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Mangler the classrooms

A mysterious entity known as ARC-011 exists within the Lambda Superstructure. This large humanoid being has an unusual posture, resembling that of a quadruped animal with elongated limbs. Its pale skin and ability to bend its body to unsettling degrees make it appear somewhat grotesque. Notably, its massive size reaches up to 7 feet tall when arched back, but its kill trigger is located only on its head. This means that players will not die if they touch any part of ARC-011's body. ARC-011 exhibits predatory behavior towards humans, particularly targeting lone individuals. However, when encountered as a group, the entity may behave erratically. Attempts have been made to communicate with the entity, but thus far, these efforts have been unsuccessful. The entity roams aimlessly in The Bathrooms, moving slightly faster than players while running slightly slower. ARC-011 has no general weaknesses and can perceive its surroundings through sight, sound, and smell. It can also break down doors, although it is too large to climb walls or enter vents. When walking, ARC-011's footsteps produce loud metal crashing sounds or viscous crunching sounds that change when stepping on water. The entity constantly emits vocalizations, often producing a male voice bubble sound while wandering aimlessly, a low moan in response to noise, and a high-pitched roar when spotting the player and initiating pursuit. ARC-011 has a short aggro range and is not very effective at turning, making it possible for players to use parallel displacement to stagger the entity in narrow corridors. In contrast, variants of ARC-004, such as ARC-004B and ARC-004C, exhibit different behaviors. ARC-004B appears as an army of ceramic dolls with unique dresses, while ARC-004C, also known as the Hell Doll, is a fast-moving variant engulfed in flames, serving as a helpful feature for players. Allows humans to notice it and understand its behavior. Like ARC-004, ARC-004C behaves when no one is looking at it, moving on its own in dark areas. Its goal is to catch adult humans, targeting their eyes to blind them. It moves quickly like SCP-173 but with a fire effect that's more noticeable during teleportation. The entity in question bears an uncanny resemblance to ARC-011, exhibiting the unsettling ability to contort its body into unnatural positions that evoke fear and unease in human witnesses. Initially referred to as "he" or "him," due to its male-like appearance, it's unclear if this entity is starving, given the visibility of its rib cage. Notable differences from ARC-011 include a more vibrant red hue, increased size, and an innate ability to smell without prior notification. In contrast to its counterparts, this entity lacks a discernible hunting weakness, making it equally formidable as ARC-011 in terms of pursuit capabilities. A key distinction lies in its inability to turn its head, rendering it vulnerable to evasive maneuvers by the player. The ARC-004C entity can jump and look back while airborne, but it's crucial to stay focused or risk getting caught off guard. The most effective strategy is to keep an eye on the entity and slowly retreat when possible. In the game The Classrooms, players find themselves in a liminal space with multiple horrors, similar to a Backrooms setting. To avoid monsters, try to remain quiet while navigating through seemingly endless hallways. Since the creatures can hear you, it's essential to be stealthy. One of the most common SCP-style monsters is the Doll, which behaves similarly to SCP 173 - it remains still as a statue unless you look away. The Doll's presence can be indicated by audio cues like laughter or crying sounds, accompanied by footsteps when it gets close. To evade this monster, enter a wide corridor or a room with two doors and wait for the Doll to approach within two meters. You can then safely pass through while the Doll teleports. Another challenging monster is the Smiling Face, which relentlessly pursues players in complete darkness. Since The Classrooms features dim lighting initially, keep corridors and rooms lit by using light switches on walls or inside rooms. This will prevent the Smiling Face from approaching. However, be aware that some corridors may lack a light source; make sure you're well-stocked with resources in such cases. To effectively evade these monsters and progress through The Classrooms, staying alert, patient, and resourceful is key. For your flashlight, this will be crucial in evading the monster. When entering a new area, turn on the lights to remember the layout and create an easy exit route should The Smiling Face appear after you. This way, you can quickly run to a well-lit corridor without panicking. When The Smiling Face is near, your vision will blur, and the light from your flashlight will glow orange instead of white. Keep moving in well-lit areas as The Smiling Face can enter the room and take away the light source. Listen for its mechanical growl as an audio cue to track it down through vents. As you play through the game in found-footage style, be aware that Item 686 is difficult to spot due to visual distortion. Ignore any visual cues as they might be jumpscares. Focus on moving through corridors and avoiding the appearance of this monster. Item 686 can shape-shift, so keep your head down if the camera glitches out. Long Legs patrols areas like The Doll and is relatively easy to avoid by remembering nearby exit routes. When facing Long Legs, pay attention to its loud scream as a chase cue. This monster has limited vision, so walk instead of run when it's near. You have ample time to move out of its line of sight. The Cloaked Man makes his presence known through physical manipulations like flickering lights in hallways. When you see this, quickly hide in an adjacent room or inside lockers within the corridor you're standing in. This is your best chance against The Cloaked Man, as he's relentless and will follow you until caught. We recommend following these tips to evade all monsters in The Classrooms. The Mangler: A Custom Mode Horror Icon Mangler's similarity to the Gangler makes them nearly indistinguishable by sound. Some suggest modifying the Mangler's vocals and footstep sounds to make it audibly distinct, which could involve deepening its gurgling noise. Initially, the Mangler was a threat in The Poolrooms alongside other entities but was removed from version 0.6.1.416 due to player complaints about excessive difficulty. Before its removal, players could have up to four entities present simultaneously if they used console commands. Many players felt overwhelmed by the entity count, leading to the decision to remove both the Mangler and Cloaked Figure. The Mangler's lack of unique traits beyond size, color, and minor speed increase makes it one of the least memorable entities in the game. The Flaming Mangler video was posted on social media platforms by The Classrooms on November 10th, 2023. It showed a developer following and whistling at the Mangler, causing it to roar before becoming engulfed in flames. Interestingly, the fire only activated when the Mangler visually saw the player, not immediately upon being alerted. However, this feature was ultimately scrapped for the Mangler. The word "Mangler" refers to something or someone that mutilates or disfigures by cutting or crushing. This definition aligns with the entity's violent nature and design. The community often refers to the Mangler using he/him pronouns and sometimes calls it a brother of the Gangler, due to their similarities. The Mangler's limited development is evident in its inconsistent appearance and features. Notably, it was introduced to the game with a description highlighting its increased ferocity, but updates later revealed a red-tinted version of the Gangler's icon, indicating a lack of focus on the character. The Mangler has undergone changes, including the addition of a sense of smell in 0.6.0.381 and the removal from The Poolrooms in 0.6.1.416. Despite these updates, issues persist, such as the inability to disable the sense of smell in 0.6.2.433. The protagonist is trapped in an unknown space within the school's walls. To regain electricity, he ventures into the electrical room, but his main goal is to escape and uncover what transpired at the school. Born in '79, the 18-year-old has a name and appearance that suggest Chinese heritage, according to ARC data screens. Initially, he searches for his missing younger sister, who vanished from the school. Upon entering the power generation room, they attempt to restore electricity by flipping switches but soon discover the exit blocked and are confronted with 'Entities' within the building. These entities also move around, complicating matters further. In a bid to escape this strange place, he consults information about these monsters provided by an organization known as ARC along with records of others who entered like him but were trapped. The dark room became an outlet for negative emotions as Alexander Asbest, CEO of electronics company Asbest, expressed his discontent towards the "face monster" and threatened to destroy the school if it left. The videotape featured Alexander, who took over the company from his father in 1961, after which the computer business flourished. The scene briefly showed a glimpse of the ARC building, indicating a connection between Alexander and ARC. The founder of Asbest, Daniel Asbest, founded the company in 1925 and served as its chairman before passing it on to his son Alexander in 1961. Meanwhile, ARC (Anomalous Retrieval & Containment) is researching the school and unknown locations, with their logo featuring an eye within an iron cross pattern. Entities mentioned in the story include: * Alexander Asbest * Daniel Asbest * ARC (Anomalous Retrieval & Containment) * The face monster Notable entities include: * ARC-216: A cloaked figure that appears floating in the air, often responding to light sources. It can be defeated by creating a dark space. * ARC-004/ARC-004B: Cursed Doll/Doll Legion, details unavailable. Please note that this text does not provide detailed information about each entity's abilities or behaviors, as it is based on a work-in-progress game. Hell Doll: A Deadly Entity with Unpredictable Behavior A porcelain doll-shaped entity with a tracking mechanism similar to an SCP-173, the Hell Doll is a formidable foe that can be challenging to deal with. It moves on its own but freezes when observed, making it difficult to track its movements. Additionally, a child's laughter can be heard when near the entity, warning players of its presence. The Shape in Resident Evil When you're close to The Shape, you hear a low growl. There's no weakness and no special abilities like teleportation or object scattering that would scare the player. If seen, turn corners frequently to hide from a vent or exit. A death scene is shown with the creature swallowing the player whole when caught. In the pool area, there's another creature called the Mutant Mangler, an altered version of the original Gangler but with a bright red body. The Shape appears as a floating face in dark rooms and emits a low voice that will force the light off if seen. Be cautious as this might release trapped porcelain dolls. Its presence can be detected by its sound effects and a blue tint around it, which won't happen when the camcorder is on but might quickly drain the battery. If tripped, the breaker switches off, leading to time attacks. Maintaining the camcorder's health can prevent this. If caught, there's another death scene with the creature chasing you with its face turning red. The Shape causes disorientation with its dark atmosphere and draining batteries fast through sound effects that are particularly creepy. Fans refer to it as the pool monster, known for its human-like worm head, and is considered one of The Class Room's most infamous entities When confronted, the coping method's effectiveness decreases because its response is based on movement. However, being found and stopped immediately is often not possible, and the entity may become hazardous in tight spaces due to its unpredictable movements. DeathsIn, a variant that changes depending on the contact site, has distinct death scenes for front and torso touches. In Alpha Worm mode, which debuted during the 2024 Halloween update, the entity's behavior is unique. Necrophid, with its centipede-like appearance, relies heavily on smell to track players. Whispering Worms are similar but lack a sense of sight and hearing; instead, they use their sensitive nose to pursue players. Dirt balloons bursting around the playroom release a scent that attracts them. These entities can navigate large spaces, but avoiding them is still challenging. Tenant, with its grotesque appearance, has excellent senses, allowing it to detect every sound, including the main character's footsteps. However, its speed is relatively slow, making it somewhat manageable. When touched by a red leech, a foul odor will appear, revealing the player's location and requiring immediate action to defeat it. The back of something features dolphin-like fins. If you stare at it for too long while it's in your field of view, you might start screaming and be surprised.[19] You'll look at the player for a bit before suddenly disappearing with a gleam effect. This creation is completely random, so seeing it pop up or slide away can be surprising, but ultimately, it's just a common occurrence. There is a small chance that this entity will appear in front of you and force you to pass by without touching it.[20] Among the graffiti scattered throughout the map, there's one piece that questions the existence of this entity by drawing its face and writing "Friend?" This article contains spoilers as it discusses plot elements and character descriptions. A typical American school is the setting. The goal is to find a way to open the elevator and escape using it. You'll find various documents left by organizations researching abnormal spaces and entities, as well as notes from survivors scattered throughout the map.[1] There are also inexplicable graffiti and bizarre drawings on blackboards and bulletin boards. Every classroom or hallway has a light switch that allows you to turn the lights on or off. If you find the driver on the map, you can open vents located throughout the classrooms and use them as a safe zone or shortcut. From the start, a figure in a cloak appears when you approach areas with blinking lights for no reason.[2] After playing for a while, you'll enter the doll room to get the key to the supplies room, where you'll find a cursed doll and be chased afterward. In this library setting, sound is the main focus. The goal is to find four books hidden throughout the bookshelves and return them to the return slot to open the exit. Scrichou, an entity with no sight but very sensitive to sound, makes his first appearance. This clown's movement speed is almost as fast as the player's running speed, and the screen shakes when it attacks in close range using ultrasonic waves, making it difficult to dodge. It's essential to move quietly and stealthily from the beginning. There are noise-causing objects such as red balloons, fart cushions, glass shards, and gramophones scattered throughout the map. Red balloons will slowly approach you and burst with a popping sound when touched, drawing the clown's attention, so be cautious.[3] There is a ventilation hole here that can be used as a safe zone. If you're aware that clowns are only sensitive to sound and become accustomed to manipulating them, you can intentionally make noise to lure the clown and then quickly move away to the side. One thing to be careful of is that returning books one by one is very dangerous because the trigger is designed so that the clown will run to you even though it's not clear that a sound has been made.[4] If possible, it's recommended to return all items at once and then escape. Toilets, sinks, and showers are scattered throughout the map, and there is water on the floor. The back of something features dolphin-like fins. Gangler entity spotted; avoidance necessary The Gangler appears to be easily hidden due to multiple bathroom stalls; however, breaking through the stall door results in its attack, forcing a switch to the ventilation shafts for concealment. A school-like map with a twist: an entirely dark environment. Initially, it's similar to Chapter 1 except that turning on the light reveals the need to navigate through a room filled with water and high-voltage current, leading to electrocution; instead, disabling power in the electrical room allows escape. Smiley reappears along with cursed dolls and cloaked figures; beware of ga-bulgi induction due to opposing characteristics. A pool-like environment features a water slide for safe passage into an independent space but be cautious of camcorder damage upon attempting exit without proper clearance. ARC-061, an unidentified entity, appears occasionally but poses no threat; the real enemy is the whispering worm, which can sense and track movements. Master control to outrun its straight-line speed while adapting to changing directions. The escape route involves navigating through water from the escape hatch safely, with hidden items such as goggles, a card key, and microwave operation codes found during exploration. A secure zone accessible via card key usage, requiring waterproof protection; entities cannot invade this space. Upon exiting through an iron gate, entities cease pursuit. A large, dark room appears with an eye-shaped ceiling; escape via elevator at the opposite end. An unknown space is sealed off by iron bars but can be accessed using a flying bug; a vending machine exists within but its interaction status remains unclear. The room accessible by stairs has an unexpected vending machine-like entity. The chapter's OST is dreamy, setting a calming atmosphere. In contrast, other chapters are tense or eerie, making this OST a comforting anomaly. The playroom resembles a giant playground with jungle gyms, slides, and tunnels that can be climbed to the ceiling. However, outside lies an endless void, and death awaits. You start in Chutopia's restaurant without electricity, which means the elevator is useless. When you leave and enter the playroom, you'll encounter Necrophids and Tenants with a keen sense of smell. As you navigate the playroom, you'll find a power room with three circuit breakers: Arcade Zone, Playroom, and Chutopia. To power Chutopia, you need two working fuses, which can be obtained from the supplies room in the arcade zone after removing one fuse from the playroom breaker. The arcade zone is a safe space where you can play games to collect tickets and earn level 2 key cards. The game requires coins earned by exploring the playroom or playing bingo on the map. Winning allows you to find the required coin. Once you have enough tickets and the level 2 key card, you can access the arcade zone's fixture room to obtain a working fuse. To power Chutopia, you must return to the power room and plug in the fuses from the arcade zone breaker and the new fuse into the Chutopia breaker. However, after obtaining the second fuse, an entity will appear, making it difficult to evade three entities while navigating the dark playroom. This chapter is notably more challenging than previous ones, requiring attention to detail, puzzle-solving skills, and quick reflexes to avoid the entities based on their sense of smell. The playroom map can be quite challenging, with an additional entity that appears randomly, causing discomfort. To counteract this, it's worth exploring familiar entities to gain an advantage. However, dying often requires starting from scratch, and navigating through stages involves more than just finding the exit. In particular, the sixth chapter requires traversing multiple rooms, including the power room and elevator. Upon death, a larger hut appears, making users feel claustrophobic. Some essential items include batteries, which can be replaced, and documents collected in a codex that provide information on entities and story tidbits. The battery is particularly common. Other valuable items include Elevator Keys, Driver's Licenses, egg timers, magic 8 balls, Level 1 Keycards, goggles, deodorant, and biscuits. The game also features micro voice recognition, which plays a key role in the monsters' aggression, making it suitable for streaming content. Moreover, children playing in certain areas exhibit unusual behavior, including instruments producing unnatural sounds that disappear when their owners are found. The protagonist's missing younger sister is also at the center of the story, with clues to be discovered. The SCP Foundation's document format is similar to that used by ARC, featuring entities such as the Whispering Wyrms that appear in various locations. The Wyrms' ability to bend and twist its body allows it to move freely, while its head remains straight with a grim face and dark green color. It has been observed to react differently to sounds, such as turning on lights or taking showers, making it difficult to predict its behavior. Some have speculated that the Wyrms are male and can be identified by its cervical vertebrae visible on its head. The entity's presence can be detected through a range of methods, including glitches and dolphin-like squealing sounds. Traps such as heat-seeking balloons created by clowns are used to deter the Wyrms. Its behavior has become somewhat predictable due to changes made in past updates, but it remains a formidable and mysterious entity. If characters are in a situation where they can't be caught even if they spot the main character, they should move to another location. This is especially important when watching the main character's found footage, as a broken camcorder will disrupt the recording and make it impossible to watch. Additionally, exploring underwater areas will result in time over. Moreover, players who are unaware of these rules may misunderstand that high-temperature steam from escape routes can be fatal. However, trampolines do offer some jumping capabilities, although excessive use will allow for greater heights. Be cautious when encountering the smell gas option instead of collecting a coin. Observing whispering worms as they climb up walls vertically is also possible.