

Traps:

Clown jump scare: A deranged looking clown suddenly appears in front of you looking menacing and making a creepy laugh.

Candy pile: its just a normal looking pile of candy. When the player gets close a menacing clown will pop out to scare them.

Cotton candy machine: It looks like a normal cotton candy machine. If the player chooses to interact with it they can try and get some cotton candy but it will come out as hair.

Balloon animals: A pack of balloon animals faces the player before starting to chase them for a short time.

Decoy mask: A decoy of the mask's the player is supposed to be finding. When the player interacts with it, it will come alive and begin chasing them for a short time.

Lion Cage: There is a cage with an agitated lion sitting inside. If the player approaches the cage will disappear and the lion will chase the player for a short time.

Circus peanuts: The player sees a large pile of peanuts. If the player approaches a large pile of peanuts will fall on top of the player burying them.

Deranged ring leader: The player sees what looks like the ring leader of a circus. If the player approaches the ring leader will tie them up with a whip.

Animal crackers: The player sees an overly large box of animal crackers. If the player approaches animal crackers will come out of the box and begin eating the player.