

# NO DELIVERY



*"Where everyone is an opportunity!"*



## EMPLOYEE SURVIVAL GUIDE



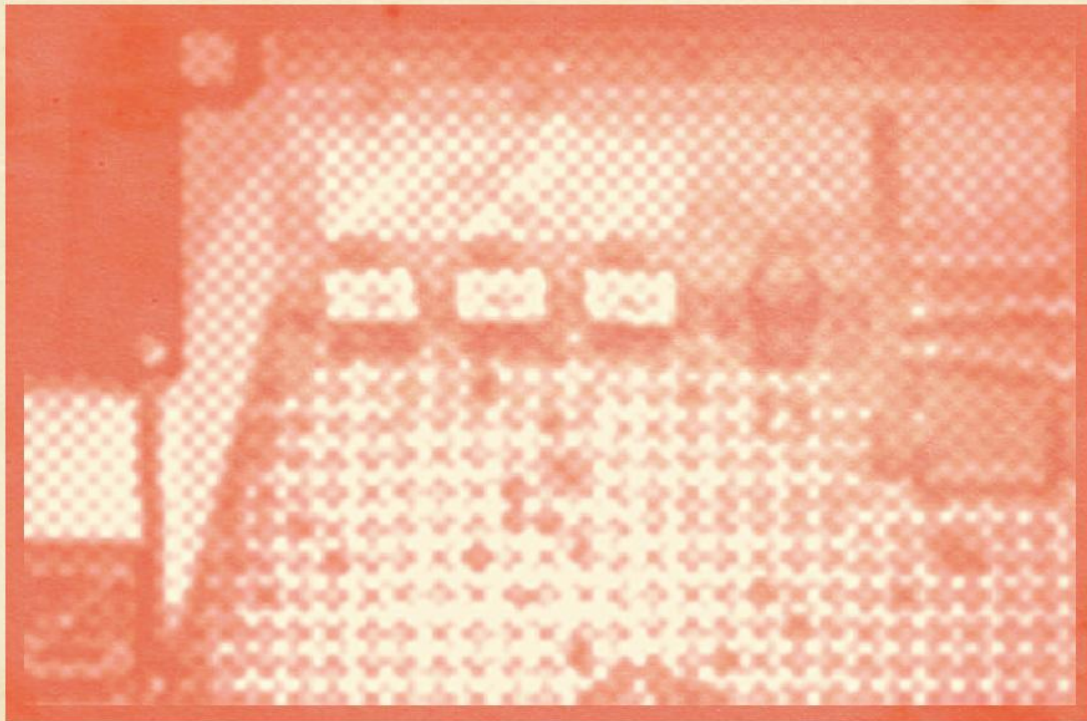
## FOREWARD

If you're reading this, you have the misopportunity to work in one of the many positions offered at Stezzoni© Pizza. This employee handbook, compiled from the collected knowledge of former employees over the years will serve as a guide to the establishment and the ecosystems within.

As you journey throughout the pizzeria, it is normal to lose an employee or two during the nightshift. As per your convenience, all items and funds held by the previous employee will be transferred to their replacement. In the end, resource management is the name of the game, and part of that game is to not be afraid to use your items to seize an advantage!

What you don't make up for in money, you make up in time!





## BATHROOM

As a starting area for most employees, the bathroom holds a few useful features that you will be needing throughout your tenure at the establishment.

- **Vending Machine: Food**

Food is useful for restoring your health and producing Trash and Dishes, which can be sold at any trashcan.

- **Wet Floor Sign: Ally**

Wet floor signs can be cleaned up using Brooms. By removing this sign, you will gain an ally. Your co-workers, both living and dead can prove to be valuable allies which you can randomly encounter during Wrong Turns.

- **Closet: Vent Monster**

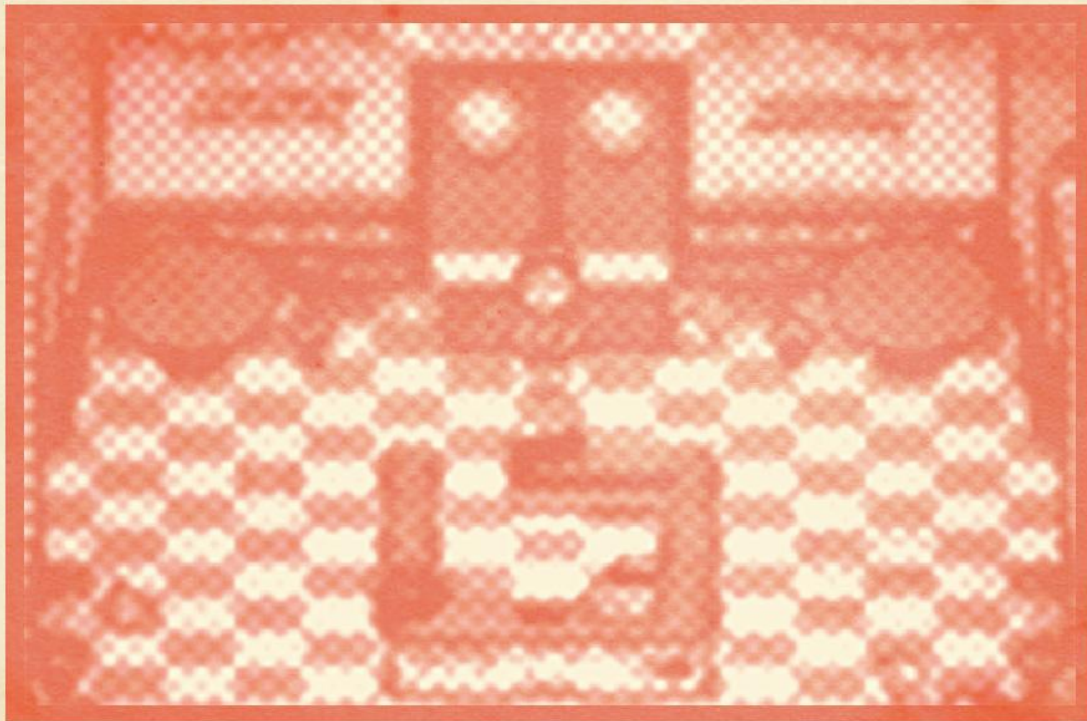
If you feel you are low on items, you may let the Vent Monster defeat you and take you to a room where spoils await.

- **Crack: Mirror**

May be important to opening up new paths later on.

- **Wrong Turn: The Alleys**

You can place a Folding Stool to climb up to the window and access the Wrong Turn.



## LOBBY

The literal hub for all areas of the restaurant and serves as the entrance for guests into the establishment.

- **Vending Machine: Brooms & Disposable Camera**

This machine dispenses 2 incredibly useful items for traversing Wrong Turns and defending yourself in combat.

- **Phone: Calls to the Outside**

If you find phone numbers throughout the establishment, be sure to call them here! They may hold some financial gain for you!

- **Animatronic: Healing**

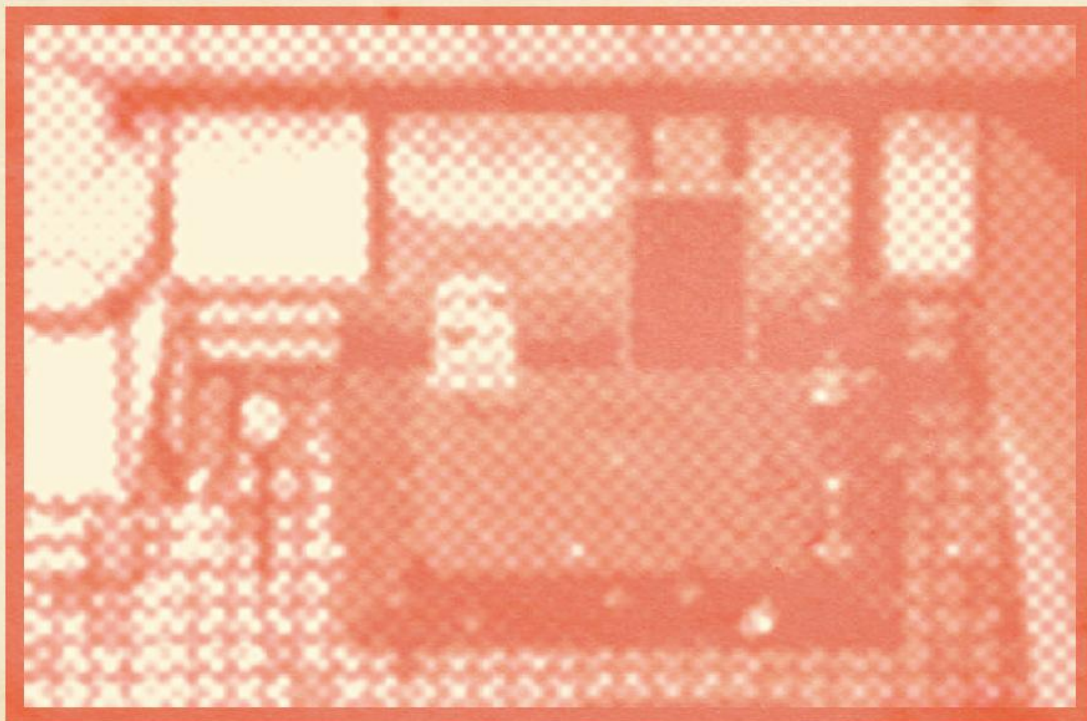
If used too much, it's condition will wear down until it will become unusable.

- **Stack of Cards: Hints**

You may find a pedestal with certain reading materials that contain important Employee Protocols. You may want to remember these as you be tested on them later!

- **Double Doors (Showtime Ticket Required)**

The double doors at the end of the room will remain locked until you obtain a Showtime Ticket, which may be obtained one of two ways.



## PLAYGROUND

Telltale signs of your approach to the Playground include the plastic balls littering the halls, which can be quite fun to kick around.

- **Animatronic: Vendor**

A damaged animatronic that requires payment to fix. Once paid, you'll gain access to a vendor that sells the following:

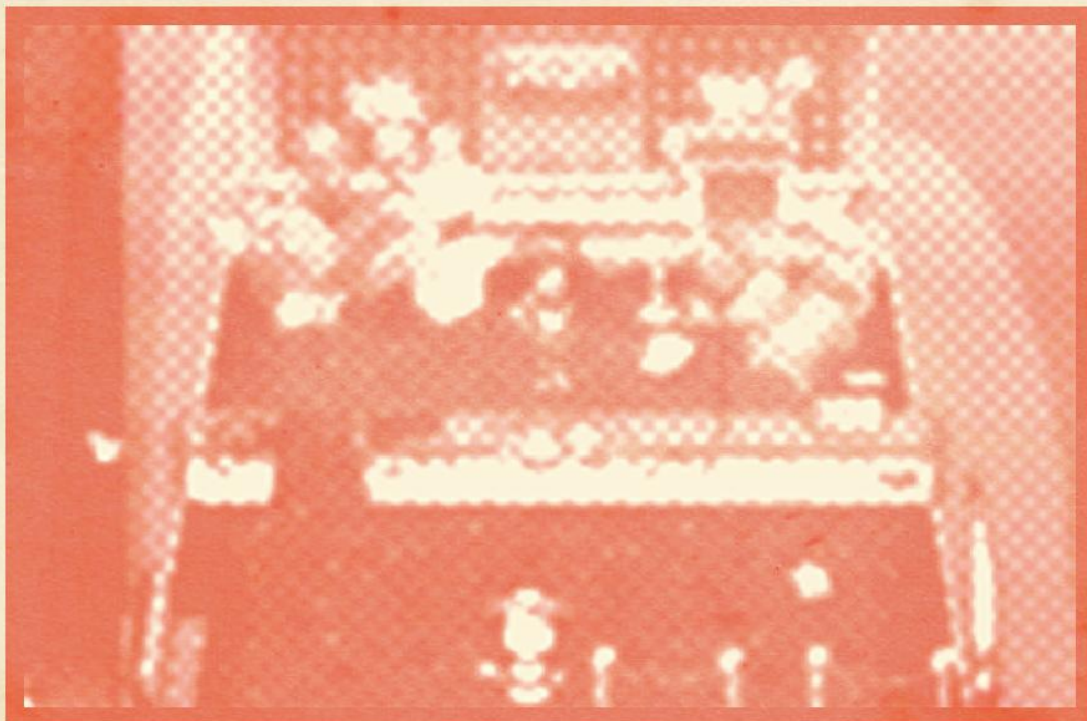
- **Mint Gum:** Removes status effects and applies HP Regen.
- **Permanent Marker:** Marks enemies, making them more likely to be hit with a higher chance for a critical strike.
- **Soda:** Induces a Sugar Rush! Increases the user's evasion and allows +1 turn.

- **Crack: Wall**

May be important to opening up new paths later on.

- **Shoe Rack: Item**

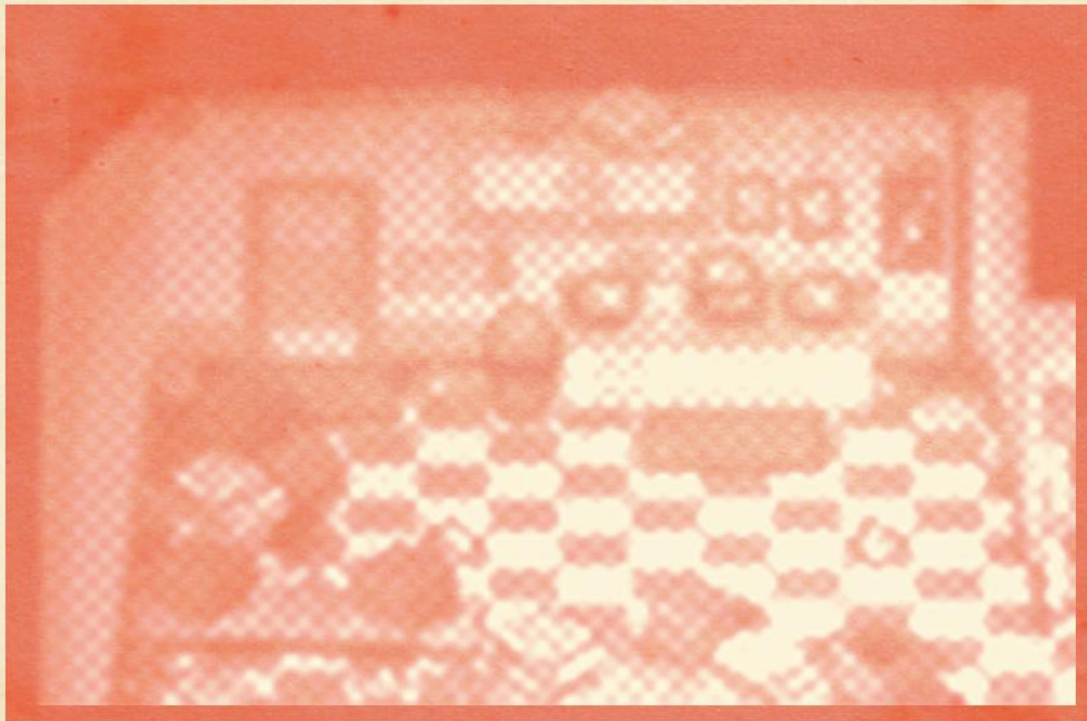
An item may be taken from the shoe rack. May come in handy later.



## ARCADE

All kinds of games can be found here along with services that will prove useful to both guests and employees alike.

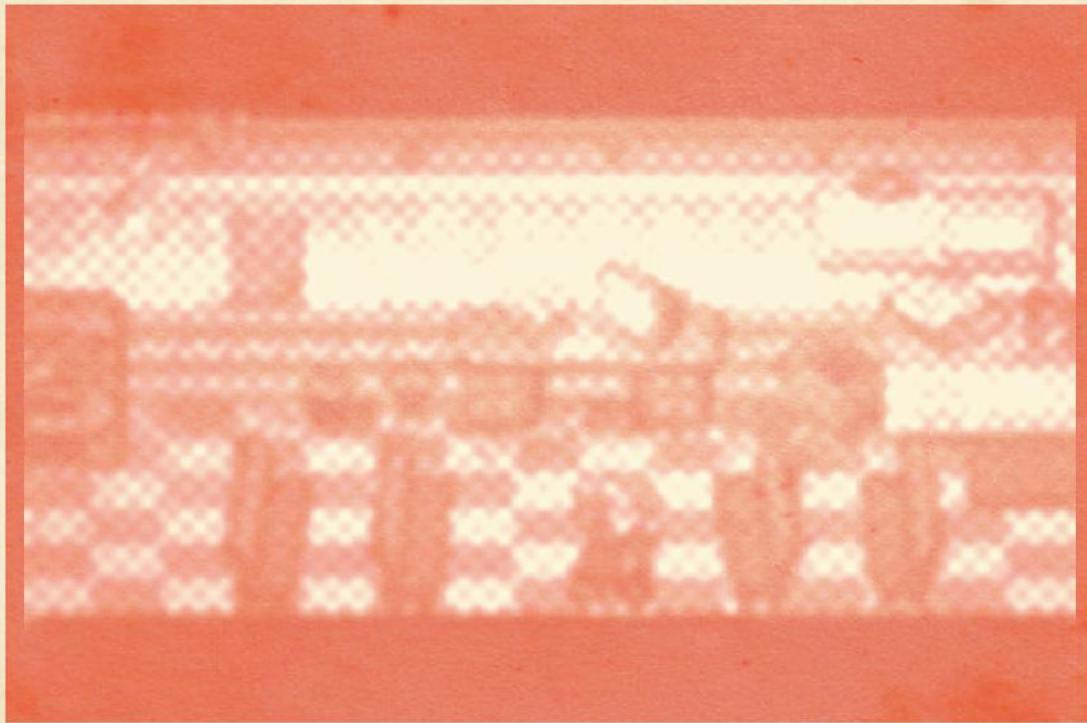
- **Animatronic: Vendor**  
Exchange Tickets for Pop Rocks and Firecrackers (Incredibly powerful items in combat) and sells Ticket Tarts, which both restore HP and produce Tickets!
- **Crack: Wall**  
May be important to opening up new paths later on.
- **Wrong Turn: The Arcade**  
Can be entered by playing a game at the suspicious, covered arcade cabinet.
- **Claw Game: Sentient Frisbee**  
By inserting tickets into the Claw Game, you can obtain the Sentient Frisbee. A handy, but inaccurate item that attacks without using items.
- **Mimic**  
There are a number of giftboxes around, but upon close observation, you may be able to tell one is not like the rest.
- **Arcade Game: Cleanup Kid**  
A short game that awards you with Tickets!



## KITCHEN

An important area behind the scenes of service. Features one of the most powerful industrial microwaves and the county's largest walk-in freezers.

- **Wrong Turn: The Freezer**  
Can be entered through the silver door at the end of the room.
- **Ally (Paper Face Required)**  
An ally can be recruited from the microwave, if you have the Paper Face item in your inventory.
- **Alley Access**  
Backalley outside the kitchen. Can be used to access the front of the establishment.
  - **Employee Car (Car Keys Required)**  
Car may be occupied, if not, Car Keys can be used to access the Portable Toilet beyond.
  - **Dumpster (Food Required)**  
A mysterious voice may come from the dumpster. If offered Food, it may benefit you in the long run.



## BREAK ROOM

Small common room for employees. Features a TV!

- **Vending Machine: Bullets**

Vends a relatively scare resource. However there may be places where they are sold for much less...

- **Television**

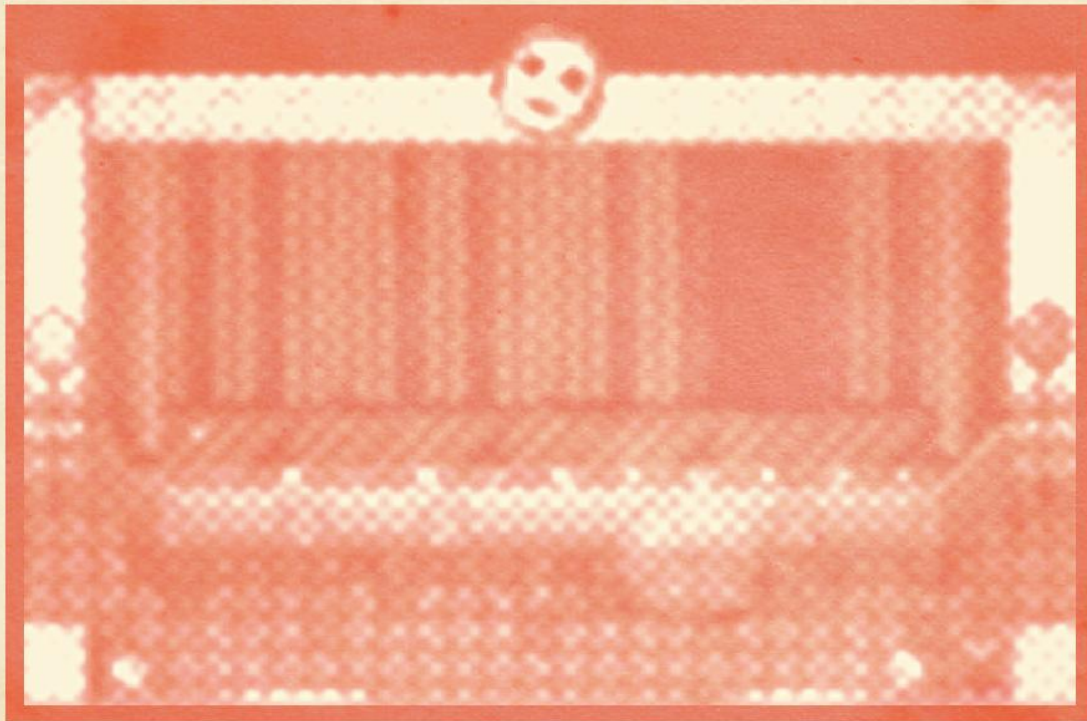
Can be used to watch various channels. There are various posters showcasing what channels are active throughout the establishment; try to watch them all for some information!

- **Open Window: Folding Stool**

A Folding Stool can be placed near the open window to access a small alley.

- **Wrong Turn:**





## STAGE

Where all the musicals and stage shows take place! Despite the jovial atmosphere, it's best not to peek behind the curtain.

- **Wrong Turn: Backstage**

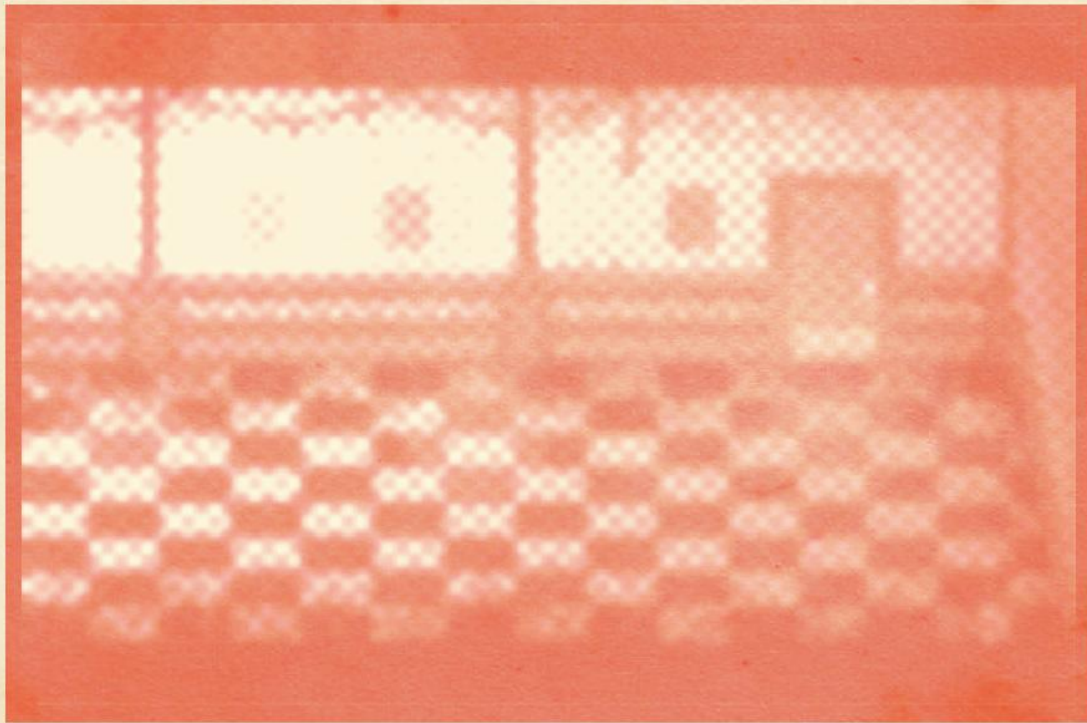
Can be entered through the gap in the curtain on stage. A Folding Stool is required to get atop the stage. Folding Stools can be obtained from the Playground Wrong Turn or from the Bathroom Closet in the beginning.

- **Mimic**

There are a number of giftboxes around, but upon close observation, you may be able to tell one is not like the rest.

- **Crack: Wall**

May be important to opening up new paths later on.



## CERTIFICATES

You may notice as you near the end of your time at the establishment, that you may be rewarded with certain certifications. Try to collect them all to unlock something special!

- Certificate of Survival
- Certificate of Death
- Certificate of Birth
- Certificate of Necromancy
- Certificate of Termination
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