nam Doha	<p>Bada's POV:</p> <p><b>(Doha 1.0 - Doha pretending to be an NPC)</b></p> <ul style="list-style-type: none"> <li>Authority figure who strives to solve every situation</li> <li>Type of character that usually dies on his way to get help for someone else</li> </ul> <p><b>(Doha 2.0 - from Season 1 onwards)</b></p> <ul style="list-style-type: none"> <li>Has a broken moral compass</li> <li>Self-centered and would always act on his own whim</li> </ul> <p>Author's note:</p> <ul style="list-style-type: none"> <li>ESTP</li> <li>Has the air of an athletic class or student president</li> <li>Business Administration major</li> </ul>	
	Pi Seongchan	<p>Bada's POV:</p> <ul style="list-style-type: none"> <li>Cousin</li> <li>He's the one who invited Bada to the weekend retreat</li> <li>Quick to dismiss any ominous forebodings</li> </ul> <p>Author's note:</p> <ul style="list-style-type: none"> <li>ISTJ</li> <li>Plain, ordinary vibes</li> <li>Industrial Engineering major</li> </ul>	
	Park Yongtaek	<p>Bada's POV:</p> <ul style="list-style-type: none"> <li>Dad joke enthusiast</li> <li>The one who dies after snooping around</li> </ul> <p>Author's note:</p> <ul style="list-style-type: none"> <li>ESFP</li> <li>The busybody who enjoys dad jokes</li> <li>Economics major</li> </ul> <ul style="list-style-type: none"> <li>The saved data in the white tape was saved</li> </ul>	

Character	Name	Description	Tape
		closer to the game's early days (ch51)	
	Bae Hyungshin	Bada's POV: <ul style="list-style-type: none"> <li>• Good-natured idiot</li> <li>• The type of character that dies as a result of a stupid mistake made at a critical moment</li> </ul> Author's note: <ul style="list-style-type: none"> <li>• ENFP</li> <li>• The easygoing idiot who only wears sweatpants</li> <li>• Industrial Engineering major</li> </ul>	
	Seo Jaeseob	Bada's POV: <ul style="list-style-type: none"> <li>• Chronic complainer</li> <li>• Tends to act on his own, which almost always leads to death in horror films</li> </ul> Author's note: <ul style="list-style-type: none"> <li>• INTP</li> <li>• The feisty young master who likes being sarcastic</li> <li>• Economics major</li> </ul>	Not shown
	The Killer	Bada's POV: <ul style="list-style-type: none"> <li>• Can't be killed</li> </ul> <ul style="list-style-type: none"> <li>• Murdered the family who used to live in the Abandoned House 20 years ago (ch9)</li> <li>• Slightly shorter than Yongtaek (ch43)</li> <li>• Has tan skin (ch1)</li> </ul>	N/A

## II. Dreadful Night RPG

### A. In-game Lore

A group of college students sets out on a trip to a remote, unknown location in the wilderness for an overnight getaway. As they drive, they discuss their plans, unaware of the horrors awaiting them. They are warned not to go any further—to turn back while they still can, because danger lies ahead.

Ignoring the warning, they continue their journey and arrive at an Abandoned House deep in the woods. The place carries a dark history—twenty years ago, a serial killer brutally murdered the family who lived there. The case remains unsolved, and the killer was never caught.

In *Dreadful Night*, a horror-slasher RPG, the students soon find themselves trapped in a deadly game. One by one, they are hunted and killed by a relentless murderer. The player must run, hide, and search for clues, exploring the map, collecting items, and uncovering every possible ending. Only by piecing together the full story can they hope to survive the night.

### B. Death Flags

Certain actions or behaviors significantly increase the likelihood of being targeted or killed in the game. Avoiding these common pitfalls can make the difference between survival and an untimely end.

1. "I'll be right back"

2. Getting pricked by the glass shards on the floor
3. "I like/love you"
4. Ignoring ominous signs
5. Wandering off on your own
6. Striptease and having sex
7. Overconfident and heroic dialogues (eg. "I'll save you", "I'll go on my own")

## C. Survival Flags

These are actions or traits that increase a character's chances of surviving in a dangerous scenario.

1. Being silly and outlandish
2. Wearing pigtails
3. Braiding the hair
4. Carrying a rabbit doll around

## D. Game Save Function

This section explains how the cassette tape system and the game save function work. For more details, please refer to the author's official explanation.

### 1. How Saving Works

- The game is saved by inserting a **cassette tape** into the player for the current map.
- The **character can only save the game after the killer appears** (ch8).
- If the game player dies **without saving**, it's **game over**, and that session will be lost (ch8).
- **Save points (cassette players) change location** with each new game (ch8).

### 2. Cassette Tape Rules

- **Only one tape per save file**—inserting a new one erases the old save (ch13).
- If a **tape is replaced**, it disappears when the new round starts.
- If a **tape is left in**, it carries over to the next round.
- If a tape is **outside the player** when a round starts, **nothing is saved**.
- **Players can move tapes after a round ends** for easier retrieval.

### 3. Tapes & Memory

- **Tapes save both gameplay and character memories.**
- If a tape **stops or is removed** at the start of a new round, the character **forgets everything**.
- **Tampering with a tape during saving** can corrupt a character's memory.
- If a tape is **played in a different cassette player** than where it was originally saved, the **game data will not be retrieved**, but the character's **memories will be restored** (ch51).

### 4. Saving Effects

- **Tape in the player & running** → Map and memories saved.
- **Tape in the player but stopped** → Map saved, but memories lost.
- **Tape outside the player** → Nothing is saved.

### 5. Completed Maps

- Tapes from **completed maps do not disappear**.
- Completed maps **may lose functionality** or become **inaccessible**.

## E. Misc.

1. If the killer dies, it takes 40-50 minutes for him to respawn (ch13)

# III. Chronological Order of Events

The events in **black** are how we, as readers, initially perceived the story based on the chapters we read. The events in **red** represent information revealed in later chapters, filling the gaps between key moments.

**Highlighted text** indicates moments when tapes were inserted/removed for easy reference.

## A. Early Gameplay (ch51, 53)

1. Doha, Seongchan, Yongtaek, Hyungshin, and Jaesob spawned in the tunnel. They initially knew little about the game, leading to repeated trial and error.
2. Hyungshin and Jaeseob removed their tapes because they couldn't handle the endless deaths.
3. Doha, Seongchan, and Yongtaek continue playing, each assigned to different locations:
  - Doha → Abandoned Mountain Shelter
  - Seongchan → Abandoned House
  - Yongtaek → Abandoned Mine
4. Yongtaek barely finished his location but lost his confidence in reaching the true ending. Yongtaek removed his own tape (the white one).
5. Only Doha and Seongchan remained as players. Their personalities clashed, and Seongchan nearly gave up, considering stopping his tape.

## B. Pi Bada as a New Player (ch51, 53)

6. Doha came up with the idea to make the Harbinger NPC (Bada) insert a tape, turning him into a new player.
7. Bada, originally an NPC without memories, began to develop his own perception of the game. But as Bada became more aware of inconsistencies, they had to erase his memory repeatedly whenever he started questioning things.
8. To keep Bada immersed, Doha suggested they act like NPCs. Seongchan hesitated but eventually **pretended to be an NPC permanently**, dying early in each session to ensure Bada continued playing.
9. Bada (now a player) and Seongchan (still acting as an NPC) approach Yongtaek, and tell him that if they played together, they could escape the game. Trusting them, Yongtaek inserts a tape (the black one) into a cassette and becomes a player once again (ch49)
10. Unlike Seongchan, Doha never stopped playing, even while pretending to be an NPC. He keeps track of Bada's progress in every session.
11. As they approached the true ending, Seongchan feared only one player could escape the game.
12. To secure his own survival, Seongchan stopped Doha's tape and used a villager NPC to distract him from noticing. It can also be assumed that Seongchan removed Yongtaek's black tape.

## C. Season 1

13. Bada sees Doha (still a player) kill the villager NPC from the attic window (ch1).
14. Doha, now an NPC, is interested and grows attached to Bada—something that shouldn't happen in the usual gameplay so he tags it as an anomaly (ch2). What he doesn't know is that Doha has turned into an actual NPC and is merely following the real NPC script. This is Doha 2.0, the one with a broken moral compass. While tagging along during Bada's gameplay, Doha discovers a hidden black cassette player and curiously inserts a tape, unaware that it is a save point (ch7, 8)

15. The black cassette player actually contained Seongchan's tape. Doha ejected Seongchan's tape (ch40).
16. The tape Doha inserted unlocked the Abandoned House. The NPCs also gain new dialogues because of the added content. Around this time, Bae Hyungshin inserts his tape in the car.
17. While exploring the Abandoned House, Doha and Bada realize they need more time. They discover that the killer respawns every 40–50 minutes after being killed. One thing leads to another, and they have sex. Bada becomes upset, feeling they wasted valuable time that should have been spent searching for clues (ch13-15).
18. When Bada got upset and ran off, Doha removed Bada's tape (ch53)
19. Meanwhile, Bae Hyungshin, now able to retain his memories, believes he has the power to see the future. He writes down a memo of all the incidents to warn everyone from the danger. (ch17)
20. Doha recalls that Hyungshin inserted a cassette tape during the prologue (when everyone was in the car). They decide to keep the tape in the player to see Hyungshin interferes with the game (ch18)
21. Bada decides to split up with Doha and play the game session with Hyungshin. Along the way, they run into Jaeseob and are forced to flee from the killer. Jaeseob suggests going to the village for help. Although Bada knows it's pointless, he decides to go along with the plan.
22. During their 40-minute walk, they come across a hanging bridge, a sealed-off tunnel, and a villager. When they attempt to approach the villager, he tries to stab them. Bada manages to knock him out.
23. They then try to cross the bridge. Hyungshin and Jaeseob successfully make it across, while Bada stays behind to lure the killer away, ensuring their safe passage (ch26-27).
24. The scene cuts to the next game session's prologue. Bada attempts to ask Hyungshin about what happened after crossing the bridge and whether they made it safely. However, he soon discovers that Hyungshin has lost his memories, suggesting that Hyungshin's tape was ejected. (ch30)
25. Seongchan, still an NPC, grows suspicious of Doha and searches through his bag, discovering a collection of tapes (ch30)
26. Doha catches Seongchan in the act, kills him, and hides his body in the basement.

## D. Season 2

27. Bada returns to the tunnel and hanging bridge with Doha to see if they can escape through it. They try to cut the padlock with a cutter, but it doesn't work at all. There's not even a scratch on it. When Bada tries to cross the hanging bridge, it collapses as expected once he reaches the halfway point (ch 31).
28. Bada decides to explore the Abandoned House alone and asks Doha to stay with the others to buy him some time with the killer (ch 35).
29. Bada doesn't find anything new in the Abandoned House so he goes back to the Lodge to look for more hidden items and solve puzzles. Hyungshin and Jaeseob also return to the Lodge because they find ghost hunting boring and a waste of time.
30. Bada triggers an event flag after inserting a key into a music box. Jaeseob saves him from the killer, and they run away to the Abandoned Shelter (ch 40).
31. There, Bada finds a cassette player under the bed with a tape. Bada played Yongtaek's black tape without knowing it was his (ch40)
32. In the next game session, Bada decides to play separately from Doha again. He plans to check the Abandoned House and Mountain Shelter, while Doha stays back to watch for any changes in the others' behavior and figure out whose tape was inserted (ch41)
33. Doha becomes suspicious of Seongchan, questions him, and then throws him off the bridge. Yongtaek, who is no longer an NPC, sees this and becomes cautious of Doha (ch41)



34. Yongtaek realizes the game has changed when he wakes up. Seongchan has lost his memories, and Bada, who also seems to have forgotten everything, is now sticking close to Doha. Suspecting that Doha is investigating Seongchan, Yongtaek deduces that someone put his cassette tape back in. Since it was not Doha, the only possible person who saved him is Bada (ch42)
35. Yongtaek rushes to Bada, hoping to gain his favor, and reveals that he has regained his memories. He reminds Bada that they were close allies who overcame many challenges in the game. However, Doha, who had been eavesdropping, steps out of hiding. Bada and Doha then question Yongtaek to determine if he is an enemy or suspicious in any way (ch43-44)
36. Bada and Doha decide to work with Yongtaek, but they still don't trust him completely. Doha kills him anyway, partly out of jealousy and partly because he wants to talk to Bada alone. They recap their discoveries, and Doha concludes that Seongchan had his tape inserted the whole time but pretended to be an NPC to hide the fact that he was playing. Bada grows frustrated, feeling like Doha is keeping secrets from him (ch45)
37. Doha confesses his true motives to Bada, revealing that everything he did, including deception, game manipulation, and withholding information, was driven by his deep affection. He feared losing Bada when the game ended and never intended to let him leave happily. Doha admits to hiding the truth about Seongchan's cassette tape, believing it could be useful later. He acknowledges that Bada would eventually see through him but is surprised that Bada suspected him from the very beginning. Despite everything, he admires how well Bada understands him (ch46-47)
38. Bada and Doha question Yongtaek about the game's locations. Yongtaek is shocked to realize he never played at the Lodge, and Doha warns him not to betray them, revealing that Seongchan secretly played while Yongtaek's tape was stopped (ch48)
39. Yongtaek confirms they completed the Abandoned House, Mountain Shelter, and Abandoned Mine. Bada, realizing he had played these locations before, wonders if his vague memories are from past gameplay (ch48)
40. Bada and Yongtaek head to the Abandoned House while Doha stays behind. Along the way, Yongtaek asks why Bada likes Doha despite their past conflicts. Bada admits that Doha has always been there for him and reflects on how little he truly knew about the game. He then asks Yongtaek about how he first woke up in the game (ch48)
41. Yongtaek says that he doesn't know much about Bada, but remembers that Seongchan explained to him that Bada had been playing alone for so long that his (Bada's) memories started to fade (ch49)
42. Yongtaek admits he knows nothing about the Abandoned Mine since his tape stopped during their first playthrough (he died immediately after stepping into a trap upon arrival). He also confesses that he was afraid Bada and Doha would abandon him because he had little useful information to offer (ch49)
43. Doha catches up to them and they go to the Abandoned Mine. They search the place for a cassette player or tape hoping to retrieve the saved data. They find a white tape (Yongtaek's) (ch49)
44. They insert Yongtaek's white tape without knowing it belongs to him. They plan their next steps, setting things up to identify any unusual behavior and determine whose tape was inserted (ch50)
45. In the next game session, Yongtaek experiences a headache and nosebleed due to memory overload. He reveals that the tape was his and that it contained far more memories than expected, with data saved from the early days of the game before Bada became trapped. He then begins narrating events from the [Early Gameplay \(#1-4\)](#)



46. Yongtaek speculates that Doha and Seongchan may have had a falling out, recalling how Seongchan warned everyone about Doha but also called him a better teammate. He then shifts the conversation to Bada, saying that before Bada became a player, Bada was kind of just \*there\* without any role. Yongtaek then suggests swapping his tape with Seongchan's, believing it contains the most memories (ch51)
47. Then, with a heavy heart, Yongtaek requests Bada to stop all his tapes

*"And I have a favor to ask. Could you please stop all of my tapes for me? I mean, mine have stopped once before. I'm tired of living a life that repeats itself without ever seeing the sun. And I don't want to die anymore. I just... want to rest now."*

*I'm sorry, Bada. I'm sorry I couldn't stick with you til the end. To be honest, I was debating whether or not I should tell you all of this. I was considering playing dumb, minding my own business, and leaving quietly. But you're my best friend, right? My good ol' pal and soulmate.*

*I'm rooting for you, Bada. Make sure you escape."*

—Yongtaek (ch51) 😭😭

48. Bada inserts Seongchan's tape, and in the next game session, the gameplay changes. He wakes up to a car crash, with everyone dead and Doha and Seongchan missing. When Bada enters the Lodge, he finds Seongchan inside and immediately confronts him to drop the innocent act. In response, Seongchan tells Bada to step outside. Then, Seongchan sets the Lodge on fire, knowing it will force Doha to come running (ch52)
49. Doha arrives at the Lodge, revealing he had waited at the Abandoned House, expecting Seongchan to appear. Seongchan realizes that Doha had previously ejected Bada's tape and calls him out on it. Bada, shocked, demands an explanation. Doha admits that without his tape, Bada became nothing more than an NPC. Seongchan then reveals the events from [Pi Bada as a New Player \(#5-12\)](#) (ch52)
50. Seongchan suddenly stabs Bada and reveals that he had removed and hidden Bada's tape. (ch53)
51. Doha throws Seongchan into the burning Lodge. Bada, gravely injured, dies in Doha's arms. With no other choice, Doha ejects Seongchan's tape. (ch54)
52. In the next game session, beginning in the tunnel just before they start travelling. Everyone (except Doha) reverted into NPCs and are saying their NPC lines. Bada, now the Harbinger NPC, catches up to them on a motorbike and warns them not to continue. Doha knocks him out and brings him inside the car (ch54)

## E. Season 3

53.

## IV. Questions

- ☐ What happened to Hyungshin and Jaeseob after they crossed the bridge?
- ☐ What is the game's true purpose?
- ☐ How are Doha and the others connected to the game's creator?
- ☐ Why and how did the players become trapped in the game?

- ☐ Since this follows typical game technicalities, does this mean there's a way to hack the game so that NPCs can escape as well? (an NPC was able to become a player, so maybe it's possible??)
- ☐ What's the direction of the plot? Is it sci-fi (virtual reality world), fantasy (they were transported into the game), or something more spiritual (like purgatory, where the game acts as a dream-like state, and each character/player represents a deeper meaning or unresolved issue in the main character's life)?
- ☐ What is the purpose of the murder? Is the murder more plot relevant or are they a plain NPC?

## V. Theories

- [Theory 1: Doha is the main player while Bada is the NPC](#) –written as of ch35; September 24, 2024
- [Theory 2-3: Doha is the only NPC or Bada is terminally ill](#) –written as of ch46; December 23, 2024
- [Theory 4-5: Bada as the developer or beta tester](#) –written as of ch54; February 25, 2025

I need to read at least 2-3 more chapters when season 3 drops to come up with a solid theory, but for now, here's my rough idea. Even though it was revealed that Bada is an NPC, I think he might actually be a real person outside the game. There are a few things that make me think this:

- Bada is "a horror fanatic" (author's note)
- "He knows a lot about horror games" (Doha, ch53)
- "Bada playing the game was better than they imagined. In fact, it was like Bada was born to be a gamer" (Seongchan, ch53)

### **THEORY#4: BADA AS THE GAME DEVELOPER**

Since this is just a theory, I'm going to be liberal with my imagination lol. I think Bada is actually the developer of Dreadful Night or at least someone with higher access to the game than the other players. If Bada, or the real person behind him, is the creator, then maybe he designed the game and got his friends (Doha, Seongchan, Yongtaek, Hyungshin, and Jaeseob) to playtest it. And since he's a huge horror fan, he probably thought it would be fun to put himself into the game. But here's the thing. Why can't Bada kill the killer when actual players can? To maintain a challenge and prevent any unfair advantages, he deliberately set himself as an NPC instead of a normal player. If you think about it, if he played as a regular player, he would already know the lore, hidden items, and strategies to beat the game, which would defeat the purpose.

There's also a small detail that might be a hint. In Chapter 1, Bada's shirt has Bloodbath written on it. Since Pi Bada's name literally translates to bloodbath, this could be a subtle Easter egg left by the game developer himself.

Then there's the memory loss thing. In Chapter 53, it's mentioned that Bada didn't have any memories at first, but then he started making his own. That could mean he's more than just a game character. Something must have gone wrong at some point. Maybe when someone enters the game, they lose all their memories of the outside world. If the first person who entered never came back, maybe someone else was sent in, and then another, until eventually, the developer himself ended up inside the game as Pi Bada and lost his memories too. This could explain why no one remembers how they got into the game in the first place. I reread the series, and none of the characters talk about their lives outside the game (it's not confirmed that everyone lost their memories tho). The only one confirmed to have no memories is Bada, who talked about it in Chapter 11.

One more thing I noticed. On the game's case cover, there's a small text in the top right corner that says HISTORIOGRAPHY. I don't know much about gaming, so I have no idea if this is something that usually appears on game covers or if it's actually significant. If anyone knows, I'd love to hear your thoughts!

## **THEORY#5: BADA AS THE BETA TESTER**

Rather than being the developer of Dreadful Night, Bada might have been the first beta tester, the original player who got trapped in the game before anyone else. Over time, he could have lost his real identity, become rewritten as an NPC without his full awareness

Unlike the other players, Bada doesn't seem to have full player freedom. While actual players can fight back and make choices, his actions might be restricted by the game's programming rules, preventing him from interfering in certain mechanics. This could explain why he can't kill the killer even though others can.

His true memories might still exist, but the game could be suppressing them, keeping him locked into his NPC role. If he really was the first tester, then the game might have rewritten him as part of its system, trapping him in an endless loop where he no longer knows he was ever a player in the first place.