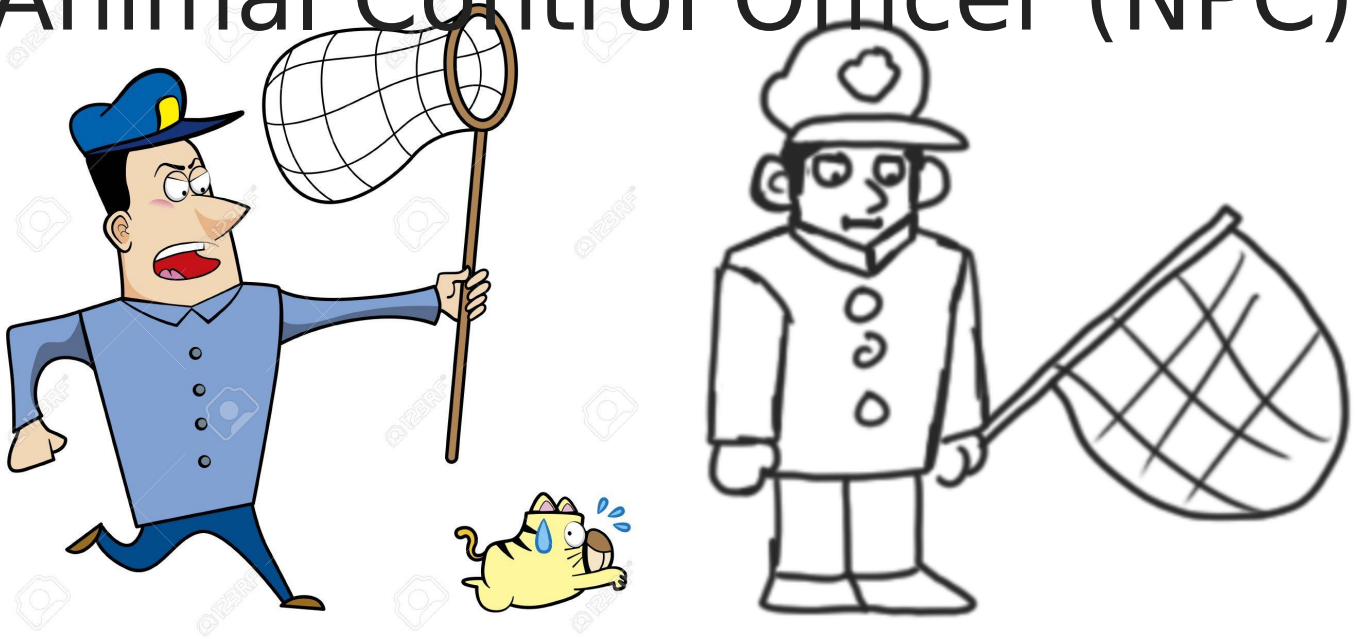


Animal Control Officer (NPC)



They aren't present on every level. When they are present they patrol in predictable patterns and try to stop the animals from escaping.

Dimensions

- Width: 1 tile, Height: 2 tiles (Main - art takes up approximately 1.5 tiles in height)
- Width: 1 tile, Height: 2 tiles (Net - Net MUST fit over Dexter)

Mechanics

- AI walks back and forth in predetermined range
- Tries to chase Dexter and catch him in a net
- Runs away from Chucky
- Sometimes carry keys which can be sucked up by Chucky

Sprites

- Idle (4 frames)
- Walk cycle (4 frames)
- Swing net to catch Dexter (4 frames)
- Successfully pind down Dexter with net (3 frames)
- Running away from Chucky looking scared (4 frames)

Updated 2025-12-28 06:40:20 PST by xury