



# FNAF: Final Purgatory README

(version 1.0.0)

**Thanks for downloading FNAF: Final Purgatory!**

FNAF: Final Purgatory was originally created in nine days for [ProcJam 2018](#). Go check out the other amazing [entries to the jam here!](#)

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This game is a remake of [FNAF: Purgatory](#), which was originally made for [ProcJam 2016](#). Outside of the general idea, nothing was used from FNAF: Purgatory in the creation of FNAF: Final Purgatory

FNAF: Final Purgatory was created with Unity 2018, with 3D models created and animated in Blender3D, and sounds downloaded from the internet (credits below).

Almost all of the 3D models, textures, and programming was created specifically for this game, nothing reused from other projects. Only the intro voice recording (will be replaced in the future with a better recording) and the drawings are reused from [FNAF: Purgatory 2](#).

There are a few minor known bugs, but there should be nothing major. If you find any bugs, please report them to the comments section on the Itch.IO page, or the GameJolt page. Thanks!

***Disclaimer: I do not claim any ownership of any of the Five Nights at Freddy's material in this game. All rights to Five Nights at Freddy's belongs to Scott Cawthon. Please support the official Five Nights at Freddy's games!***

***Likewise, I do not claim any ownership of any of the Baldi's Basics material in this game. All rights to Baldi's Basics belong to mystman12 on Itch.IO. Please support the official Baldi's Basic games!***

***I do not know who owns the right to Slender Man, but I do not claim ownership of any of the Slender Man material in this game!***

***This is a free fan game! I do not make any money off it. Please do not sue me!***

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## Legal stuff

**I do not claim ownership of any of the music files in this game.**

Credits for the music files are as follows:

- Toy Piano : Created by Wayne Jones : Released under the Youtube Audio Library license (attribution not required).
- Underground atmosphere - Artificial Tunnel 3 – Loop : Created by Oliver Giradot : Released under [SonniSS.com 2018 GDC bundle license](#)

**I do not claim ownership of any of the sound files in this game.** Some of the sound effects have been edited to better suit the needs for this game.

Credits for the sound files are as follows:

- The following files came from the SonniSS.com Game Audio Monthly Series (1-6), which are released royalty free and can be used in both personal and commercial project without attribution (according to [their site](#)).
  - Screams&Shouts\_human\_female\_127 : Created by SoundBits (part of Screams and Shouts)
  - Screams&Shouts\_human\_male\_093 : Created by SoundBits (part of Screams and Shouts)
  - Screams&Shouts\_monster\_processed\_176 : Created by SoundBits (part of Screams and Shouts)
  - Bluezone-Dmovie-sound-056 : Created by Bluezone (part of Dark Movies Ghostly)
  - Bluezone-Dmovie-sound-097 : Created by Bluezone (part of Dark Movies Ghostly)
  - MECH Servo Motor Movement Stomp Long 02 : Created by GampBurp (part of GameBurp 2000)

- Scrapes-and-Scratches\_0005 : Created by Soundbits (part of Scrapes and Scratches)
- Scrapes-and-Scratches\_0935 : Created by Soundbits (part of Scrapes and Scratches)
- Bluezone-BC0197-falling-metal-debris-018 (part of Bluezone Bomb Blast Explosion and Debris)
- Analog\_TV\_Noise\_Modulation\_Glitch (Part of The SoundCatcher Analog TV)
- The following file(s) came from the Sonniss GDC 2017 audio bundle, which is released under the [Sonniss.com GDC bundle license](#).
  - Bluezone-BC0226-hit-impact-004 : Created by Bluezone (part of Cinematic Trailer Sound Effects)
- The following file(s) came from the Sonniss GDC 2016 audio bundle, which is released under the [Sonniss.com GDC bundle license](#).
  - Placing Pieces on the Board 2 : Created by George Karagious (part of SFX for Board Games)
- The following file(s) came from the Sonniss GDC 2015 audio bundle, which is released under the [Sonniss.com GDC bundle license](#).
  - EFX EXT GROUP Battle Celebration 02 A : Created by Coll Anderson (part of Battle Crowd sounds)
  - EFX EXT Bulkhead Door O\_C Close Med 04 : Created by Coll Anderson (part of House sounds)
  - EFX INT HOUSE Wall Light Switch Close 07 : Created by Coll Anderson (part of House sounds)
  - UI\_SoundPack8\_Select\_v2 : Created by Kpow (part of Sounds\_UI\_SOUNDPACKS)
  - Pop\_41 : Created by Membrans (part of Pops Sound Pack 01)
  - Joyful male laughter : Created by Sound Ex Machina (part of Sound\_Ex\_Machina\_Laughs)
  - Two women laughing : Created by Sound Ex Machina (part of Sound\_Ex\_Machina\_Laughs)

- Bone Cracking 18 : Created by Membrans (part of Bone Crackings Sounds Pack 01)

Credits for voice recordings in the game are as follows:

- TwistedTwigleg / Noah Beard → The intro dialog (will need to be redone at some point...)
- Microsoft David from the text to speech program → Lolbit's "Please stand by" vocals.

The game was created using the Unity Game engine, and uses the following assets:

- Pro-Grid
- TextMesh-Pro
- Unity Post Processing Effects V2

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Thanks, and please enjoy the game!